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ETUDE ONE

ITEM 1: “Bunny Rabbit”



The first objects that is meaningful to me and resonates with me is my first plush toy, a pastel blue stuffed rabbit. It was the first plushie I ever got as a baby, and I still have it to this day. Its appearance looks delicately knitted, along with minimal details for the black nose and the eyes. He is soft to touch and is cushiony, with floppy ears that lay on the side of its head. When I was young, I named it “Bunny Rabbit”, and it has become meaningful to me due to the strong emotional connection I have with it, because of its link to my childhood days. As for its structural integrity, it can easily sit up on its own and keeps its shape without a problem, as the knitted texture is actually quite sturdy and resistant to distortion and weight. Overall, it is almost in perfect condition, and I find that the simple appearance and minimal details makes it easy for people to “relate” to it, in a way that they also owned a cute generic plush toy, as it looks very child-like and also unisex. This plush toy gives me comfort, a feeling of warmth and a positive memory of childhood.

I am very close to my family, and this plush toy is a memory of back when I lived with my parents, and every night I slept peacefully next to this little bunny. Even to others who haven’t had this exact toy when they were young, its simple pastel design and happy looking face gives off a vibe of pure childhood innocence and bliss. Childhood nostalgia is a generally universal feeling, as it is often associated with simpler and happy times, along with less worries and “adult problems”, such as paying rent and credit cards, or worrying about university grades. It is memorable for me as it is strongly connected to my family, and the care and comfort I received from my parents when I was young. I value the closeness I have with them, and the positive memories from my childhood, often accompanied by “Bunny Rabbit”. As for electrical conduction, it has the potential to be wired on the inside, and potentially move its limbs, or have glowy eyes. The ears of the bunny are also very light in weight, and I think could be modified so that they lift and flop up and down.

ITEM 2: “Cheerleading Shoes”



My second meaningful item is another object that I've had for a long time, and they are my old cheerleading shoes. Visually, they are very worn out, with holes under the soles of the feet, as well as a couple of strings coming out here and there. They were also white in colour, but after many years of use they are now almost entirely beige, with small rips spread around the top of the shoe. Under them, the texture of the bottom is now completely smooth, and the “NFINITY” branding has disappeared. The shoes are overall rough in texture, with some small sections of the shoe in satin-like texture, but 75% of the shoe is stringy, due to the old mesh and damaged leather. Attached to the laces are small plastic accessories, including a couple of coloured competition pins, barely holding on, destroyed over time. These shoes allow me to work out and comfortably walk around with them. They mainly allowed me to pursue one of my passions, which is competitive cheerleading, for a few years and experience many amazing experiences, in and out of my cheerleading gym, and in and out of Canada.

In fact, when I look back at these old shoes, they give me a feeling of strength as they remind me of all the hard work they went through. Over the years, cheerleading has pushed me into learning the benefits of teamwork, how to build a positive strongly knit community, as well as the feeling of awe when you see the progress you have made physically and mentally, surpassing your limits every practice. To others, the meaning must be very unclear, as they look like any regular old dirty workout shoes, but one detail should stand out: their worn-out appearance shows evidence of strenuous use. To me, these shoes have represent the importance of hard work and dedication, as I have been through many moments at practice that I wanted to quit and give up, but I've held on and pushed myself past my limits. These values are very important to me, and have followed me through school, through making friendships, and succeeding at various jobs. However, I think their conductive potential is low, but I believe a tracking system could be implemented and attached within, possibly a workout assistance gear, a footsteps tracker, or anything related to analysis of the activity done with the movement of the shoes (or possibly shoes that “tie themselves” like in Back to the Future 2).

ITEM 3: “Bob Ross Mug”



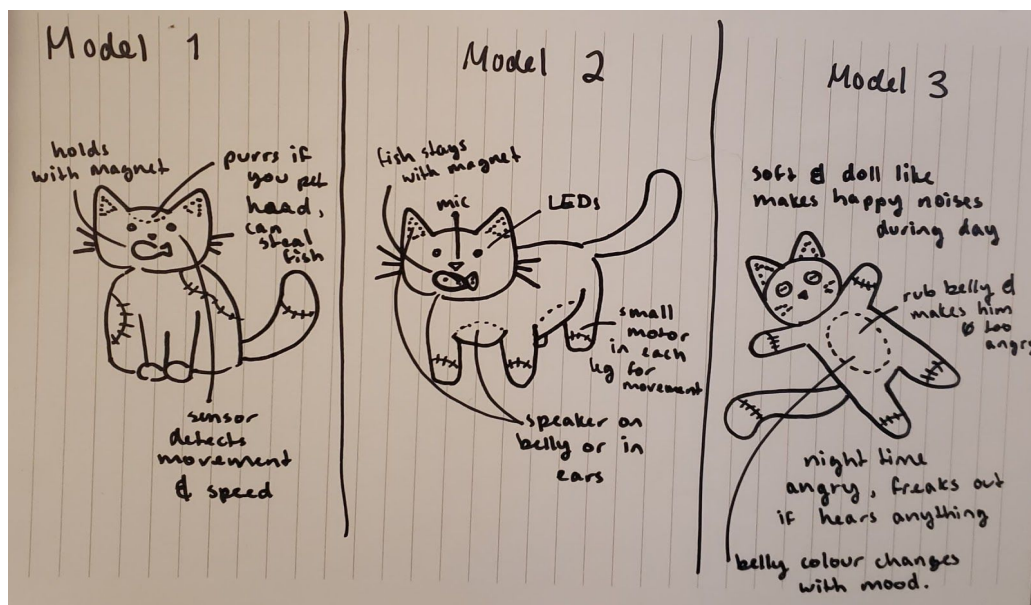
My third meaningful item is a mug I bought a couple of years ago, which is a “Bob Ross” mug. The outside is teal and shiny, and the inside is a crisp and clean white. There is also a smooth white handle, and on the front, there is a small coloured portrait of famous painter Bob Ross, in a circular frame and a thick black bold outline. He is flashing a huge smile and behind him is a scenic view of a snowy mountain. Above him, a quote is displayed, saying “No mistakes, (...)”, and under him, the sentence wraps up with “Just Happy Accidents”, all in a funky bubbly-looking font. His signature is also displayed right below. Overall, the mug is in excellent condition, with just a couple of small chips in the paint. Its purpose is to hold liquids or even be used as a cup for solid snacks, or a container for various knick-knacks such as pens. However, its main use is holding my tea in the morning, when I arrive at work early and take the time to enjoy the peacefulness of the herbal scent.

The structural integrity of the mug is overall very solid and easily keeps its shape if moved around by human force; however, ceramic is delicate and will no doubt crack or break if dropped, or set down on a counter with too much force. The shape of the mug and the fact that liquid is often part of this object makes it difficult for electrical conduction, but the same principle of a certain tracking method as the shoes could be adapted to the mug, possibly with the up and down movement to your mouth, or a reaction to the elevated heat due to tea that triggers a certain event, maybe something like “if it’s cold, there’s no more tea, so more tea please!” with sounds or lights. This however would be tricky to integrate seamlessly, and maybe a soft mug cover could be the solution to attaching the mechanism to the mug. Overall, this mug is meaningful to me because it helps me to stop overthinking and letting go of the fear of messing up. It allows me to take a deep breath, have a calming sip of tea, and reminds me that mistakes will happen, but I get to determine the meaning of said mistake, and I get to determine how to react to it, whether it’s realistic optimism or diminishing pessimism. It allows me to take a step back and think to myself if I’m really evaluating this response logically. I also watch a lot of Bob Ross videos before I go to sleep, so the mug reminds me of the calm state I’m in, enjoying beautiful visuals and taking a break of multitasking.

Favourite Object

I think my favourite one would be the "Bunny Rabbit" object, as I really love the innocent look and I could have a really contrasting interaction that makes you question the true intentions of this plush toy, making it seem like a haunted object with a dark nature. I would like to make it into a creepy game for the people interacting with the artifact, an experience with a haunted object just like in horror movies. I want my artifact to become an immersive experience as if you were interacting with something supernatural. I want the people participating to be put in a state of reflection where they rethink what is an illusion, and how easily we can be manipulated by special effects as well as our own thoughts. For example, if you watch a horror film and afterwards, you hear sounds and immediately believe that you're being haunted: your mind is playing tricks on you because of your suspicious mental state, that's already focused on a supernatural angle and expecting unexplainable supernatural events.

A way to convey this experience could be a cute cat little plushie, where when you steal his little fish accessory in its mouth, he becomes angry and evil, possessed by a "spirit", and starts to move towards the location of the fish, and if it sees movement (most likely yours), it starts to move towards you angrily for a few seconds, before going back to its original trajectory. It could also repeat the sounds playing and the voices talking until it annoys you into giving the fish back. Once it gets the accessory back, it returns to its normal state, not possessed anymore. However, I don't have any experience in robotics, and I believe this objective might be a bit too ambitious, so it could possibly be a similar situation, where you steal the fish, then the cat starts crying or complaining, until you return the fish to it (without it actually moving towards you), once again without being seen (possibly a certain speed to not exceed when moving towards the artifact). If too ambitious as well, it could also seem like a normal plush toy during day time, and when the lights are closed, its eyes and belly light up and the "demon" wakes up and comes alive in the darkness, and if he hears sound, he freaks out and makes a big fuss, unless you pet him and calm him down, colours changing depending on his mood.



Storyboard

(Favourite One: "Night-Time Demon", #2)

