



# HAPPY DAYS

From this play, I feel that a woman has a positive attitude towards life. Winnie, the heroine, has been working hard to live, but mixed with self-deception. In the play, Willie's passivity and indifference to Winnie is like the love that exists in name only in the marriage, unable to retain, but unable to break free, separated from the whole into the original two independent individuals. This play is not only a portrayal of marriage, but also a portrayal of life. In life, surrounded by all kinds of pressure, be pressed breathless, like falling into a strange circle, sinking deeper and deeper, trying to smile, but unable to change. Thus wandering in a contradictory.

# INITIAL EXPERIMENTION PROCESS AND RESULTS

Subtitle projection test

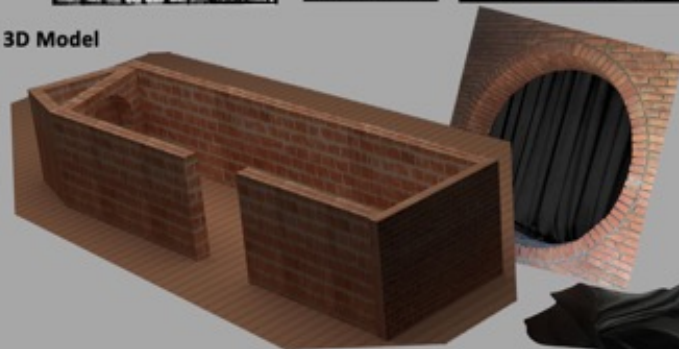


**Results:** the presentation effect is not good, the size of the venue is limited, and the subtitles are easy to be blurred. The connection between lines is not easy and easy to be saw through.

Experiment at the red brick art museum



3D Model



The relationship between the figures



At the red brick art museum



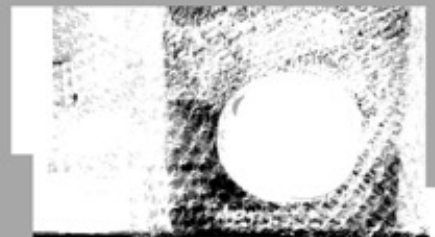
**Props:** artificial spider web / handcuffs and neck handcuffs

**Result:** the venue is not lent out, and the repertoire can not be performed.

Material experiment



newspaper

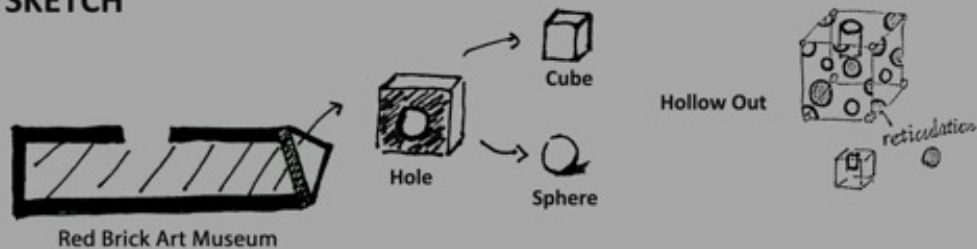


bubble paper  
(the paper for express collision avoidance)



# SPATIAL DIVERGENCE ANALYSIS

## SKETCH



Red Brick Art Museum



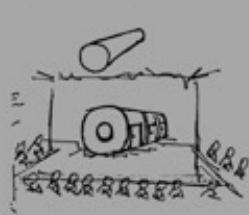
Extrusion



Imagination



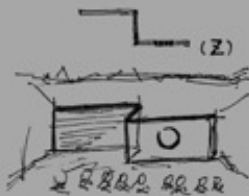
## Stage Design



The visual is not good.

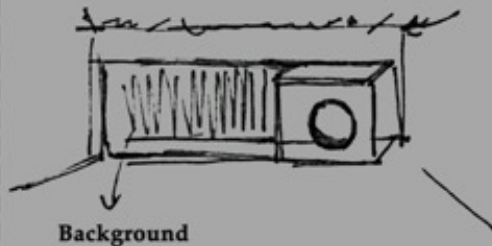


(u)



(z)

## Final Stage Design

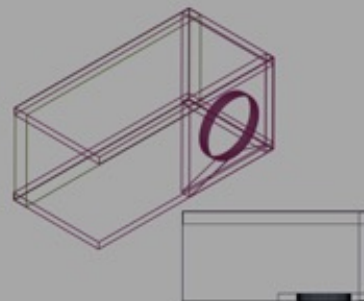


Background



Solution improvement: replace holes with TV shows the connection with life

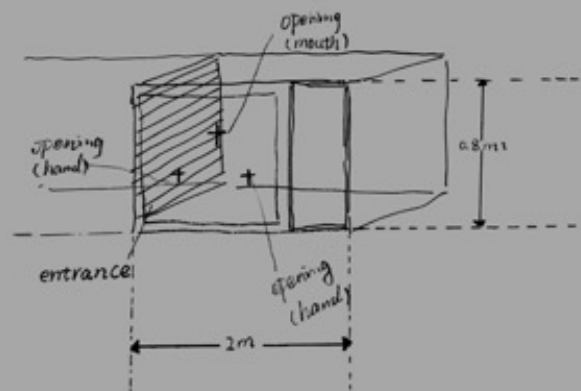
## 3D Model

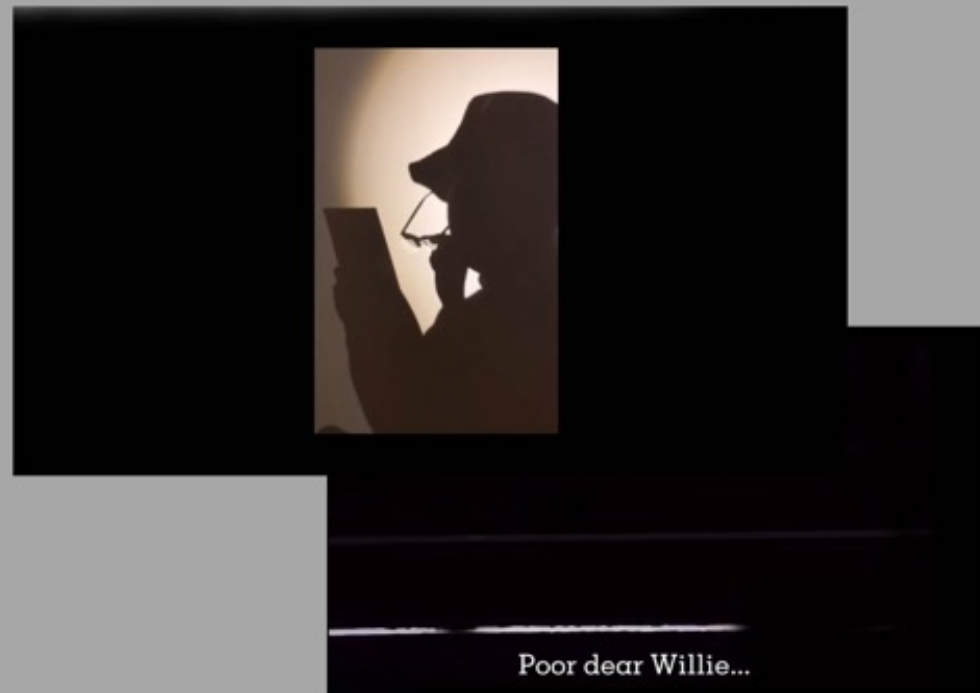


## Pre Set Stage Effect



## Prop Size Drawing





Select ACT1 part of the plot for re-interpretation and design,  
 set the scene in the TV, by the viewer to control the switch and progress.  
 Therefore, we want to express that life is like a play, and a play is like life,  
 and we are also spectators and performers.  
 Life is not plain sailing, just as TV often breaks down, borrowing Winnie's life.  
 No matter whether life is good or bad, we still have to work hard and be optimistic.

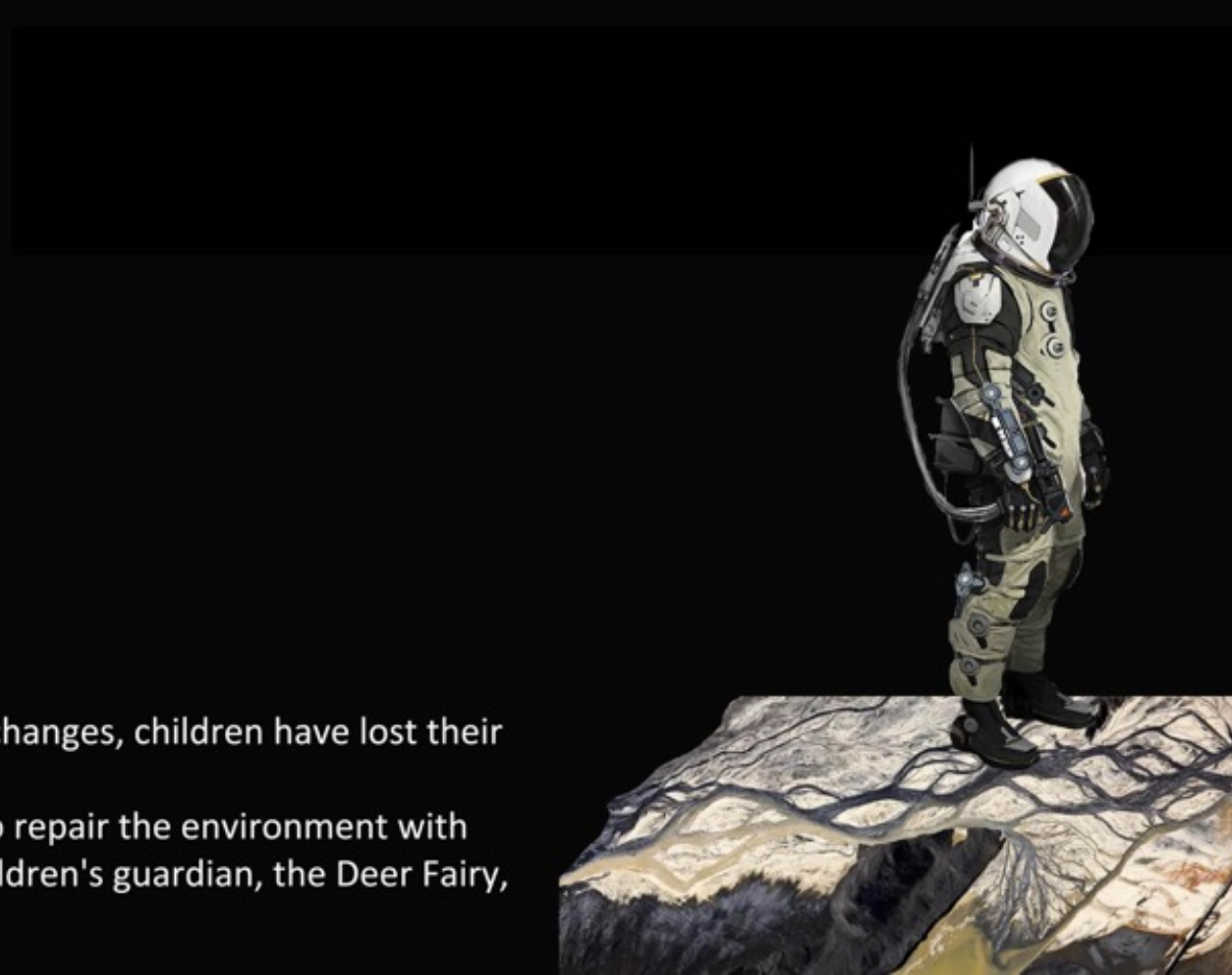




### Background introduction

The environment is constantly destroyed, human life has undergone earth-shaking changes, children have lost their smiles of the past, life is full of unknown and fear, human beings can not see hope.

In order to change this phenomenon, scientists are constantly trying to find a way to repair the environment with space-time gap. The protection operation was undertaken by John, who met the children's guardian, the Deer Fairy, at the time and space station to help him complete the project.





# DESIGN AND EXPERIMENT

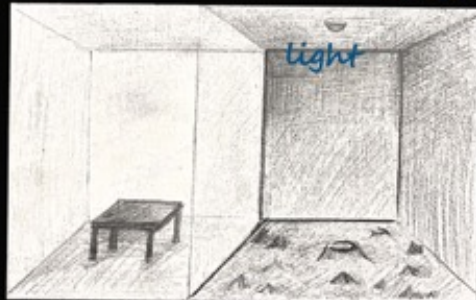
## Inspiration

A children's story about beans becoming fairies.

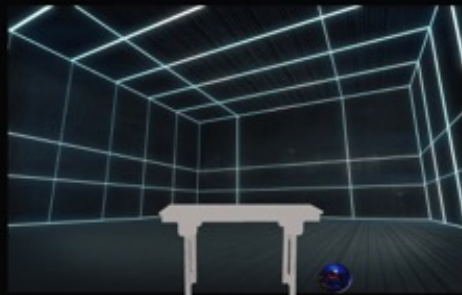
## Part1

Bean was born with grandma's help

SKETCHES



SCENES



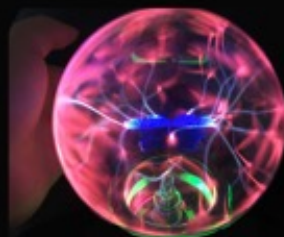
## Material Experiment - bean



Material: Electrostatic ; Fluorescent Paint  
Result: Fluorescent- color was not bright enough

## Solution

I found a glowing ball when we touch it.



## Part 2

John goes into space and time, and he's shocked by what he sees.

Still no sign of life, just sand and dead trees, he could only go on and on...

SKETCHES



## Scene Simulation

Material Model, Stone, Sand, Crystal ball

Purpose Craet a mini scene to help me to imagine



Scene Design



Open Space/ Outside



## Pre Set Stage Effect

SKETCH



## Part 3

When John is cornered, the fairy bean fairy appears and walks slowly with hope..



**Better life has boosted higher living standards and material pursuits.  
With diversified consumption, the express industry prospers, and  
what difference does it make to our life?**





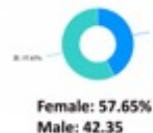
## RESEARCH AND ANALYSIS

**Background:** The growing consumption has promoted the rising of emerging sectors such as WeChat business, overseas shopping agent and e-commerce live-streaming, which leverage a great impact on everyday life.

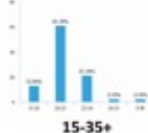
**Purpose:** To find out the relation between the increasingly convenient consumption and personal life.

### RESEARCH ONLINE

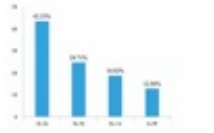
Gender ratio



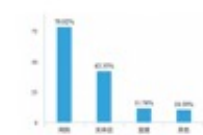
Age ratio



Disposable income ratio



Major consumption channels



Self-identification of impulse purchase



## Survey analysis and conclusion

Gender ratio of the survey is 1:1.  
The respondents are mainly 20s and 30s. The dominant consumption channel is online shopping.  
Attitudes towards consumption vary and the standards of unreasonable purchase change with the income and purchase attitude.  
In conclusion, consumption cannot be easily defined as it reflects our emotions, hobbies, personalities and becomes an indispensable part of our life.

## STAGE DESIGN

**Props:** Express boxes and packages are used to symbolize the convenient purchase.

**Reason:** Express boxes and packages are common in daily life, easy to be shaped and collected and can be recycled to avoid waste.

### Inspiration

Pictures with strong fluidity and dimension share the same feature, that is a divergent optical center combined with repetitious elements.

### Materials and experiments

**Props:** Packages and cartons in different sizes

**Conclusion:** The great difference in size and height caused less stability and aesthetics.



### Early Simulation

Field research and experiment Venue selection

Early Expectation: changeable lights and elements like circle and rectangle that echo the props in the room.

**Venue restriction:** The final stage was set in an indoor place with no lights. COVID 19 adds difficulty to venue renting.



**limitations:** narrow space, too many windows and no permit to the curtain curtain, the lack of natural light would weaken the stage effect.

**Solution:** add some light effects to the final video.

## COSTUMES AND GARMENT

### Inspiration



### Plan A

3D linear blouse + sequin skirt

### Fabric Research



The process of making



**Conclusion:** The plan was given up for the overly bright cloth color.

### Plan B

3D fabric collage



Materials: fabric, fabric glue, black T-shirt



### SKETCH



Detail demonstration



**Conclusion:** Plan B was chosen for its good effect and performer-friendliness.

# FINAL RENDERING

Form: video

Video details: length 00:02:32

Resolution 3756 × 2160

Venue sponsor: Beijing WY Studio

Performer: Yang Jingwen

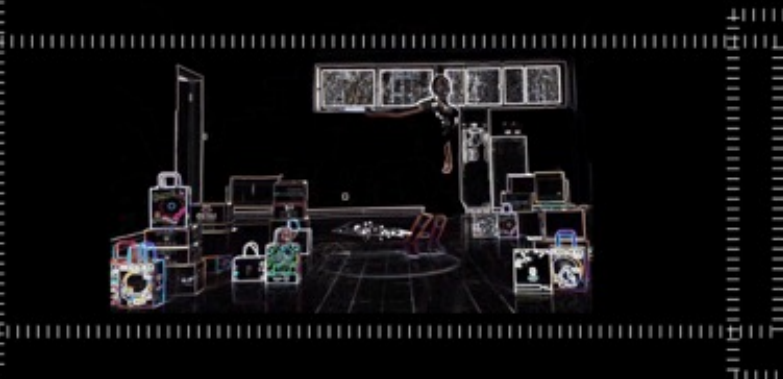
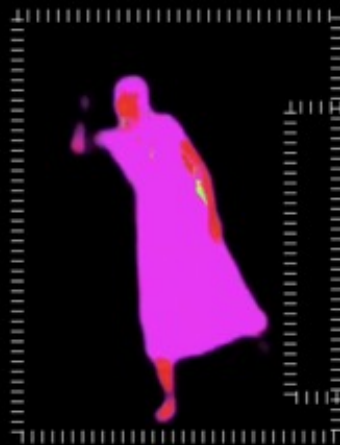
Set design & garment & video editing: Zhang Qianrui

Music: Remix (post-editing)

Based on the theme, Parda (rework) and Fashion by Lady Gaga were selected as background music.

The music featuring two ringtone (cashing notification and the knock of deliveryman) produces an echoing effect.

The colorful effects used in the video fit well to the theme, indicating the rich material life.







# WHAT CAN YOU SEE

The human body is complex and special.  
Many people will dream,  
and some may even experience auditory or visionary hallucinations.  
Then I wonder what the illusion looks like,  
how it varies from people to people and whether the sight is real.





# RESERCH

Background: In my daily life, I often observe people and have found that different understandings lead to more disparity in other aspects like what we see.

In some specific conditions such as poisoning or coma, we will see or perceive something special, which confuses me about the truth of what I see. At this backdrop, I conducted the following research.

Analysis: After research, I found that hallucination can be generalized as the scene seen in unconsciousness. Academically, hallucination refers to a perception in the absence of external stimulus that has qualities of real perceptions.

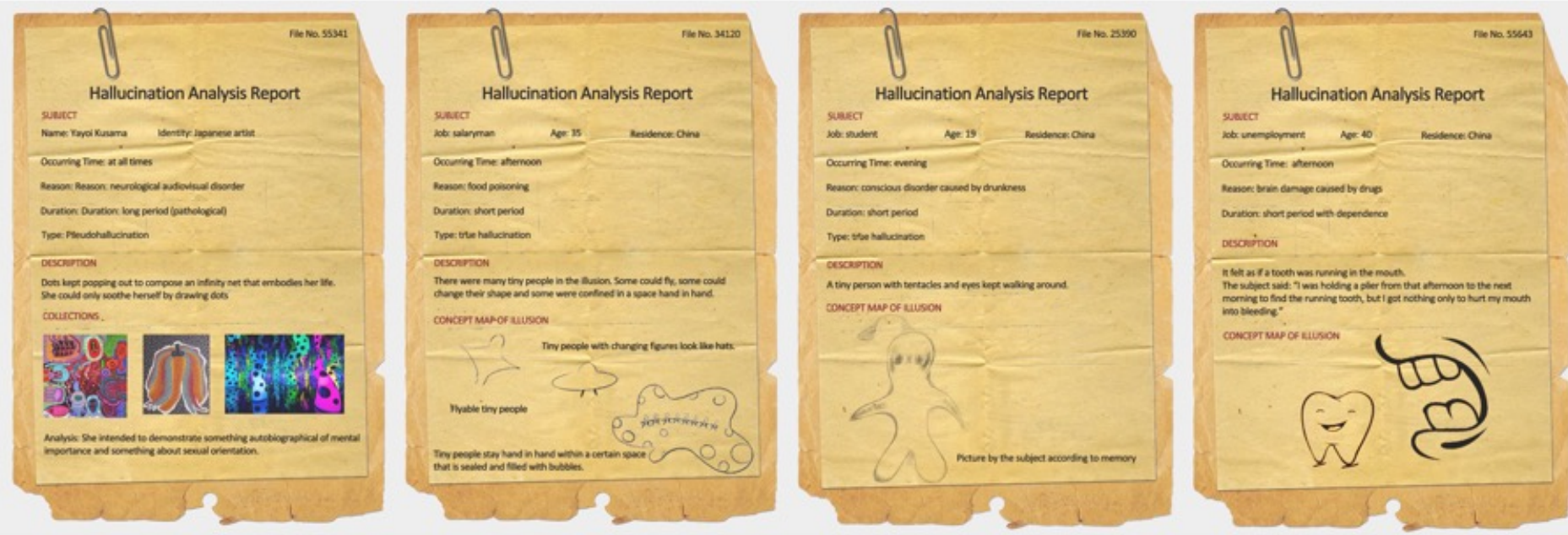
There are two types of hallucination: true hallucination and pseudohallucination.

1.True hallucination is also called complete hallucination or perceptual hallucination.

It means that the patients experience through senses a vividly "true" illusion that actually does not exist and is originated from objective space.

The patients firmly believe the hallucination is real, with corresponding thinking, emotional expression and act of will.

2.Pseudohallucination is produced in the patients' subjective space like brain or body but is not vivid enough. Hallucination is not acquired through sensory organs.



File No. 21340

## Hallucination Analysis Report

### SUBJECT

Name: Hilma af Klint

Identity: Swedish artist and mystic

Reason: complex spiritual imagination from the study of mysticism

Type: pseudohallucination

**DESCRIPTION** Hilma af Klint's art world is full of symbols, letters and words. She thinks colors and patterns themselves have a certain meaning. Her paintings often depict symmetrical duality, or relativity: up and down, in and out, earthly and esoteric, male and female, good and evil. Metaphors of colors throughout the paintings: blue for femininity, yellow for masculinity, pink/red for physical/mental love.

### COLLECTIONS



Notebook of the artist

### UNIT SPLITTING

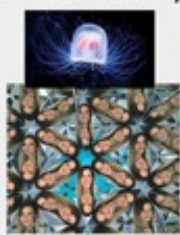


Analysis: The snail-like pattern or spiral symbolizes development or evolution. Circle or configuration represents femininity and masculinity. W stands for material and U for spirit The intersection of two circles is called "vesica piscis", meaning unity and fulfillment.

# MATERIAL AND COLOR

**Inspiration:** I looked up a lot of data while studying human and hallucination, and here are my sources of inspiration:

Immortal jellyfish  
A limitless life in constant cycle.



Man and Shape



"Mobile" devices on the ground



Madrid Museum of Illusions—mirror

The repeating patterns in mind indicate the life cycle.

Chad Knight's visual art devices

## Color extraction—graffiti

The research and analysis further justified my previous doubts. To prove its authenticity, I planned to design a performance stage themed illusion. For me, graffiti is a mix of vivid idea and existing perception of certain things, just like an illusion in the brain. So I chose works of 4 graffiti artists for color extraction.

Keith Haring



Rainbow Grandpa



Mr. Doodle



Yayoi Kusama



## Thoughts and Summary:

I grab the common characteristics through comparative analysis of their graffiti works.

Color: high color saturation, preference for warm color, especially the yellow hue

Line: smoothness and evenness

Space: dense and orderly arrangement

Composition: repetitive patterns in similar size and shape

## Material Test

**Material Selection:** Based on the previous color extraction and inspiration, I chose the plastic sheet used in the illustration "Man and Shape" and its color is from the previous extraction part: the mirror exhibition by Madrid Museum of Illusion Art reminds me of mirror paper, another material I picked for my design.

**Test 1: Heating plastic plates of width in 4cm, 2cm and 1cm respectively.**

Procedure: Cutting and heating black plastic paper



**Results:**

**4 cm wide strip**

Outcome: concentrated shape

**2 cm wide strip**

Outcome: flexible shape

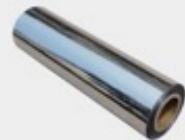
**1cm wide strip**

Outcome: large wave shape=

**Test 2: Colored mirrors. Pasting the patterns cut from mirror paper on colored plastic paper.**

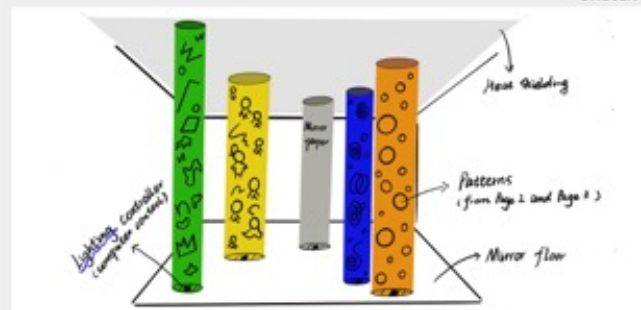
**Final Effect:**

Patterns in test 1 and Page 2 were used in test 2.



Space effect simulation draft 4x6 (m)

Sketch

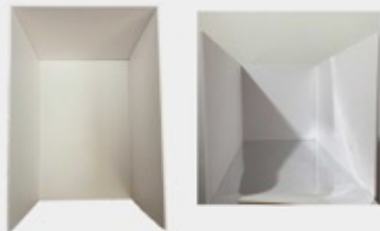


Based on color extraction, texts and research, I designed a stage to show those special scenes.



# PRODUCTION OF STAGE DESIGN

Description: The stage is to display illusive figures mentioned in the research through color collocation and posting. The repetitive and changeable patterns reflect the connection of the elements. The balloon refers to the human breath with time; colored plastic pillars set within a certain space show a sense of squeezing. Light shadows varying with time indicate a sense of flow.



Model display sketch 20x30 (cm)

## Model effect



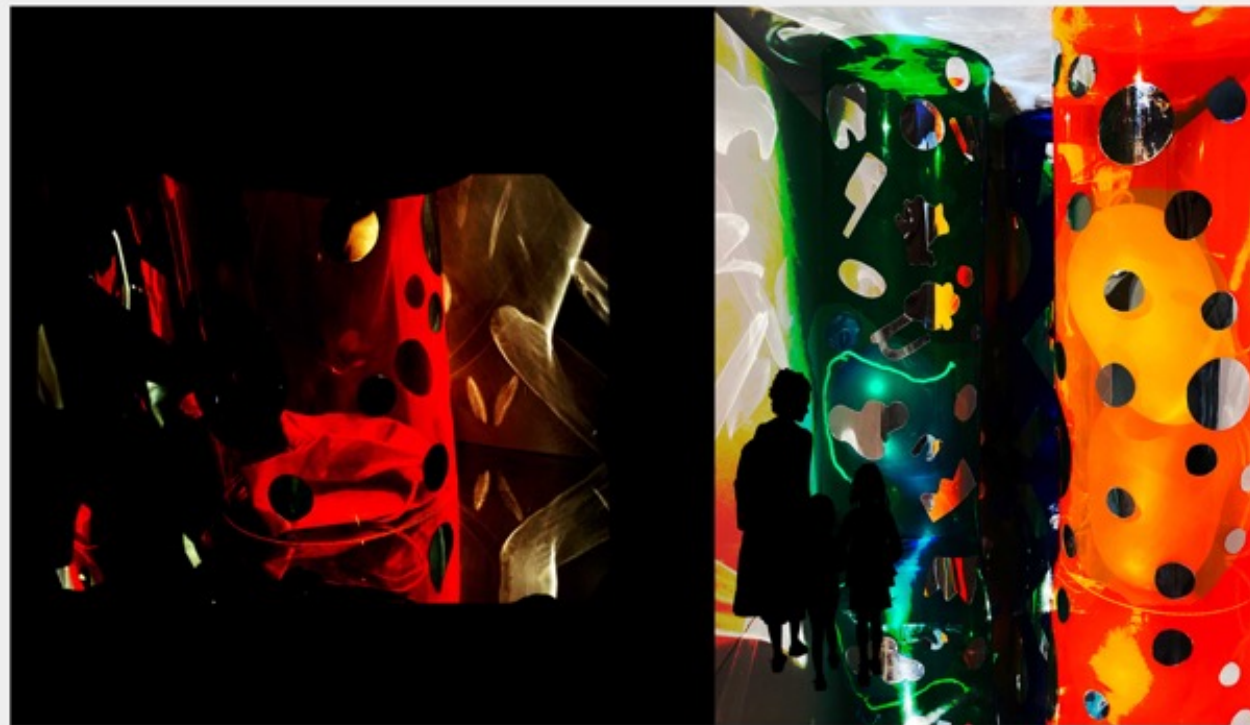
First entry to the space:  
Strong and dazzling lights  
Vague pictures of full balloons and patterns  
reflected for many times



10 minutes later:  
Normal light and clear sight  
Clear pictures of slightly deflated balloons  
and patterns reflected for many ti



20 minutes later:  
Darkened light and blurred sight  
Changing light shadows and tiny  
people/figures on the colored pillars



30 minutes later:  
Dim lights and vague sight  
Only deflated balloons and glimmering dots like stars

## FINAL RENDERING