Things Left Unsaid

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ABSTRACT

In this paper I described the making of an art piece, which works with technology, based on a conceptual research of personal emotions.

Author Keywords

Concepts: Sound, space, journey, vibrations, feelings.

Methods: Paper Mache (Helmet), Coding (Arduino IDE), Coding (openFrameworks),

Materials: Wood, paper, translucent paper, LED Strip, vibrating motors, speakers, mp3 shield, pulse sensor.

CONCEPT STATEMENT

"Things Left Unsaid" is a piece that portrays a journey of leaving the comfort zone. The clashes between two cultures lack of support, and communication between two communities are the base emotions of the piece.

Abstract and Keywords

Concepts: The purpose of the piece is to show and share some emotions that have been affecting my daily life and art. The piece itself and the animation that is loaded inside criticize the mis-communication and capitalized feelings of commercialized western culture. The scripts are written Turkish and vocalized by great friends from Turkey. My friends in United States vocalize the English part in the script, and that part will stand out as the peak point of mis-communication between two cultures.

Methods: Paper mache helmet will be securing the hardware for the sensors and lights. On the other hand, openFrameworks will be adding visual realism to journey of mine. The code is written on Arduino IDE in order to control input and output rates of many different sensors and other hardware.

Materials: Picking a material for the design of the helmet was relatively restricted because it is not easy to succeed with any material you want. In order to create one of a kind unique helmet, I used Paper Mache and translucent grey tinted plastic; in order to increase the visual satisfaction of the helmet acrylic paint is used for retouching. The pulse sensor is in use to create more of an ongoing realist journey. To create more of a non-artificial journey, helmet is designed in a way that it can imitate a space journey.

APPLICATION AND FUNCTIONALITY

The technology of the product is fully developed and ready for use. However, the only human interaction of the product is just giving the helmet life by waking it up from the capacitive sensor. In order to preserve the uniqueness of the feeling that helmet stands for, the animation/sound that runs inside the helmet is not changeable. While the piece is worn by someone else others can keep track of the mission, from the openFrameworks panel. OF panel is going to be showing pulse of the journist(person who takes the journey), and the timer of the journey.

CONCLUSION

The main intention of the piece is to speak to multi-cultural audience about my emotions and share how I feel.

The helmet and the other supporting pieces help conveying the idea of a journey.

A journey that started 20 years ago, and had one of it's biggest crashes. However, the journist (me) still looking for ways to survive by hearing the voices of loved ones for the last time, but also for the first time.

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