

# Resonance

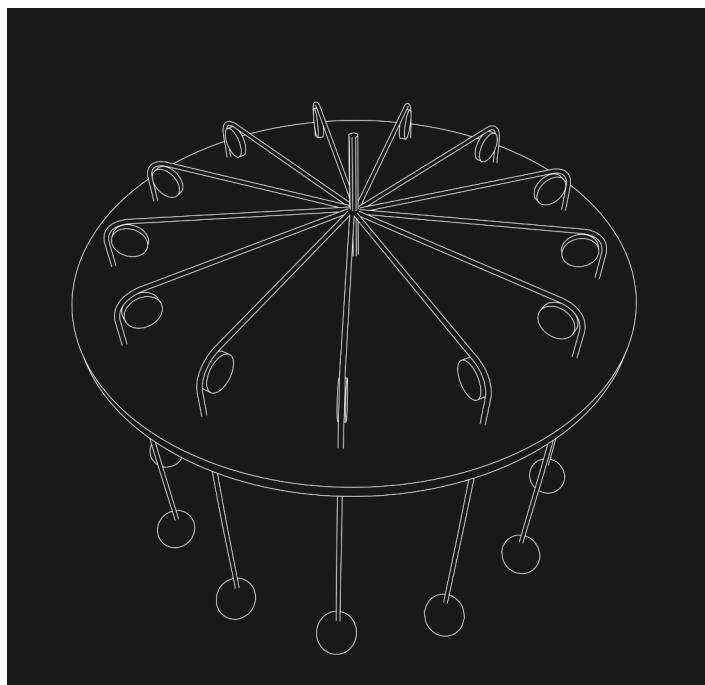
## Grounding yourself through the movement of drawing

# Resonance

The project « Resonance » creates a multisensory contemplative drawing experience, with the goal of grounding people.

People interact with a mechanical drawing device that at the same time gives constraints and sparks satisfaction through movement. While drawing, electromagnetic measurements of the graphite scratching the surface are measured and transformed into sounds that are altered by an AI to create looping spheric relaxing sounds.

The installation creates a feedback loop in which the person influences the soundscape through their drawing movements while at the same time being influenced in their drawing by the sound. Through this feedback loop a state of resonance evolves.

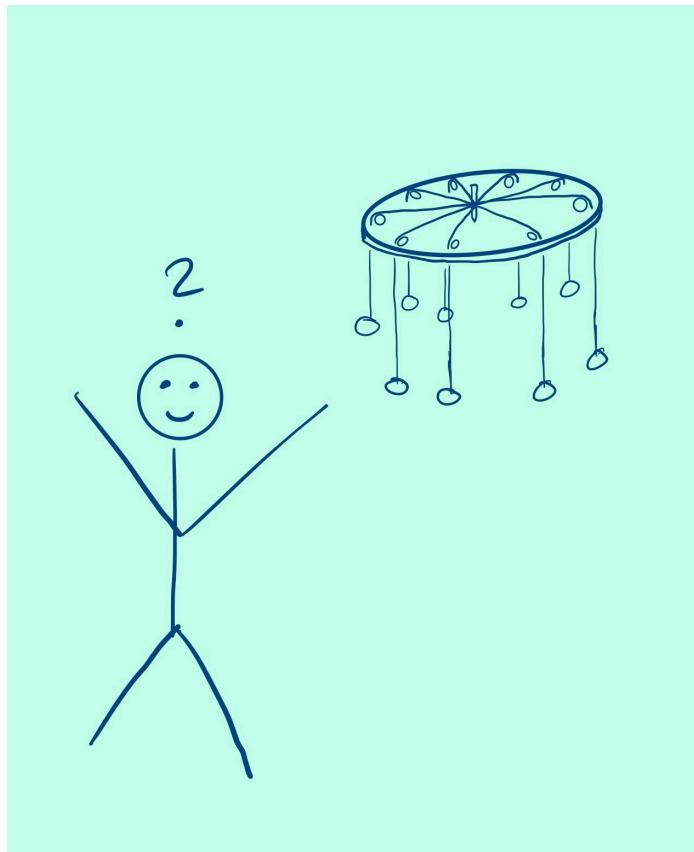


# User Journey or Scenario

Step 1

## Curiosity

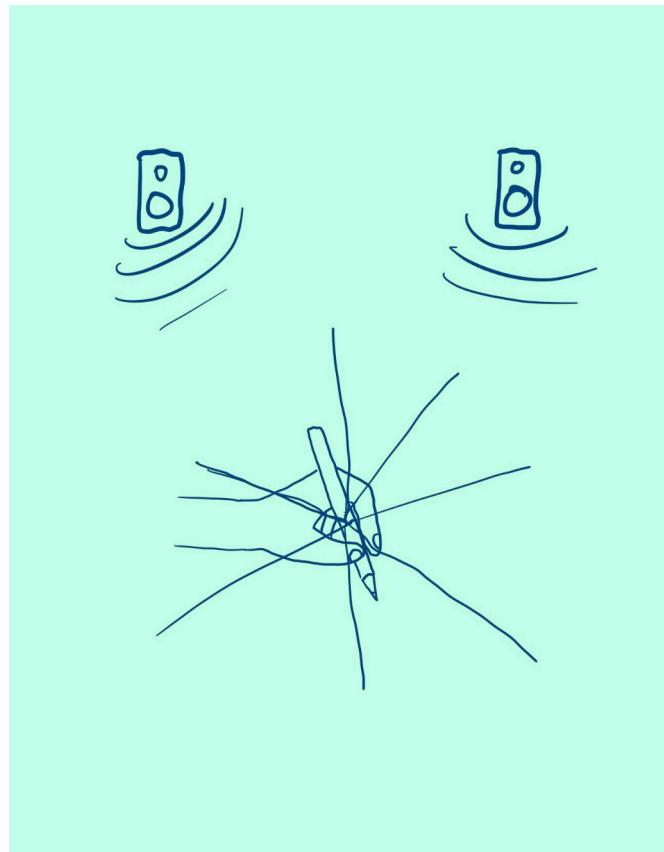
Visitor gets curious about that special object and wants to try it out.



Step 2

## Drawing Experience

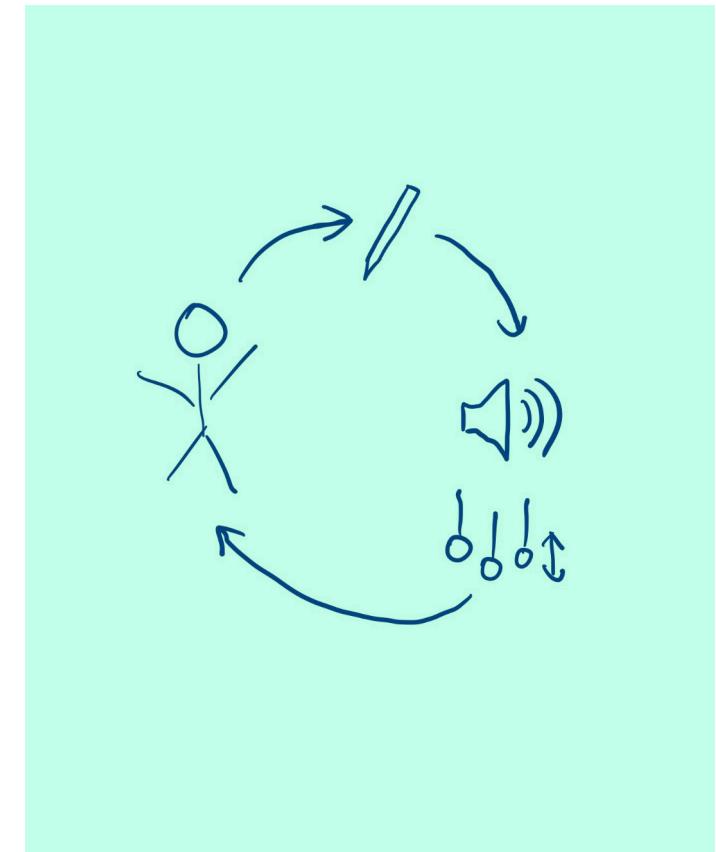
While drawing, rocks start moving up and down and user recognizes the reactivity of the sound.



Step 3

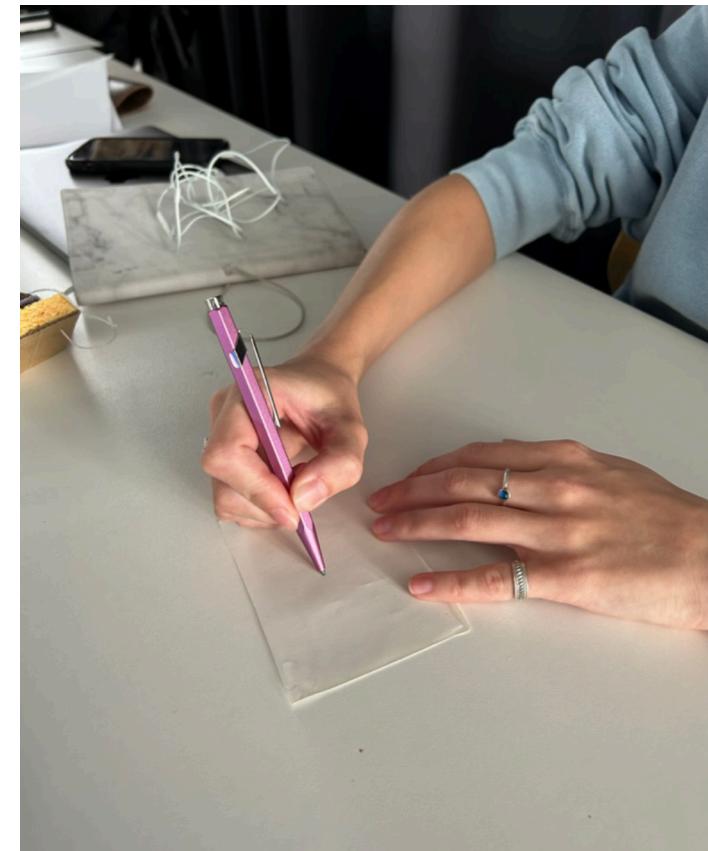
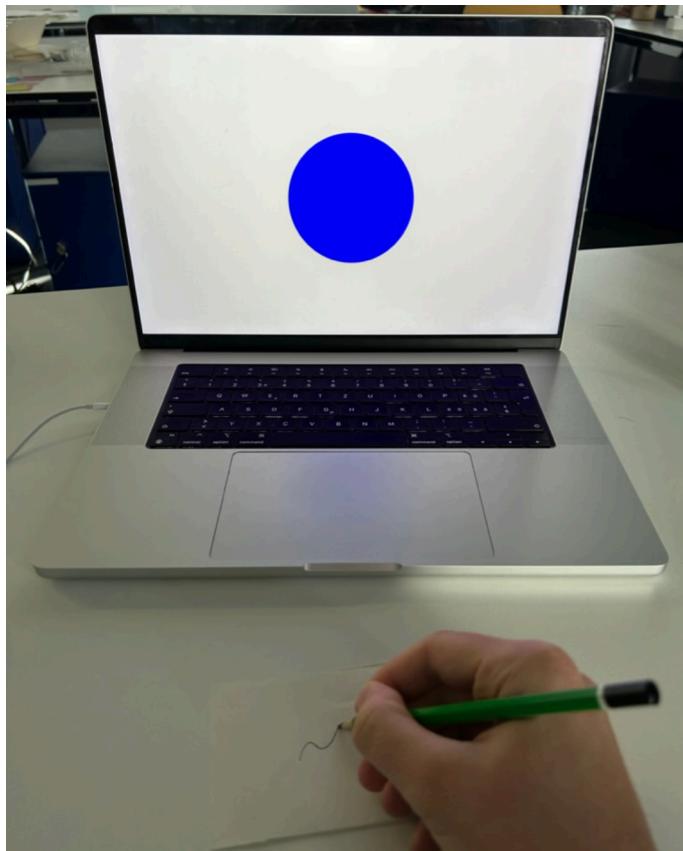
## Feedback Loop

Drawing influences sound and movement, sound influences mind, mind influences drawing. Ideally user gets into a state of resonance and leaves the installation with a feeling of being centered and grounded.



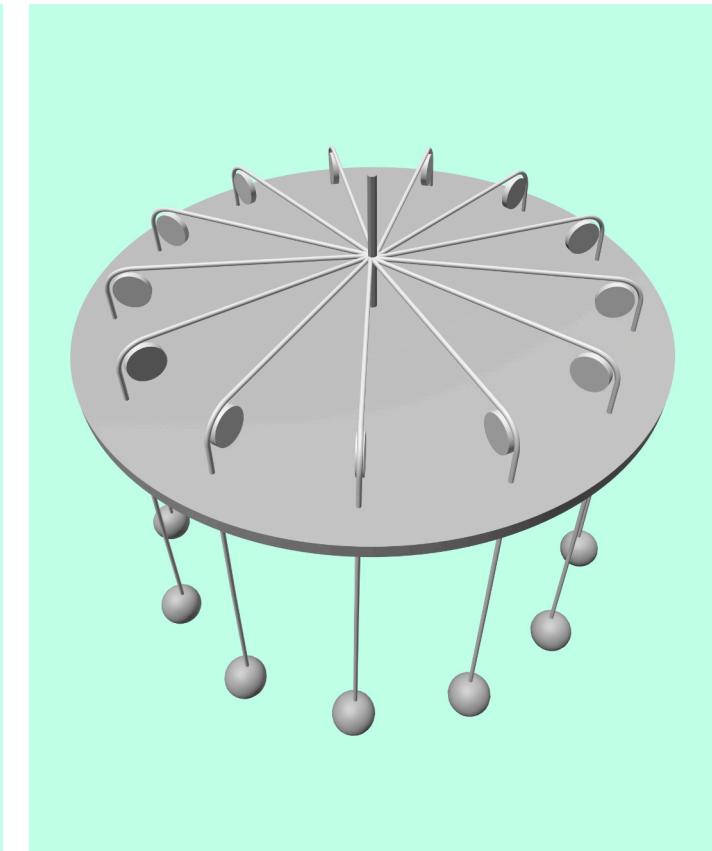
## Field Observations & Key Insights

- Without instructions or constraints people most often draw figuratively.  
It is not easy to get people to draw abstract.
- Constraints like blindfold drawing increase haptic perception and imagination and lead to a intensified sensory drawing experience
- Drawing combined with breathing meditation gets people into a flow where they start to focus on movements instead of the content
- Slow rhythm and repetition helps to get grounded
- Drawing while meditating can help not to wander off with thoughts



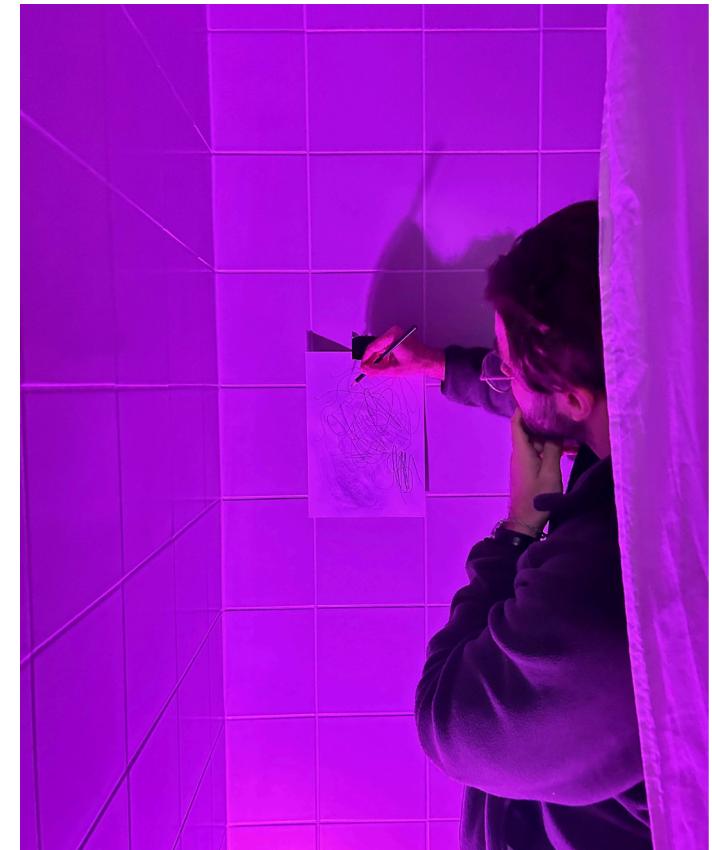
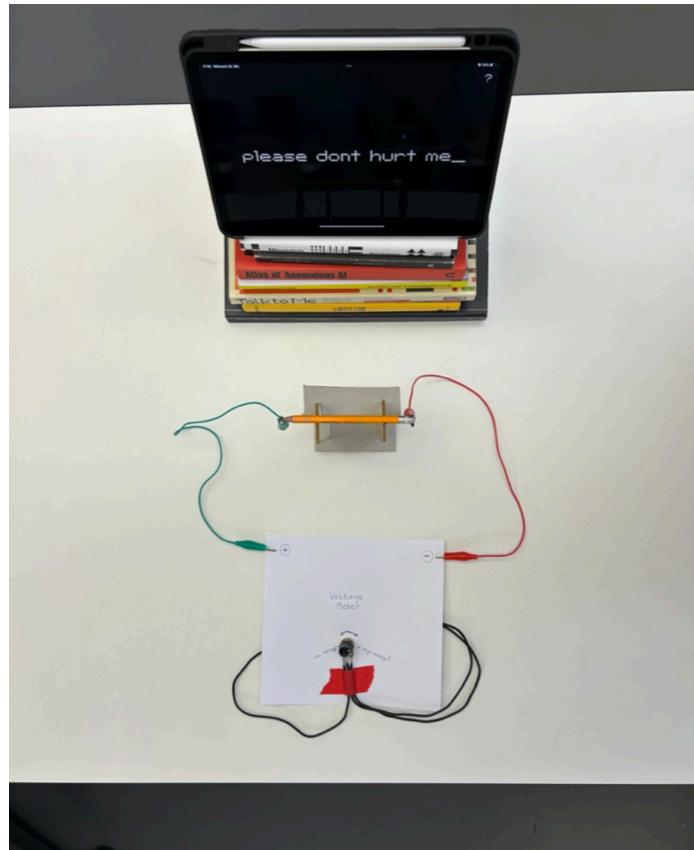
# Shape research & development

Experimentations in cardboard and 3D



# Paper Prototypes

Evolution of multiple paper prototypes, from pencil torturing and graphite superpowers to drawing barefoot in the shower.



# User Tests

## Results

- Object is inviting and interesting for people to interact with
- Interaction feels good and satisfying
- People also interact with the ropes, not only as intended with the pencil
- Connection between drawing to sound is not yet understood
- Not enough guidance
- Interaction is not very long lived

