

Topos

An experiment on curiosity,
observation and discovery.

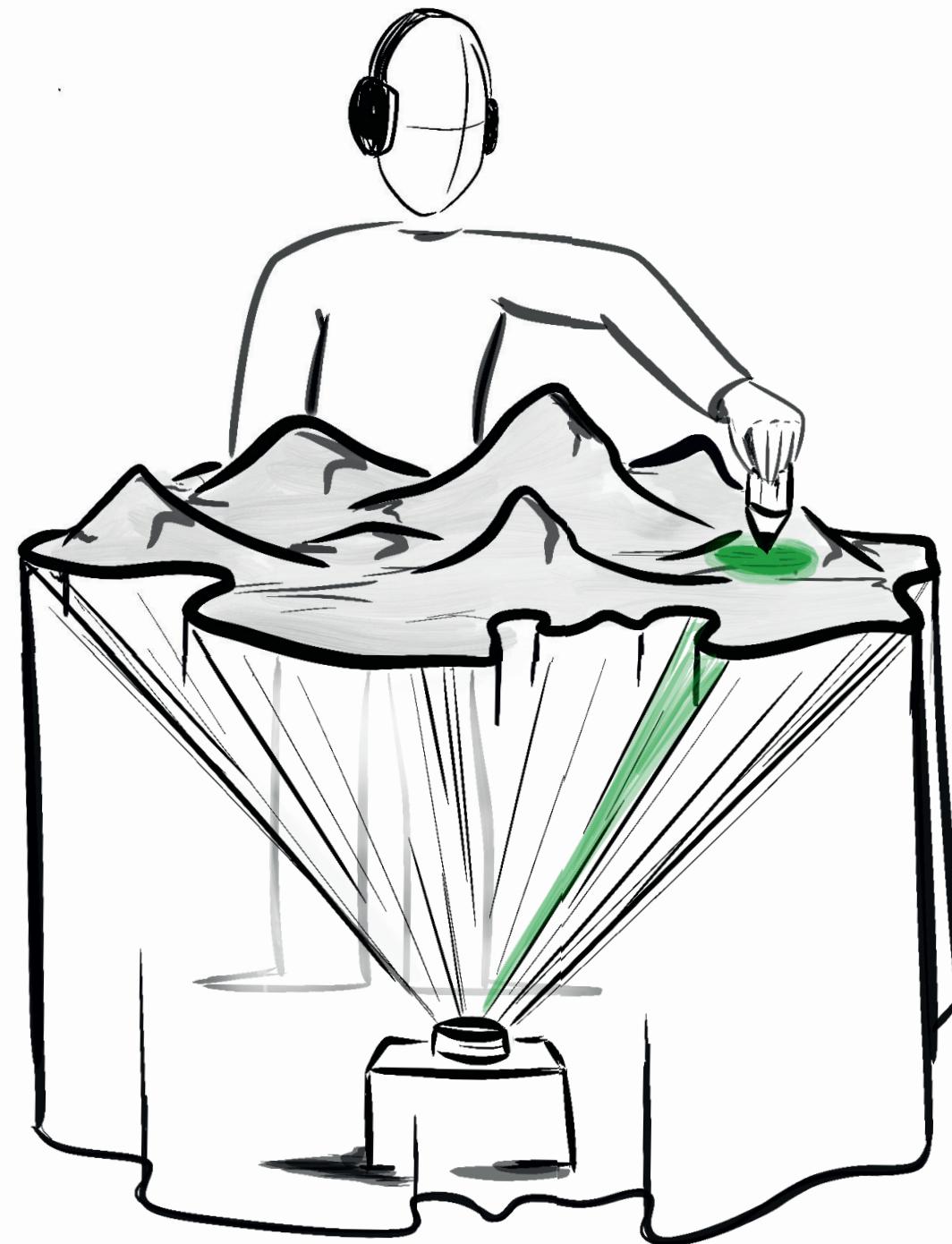
Topos

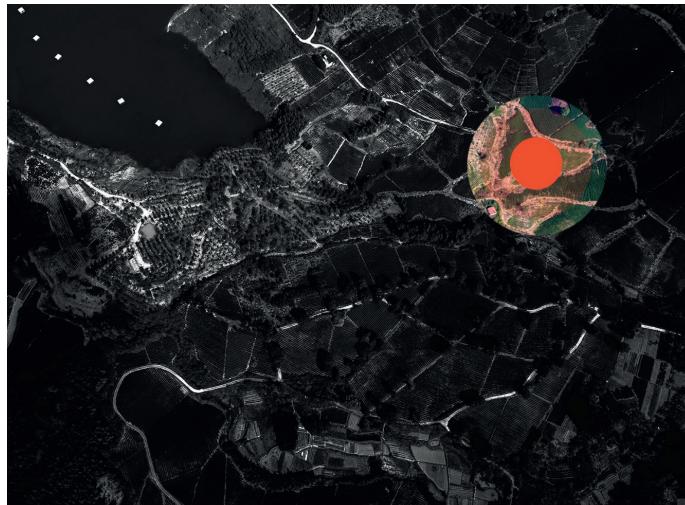
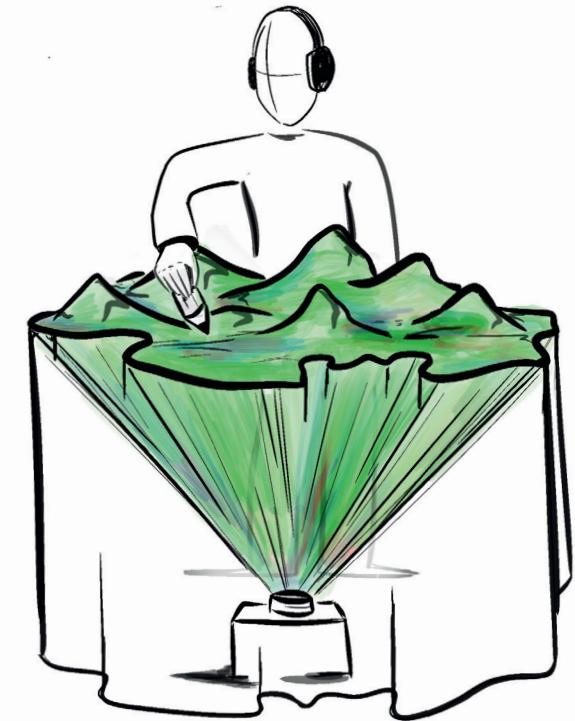
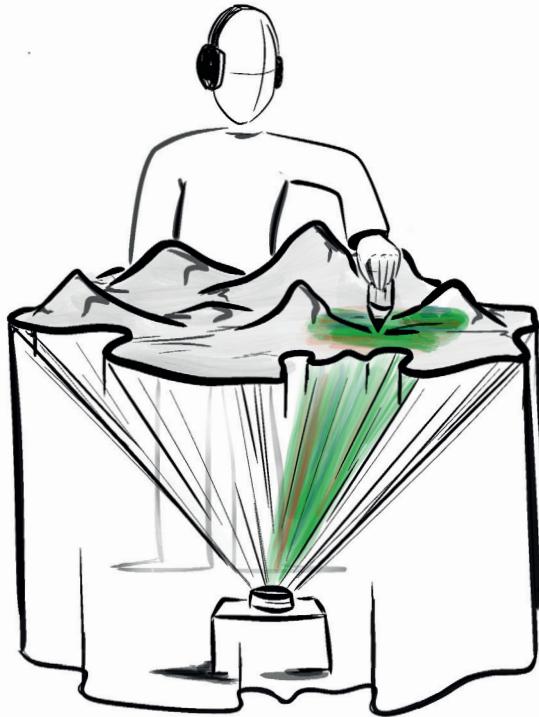
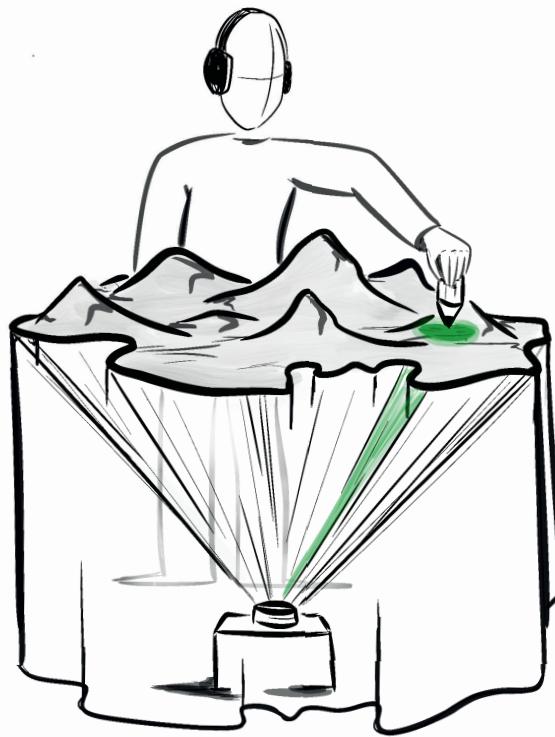
To draw is to create worlds, alternate places that overflow into reality until they supplant it. This project is an experiment of curiosity, observation, and discovery.

'Topos' is a contemplative game in which the spectator embodies a pencil. Their creative gesture reveals the landscape.

We find ourselves in the workshop of an artist. As they were about to finish their most beautiful work—an island whose beauty could only have been borrowed from the world of dreams—a gust of wind struck the workshop window, tipping over a bottle of India ink that spilled onto the drawing. All the artist's tools were soaked in the black liquid. Only a tiny pencil, which had been sharpened so many times that it had been set aside, remained. It became the sole witness capable of aiding the artist in reconstructing their work.

With the movement of their hand holding the pencil, the person wanders across the surface of the island, following its contours. Guided by the emergence of sounds and visuals, they discover and unveil the erased details of the world created by the artist.

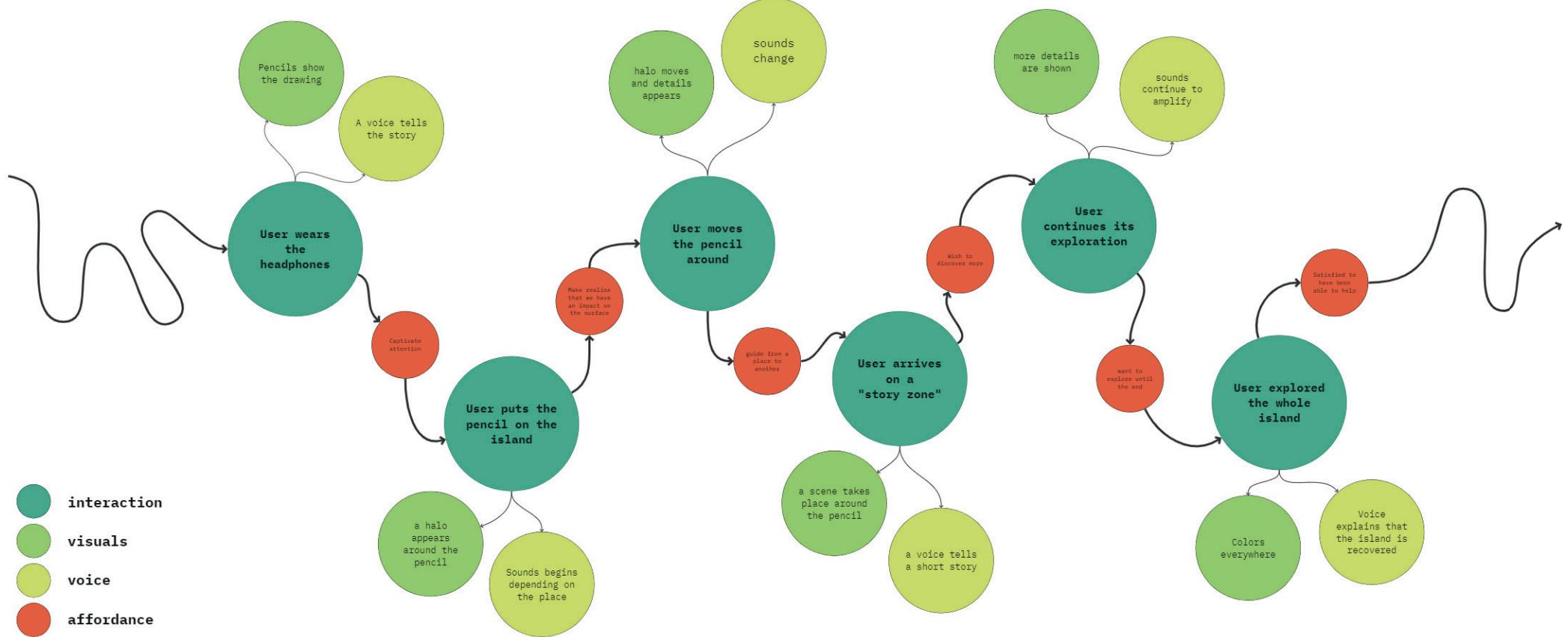




User Journey

The game begins when the person puts on the audio headset. The artist's voice then narrates the story to them. They are subsequently invited to **restore the island by placing the pencil on its surface**. The island unveils itself as the pencil moves across it, accompanied by projected animations and visuals, while ambient sounds guide the discovery.

At certain spots on the island, scenes are narrated by the artist, providing clues for further exploration. **The interaction concludes when the hole the island has been uncovered;** it then regains its colors, and the artist thanks the pencil.



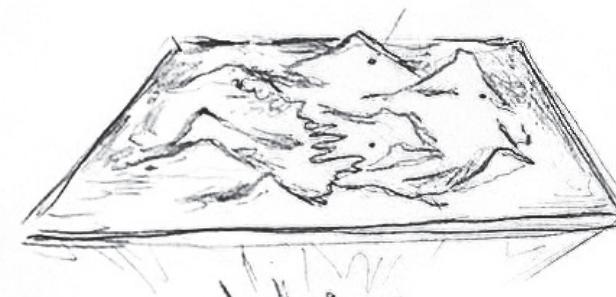
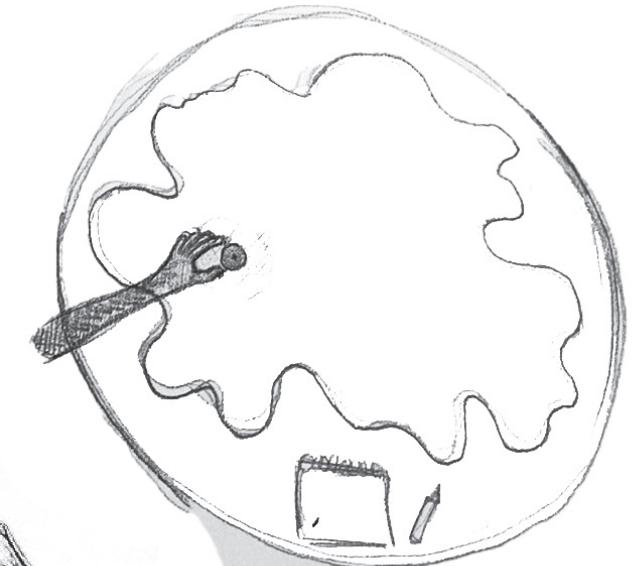
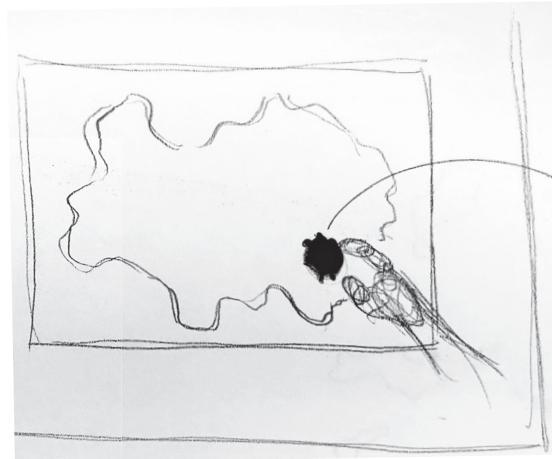
Field observations & Key Insights

« When you draw a universe, you dwell in that reality,
and everything else becomes like a blur. »

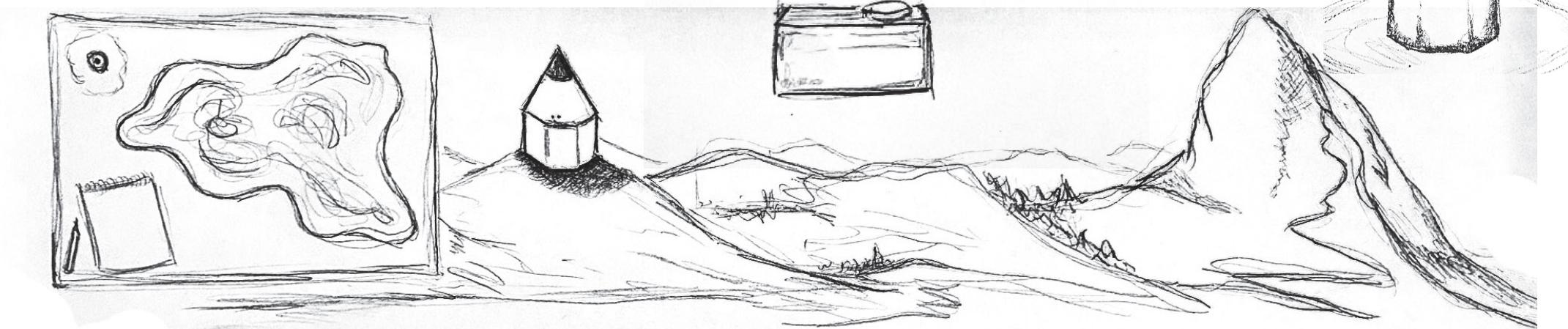
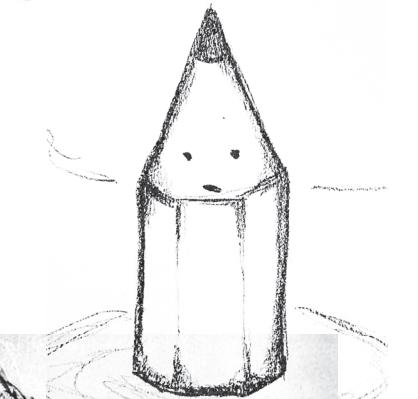
...quote from a discussion with an illustrator.



Shape research & development



PROJECT
THE MAP

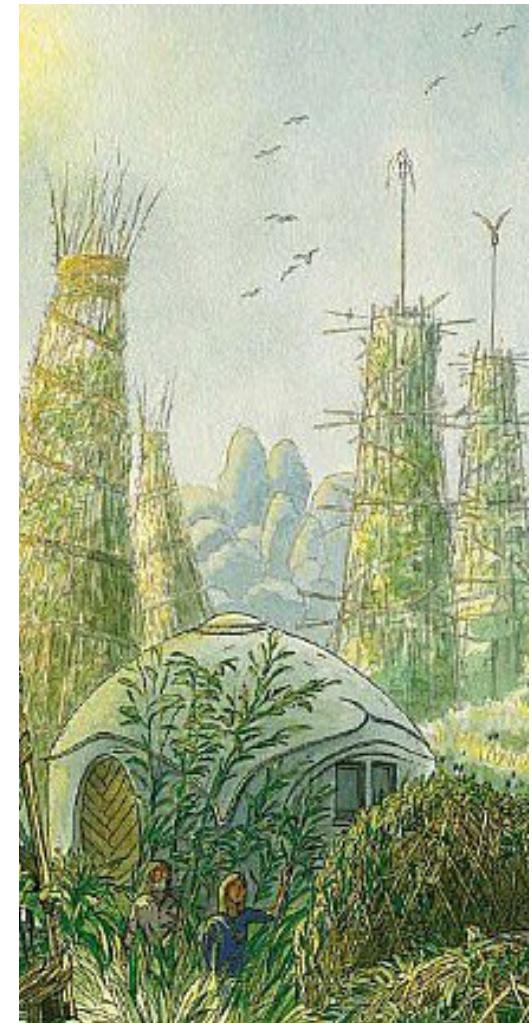
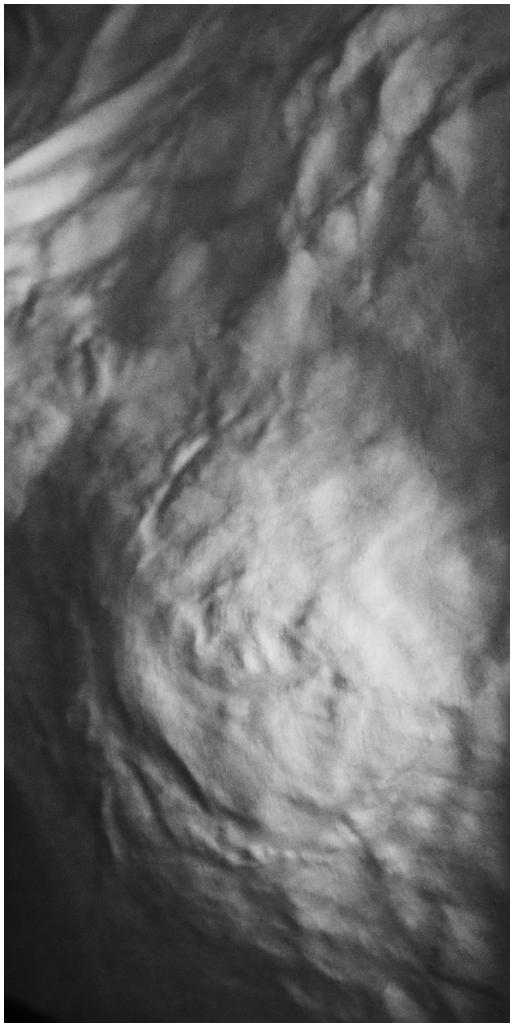


Visual and Material Moodboards

The pencil will be a wooden object.

The surface will be made of paper shaped into an island.

The aesthetic of the drawing revealed by the interaction will be detailed and colorful, depicting an inspiring landscape.



Paper Prototypes



User Tests

