

Topos

An interactive tale on curiosity,
observation, and creativity.

Project Description

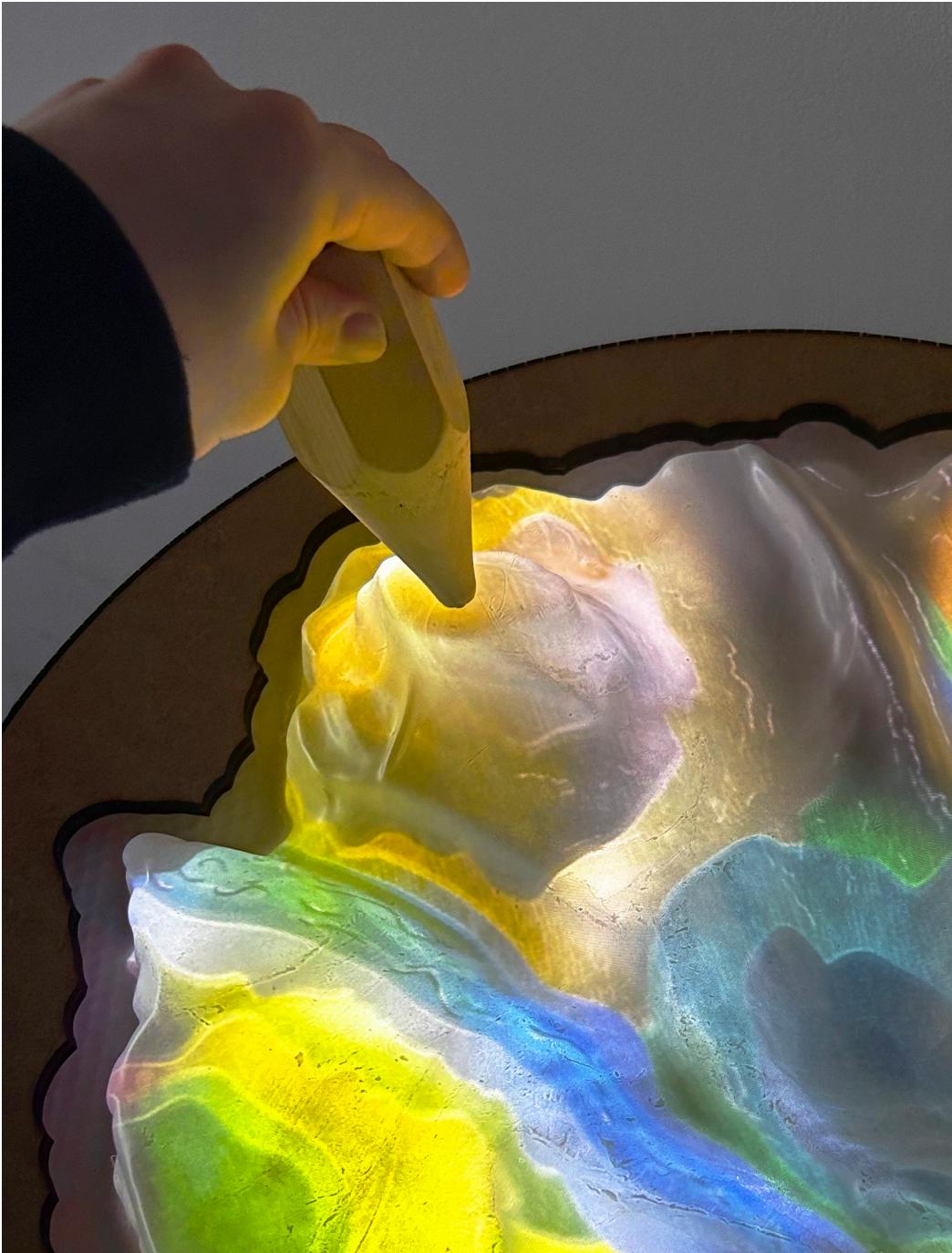
Topos, derived from ancient Greek meaning «places», refers to the elements a narrator employs to captivate an audience. This interactive tale focuses on observation, curiosity, and creativity.

In this contemplative game, participants accompany a pencil, using their creative gestures to reveal both the drawing and the unfolding story. Set in an artist's workshop, the narrative begins as coffee is mysteriously spilled on her nearly finished masterpiece, causing it to vanish.

Players, holding a wooden pencil, explore the surface guided by the sounds of the landscape and the pencil's voice, seeking to uncover the lost tales hidden during the accident. The game operates as a loop, allowing each visitor to create their unique path through the island.

Topos aims to encourage beginners to observe and be curious without feeling pressured during the creative process.





User Journey

The story unfolds with the artist going out for inspiration. As she comes back in her studio, she is devastated by the coffee spill, yearning for the pencil to speak.

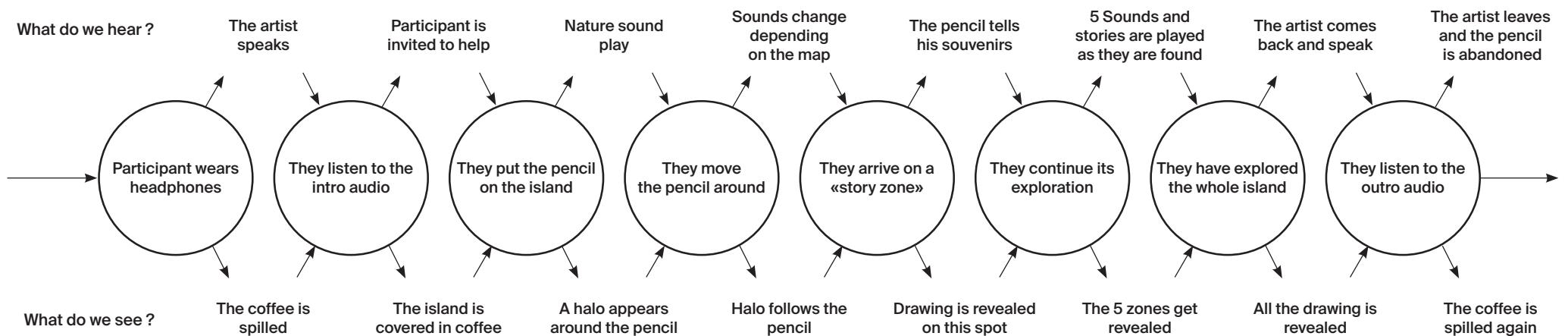
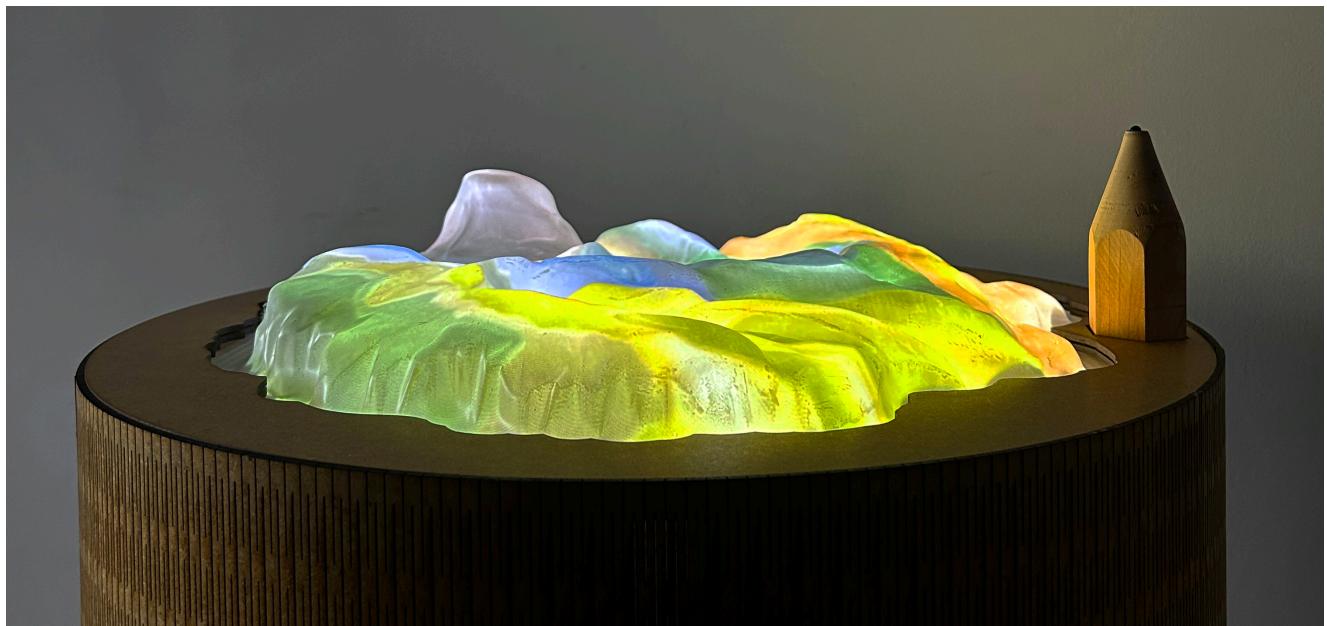
As participants grasp the pencil, sounds guide them through its stories. They listen to the pencil recounting memories of drawing with the artist, each tale representing a crucial element in the creation of a Caran d'Ache pencil.

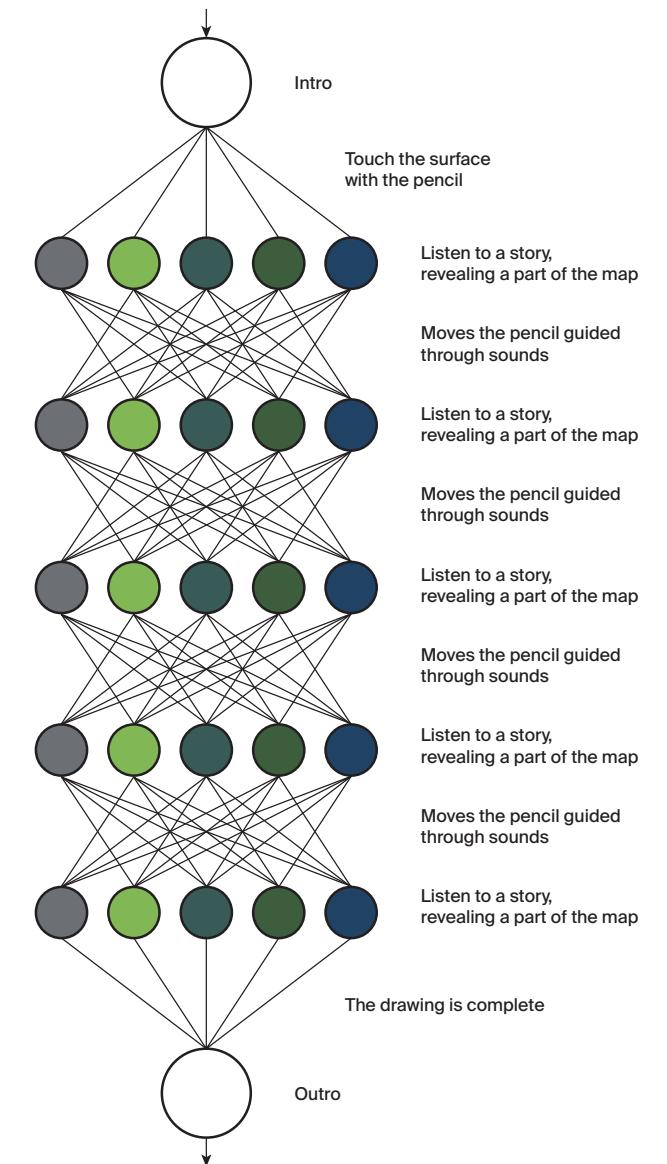
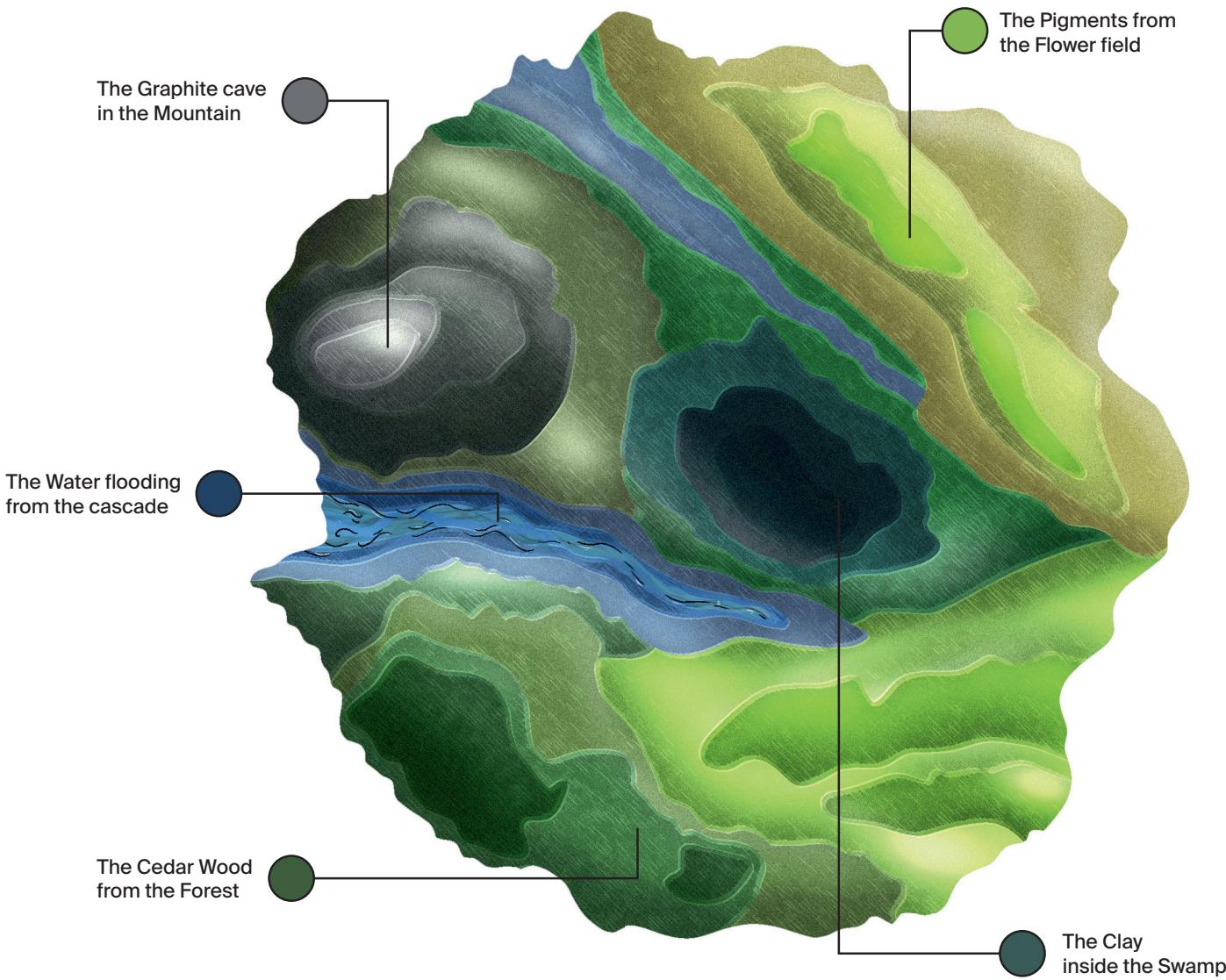
To achieve the game, the user must uncover and listen to all the stories on the map, and therefore dive into this universe created by the artist and her pencil.

In the end, the artist realizes that an artwork's beauty emerges from spectators' curiosity and the creativity it ignites.

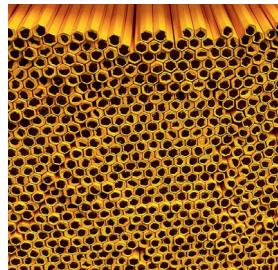
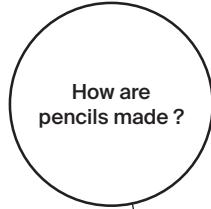
Ultimately, it's revealed that the pencil, afraid of becoming obsolete after completing the drawing, is responsible for the coffee spill.

The philosophy behind this fear emphasizes the importance of the creative process over the result.





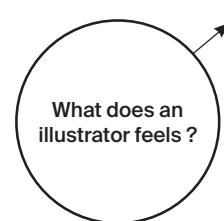
Field observations



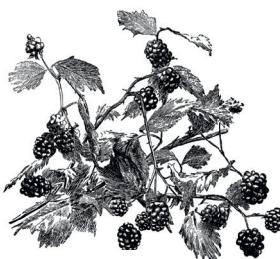
visited Caran d'Ache pencils' factory



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

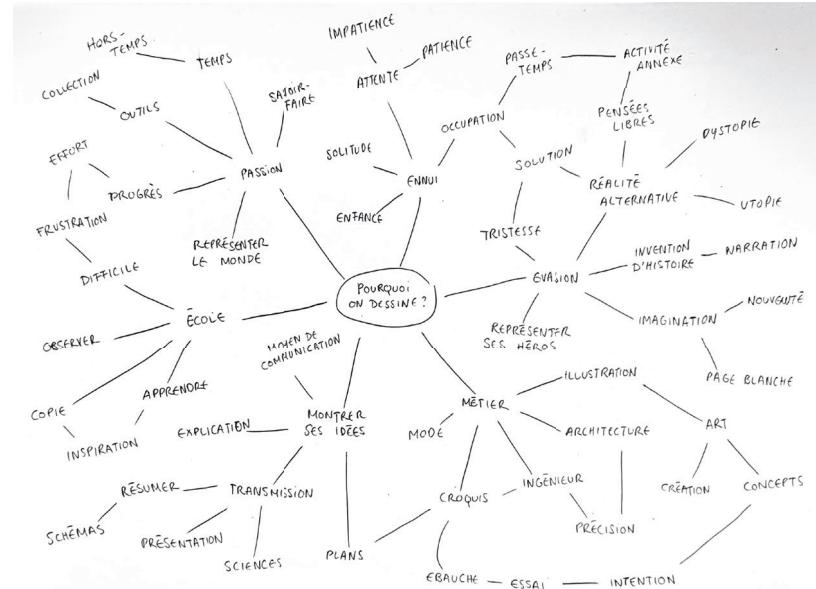


interviewed
an artist in
her studio

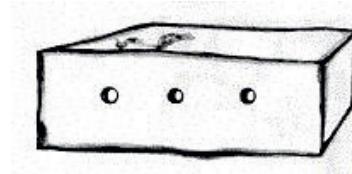


La théorie de la
Fiction-Panier

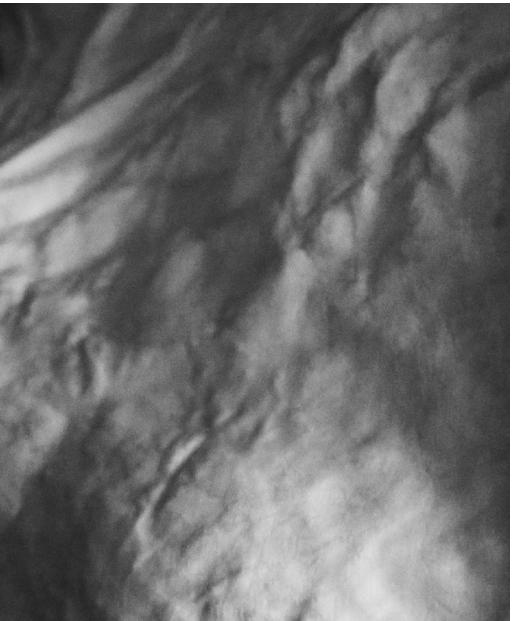
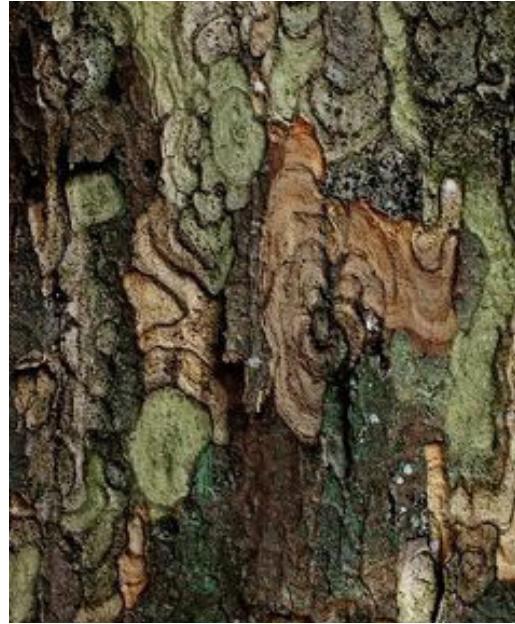
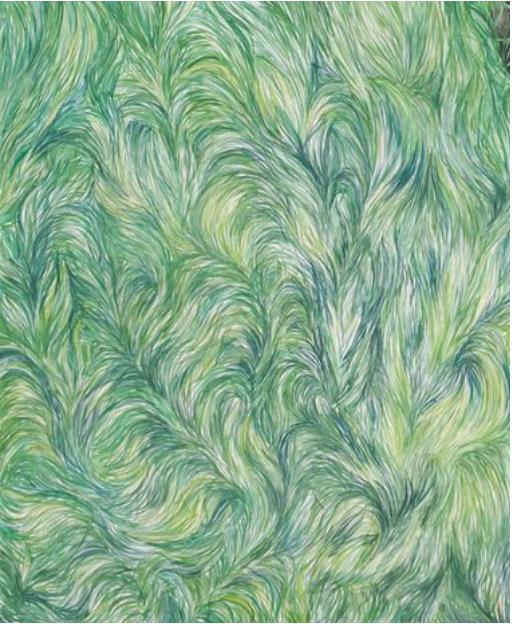
Urula K. Le Guin
Traduit par Aurélien Gabriel Cohen
Paru sur Terrestre - Octobre 2018



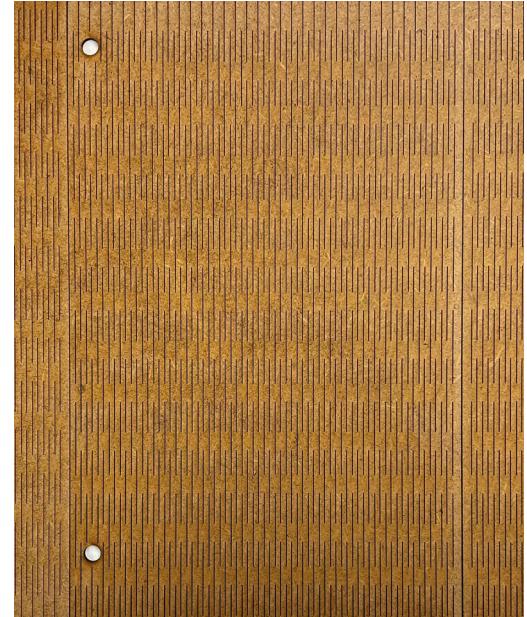
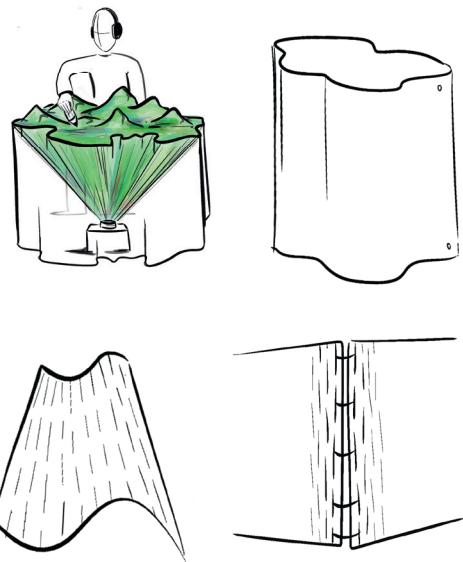
read books
and listened
to references



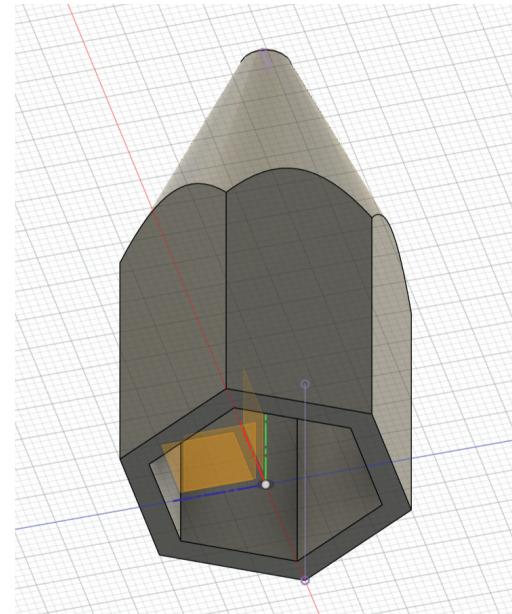
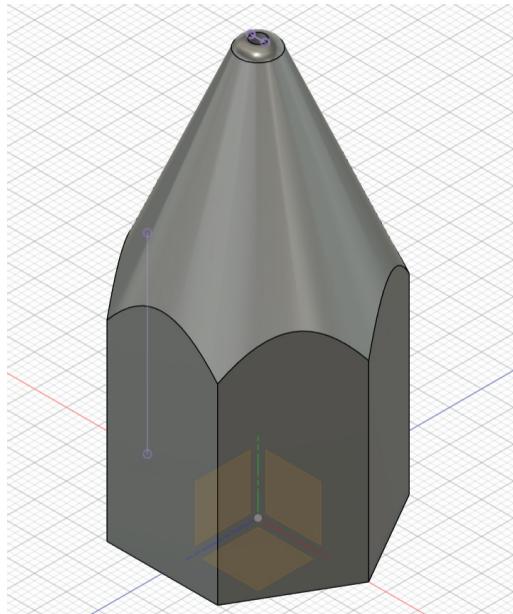
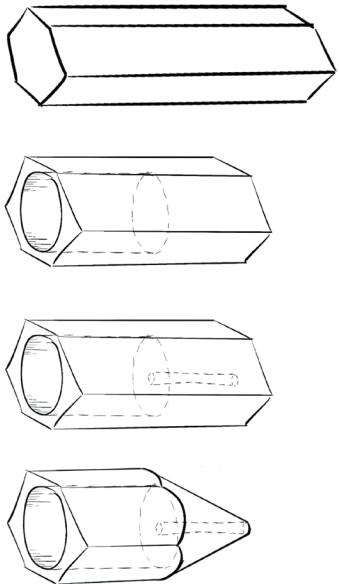
Visual and Material Moodboard



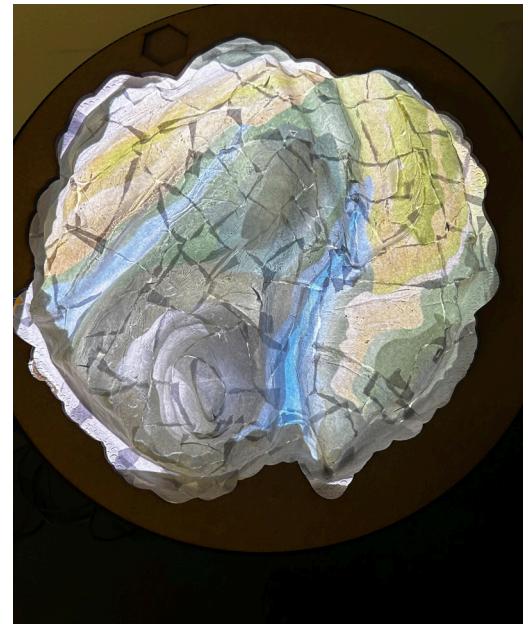
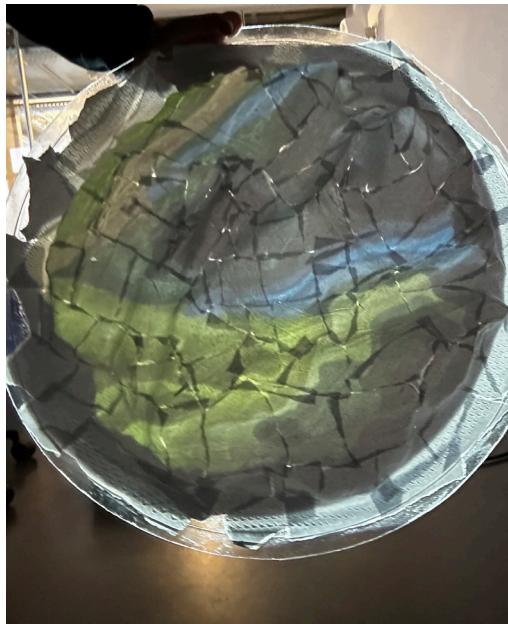
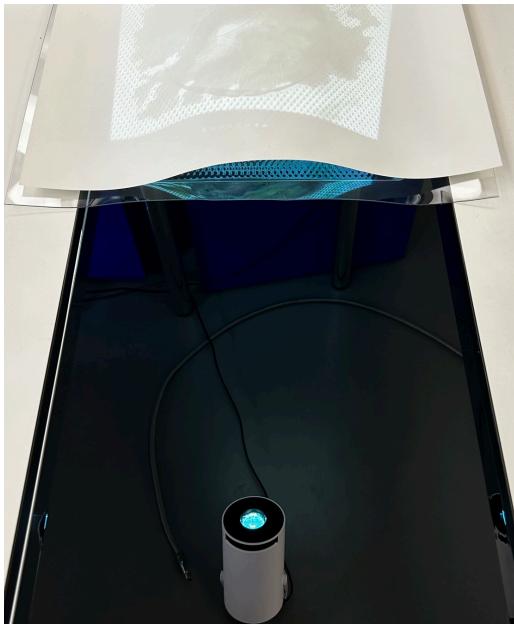
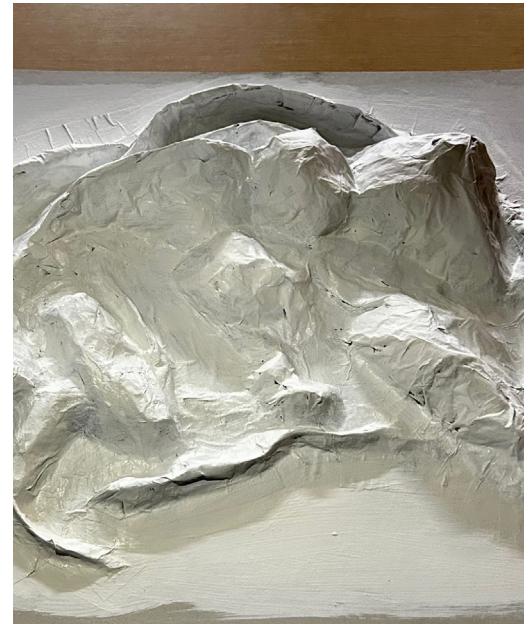
Shape



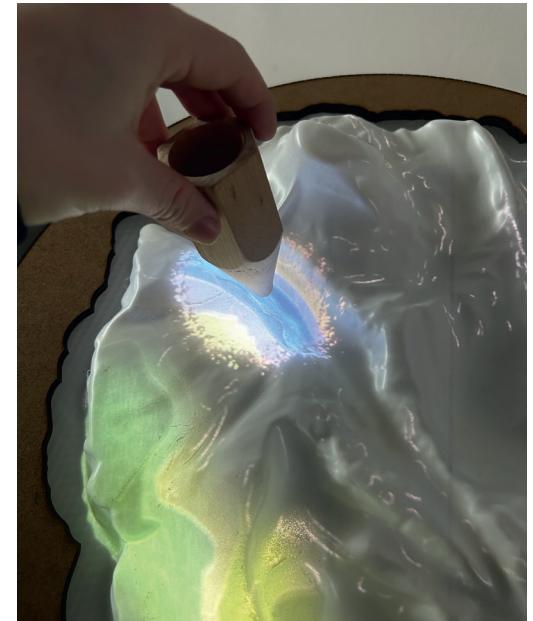
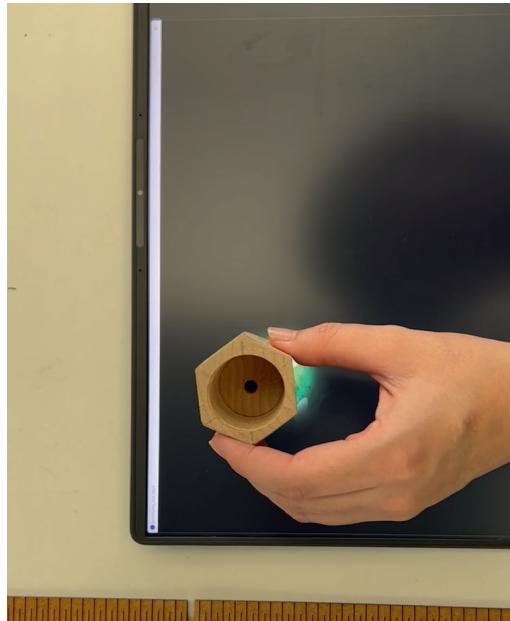
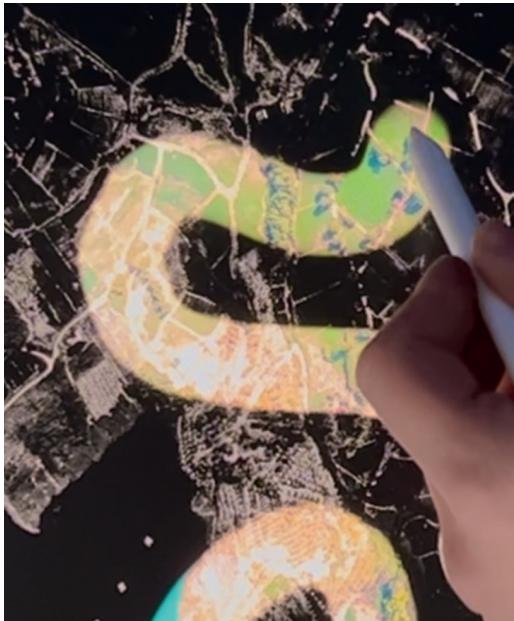
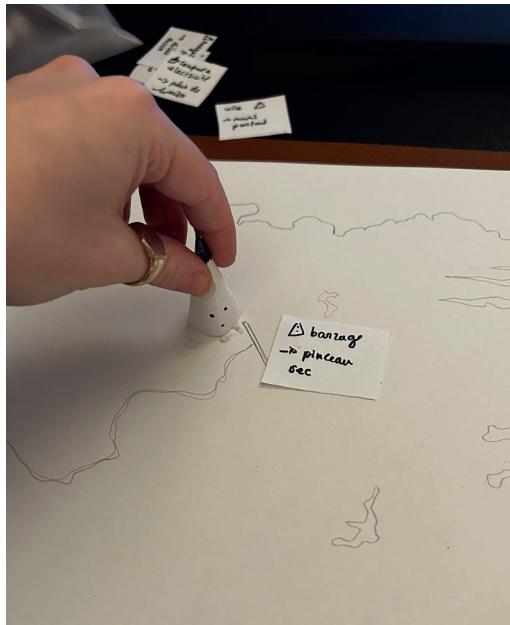
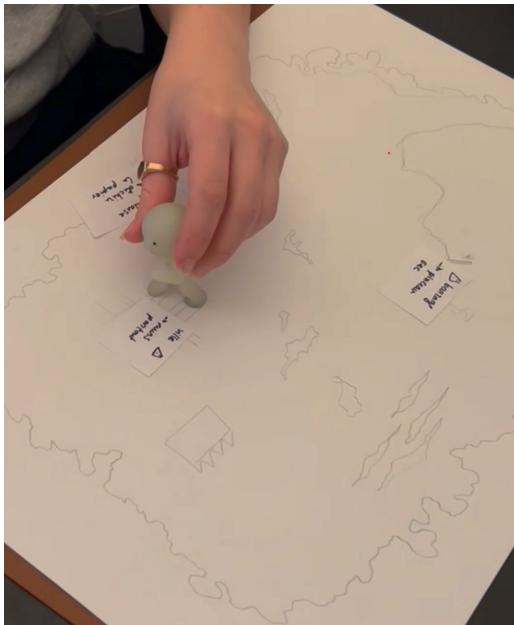
Shape



Paper Prototypes

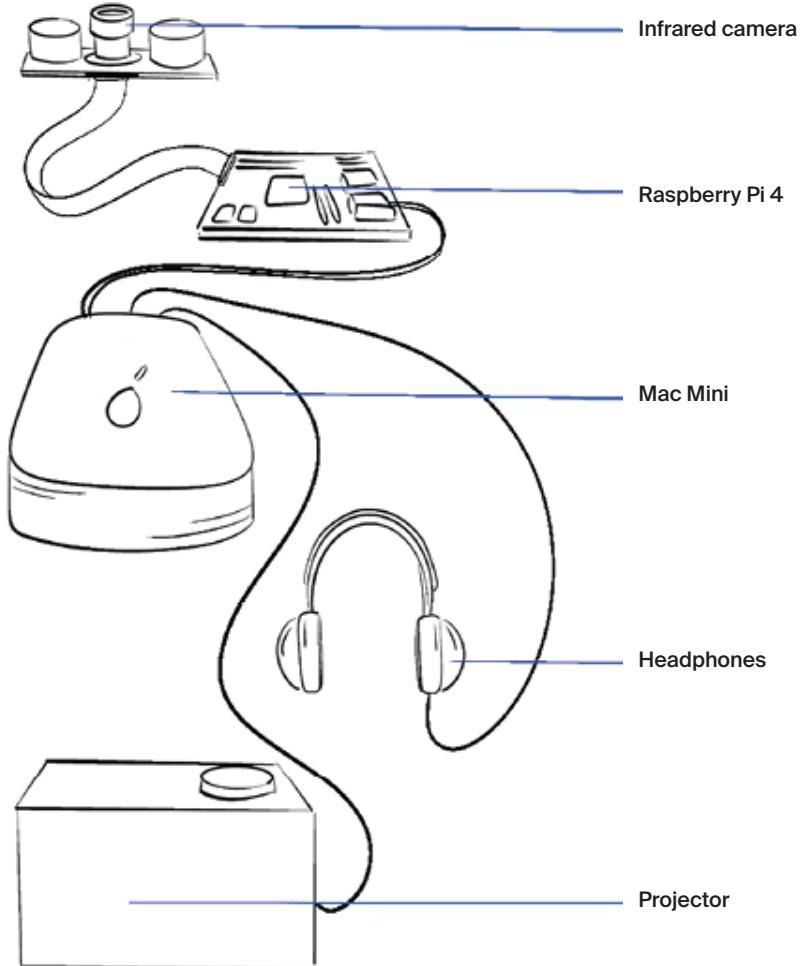


User Tests

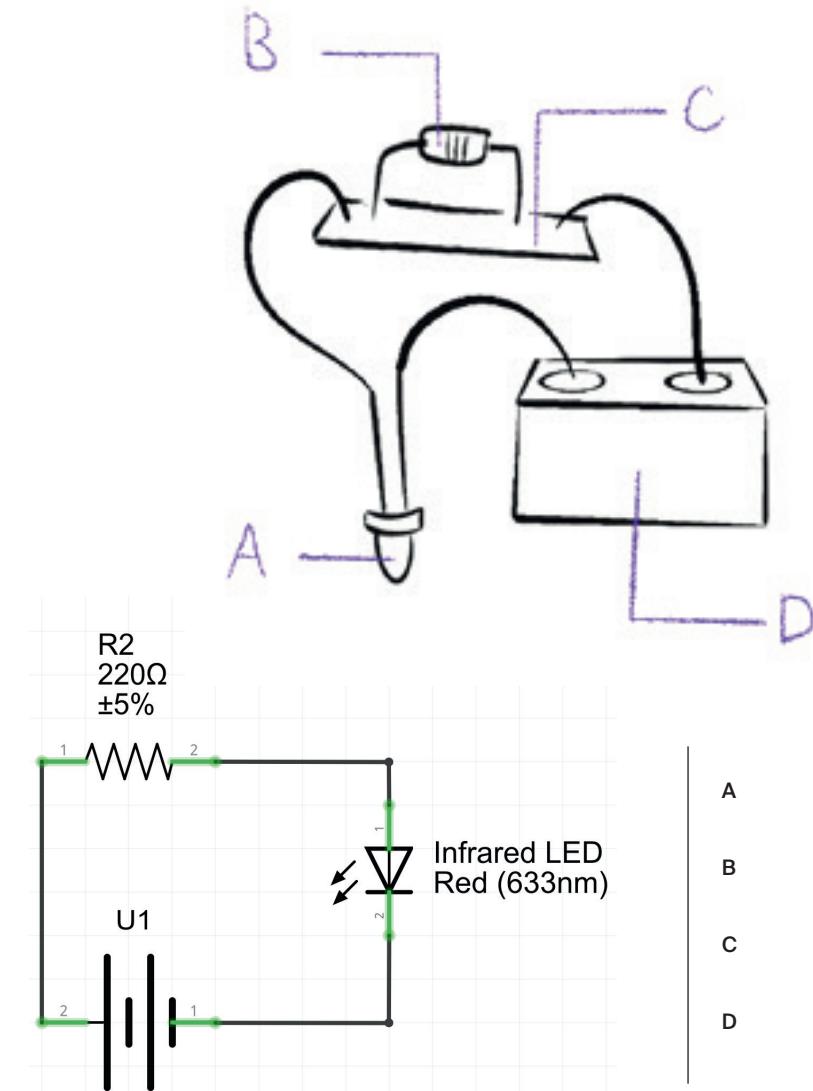


Electronics

Inside the Structure



Inside the Pencil

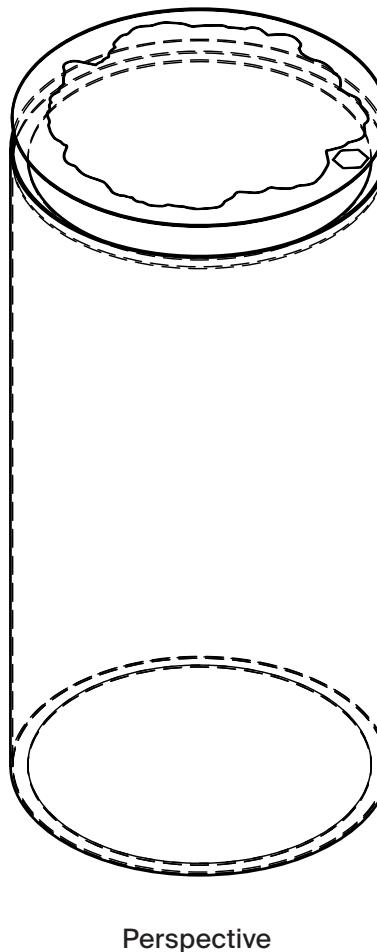
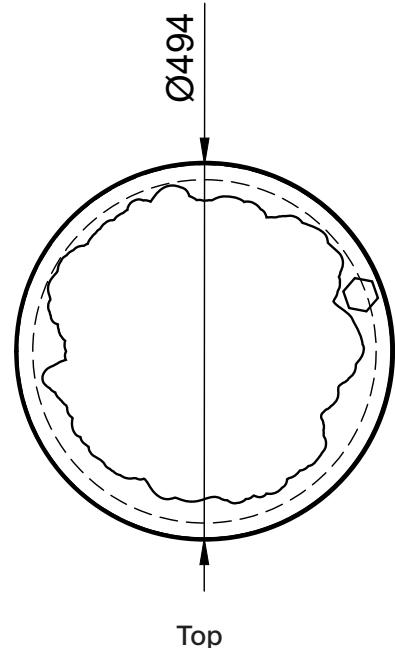
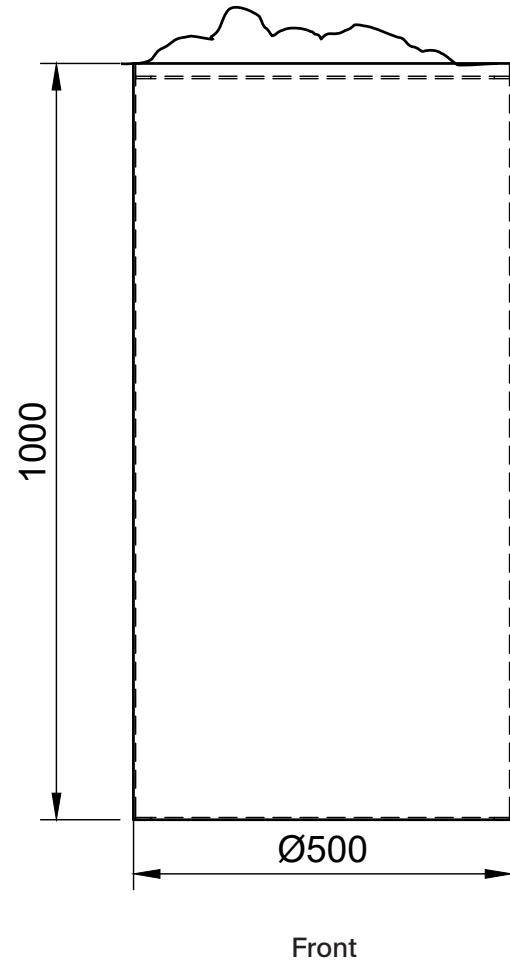


Plan Drawings

Structure

Materials: MDF 3mm / PET 1mm

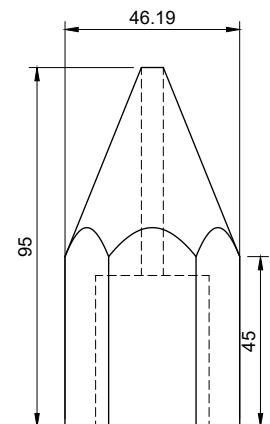
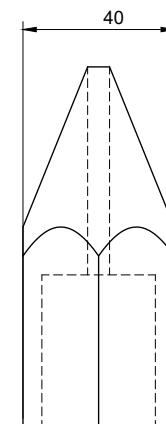
Scale: 1:10 in mm



Pencil

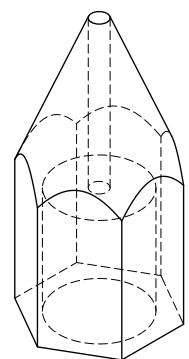
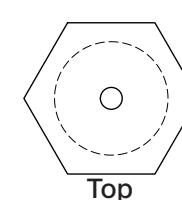
Materials: Wood (linden)

Scale: 1:2 in mm



Right

Front



Perspective