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 accompagny 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.

The Graphite cave
in the Mountain
The Pigments from
the Flower field
The Water flooding
from the cascade
The Cedar Wood
from the Forest
The Clay
inside the Swamp

Intro
Touch the surface
with the pencil
Listen to a story,
revealing a part of the map
Moves the pencil guided
through sounds
Listen to a story,
revealing a part of the map
Moves the pencil guided
through sounds
Listen to a story,
revealing a part of the map
Moves the pencil guided
through sounds
Listen to a story,
revealing a part of the map
Moves the pencil guided
through sounds
Listen to a story,
revealing a part of the map
The drawing is complete
Outro

Field observations

How are pencils made ?

visited Caran d'Ache pencils' factory

met teenagers during their art class

Why do people draw ?

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

What does an illustrator feels ?

interviewed an artist in her studio

La théorie de la Fiction-Panier

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

How to tell a story ?

read books and listened to references

Visual and Material Moodboard

Shape research

Shape research

Paper Prototypes

User Tests

Electronics

Inside the Structure

Inside the Pencil

A	Infrared LED
B	Resistor 220 Ohm
C	Stripboard
D	Battery

Plan Drawings

Structure

Materials: MDF 3mm / PET 1mm
Scale: 1:10 in mm

Front

Top

Perspective

Pencil

Materials: Wood (linden)
Scale: 1:2 in mm

Right

Front

Top

Perspective