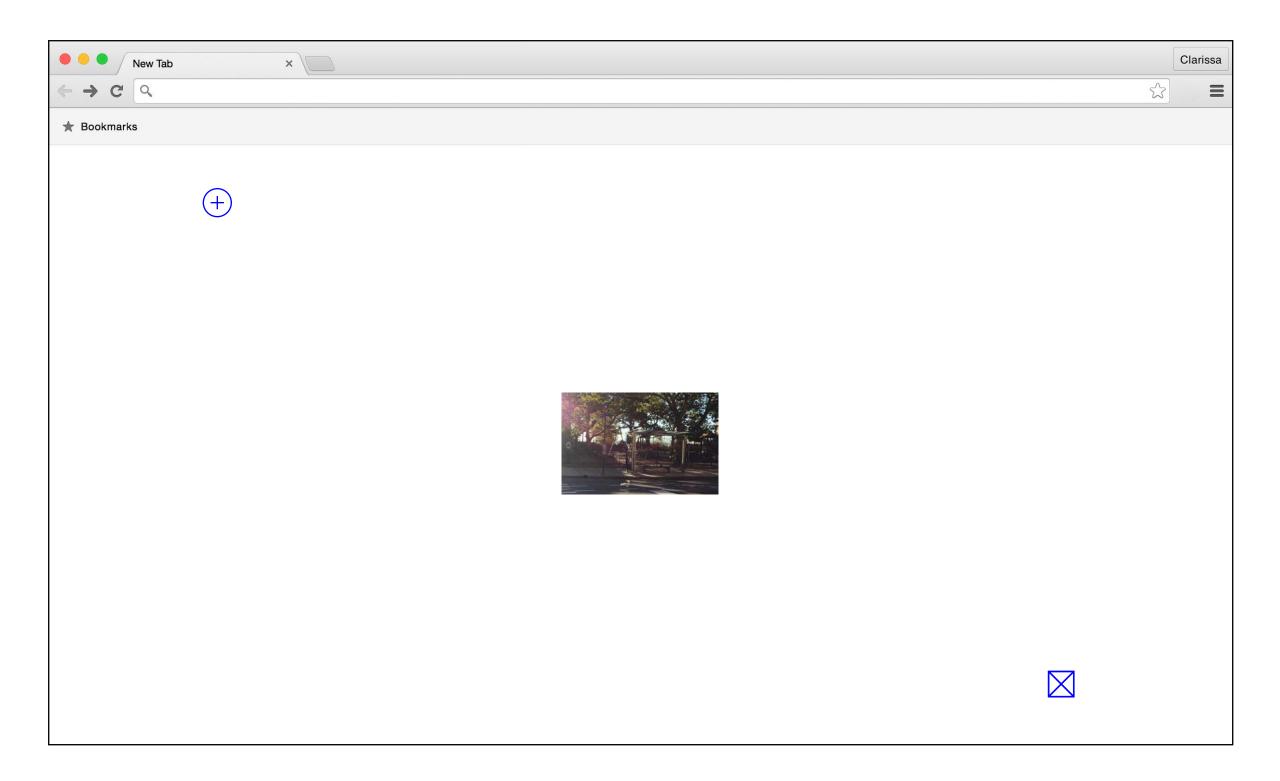
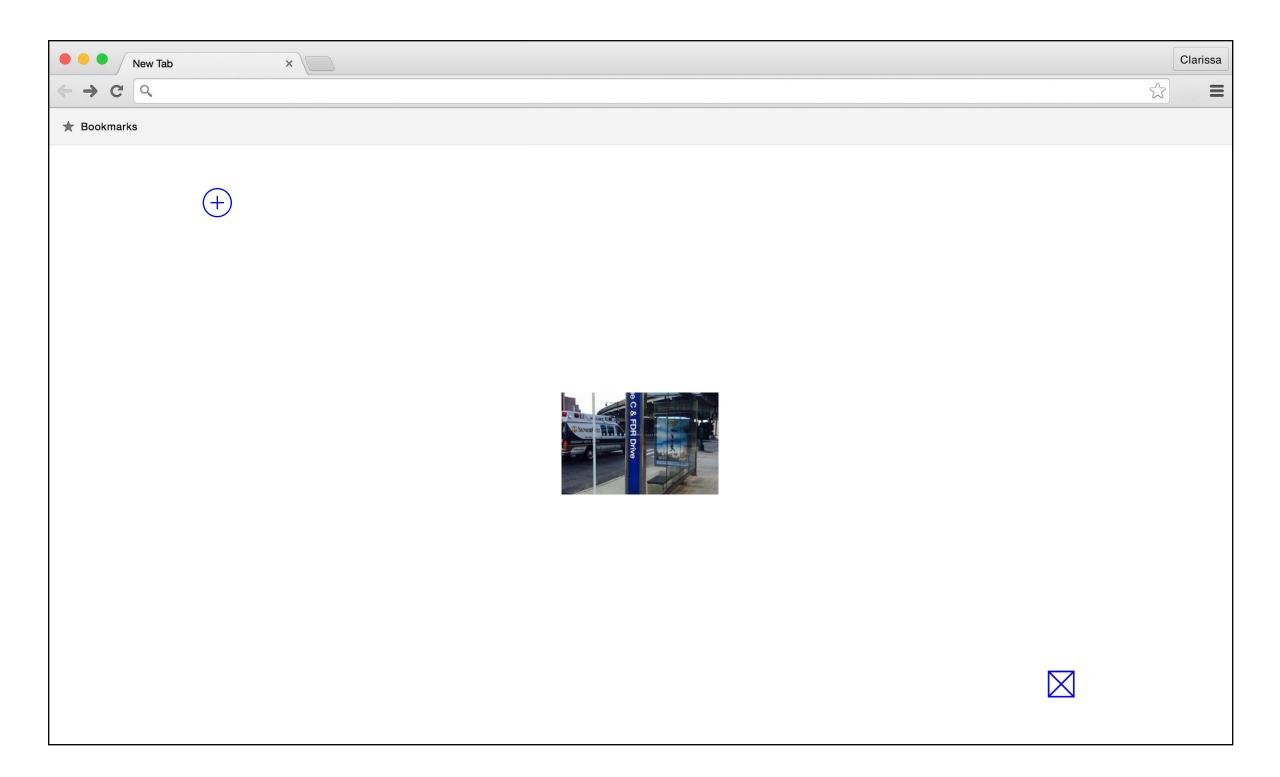
Arrive | Depart | Gather

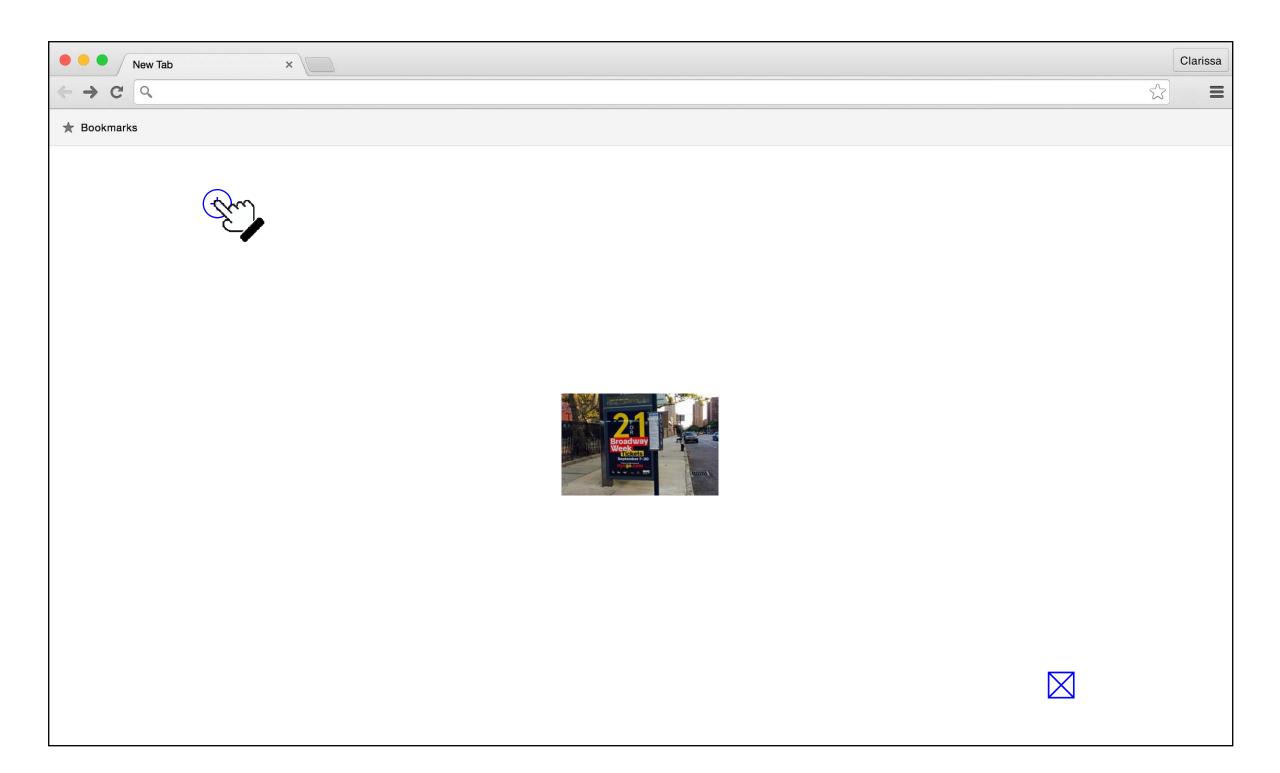
Visitor is seen, but not seen as they arrive and leave the bus stop. One's physical presence within is quite temporary. This program allos the user to reexperience the space, possibly as they remember it or how they want to remember it.

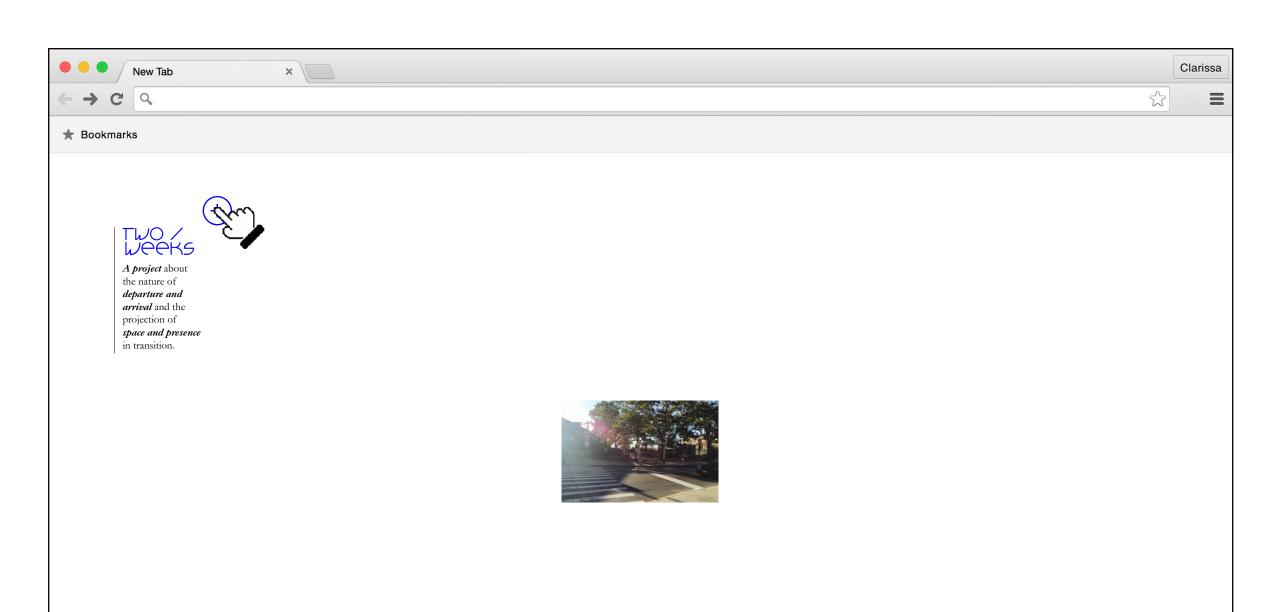
Singular Experience

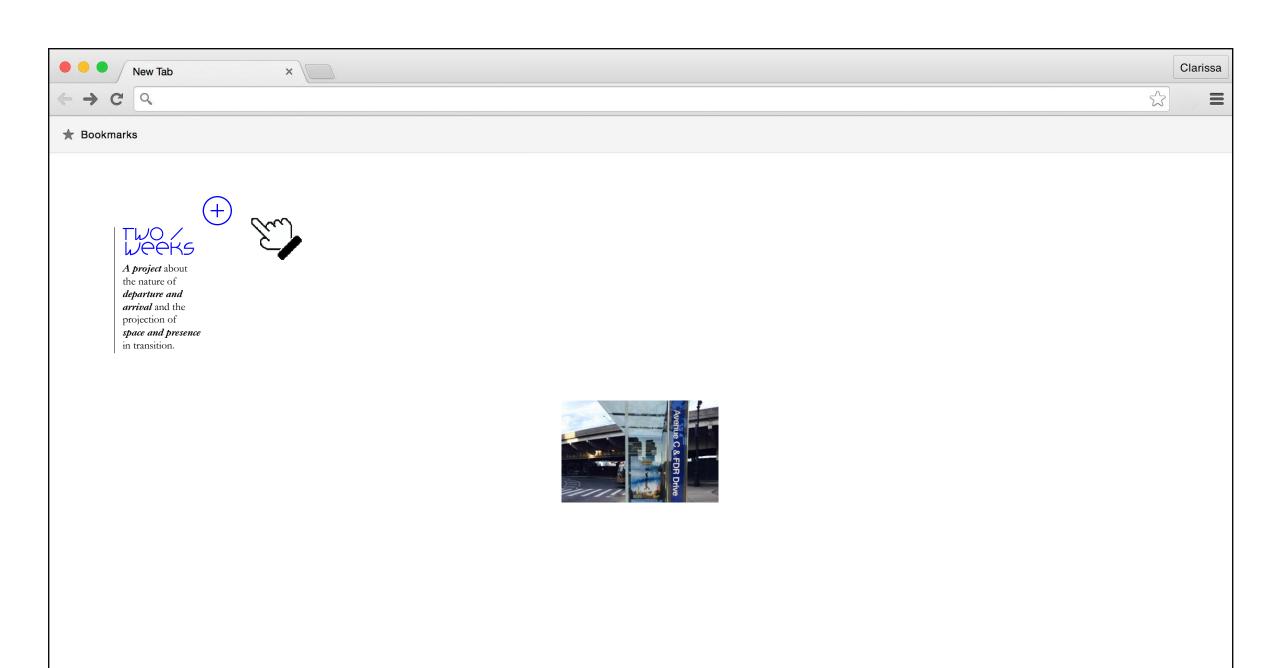
90% Legibility

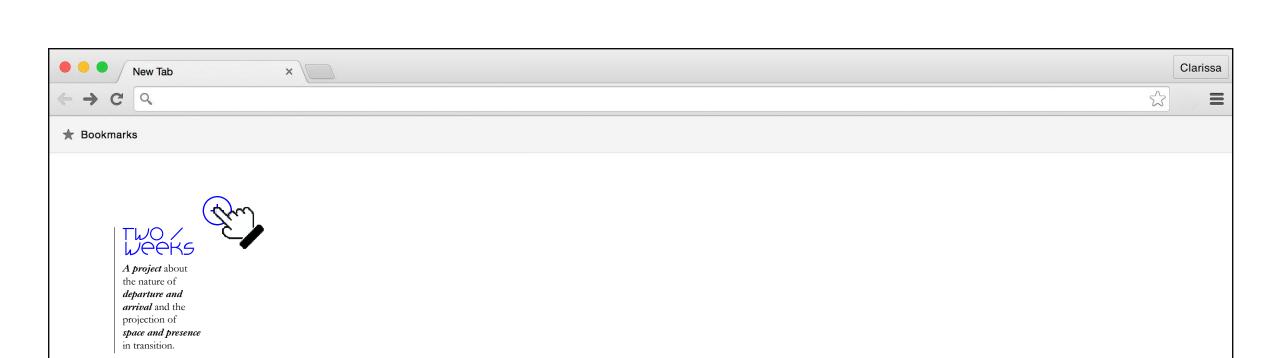






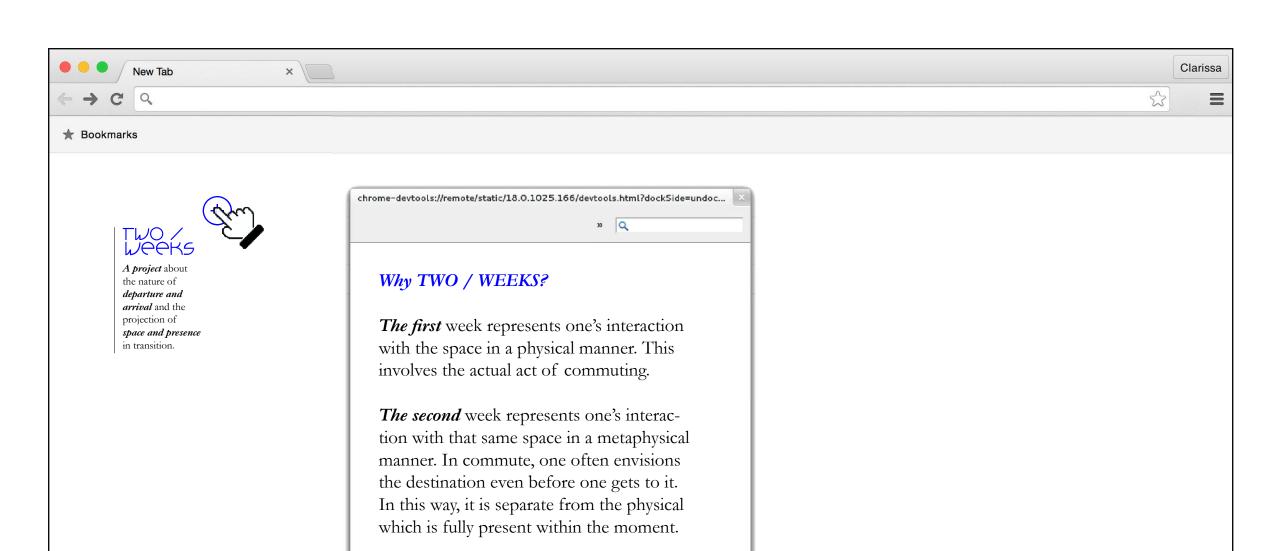




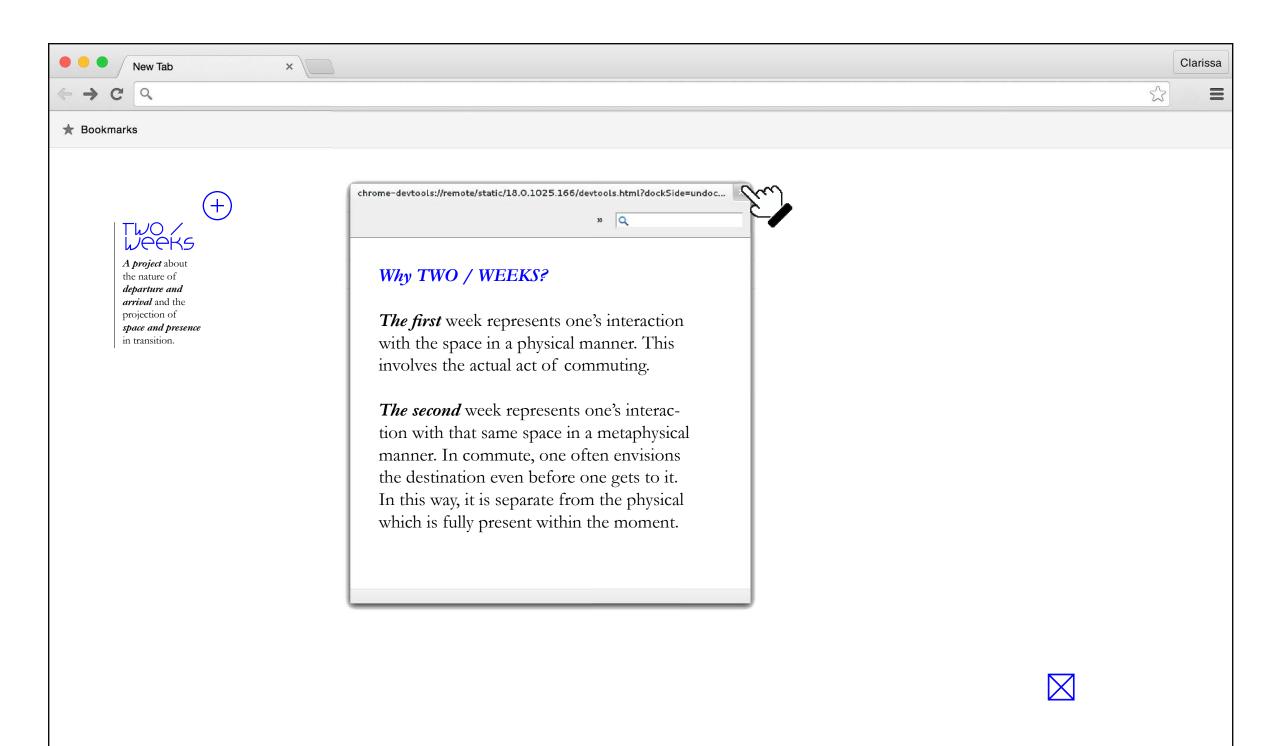


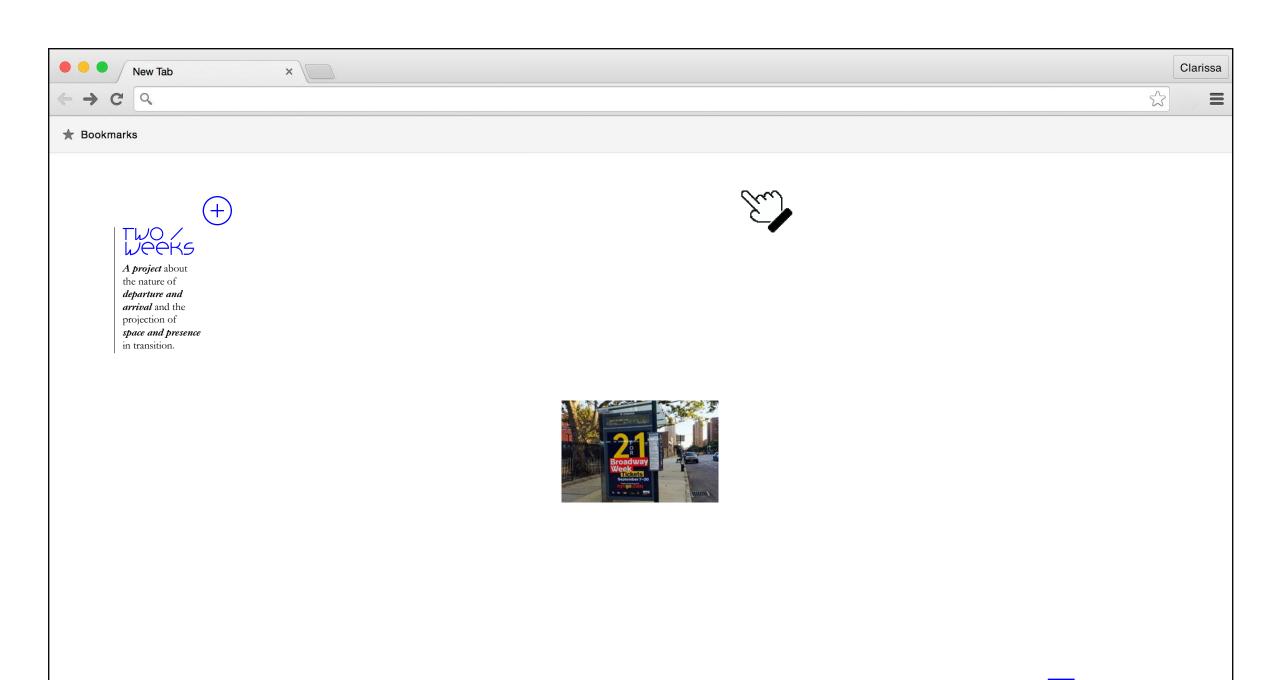


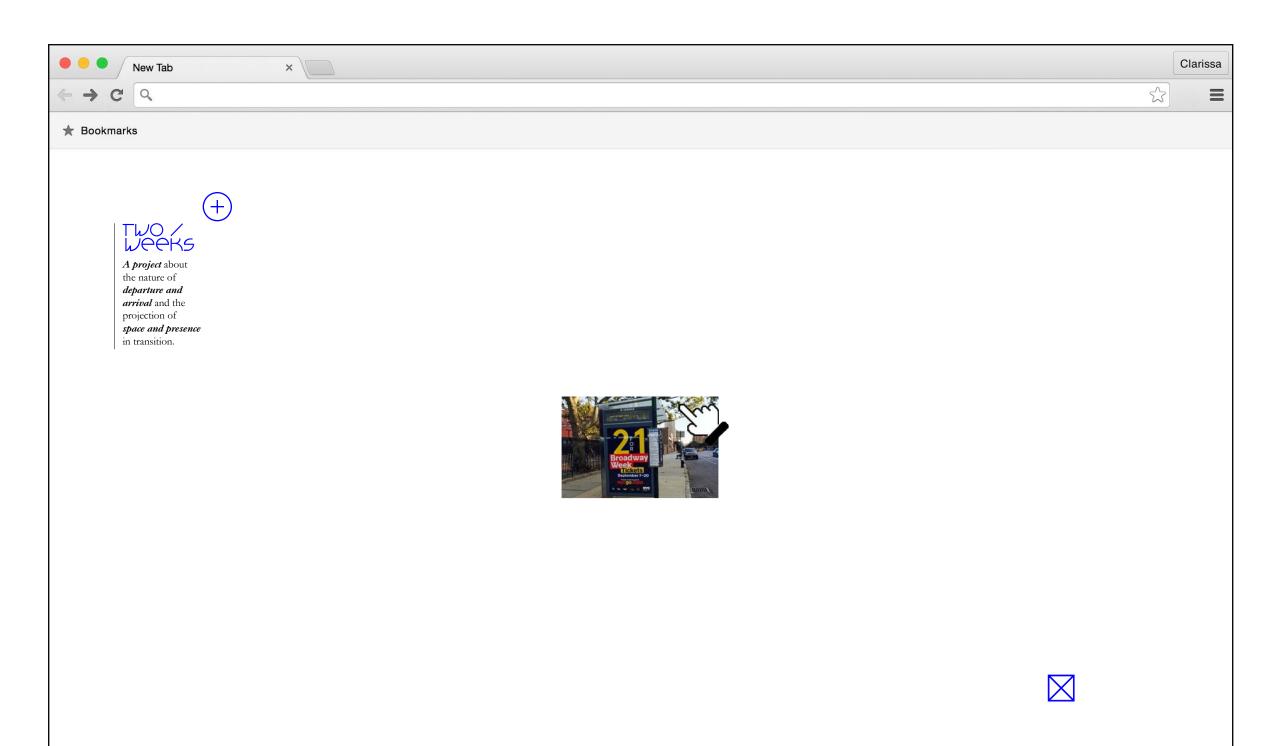


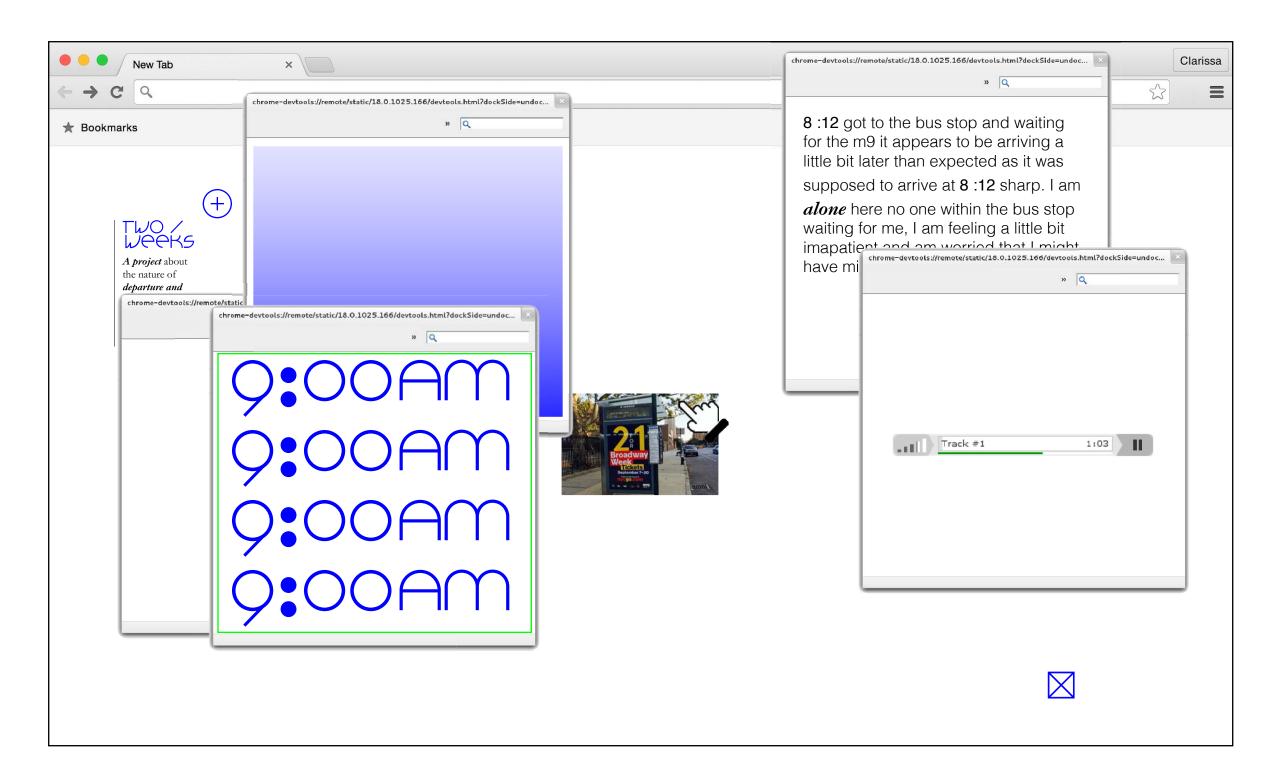


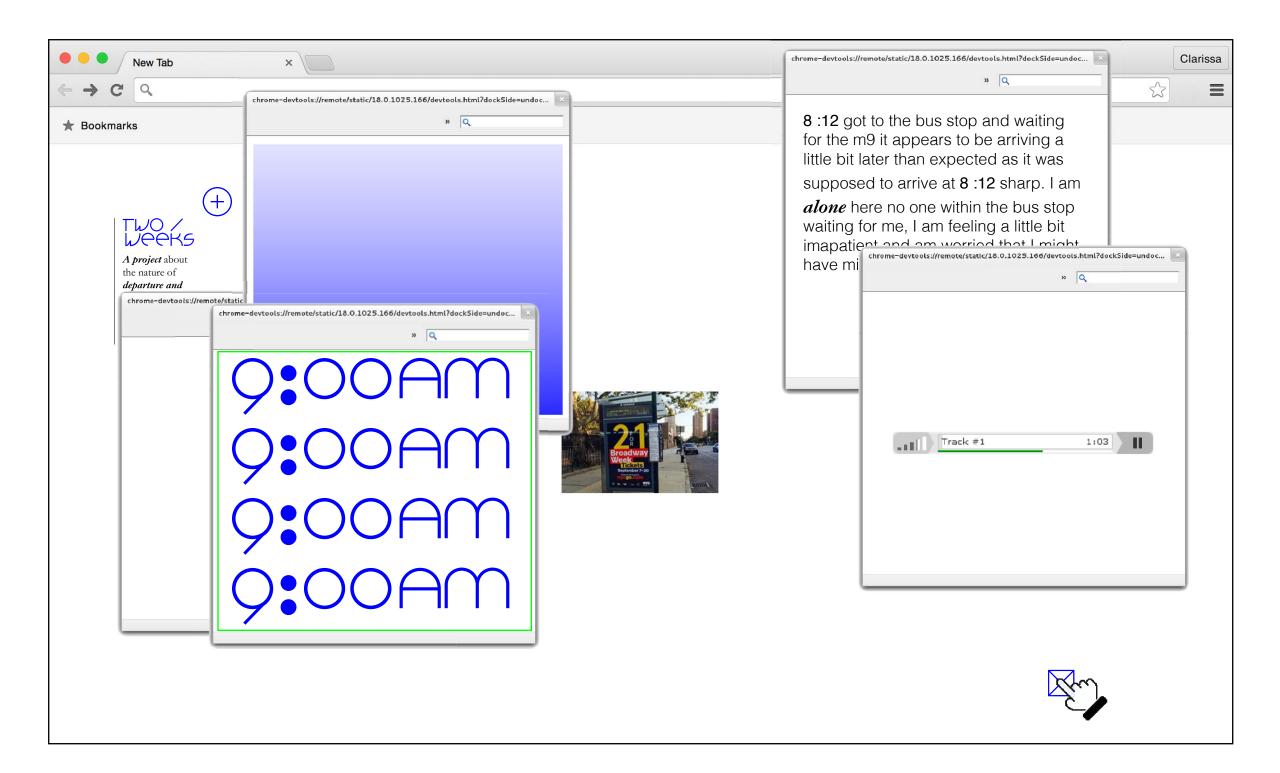


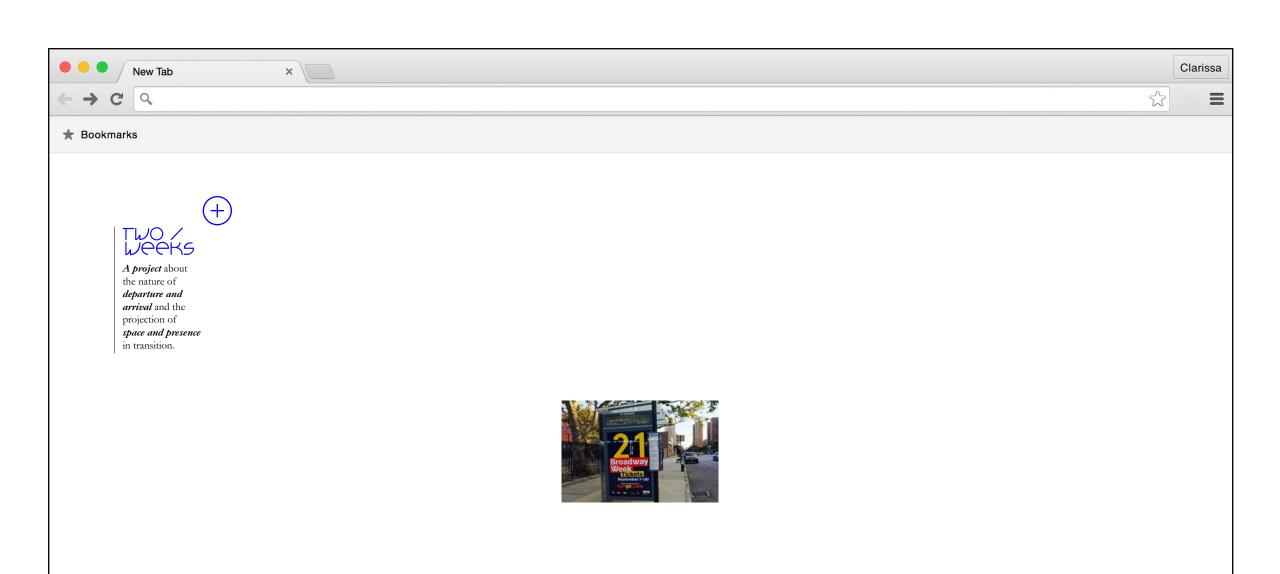




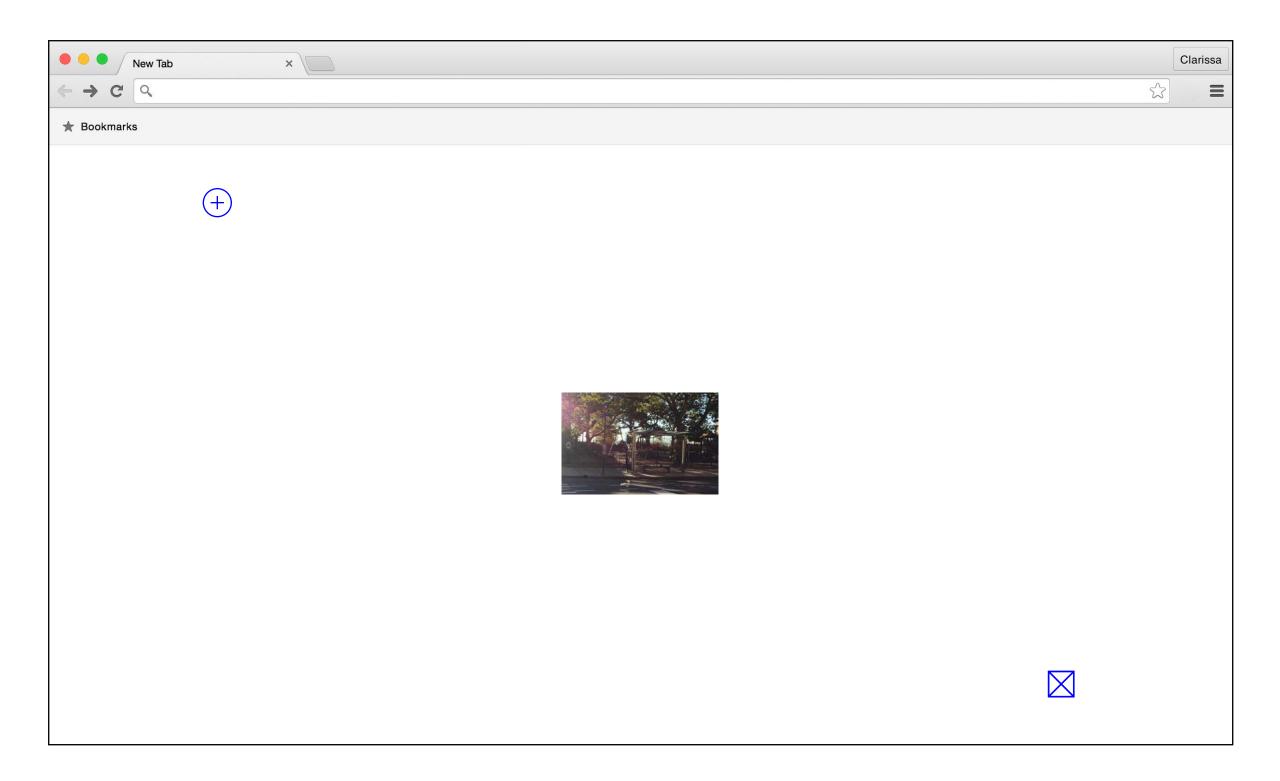


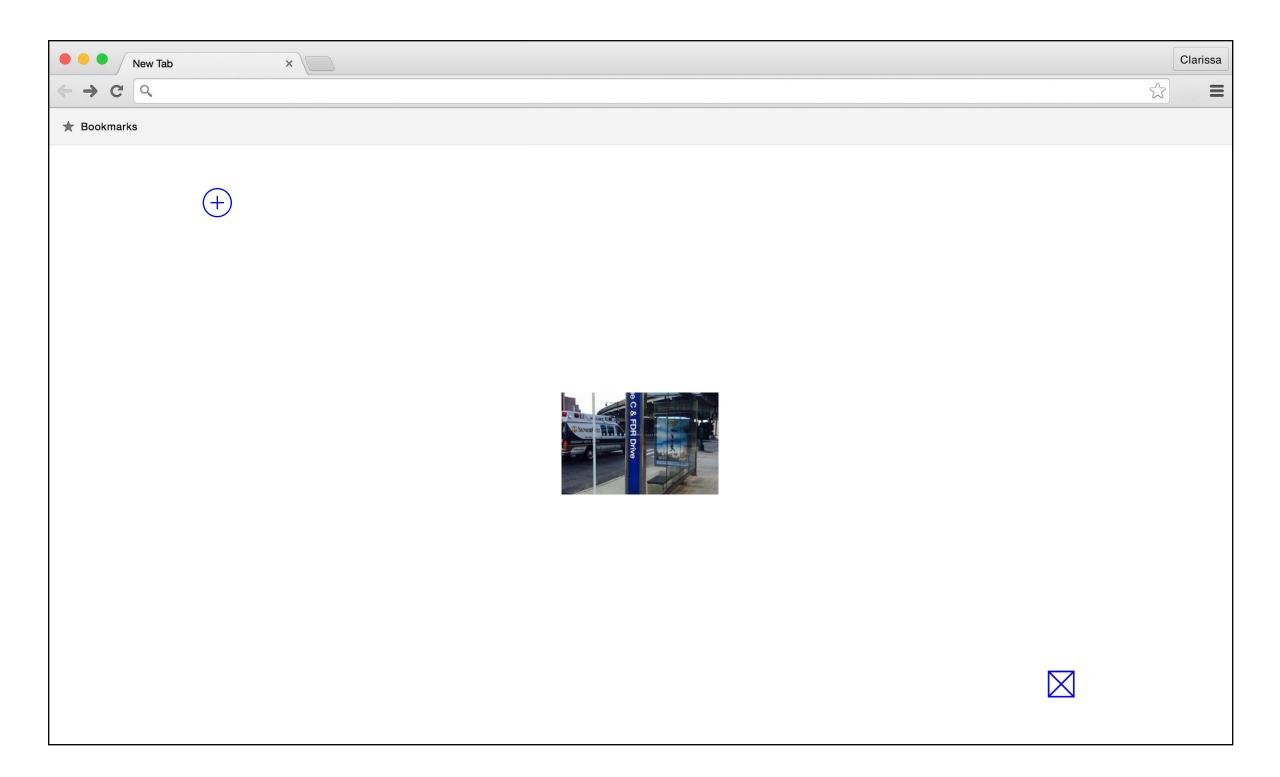


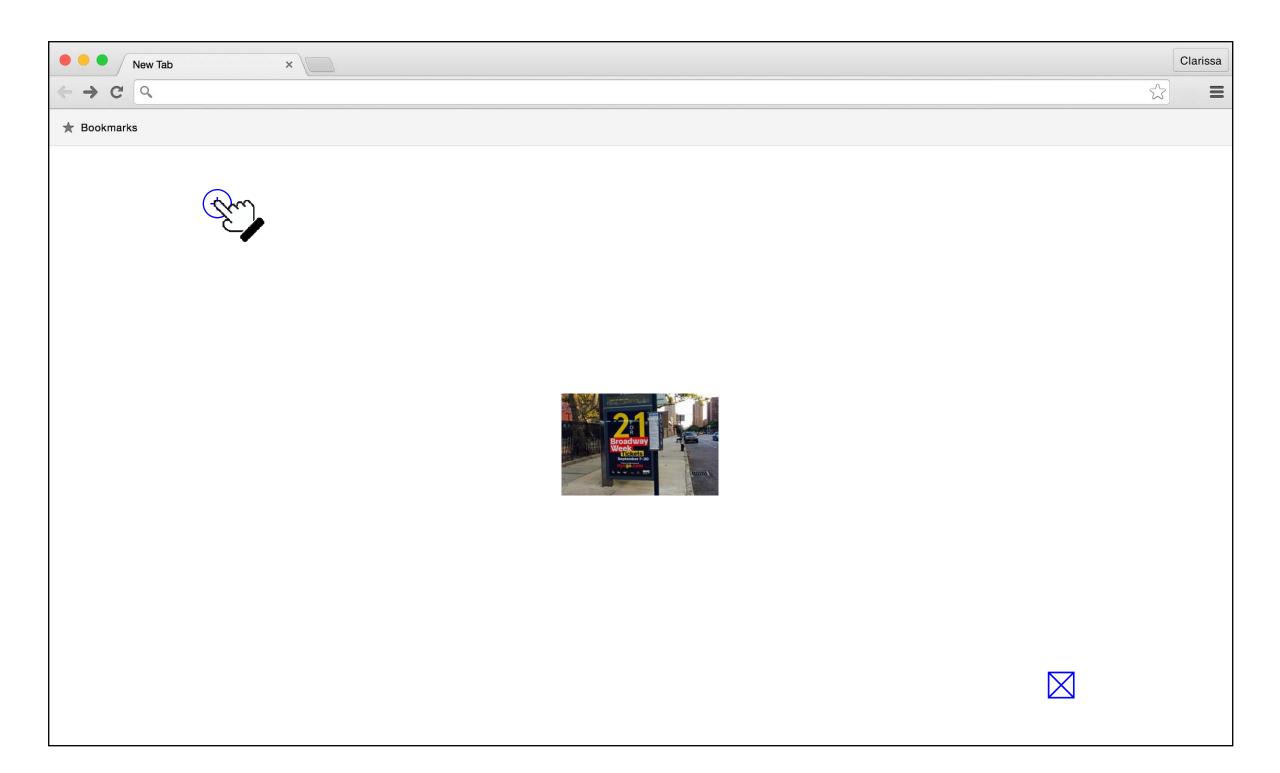










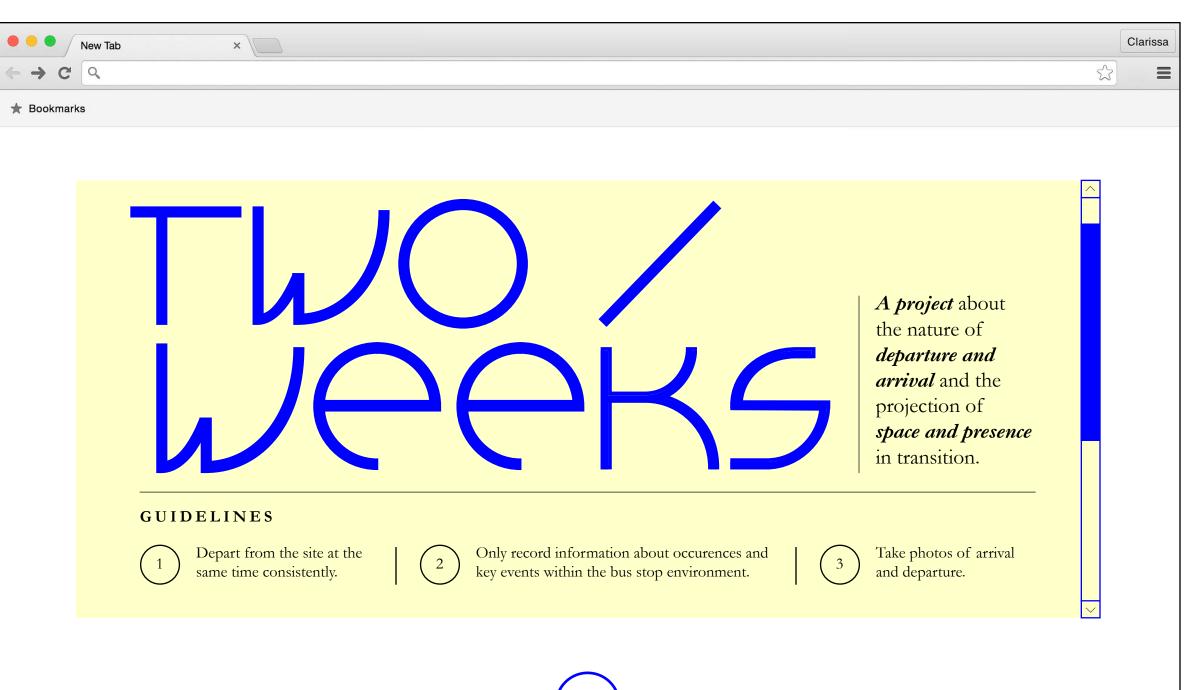


Arrive | Depart | Daydream

Temporary, fleeing experience; dissociation from location, but there is an awareness of the self; the bus stop as function not as a location. This program separates this process into sight and recording through the phone. To observe during a commute is almost an experience existing in air (temporary) until it is grounded by recording the findings on the phone.

Multiple Experiences

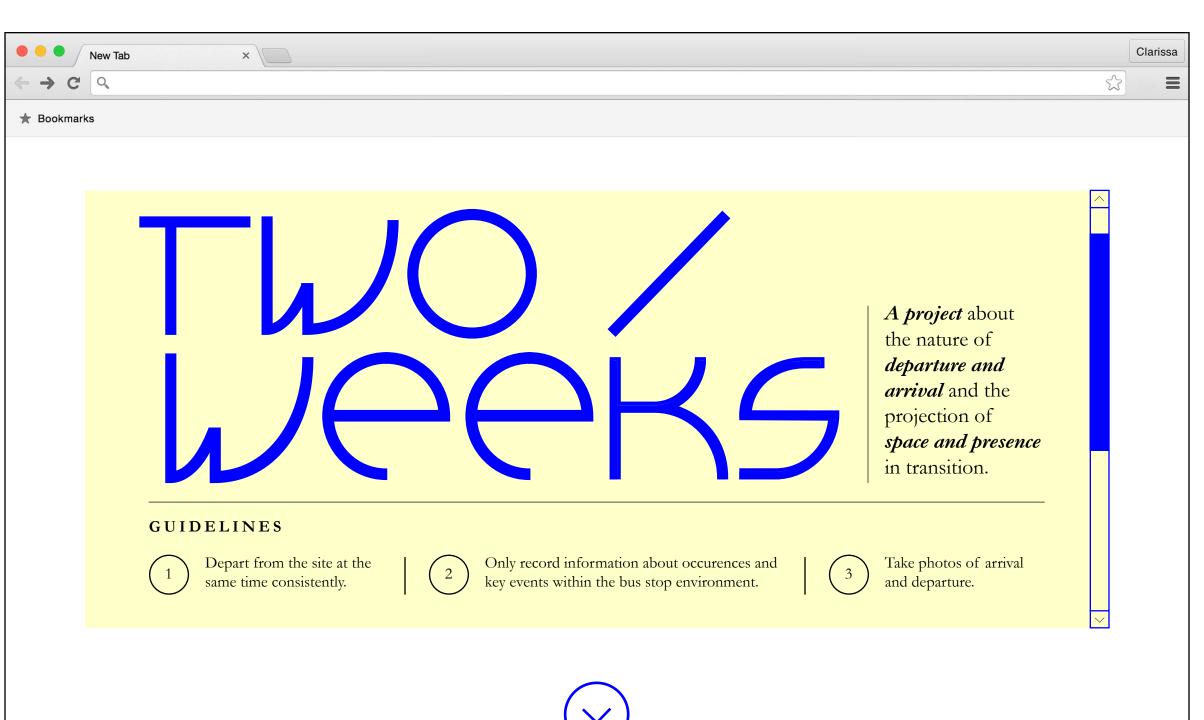
50% Legibility









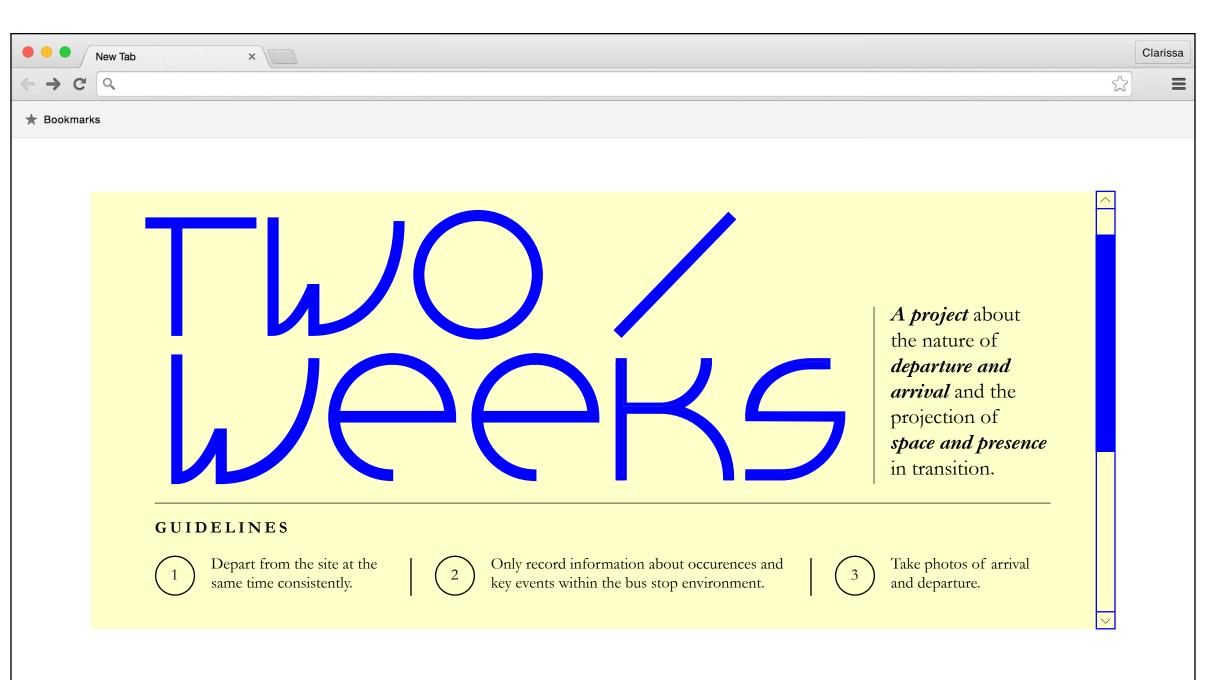






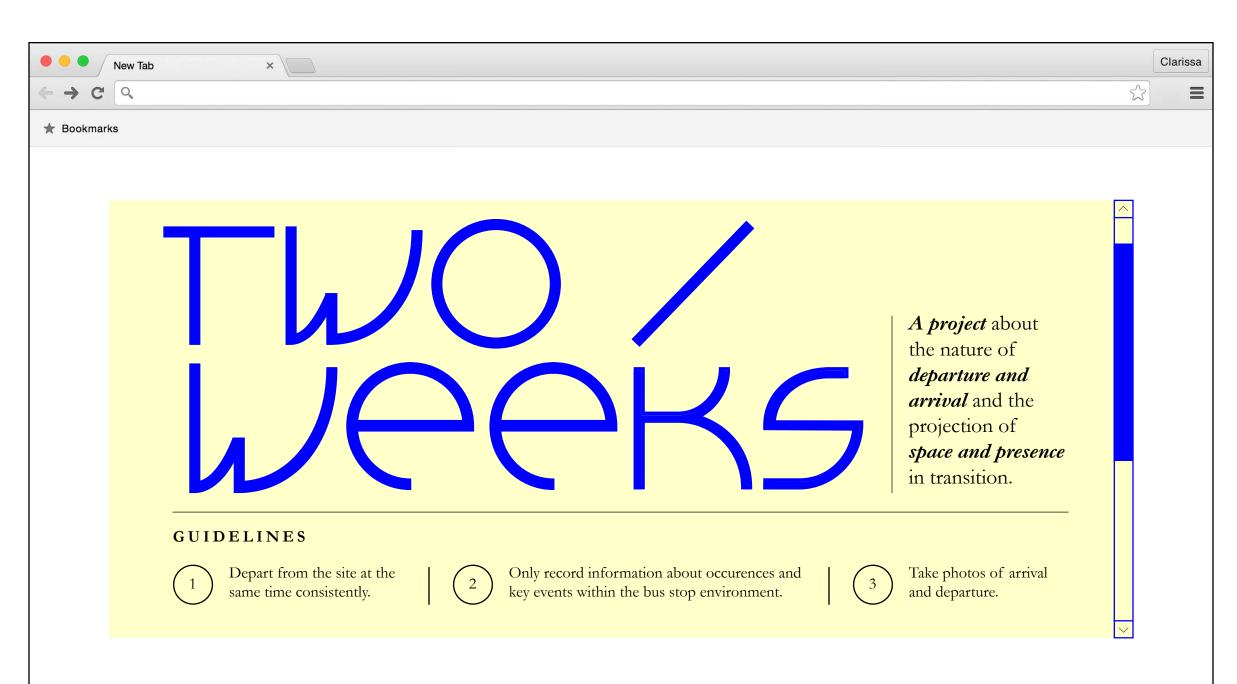






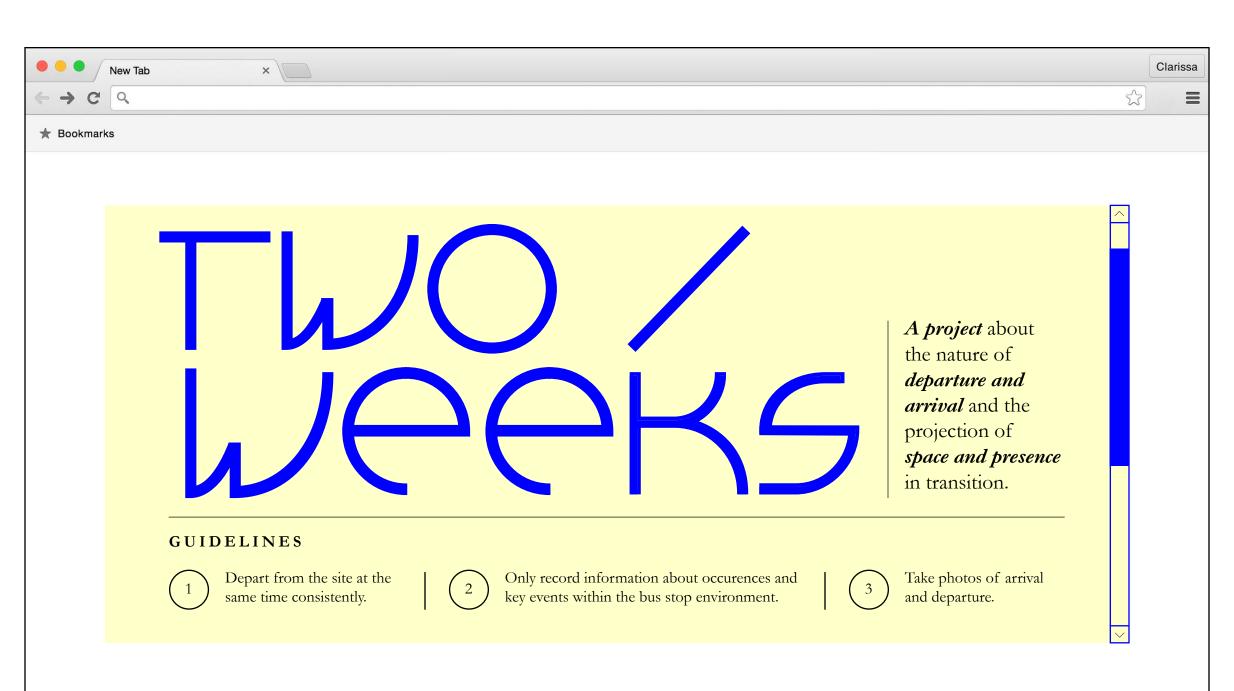








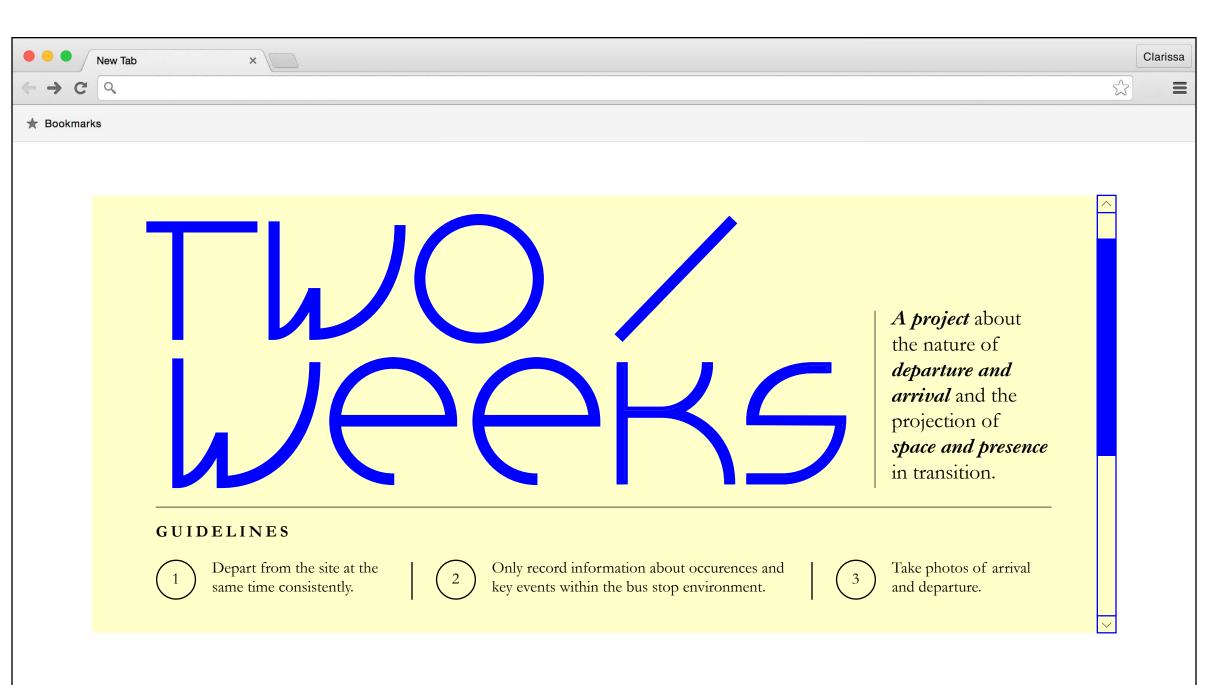








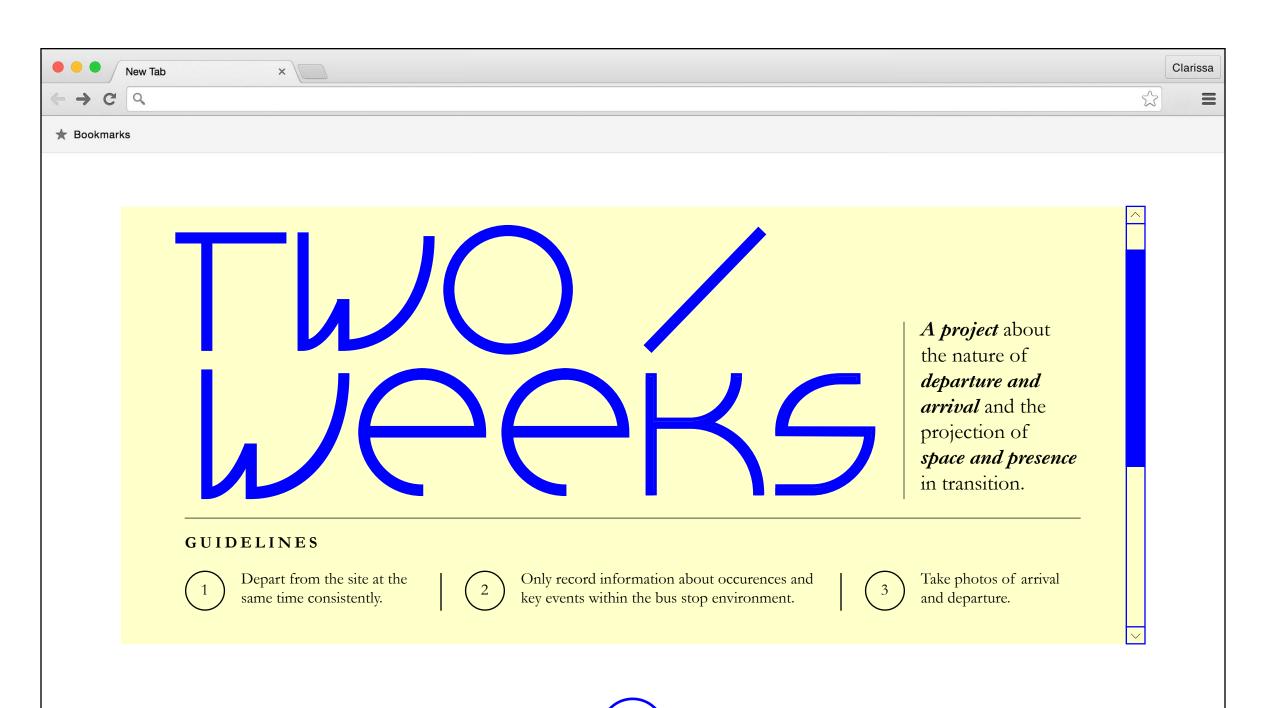








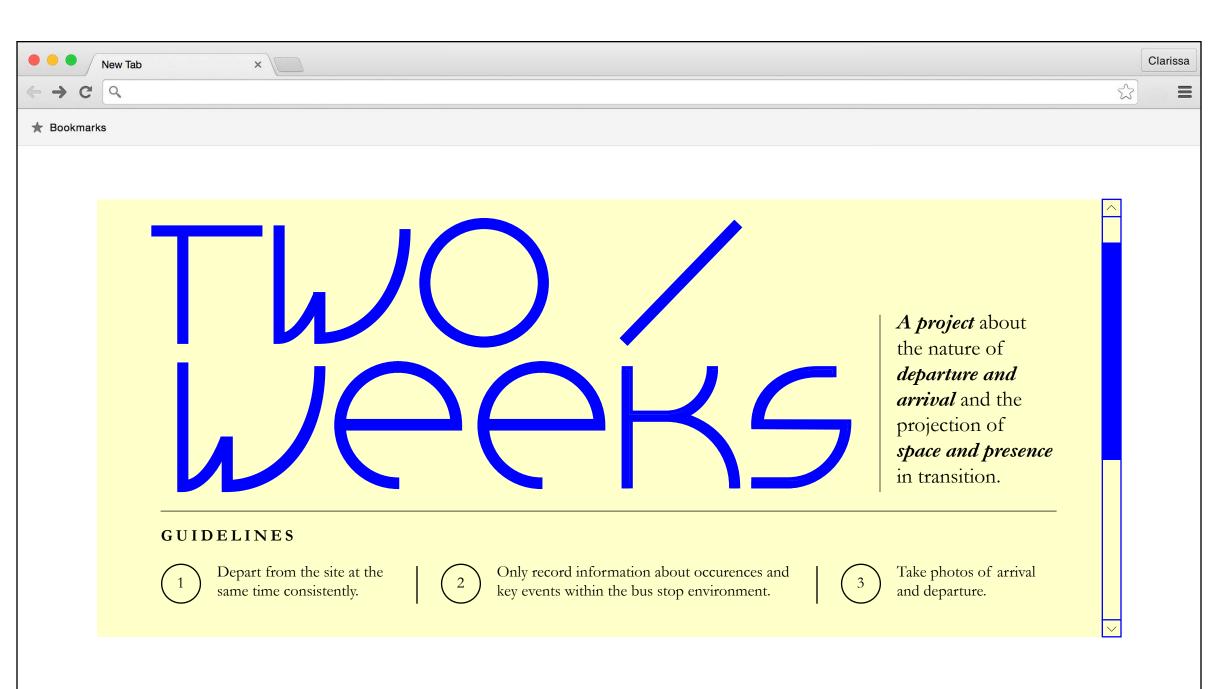




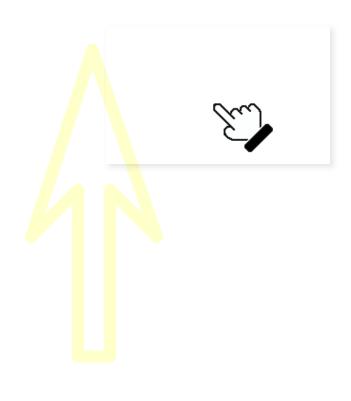




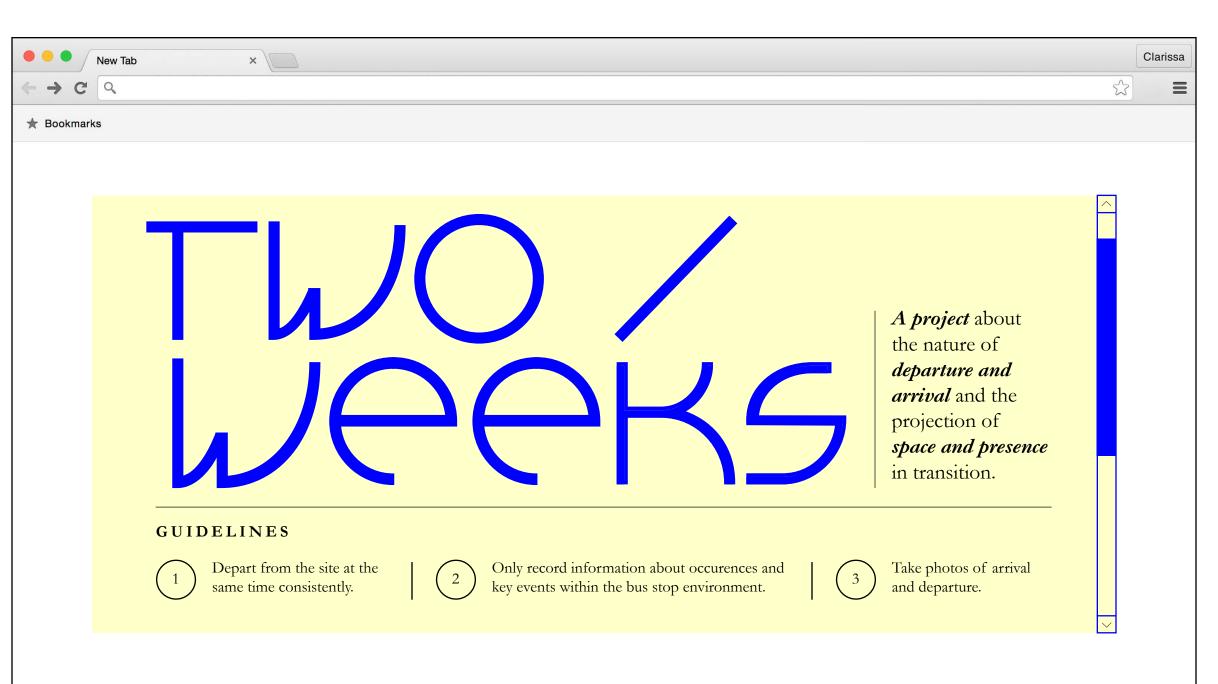




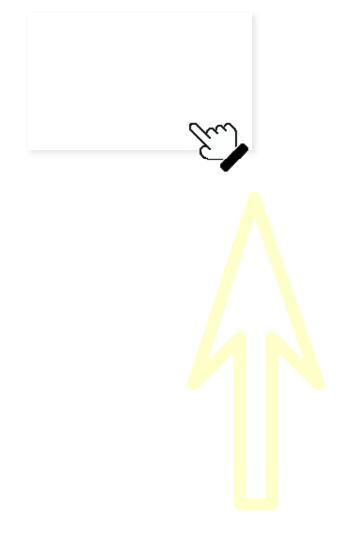




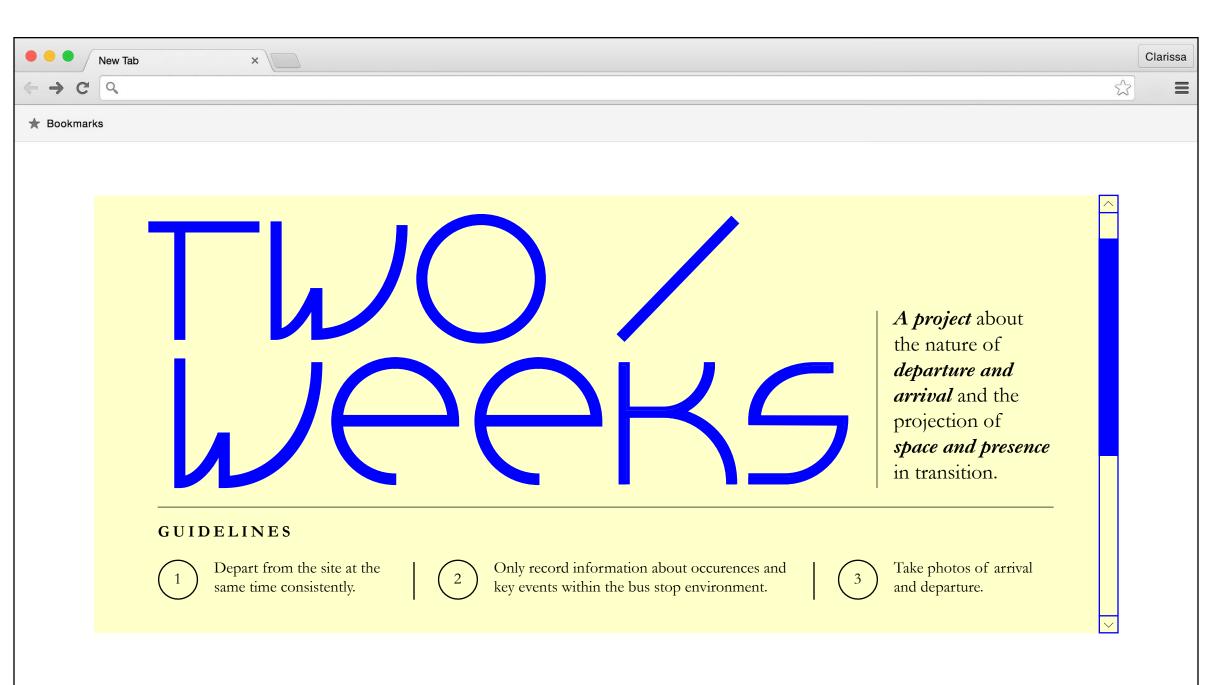








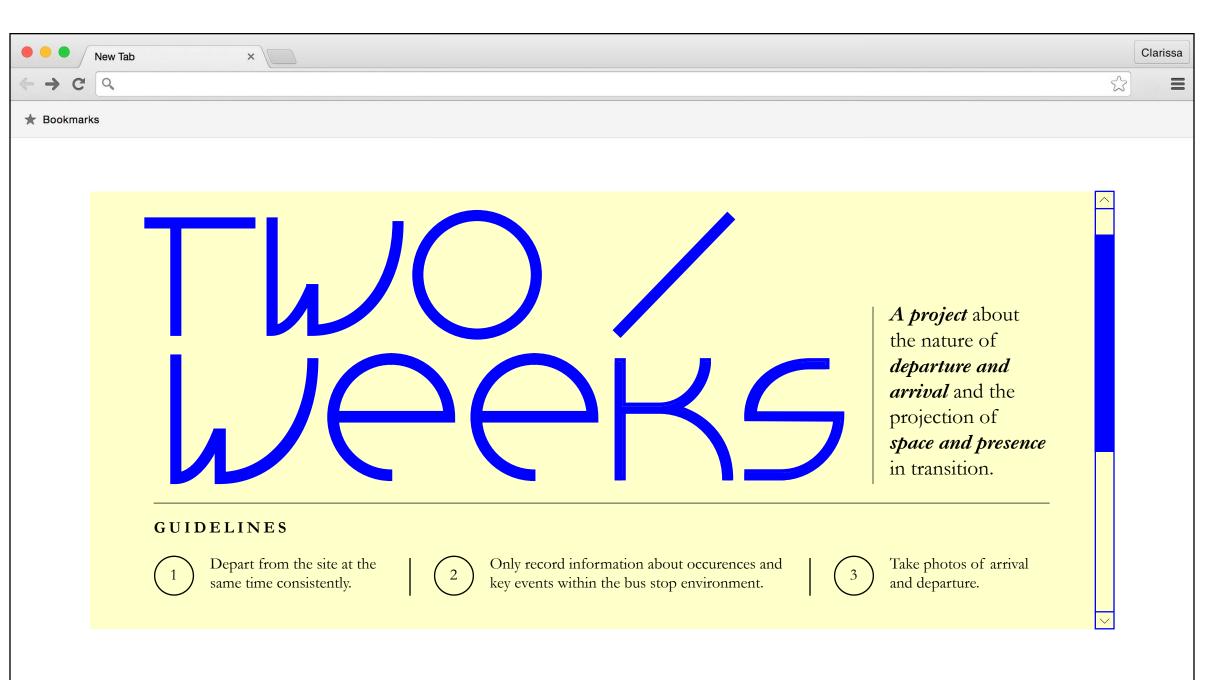








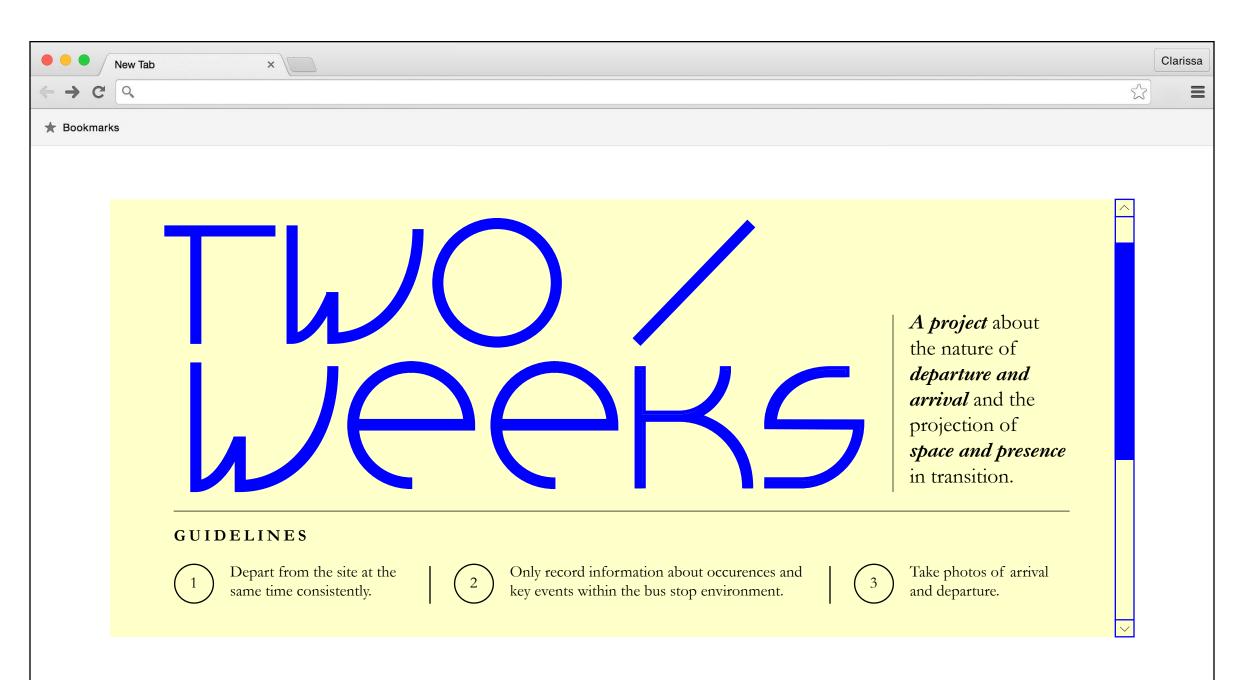








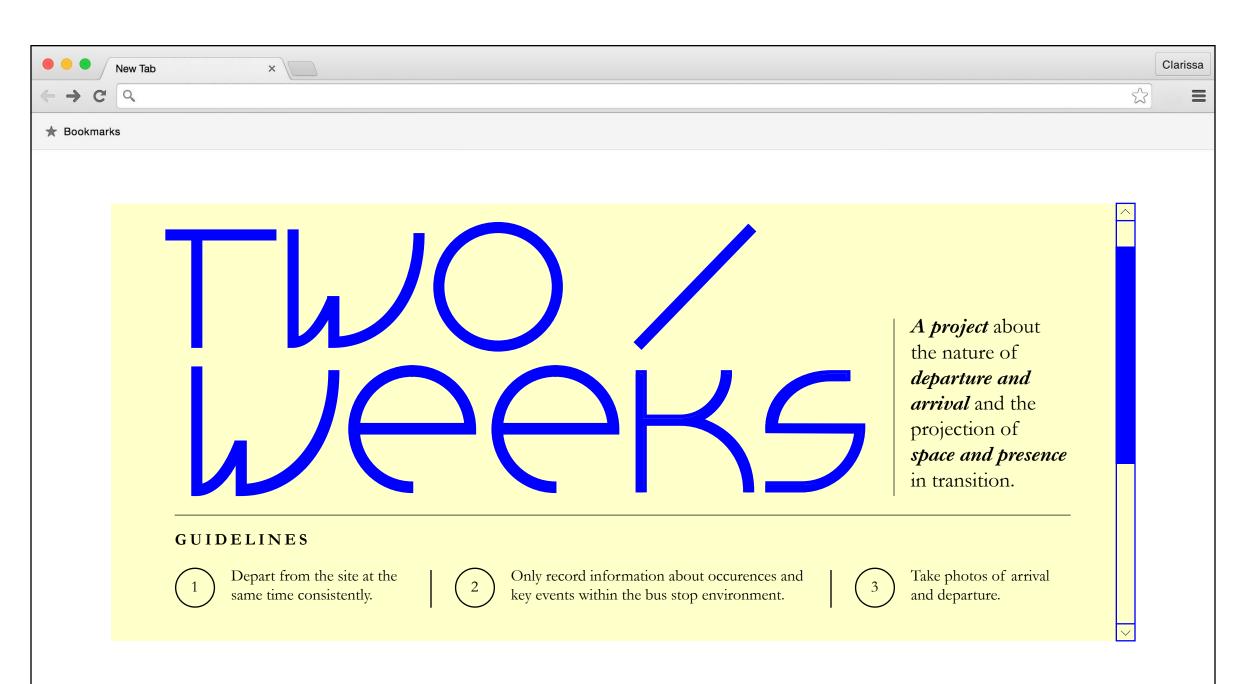








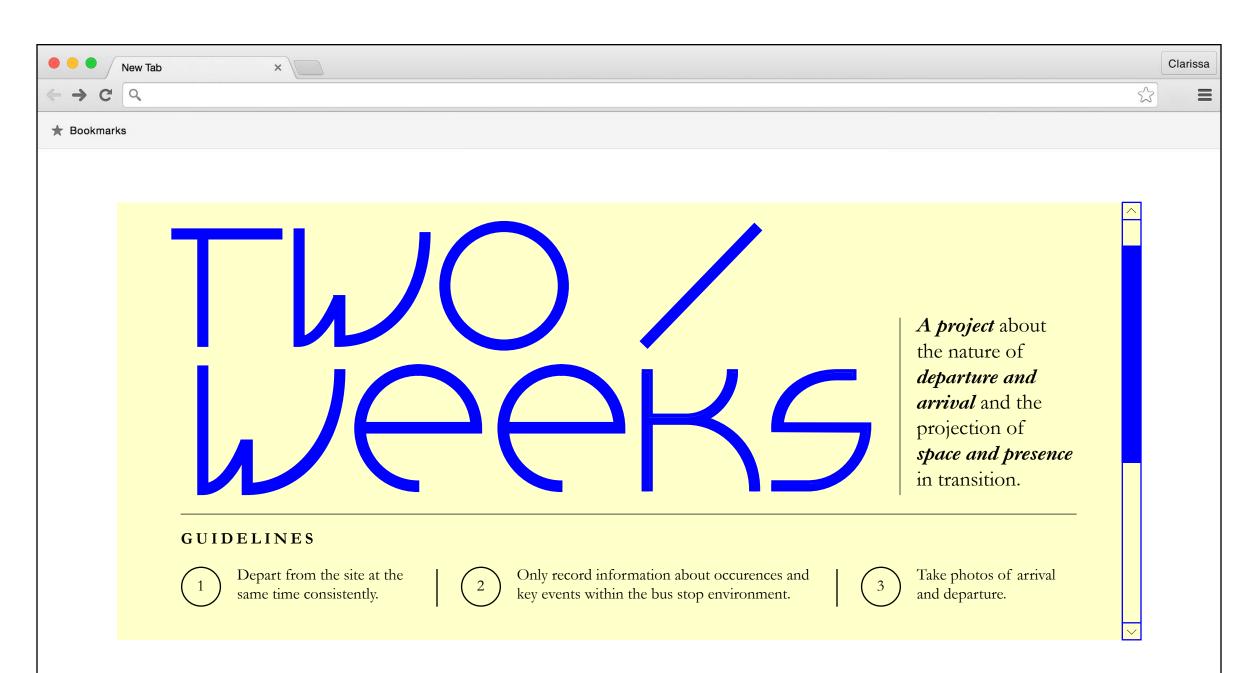






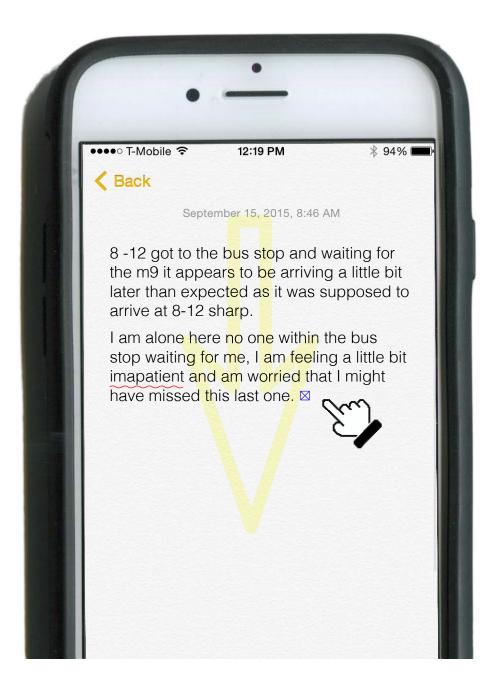
















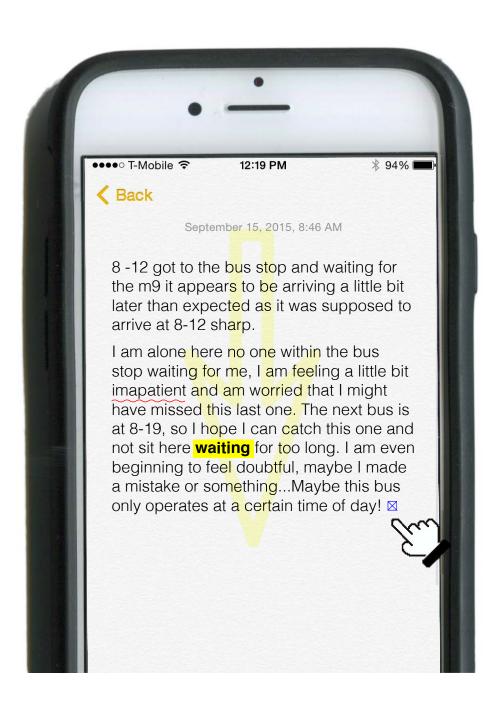






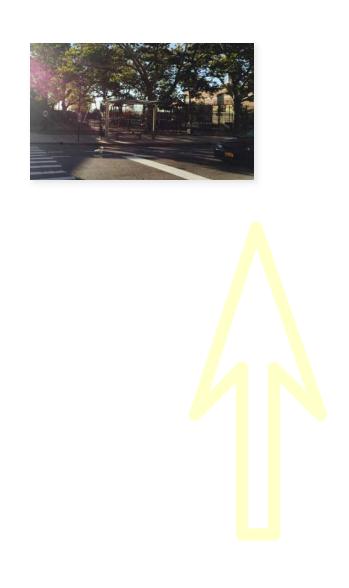


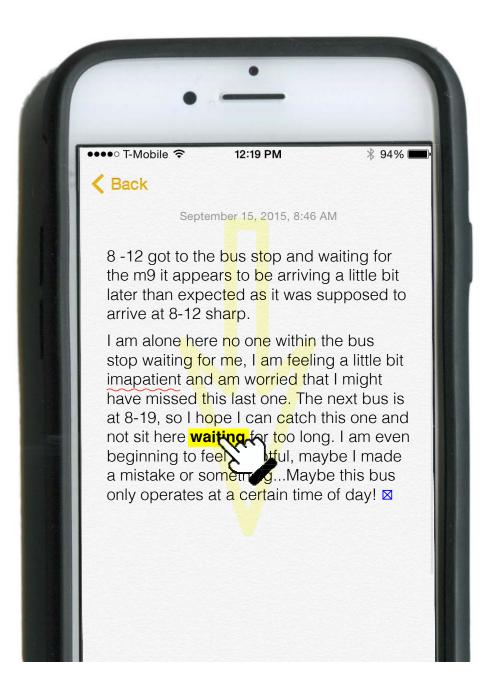


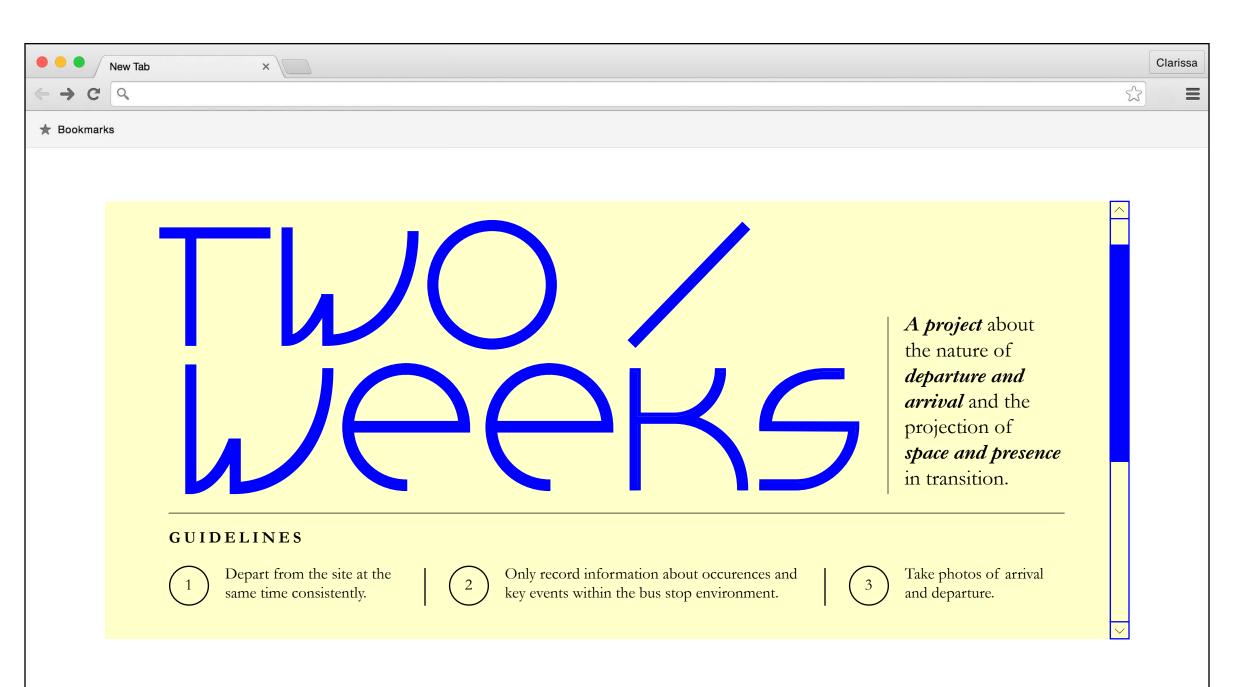


















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Arrive | Depart | Gather

As a 'landmark' of arrived and embarkation; compared to other spaces, it only serves to be an intermediary space. In this piece, the bus stop is purely distilled into simple shapes to achieve a 'landmark' like quality. The color and drawing is provided through the stories that stem from it.

Limited Experiences

30% Legibility

