

Project 2 Proposal

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In this prototype, I intend to stimulate a virtual space consisting of four to five virtual rooms. These spaces would form a modest museum of three art installations chosen from MAC museum or alternative inspiring art exhibitions. Accordingly, the extra two rooms will be the entrance and exit. Each exhibition would be interactive visually and acoustically.

Artistic Vision:

Visually, I want the dimension to be as spacious as possible, the color palette is mostly bright unless dark colors are required. The entrance and exit need not be too excessive; therefore, each room will make an impact. For the first room, the theme is medieval time displaying renaissance paintings with golden frames and possibly sculptures. Every time I visit the MAC, this room always brings me back in time so I would love if my stimulation can do half of the experience.

In the second room, the exhibition will take place in the present with contemporary artworks from MAC. The space could promote artwork of all forms, including paintings, statues, artistic creations made of various materials. This room brings out an avant-garde ambience for the viewers to try to comprehend the messages through the collections.

The third room is the one I contemplate on presenting in my stimulation. The idea of the artist is genuinely fascinating which is known as the “Room for one color” project by Olafur Eliasson. The room is well-lit by orange and yellow lighting which seem to be casual, however when someone enters that room, they see everything else in black and white.

Lastly, I hope to add more rooms to the gallery if I could keep up with the schedule, the final will have about five to six rooms at least.

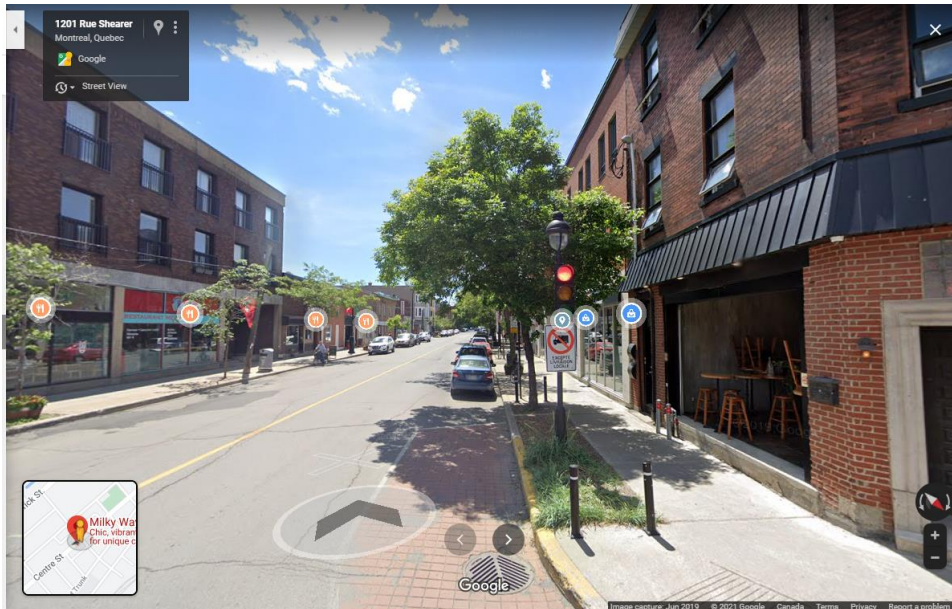
Plans for technical challenges:

In the virtual model, I am thinking of how to connect these spaces together. Therefore, I am thinking of drawing a simple floorplan for the gallery I am creating. Moreover, I wish to create a 3D space viewable from both outside and inside.

Additionally, I would like for the viewer to be able to move in different directions inside the model. In this matter, I have looked up a few resources such as ‘Questionable Logic: The Cube’ project by Yichen Wang, Codrops 3D gallery, Google Map Street view 306 degree.

Moodboard:

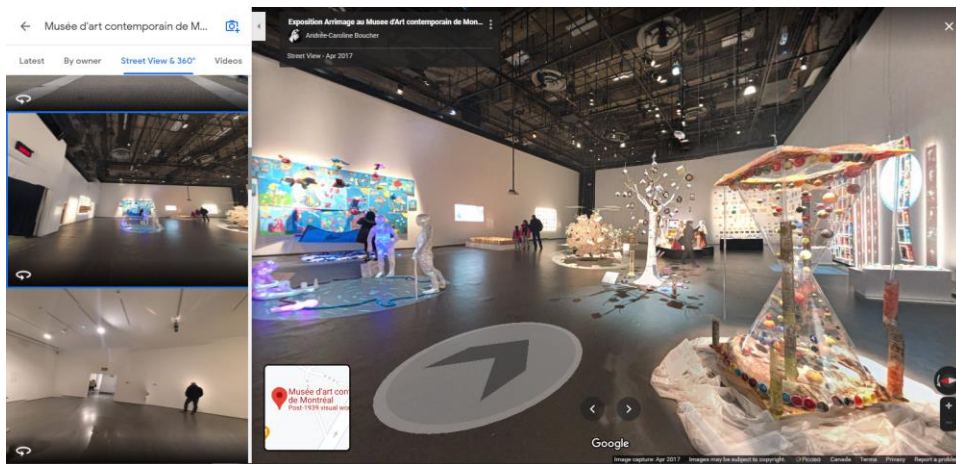
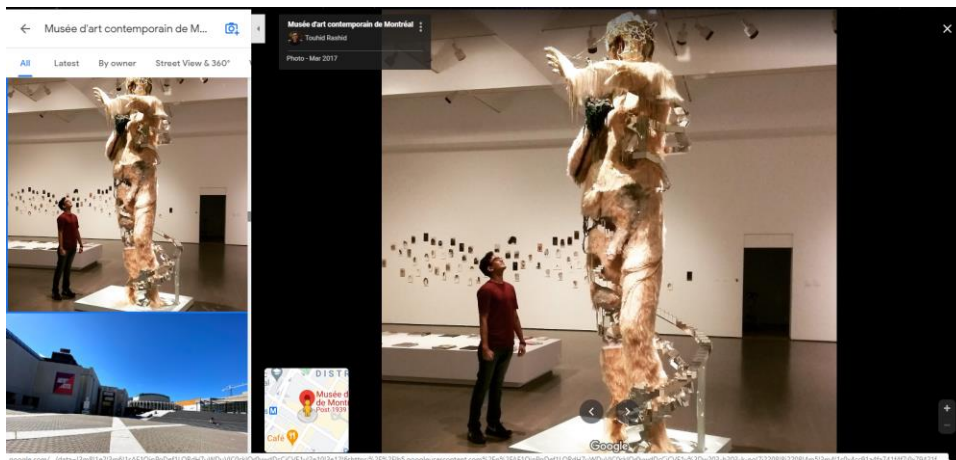
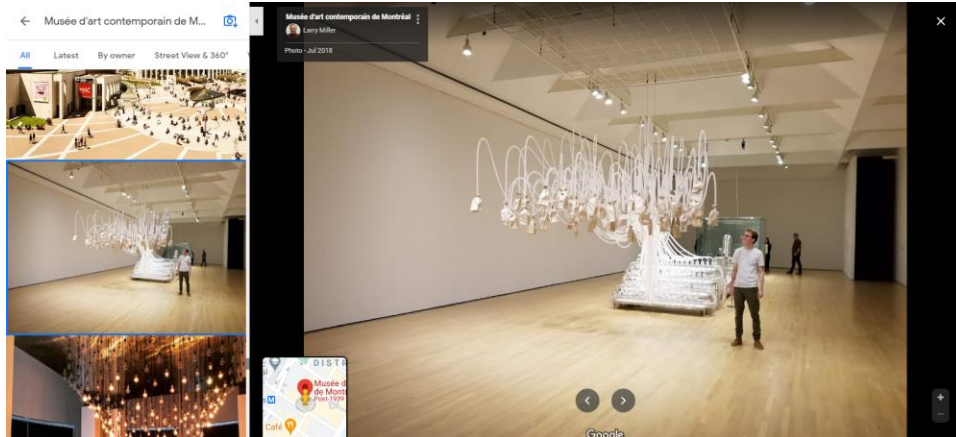
Navigation

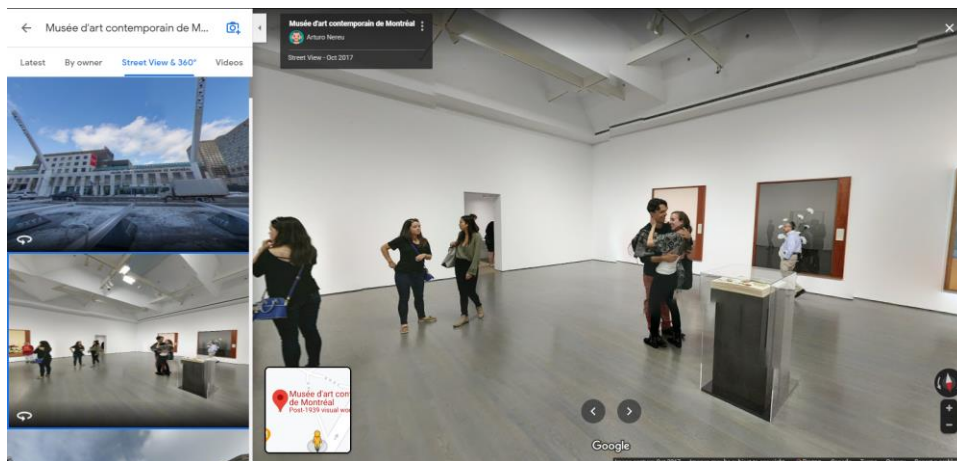
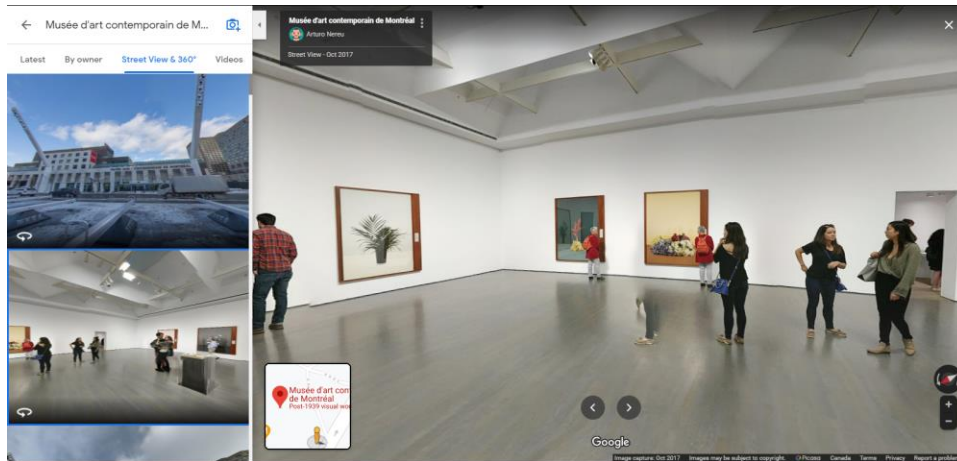


Entrance/Exit



Exhibition rooms





Floorplan

