8.28-9.5

At this stage, I began to deeply reflect and question my initial sketches of the installation and its presentation. In my initial conception, I planned to design a fan-shaped installation to represent the rainbow rays refracted by a prism, and I planned to combine it with Unity technology to build a specific interactive scene. In this scenario, participants would interact with the rainbow rays representing seven different emotions as a way to trigger and express the corresponding emotional scenes.

However, during the design process, I grew dissatisfied with the presentation and interaction. I realised that emotions should essentially be generated spontaneously by individuals, especially when faced with different situations, and that the emotions expressed by each individual are unique. My initial design seemed to unconsciously fixate emotions in different situations, setting limits to human emotional expression, which was contrary to my original creative intent.

As a result, I began to re-examine my work and think about a new form of presentation, looking for a way to return the thinking about emotional labour to the viewer, allowing them to make their own judgements and feelings. This process is not only a redesign of the installation, but also a deep reflection on the concept and method of creation.