

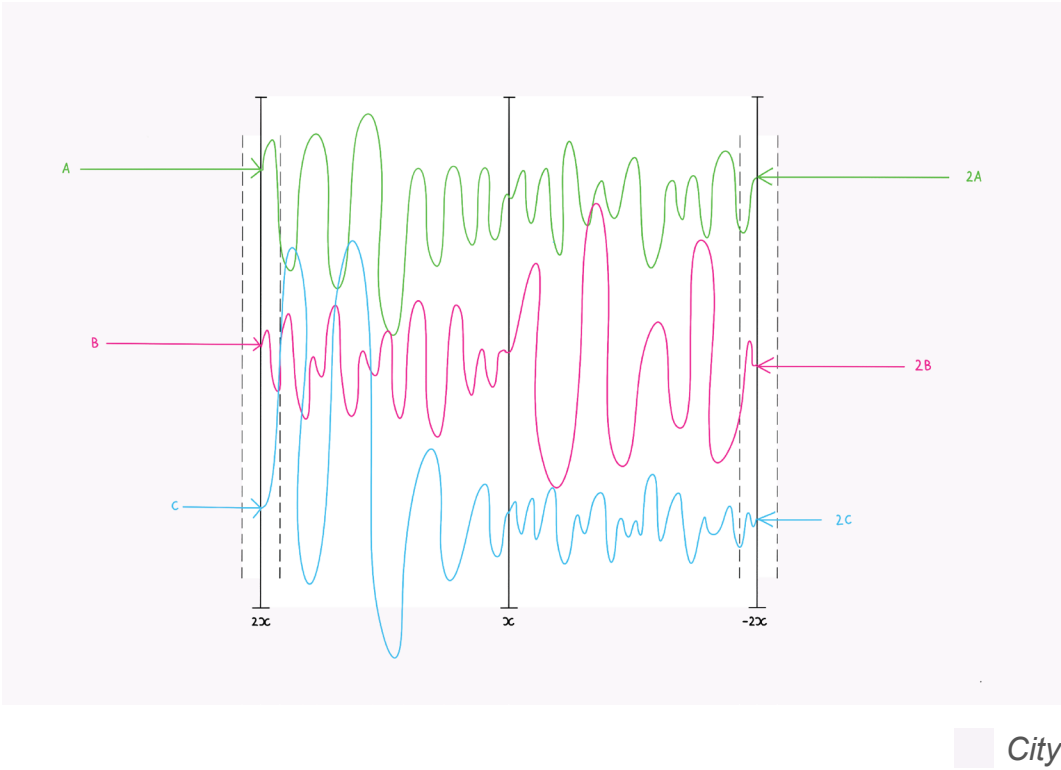


EFFECT OF DISTORTION

MELBOURNE CITY BACKPACKER | GLASS BLOCK WINDOW

197-199 KING STREET, MELBOURNE VIC 3000

4/08/2021



City

REALITY WARP

THE GLASS BLOCK WINDOWS FOUND AT THE MELBOURNE CITY BACKPACKERS DEMONSTRATES THE IDEAS OF TRANSPARENCY, REFLECTION AND DISTORTION. THE MUDDLED GLASS PRESENTS A UNIQUE OPTICAL DISTORTION WHEN VIEWED FROM EITHER SIDE, THUS A SYSTEM OF REFRACTION OCCURS WHEN LIGHT PASSES FROM ONE SIDE TO ANOTHER.

AS LIGHT (A, B, C, 2A, 2B, 2C) TRANSFERS THROUGH THE ELEMENT (X) , IT ACTIVELY DISTORTS THE PERSPECTIVE VIEW, PRESENTING AN ALTERNATIVE REALITY WITHIN THESE TWO DIMENSIONS. THE TRANSITION OF LIGHT WITHIN THESE TWO DIMENSIONS ACTS SYMMETRICALLY FROM THE ELEMENTS CENTRE (X), SO AS IT INCREASES TO (2X), IT ALSO INCREASES IN THE NEGATIVE TO (-2X). AS IT TRAVELS THROUGH THESE MEDIUMS TO ANOTHER, IT ALTERS THE DIRECTION BY WHICH IT WAS TRAVELING, ULTIMATELY PRESENTING AN OPTICAL CONTORTION AND WARP FROM REALITY.



FOCUSED DISTORTION

Reality Warp

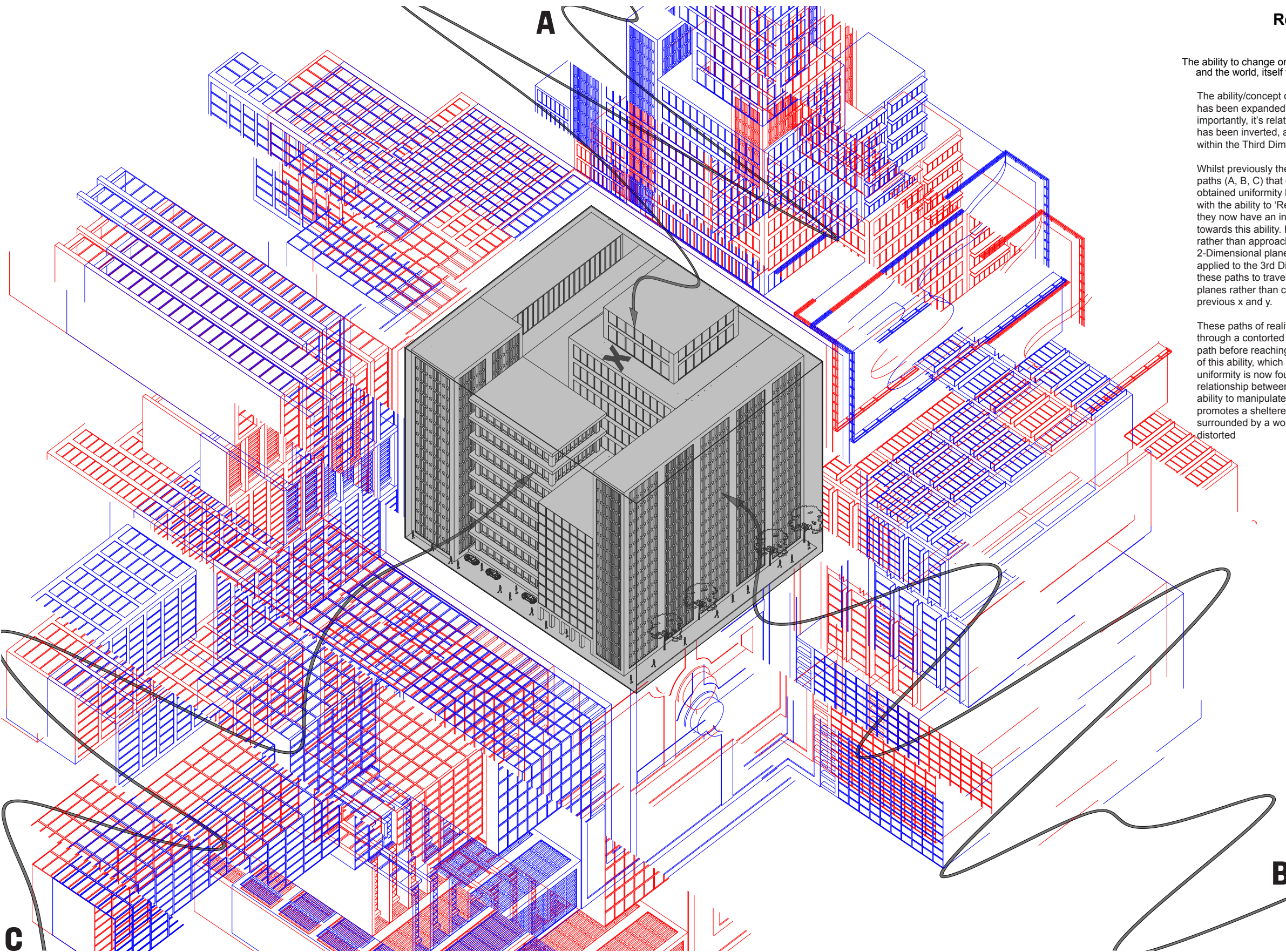
ability

The ability to change or manipulate reality and the world, itself to various degrees

The ability/concept of 'Reality Warp' has been expanded upon, and most importantly, it's relationship to reality has been inverted, and explored within the Third Dimension

Whilst previously these visual/light paths (A, B, C) that determine reality obtained uniformity before interacting with the ability to 'Reality Warp' (X), they now have an inverse relationship towards this ability. Furthermore, rather than approaching from the 2-Dimensional plane, this ability is applied to the 3rd Dimension, allowing these paths to travel across x,y and z planes rather than constricted to the previous x and y.

These paths of reality now travel through a contorted and confused path before reaching the interior of this ability, which is where the uniformity is now found. This inverse relationship between reality, and this ability to manipulate and warp it, now promotes a sheltered interior reality, surrounded by a world confused and distorted



REALITY WARP | RE-IMAGINATION
AXONOMETRIC
SCALE | R.T.S