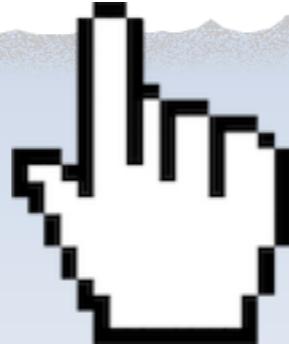


Please visit my web portfolio through the link for the full experience.

This PDF document is just a backup of the following webpage:

[sarahkhadra.com/portfolio.html](http://sarahkhadra.com/portfolio.html)



Thank You!

Welcome to my application for the  
<Design & Computation> master program.

I'm Sarah, a multimedia artist and visual designer who works with narratives.

My work is contextualised in the age of information with the digitation of everything and the blurring of the physical and digital worlds.

I made this page as part of my application for the <Design and Computation> master program as part of the <New Practice in Art and Technology> platform between UDK and TU.

# The Ghost Fairy and the Memory Fountain

This paper-made shrine was built from my hazy childhood memories of the Great Fairy Fountain from Zelda. A virtual place that still retains a very physical presence in my mind and to which I feel a strong sense of attachment.

The intangible is turned into something physical that can be cherished and held.

Evoking the challenge of remembering a place you haven't technically been in...

Translating dissipating gameplay and atmosphere by confronting alterations in memory texture.

As we approach a probable digital dark age, the project serves as a Phantasmagoria.

The sculpture contemplates the concepts of a place and its cultural identity, transitional objects.



An attempt at recreating my memory image of the Fairy Fountain through video form.

Inspired by insights into memory encoding, the decline of the photographic object and its impact on subjective memory.

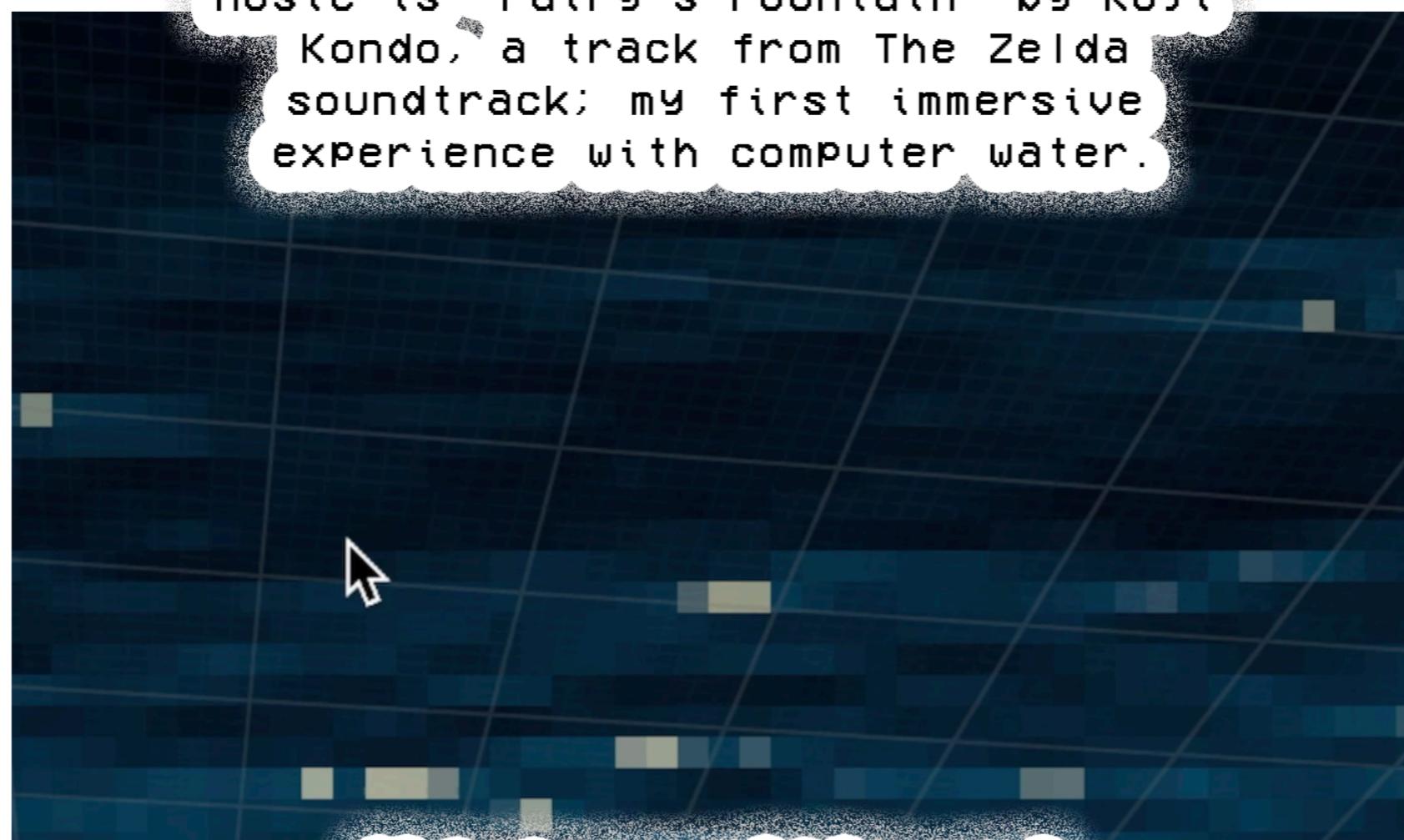


do you remember this place?

# Computer Water

A first impression on the merging frontiers of the digital and physical worlds. You almost believe what you see, but when you try to get closer all you get are pixels.

Music is “Fairy’s Fountain” by Koji Kondo, a track from The Zelda soundtrack; my first immersive experience with computer water.



thisisareality.mp4

# Do you see Jesus in Toast.doc

An essay on Losing resolution in art and divine images.

# The Inhabited Skin

A wearable art piece that uses a heat-sensitive wire called “flexinol” to move a hard plastic structure mimicking the apparition of lumps on the Human body.

The Project aims to bring awareness to different skin conditions and hopes to show beauty and poetry in something typically seen as “off-putting”.

The idea came to fruition from our shared experiences with the matter.

Collaborative work  
with <Efraïm Van der Linden> <Léa Simon>

process book.pdf

# Press [ESC] to Escape.exe

Press 'Esc' To Escape is a time capsule of the years 2020s which allows its audience to visit a world confined to the bedroom.

As time passes, stuck between four walls, similarly mundane objects start coming alive.

In an underwater bedroom, time is illusory and everything is not what it seems. Buried under a pile of pillows you explore a virtual world, a world similar to the one you know but just different enough.

How will you escape?

Installation and video game

Developed on Unity

Collaborative work  
with <Guus Hoeberecht> <Louise Huyghe>

HUH WHAT ARE YOU DOING IN MY ROOM?  
HMM I GUESS THAT'S OKAY.  
JUST DON'T TOUCH MY STUFF WHILE I'M AWAY...

The year is 2020, as it has been for a few years now. Our lives have become limited to rooms; and a room only has four walls to stare at.

Even if they're perceived through a screen. Everything is different when you stare at it enough.

Those eyes inside your brain start staring back at you. Rooms start flowing into each other; in a room sits a screen, and somewhere in that screen stands a room, with a screen in it.

PRESS ESC  
TO ESCAPE

space = jump, shift = run, esc = escape

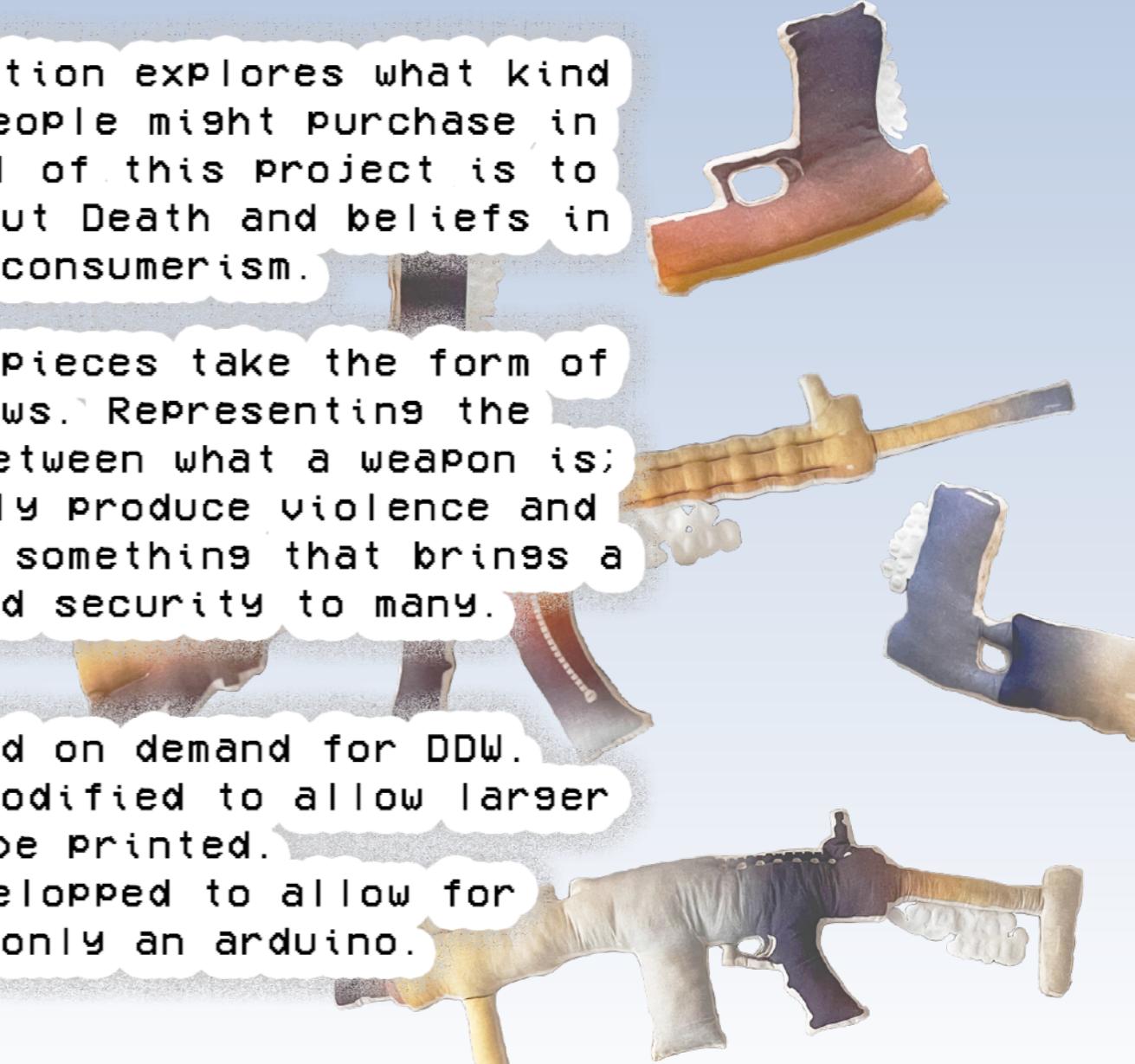
Press [esc] to escape.mp4



# I Don't Buy this\*

I DON'T BUY THIS\*(2022-forever)  
is a fictional concept store.

This work of design fiction explores what kind of consumerist goods people might purchase in the afterlife. The goal of this project is to start conversations about Death and beliefs in relation to consumerism.



The first conversation pieces take the form of firearm-shaped pillows. Representing the disconnect I perceive between what a weapon is; an object which can only produce violence and how it's interpreted as something that brings a sense of comfort and security to many.

Receipts were printed on demand for DDW. A thermal printer was modified to allow larger images to be printed.

Custom code was developed to allow for dithering using only an arduino.



AFTERLIFE ADVERTISED\*  
HYPERREALITIES: SHAPING VIOLENCE

sarahkhadra.com  
info@sarahkhadra.com  
instagram : @succubi

# The Internet Star killed the Internet Star.txt

A short manifesto on my hopes for the future of the Internet.

Thank you for your visit!  
[sarahkhadra.com/portfolio.html](http://sarahkhadra.com/portfolio.html)



visit the rest of my website!

[sarahkhadra.com](http://sarahkhadra.com)



read more

All That Was Left.txt

My Mechanical Teeth-Brushing Turk.txt

Milk.txt