

Etude 4: StrangeDays

Concept 1:

description

An artifact consisting of a door-hanging strings curtain that imitates vines and leaves with accelerated organic breathing motion to connect the user to vegetation. The artifact can be hung at any place. By caressing it, passing through it, or simply watching it, the user connects with a “living” being suspended in the air and reacting to their touch. The decor acts as a moving canvas which imitates what we would find in documentaries regarding the growth of the flora in an environment. Similar to the way we do not notice how fast the things around us grow, the vines will move more frequently when no one has touched it. Once it is in contact, the movements will slow down and build back up progressively. This can leave the user to stare at the organic motion the plant-like being is making or have the user go back and forth to see the reaction of the artifact. Movements that can be seen are the vines extending (up and down) from the frame, the flowers blooming, vines undulating, etc.

sketch



Concept 2

description

An immersive installation that brings the user to another environment, whilst remaining inside a closed room. With the use of projections, interactive flooring, and fans, I visualize a closed space showcasing the weather and feeling of the outside. The ground displays the map of the world. Depending on where the user positions themselves on the map, the projections, as well as the walls, will imitate the environment the area the user stands on is currently experiencing live. Seeing and experiencing the outside world of a different area will not only connect the user to the “outdoor environment” but will bring them to live out “somewhere else’s environment as well”.

sketch

