

Artist Statement / Bio BrainStorm

Bio Brainstorm

Prior to writing a bio, I wanted to brain dump everything that I realized about myself in the last 21 years of existence. I will structure these points into a bio for next week's assignment.

- Her interest lies in design, specifically design for optimizing well-being.
- Private Person
- Loves dogs
- Likes being flexible
- In my head a lot
- Loves talking about meaningful things with people
- But needs to recharge 3x after such interactions
- Likes growing.
- Not perfect, will never be, do not strive to be.
- Likes black but also like colorful things.
- Likes slow paced lifestyle
- Loves looking at music videos
- Thinks a lot
- But also simple at times
- Controller of her condition through routine, but feels the uncontrollable factors of the universe as they come.
- Love well designed furniture / architecture
- loves handwritten notes
- looks tasting all types of tastes
- injustice angers her
- sloth / capybaras are her spirit animals
- enjoys taking walks in solidarity or nature in silence
- music de-stresses her
- she loves reading books that changes the way she thinks
- she loves people that challenge her views
- she likes speaking truth
- she likes people who speak truth
- women creating art about feminism and showing example through life inspire her
- loves windy day, loose clothing, androgynous fashion
- Driven by a vision of the future
- Determined and sometimes stubborn
- Desire to find a new road rather than rely on the tried-and-true technique
- Individualistic and independent
- Stimulated by challenges
- Motivated by inspiration and discontented with routine
- Tries to look for the underlying meaning behind everything
- Most alive self when using creativity to design solutions / solve problems

- Loves looking at big well printed story books (the obscure abstract simple language along with pleasing visuals)
- Likes stationary that's why artbox made her happy.
- She loves walking in the city and listening to songs that describe her mood and empathize with her verbally.
- Loves lipstick, makeup.
- Highly sensitive to other people's moods
- Loves spending a day exploring abstract concepts that can potentially be adapted for self-development such as enlightenment, spirituality, how to sharpen intuition, how to empathize, self-actualization, etc and implementing them into her life.
- Likes people who are honest. Liberating oneself to be honest is hard but important to her. She could risk other things for honesty.
- She likes entertaining abstract concepts that she can come back to at any stage in life and add wisdom and experience on the go.

Artist Statement

Some statements from last week's blog posts.

"During my gap semester, I spent a significant amount of time exploring design studios, cafes, and bookstores. Those that piqued my interest included books related to lifestyle design. One of my favorite places out of them all was The Conran Shop.

The books curated in the studio had a central theme of 'good design' that optimizes well-being. The form varied from architecture, cuisine, furniture, life-style, fashion, perfume, lighting - all things that stimulate our senses. After consuming such content, I always remember feeling great. The studio also had furniture in the physical space that followed all the principles of design laid out theoretically in the books.

I found the effects of good design really powerful, perhaps due to consuming such content during the pandemic when my well-being was not the best. Being exposed to how design could completely alter the way we feel about the physical space around, which directly influences our mental space, made me inspired to focus my capstone on how I could integrate good design into the digital space.

Feel good design, design for well-being, has been a focus in architecture and interior design for quite some time. Yet, it is still a relatively new concept in the digital space. I want to investigate how I can bring some of these principles into the digital space so that more people - those who do not have access to good design in the physical world due to geographical restraints - could have access to these principles and knowledge so that they can be inspired to optimize their well-being, and life."

Some more writing from this week

I'm not much of a speaker. I don't like talking about myself. I am slowly working on improving this because I learnt that people genuinely want to listen to my story like I want to listen to theirs. It's a skill that I am trying to learn but to do so, I have to look internally and pay attention to myself.

I learnt that I am a passive expresser. Hence, I like creating things, because it does the talking for me. I want to create things - things fun to look at, things that provide an enjoyable experience. It is through these creations, that I want to invite people into my mind space. I want the creation to speak for itself. I want it to be the main mode of communication for my deeper thoughts, ideas, and ultimately myself.

I learnt that I find design really really cool - to a point where I consider it a goal worth pursuing for a life-time (at least until I find something else I am interested in). I also realized that I have a natural care about it (wasn't aware of it and took time for me to recognize this).

This is why I get frustrated by poorly designed systems - systems that don't take humans as the center of consideration and purpose. Systems that value numbers, wealth, greed, productivity, while sacrificing the sanity and well-being of many. I am in search for things truly worth pursuing. I want to design with these things in mind.

Design should have a caring purpose. The final intent should be to construct an enjoyable and pleasant experience in whatever form.

Design is problem solving. There will always be a limitation of some sort - budget, customer, objective - but the possibilities of solutions that arise from such limitations are endless. This is where the brain comes in. I think this is worth using my brain for. Enough to incentivize the reboot of it after a long period of stagnation due to the absence of purpose.

Whether it is interior, game, VR design, architecture, urban planning - I want to design space where a person can exist mentally or physically. As a highly sentient person - influenced by the senses prompted by the surroundings (also, someone who enjoys observing such surroundings) - I want to design space, beautiful space, as a present to those I care about - the people.

The construction of such space requires a life-time worth of contemplating what is good and what is unpleasant. I want my brain to always, actively, be thinking how to better one's environment, and experience, and through doing so, improve one's or multiple lives.

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But, then again, the best and coolest point of it all is that it is a passive form of expression. Which works for me because a lot of my thoughts are internalized. And I can only express after much contemplation.

There seems nothing better than gifting a person a beautiful space to interact in - one in which all five senses are at a state of peace and contentment. Designing such space communicates a lot, indirectly, about the creator, their life, and their sensational capacity or spectrum. When the 'user/experiencer' reciprocates being in such a space with a positive emotion, and goes on to build off something positive from that space, I think that is truly one of the most beautiful interchange of energies that one cannot simply verbalize or quantify - but can certainly feel.