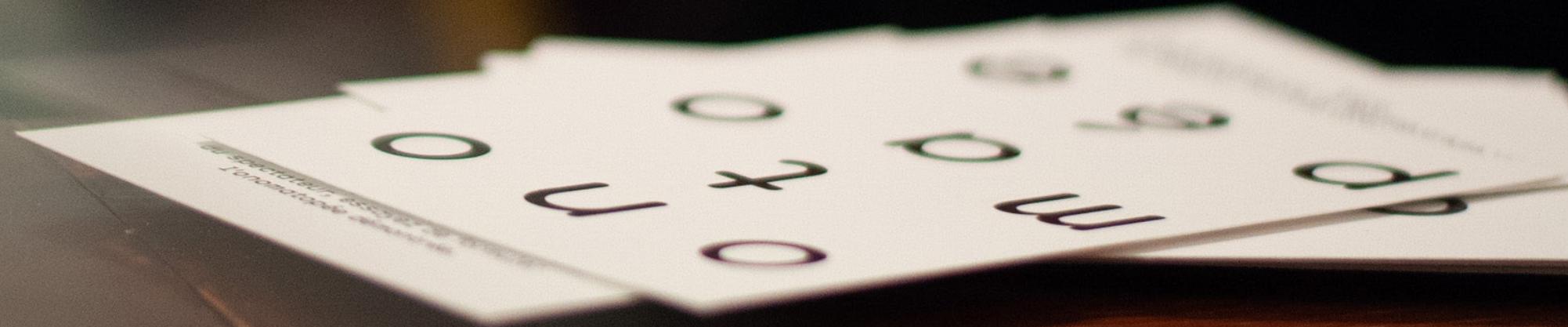


ono  
mato  
pée

t h e s i s  
r e v i e w s



# thesis concept

onomatopée aims to pull its audience into a space of play taking on its own materiality through its imposition and interactive qualities. Through its interventions as both a card game and a street-art intervention, onomatopée offers an opportunity for viewers to escape and enjoy, creating a temporal dimensionality free of routine life. Through seeing, reading, and thought, a viewer may abstract joy from these experiences, or minimally acknowledge a space of whimsical existence.

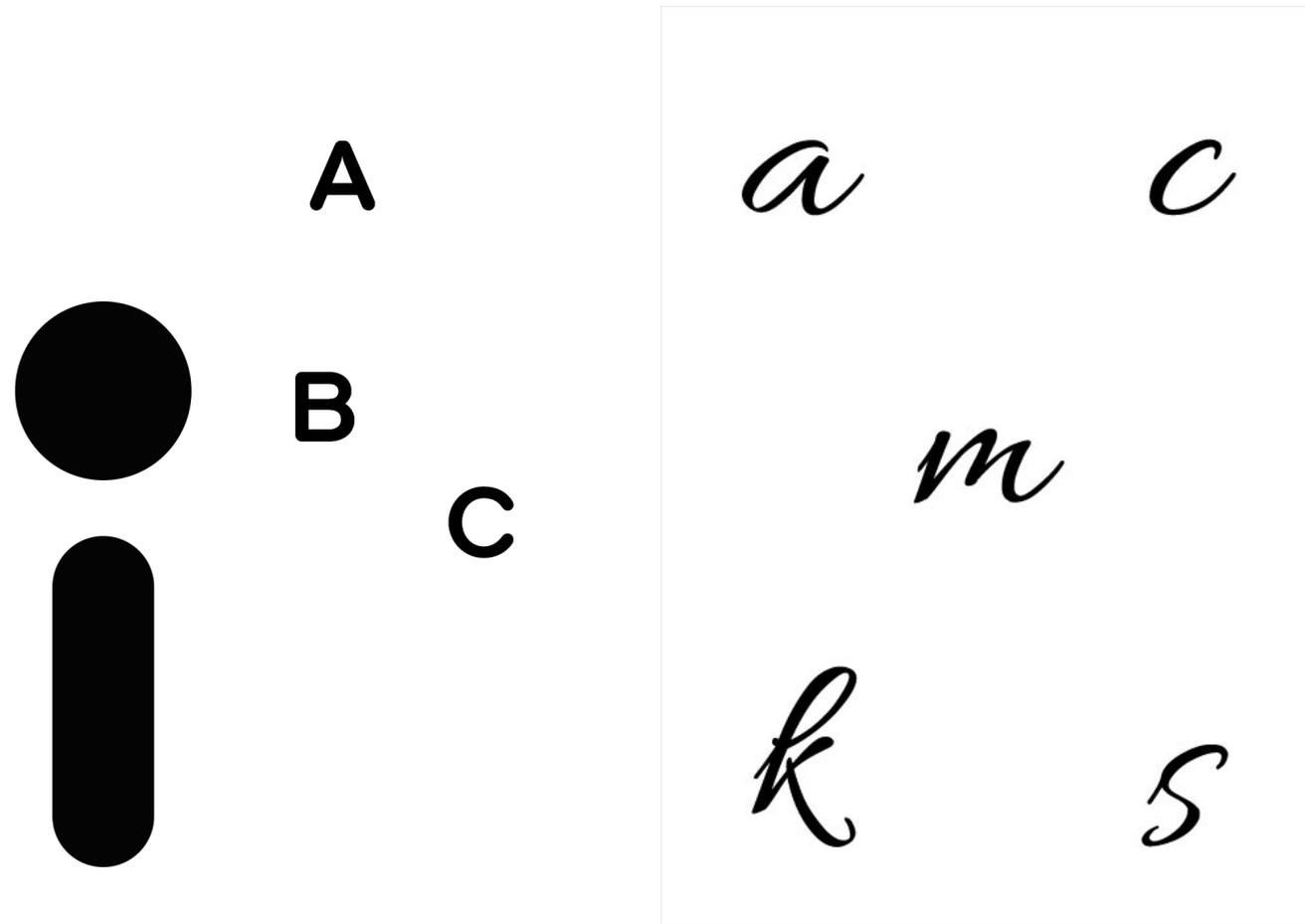
Through his employment of typography and layout, Massin brings life into two-dimensional surfaces, by his subversion and rejection of all traditional literary and visual conventions, creating compositions which are seen, read, and experienced through an intrinsic materiality in his designs. This intrinsic materiality can be defined as the creation and manipulation of space, movement, and time to create new metaphysical dimensions for the book as an existing entity.

The intention of this project in comparison, is to impose a similar materiality onto our existing reality. Through the mediation of onomatopée I hope to reveal the same mechanics by doing what Massin does in the book to the present living environment.

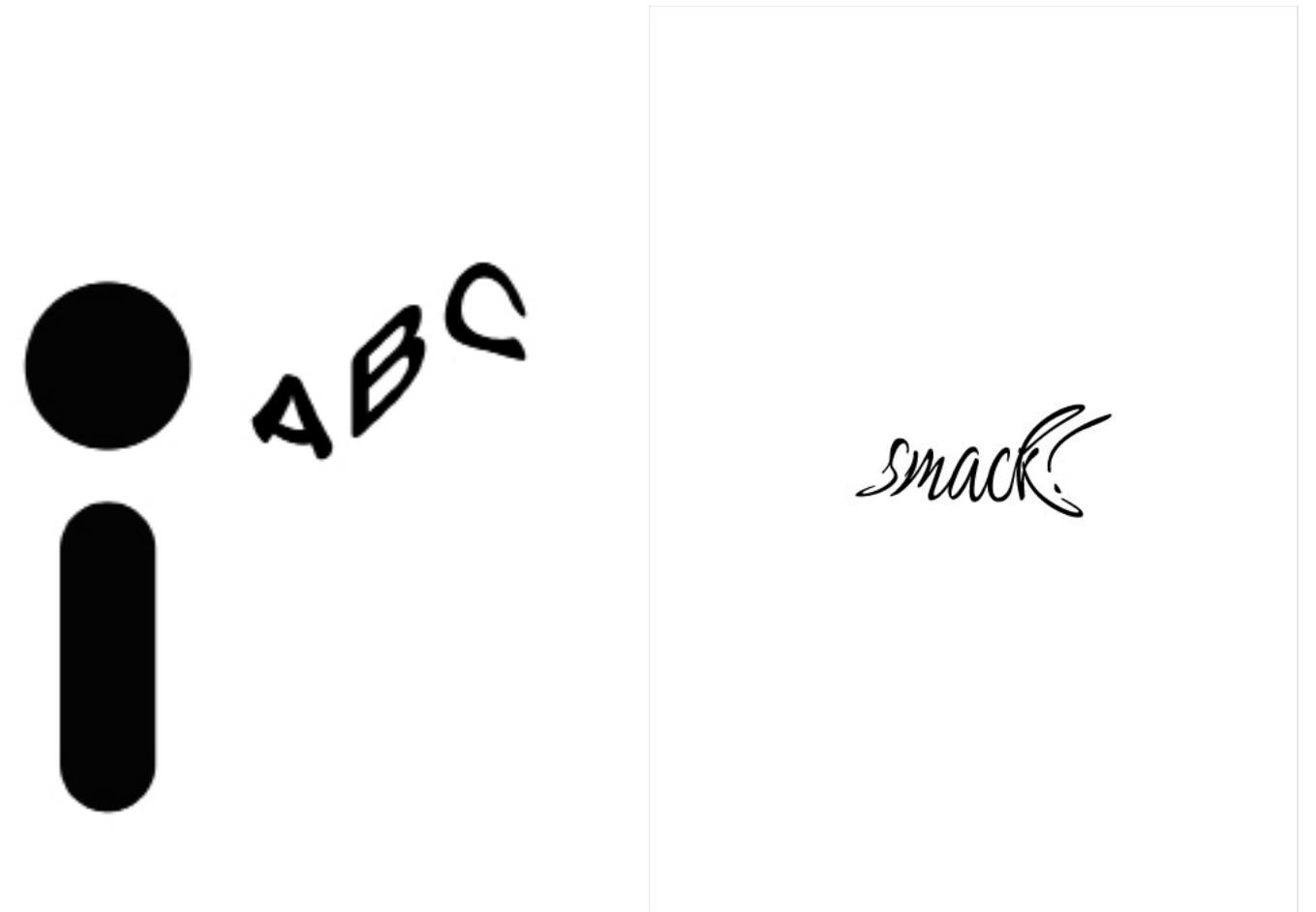
klap=

r e s e a r c h

g a m e p l a y



A “reader” player is confronted with a word puzzle, or a scramble of the letters forming the onomotapeia. Using this information along with the miming of the other player they must determine which sound is being illustrated.



A “viewer” player is confronted with an expressive typography composition, illustrating the onomotapeia. The player may use this illustration as inspiration to how to visualise the sound to the other player.



g a m e p l a y



*smack!*

v i d e o  
1

ron zzzz...



video  
2



video  
3



video  
4



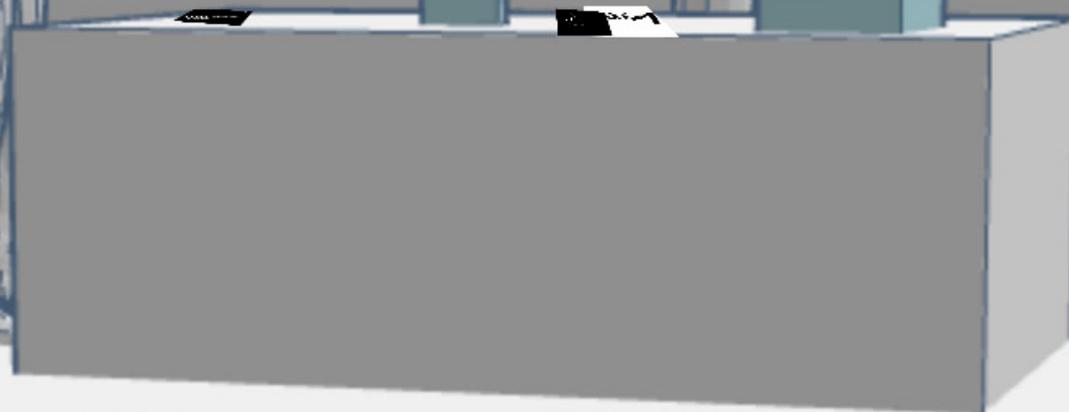


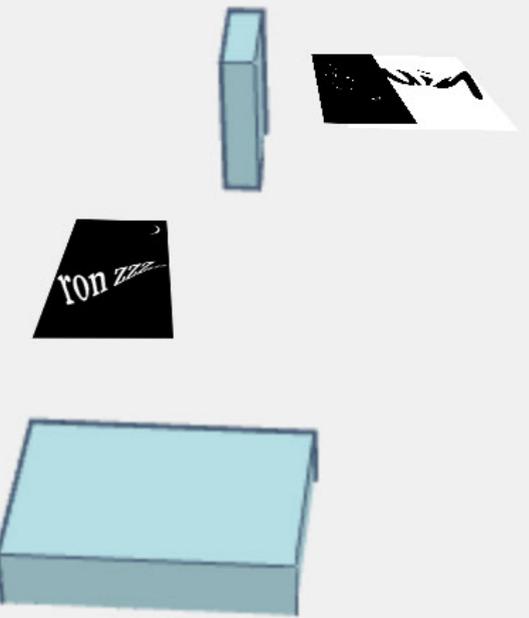
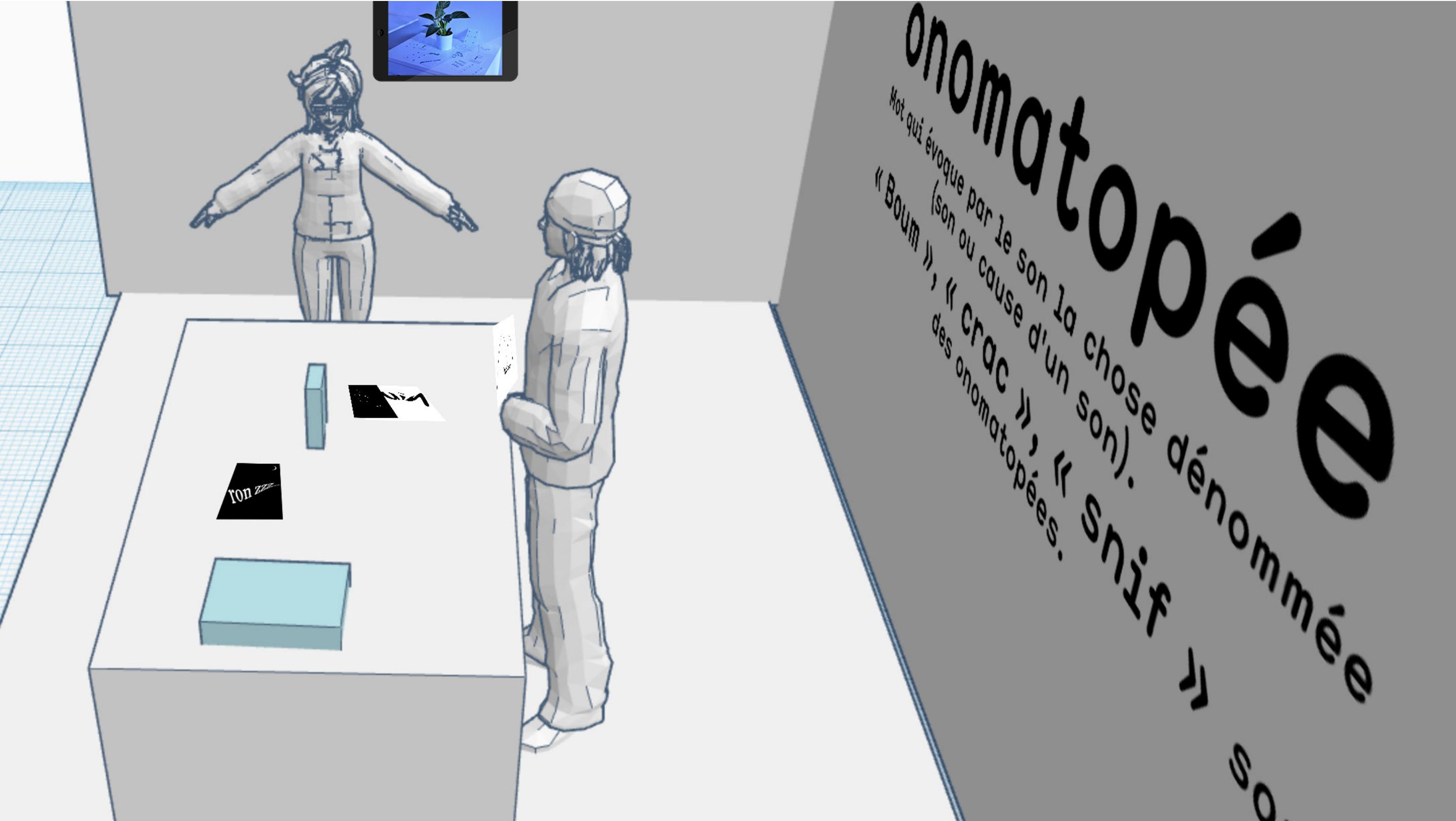
Mili Lab

# onomatopée

Mot qui évoque par le son la chose dénommée  
(son ou couleur d'un son).

« Boum », « cli », « snif » sont  
des onomatopées.





**onomatopée**

Mot qui évoque par le son la chose dénommée  
(son ou cause d'un son).  
« Boum », « crac », « snif »  
des onomatopées.

son



u o l  
f c p  
t u o m  
h a

Liseur  
A  
i B C  
Utilisez le point de lecture au-dessus de la lettre à lire. Les lettres sont disposées en ordre alphabétique.

N A  
P - P  
A N

**Atehoum!**

**PAN-PAN!**

a t  
i - c  
t c

tic-tac

dring  
-dring!

snack

Viseur  
A B C  
*Utilisez le point de lecture au-dessus de la lettre à lire. Les lettres sont disposées en ordre alphabétique.*

plouf

ono  
mats  
p