



SOCIAL MEDIA

Narcissistic
behaviour

STORY TELLING

Synesthesia
as a tool for
enhancing story-
telling

POLITICS

Social and Spatial
interactions in a
post-covid world

Cyber
Utopia

SOCIAL MEDIA

Narcissistic
behaviours

IDEA 1
VR World

A VR WORLD WHERE THE USER IS IMMERSSED IN A SOCIAL MEDIA UTOPIAN-LIKE ENVIRONMENT EMPHASIZING ARTIFICIALITY.




IDEA 2:
Behaving objects

A MIRROR OBJECT TRACKING OUR FACES AND FORCING US TO LOOK IN THE MIRROR.

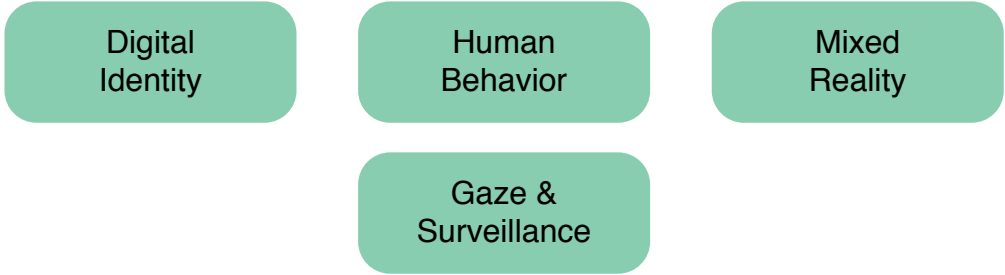
IDEA 3:
AR Filter
installation

A SERIES OF AR FILTERS TRANSPORTING THE USER INTO ARTIFICIAL ENVIRONMENTS.

PRECEDENTS

	 <p>ANDY PICCI</p>	 <p>RANDOM INTERNATIONAL: AUDIENCE</p>	 <p>CLAUDIA HART: INSIDE THE FLOWER MATRIX</p>
BUILD ON	<p>Conceptual: Critique of identity in our hyper digital age.</p> <p>Aesthetic: digital, graphics borrowed from social media.</p>	<p>Technical: Behaving objects.</p> <p>Aesthetic: Mirrors, minimalistic.</p> <p>Conceptual: Human-like behaviour.</p>	<p>Technical: Immersive</p> <p>Aesthetic: Embraces the aesthetic of the fake, ubiquitous in the hyperspace.</p> <p>Conceptual: Conceptualizes her narrative around a famous tale and mythology.</p>
DIFFERENCE	<p>Conceptual: His work is performative. I'd like my audience to be at the center of the work or performance maybe.</p>	<p>Technical: Use of Motion Tracking. I'd like to use Face tracking.</p> <p>Aesthetic: I'd like to go bigger in scale, human size.</p>	<p>Conceptual: Focuses on the internet in general. I'd like to focus on social media.</p>

EMERGING THEMES



STORY TELLING

Synesthesia as a tool for enhancing story-telling.

IDEA 1
Senses Based
Installation

A SENSORY INSTALLATION WHERE THE USER IS PHYSICALLY EXPERIENCING A STORY. EX: A WRITTEN POEM EACH LETTER IN A COLOR. FOR EACH COLOR A SMELL. A COLOR ANIMATION DISPLAYED ON A SCREEN COORDINATED WITH THE POEM.




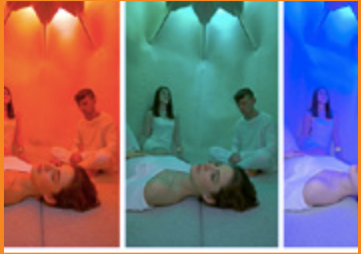
IDEA 2:
VR Synesthetic
world

AN IMMERSIVE ENVIRONMENT WHERE THE USER IS EXPERIENCING A STORY THROUGH A SYNESTHETIC LOGIC. COLORS AND PATTERNS RESPONDING TO SOUNDS ENVELOPING THE USER.

IDEA 3:
Interactive
interface

AN INTERACTIVE PLATFORM WHERE THE USER IS ASKED TO LINK COLORS/SHAPES WITH SOUNDS AND AT THE END CREATE A WORK OF ART.

PRECEDENTS

	 <p>ANDREW KUO</p>	 <p>JAMES TURELL</p>	 <p>WASSILY KANDINSKY</p>	 <p>FREYJA SEWELL: THE SENSORY CONCENTRATION SPACE</p>
BUILD ON	<p>Conceptual: Builds graphic abstract painting out of language, numbers, color, and data.</p> <p>Technical: Data vizualisation.</p>	<p>Aesthetic: Moving colors.</p>	<p>Conceptual: Vizualising music with colors.</p>	<p>Conceptual: provides greater appreciation of the physical world.</p> <p>Aesthetic: Immersive.</p>
DIFFERENCE	<p>Aesthetic: I'd go digital instead of analog.</p>	<p>Technical: Synchronize the colors with a story (synesthetic logic)</p>	<p>Technical: Painting. I'd like to go digital.</p>	<p>Technical: Stimulus must be provoked by a narrative (synesthetic logic).</p>

EMERGING THEMES

Data & Emotion

Color & Psychology

Disconnecting from technology

Survival

Art & Fear

POLITICS

Social and Spatial
interactions in a
post-covid world

IDEA 1
Illustrated Survival
Manual

A FUNNY ILLUSTRATED MANUAL PROVIDING A SERIES OF DO'S AND DON'TS IN ORDER TO SURVIVE THE PANDEMIC. (MAINLY BASED ON SOCIAL INTERACTIONS AND INTERACTIONS WITH SPACE)




IDEA 2:
Survival Gadgets

A SERIES OF FUNNY GADGETS, BASED ON OUR INTERACTIONS WITH THE OTHER AND SPACE, HELPING US TO SURVIVE THE PANDEMIC. EX: A MASK WITH BUILT IN LIPS IN ORDER TO KISS OTHER PEOPLE AGAIN SAFELY. A HAND SHAKER. A TEXTURED SURFACE COMPENSATING TOUCH. ETC

IDEA 3:
Interactive
videomapping
installation

AN INTERACTIVE VIDEO MAPPING INSTALLATION WHERE THE USER LEARNS HOW TO LIVE WITH THE VIRUS. THE VIRUS WILL BE BEAUTIFULLY REPRESENTED.

PRECEDENTS

			
	FREYJA SEWELL	S. HOONJAN AND X. ZHIANG: FEEL THE CONVERSATION	MIGUEL CHEVALIER: VIRAL/VITAL ENERGY
BUILD ON	<p>Conceptual: Facilitates balance within our increasingly hectic and polarized world.</p> <p>Technical: uses wearables.</p>	<p>Conceptual: Physical experience of touch in a pandemic context.</p> <p>Aesthetic: Humour.</p>	<p>Conceptual: Message of hope. Symbiosis between the virus and the people.</p> <p>Aesthetic: Colors and light.</p>
DIFFERENCE	<p>Conceptual: Focuses on metacognitions. I'd rather focus on interactions.</p>	<p>Technical: Too technological. I'd like to focus on textures.</p>	<p>Technical: 3D, Large Scale. I would like to go 2D and interactive.</p>

EMERGING THEMES

Social interactions

Survival

Balance & Well being

Art & Fear

SOCIAL MEDIA

Color
& Psychology

Data
& Emotion

Social
interactions

Cyber
Utopia

Digital
Identity

Human
Behavior

Mixed
Reality

A critique of our online contemporary identities

What is social media utopia? How can we visualize it?

A VR environment where the user is trapped in a mixed reality made from fake social media aesthetics. The narrative would be centered around a fairy-tale/ mythology evoking a setting of perfection.

How does social media affect human behaviour?

A funny object/ sculpture reacting to behavioral data from social media or from behaviours of participants.

How does data define us in the digital world?
What is the link between numeral/color data and emotions ?

A graphic based installation made of collected data from social media platforms as an interpretation of emotions through color/ numeral study.

I'M STILL NOT VERY CONVINCED

ANTROPOCENE

How is technology
altering human
nature

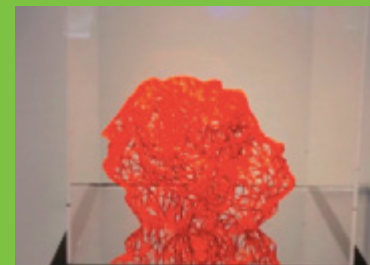
I NOTICED THAT THIS THEME WAS ALSO PART OF MY RESEARCH
AFTER THE GRID OF 9 WAS DUE.



EGOR KRAFT: CONTENT AWARE
STUDY SERIES



EMILIE BROUT, MAXIME MARION:
OASIS MAX LIFE



MIGUEL CHEVALIER: MACHINE
VISION

<p>BUILD ON</p>	<p>Conceptual: The relationship between human aspect and technology</p> <p>Technical: 3D Modelling.</p> <p>Aesthetic: Deformed face</p>	<p>Conceptual: Relationship between the organic and technological</p> <p>Aesthetic: Screens and pixels.</p>	<p>Conceptual: The digitalized body.</p> <p>Aesthetic: 3D Mesh.</p>
<p>DIFFERENCE</p>	<p>Technical: I would make the work sculptural.</p>	<p>Aesthetic: I would include human elements.</p>	<p>Conceptual: Use it as a memorial or digital fossil.</p>

**EMERGING
THEMES**

Post Human

Survival

Cyborg reality