

TOPIC → HUMANS & PLANTS

WHY → PERSONAL CONNECTION / RELATIONSHIP
COMPANIONSHIP / BEAUTY OF NATURE
↓
DEPENDING ON
PLANTS FOR
MULTIPLE REASONS

PRECEDENTS → DAAN ROOSEGAARDE
ANICKA 'I
SLOW IMMEDIATE

1. PROVOKE what are negative aspects of the construction of nature?
e.g. CO2 footprint, lacking green outdoor spaces...
2. SPARK: could there be a therapeutical benefit?

Are you trying to help people (re)connect with nature outside or informing about the benefits of indoor plants?
→ a long lost relationship
→ could this be an experiment / performance art / code something to perform?
PERFORM - create a performative piece that deals with the companionship that plants & nature bring into the performer's life.

POV → residents / from community gardens
volunteers

1. people who's bad at taking care of plants.
2. Home pets: consider there's toxic plants for dogs & cats. Cats can be really messy with pot & plants.

KC-POV

1. garden workers vs. the mass (professional ppl) (layman)
2. ppl who doesn't like plants at all
3. allergic ppl? → virtual plants?
virtual experience?
fake plants?

IDEA: NARROWING IT DOWN
FURTHER TO PERSONAL SPACE
+ PLANTS
REIMAGINING SPACES
SPARK JOY THROUGH PLANTS.
(SUGGESTING A PRECEDENT:
THERE WAS A BEAUTIFUL QUIZ
OF "WHICH PLANT ARE YOU?
BASED ON PERSONALITY")
[ASK LATER]

AM - POV
what about school children
visiting as part of class project?
what are their impressions / POV
of gardening / effect of plants
on their feelings, etc.?

AUDIENCE

AUDIENCE OF ONE

- NEW NEW YORKER WHO FEEL THE CITY MIGHT SEEM OVERWHELMING / TOO CONCRETE / TOO FAST

INTERNAL GROUP

- INTERNATIONAL STUDENTS OF TNS
- THOSE INTERESTED IN BOTANY / PLANTS / FOLIAGE / NATURE
- EVEN THOSE WHO HAVE MOVED FROM PLACES THAT ARE GREENER / MORE OPEN WITH LESS POPULATION.

EXTERNAL GROUP

- RESIDENTS FROM PARTS OF THE CITY THAT LACK GREEN SPACE / COMMUNITY GARDENS.
- PLANT ENTHUSIASTS
- CURATORS OF PUBLIC GARDENS / BOTANICAL GARDENS
- BOTANISTS / THOSE WHO WORK WITH URBAN FARMING / COMMUNITY FARMING
- TEACHERS
- PLANT PARENTS.
- CHILDREN - TEACH THEM THE IMPORTANCE OF 'LIVING WITH PLANTS'

MEDIA / FORMS

VISUAL

- IMAGES
- PHOTOS
- DRAWINGS
- LIVE SKETCHES
- ILLUSTRATIONS
- RENDERINGS
- DATA VIZ
- MIXED MEDIA
- SCULPTURE
- TEXTILES
- INTERACTIVE

3D plants

↳ game

SOUND

- MUSIC
 - VOICE
 - INSTRUCTIONS
 - FEEDBACK
 - DIALECTIC / NON-DIALECTIC
 - COMMENTARY
 - INFORMATIONAL
 - LANGUAGE
 - AMBIENT
- sound of leaves crunching
- breeze
- water

TACTILE / SENSORY

- MATERIAL
- SMELL
- WEARABLE
- POSITION
- MOVEMENT
- EMBODIED
- TASTE
- SCALE

texture

motion sensor

photo-sensitive

wet mud / flowers

swing

oscillation

breeze / wind

waxy leaves
soft flowers
fabric
root

soil

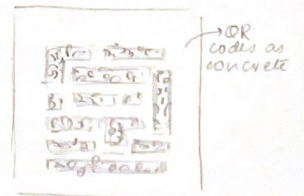
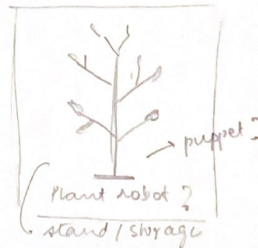
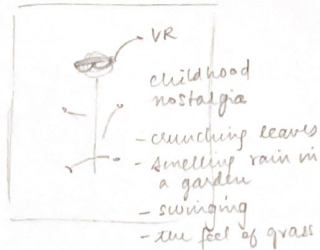
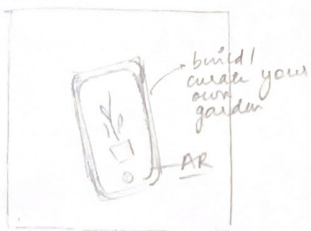
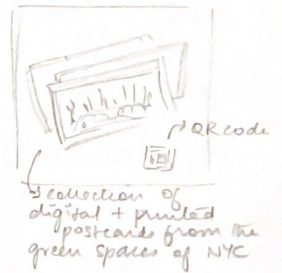
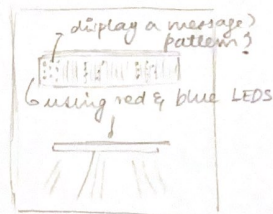
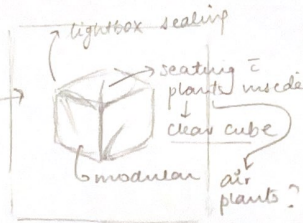
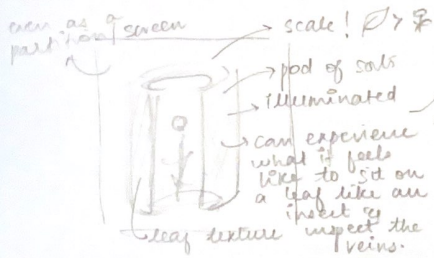
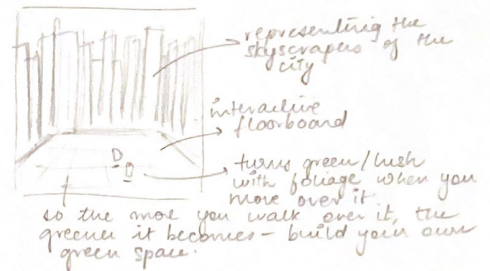
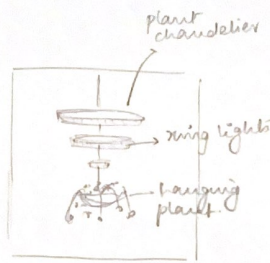
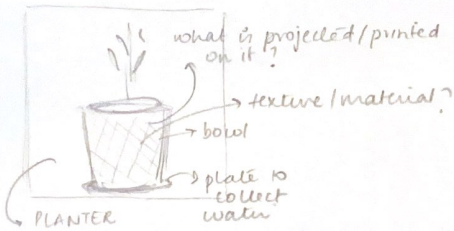
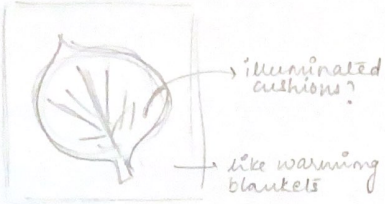
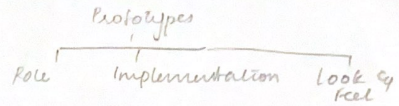
veins

almost like maps

is there a plant with open veins?

↳

COLLECT MEDIA/FORMS



3D PRINTED PLANTERS

- Each shape / form could communicate a diff message
- FORM - 3-dimensional PLA mould
- PURPOSE - words/phrases that make viewers reflect - using language
- could the QR code be scanned to reveal something

LIGHT POD

- experiencing what it is to be an insect on a sunny fall day.
- FORM - 3D-pod using fabric / coloured paper / thread
- PURPOSE - to empathise to animals / sense of awe

INTERACTIVE FLOORBOARD

- "spreading" native
- FORM - flat, base to step on that can bear weight, ?
- PURPOSE - to associate 'happiness' with spreading / living with nature
- ↳ could also make this into a game where you step on 'concrete'


ACRYLIC JEWELLERY / WEARABLE

- even fabric
- inspired from unique forms in nature like the idea of putting a flower behind your ear.
- FORM - 2D/3D acrylic / fabric jewellery, metal / paper
- PURPOSE - to see

LEDS

- FORM - arrangement of LEDs programmed to display something.
- PURPOSE - voice / touch / motion could trigger LEDs.
- ↓
- need human connection to grow → need care

VR CHILDHOOD

- 
- PURPOSE - nostalgia, memory
- ↳ swing reminisce - amuse happiness

QUANTUM GENERATED PLANTS

- create new shapes of leaves or type of growth / parsing trees.
- (taking it away from nature? even flower shapes into more digital?)
- could this be a game - exciting viewers

PLANT GAME

- "discovering secret gardens"
- this can be magical / enchanting take on the city?

(or)
Guess who - plant version:
↳ educational



CUSHIONS

- ↳ only texture.
- 3D, texture, fabric
- illuminated cushions

could translate into data viz / generative art



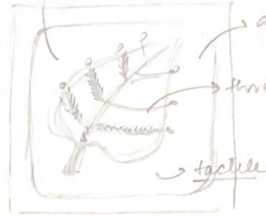
motion sensor detecting plant movement
↓
to show that they are "alive"

can be a series of interactions



↳ how plant enthusiasts have a habit of talking to plants

touch - people can feel the veins



acrylic/wood!
↳ which material

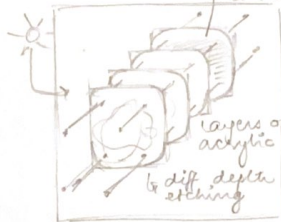
can link



plant packaging

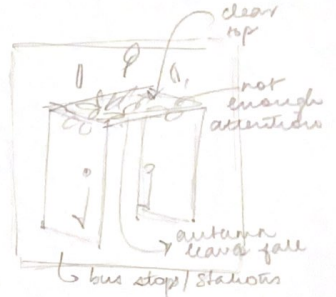
↳ how do people transport houseplants in the city

↳ long distance public transport



this could be a kettle/support for globe

layers of acrylic
↳ diff depth etching

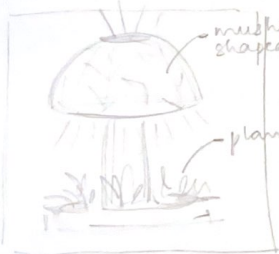


clear up

not enough attention

↳ autumn leaves fall

↳ bus stops/stations



mushroom shaped light

plants



↳ leaves move/ orient towards light source / human

an animation?



↳ journey of a single leaf

↳ narrating the story /
↳ context of plant over time - dwindling away until restricted to a single rectangle today