

Project Ideation - NARRATIVE

IDEA 1: Constructed narrative through experiential space

In this work, we want to allow viewers to experience a spatial narrative from start and end. Our proposed narrative would be a natural disaster, for example, an earthquake, by putting the viewer in the space of events. The narrative in this work is interlaced with the experience and will be found in the changing environment (light, sound, shadows, moving objects).

Inspirations for Idea 1:

Storm House by Janet Cardiff & George Bures Miller

<http://benesse-artsite.jp/en/art/stormhouse.html> //

<https://www.youtube.com/watch?v=ODLeUp1gOW8>



At “Storm House”, viewers are exposed to the experience of a storm inside a traditional Japanese house, through the interplay of light and water, shadows, sounds and vibrations, or the movement of electrical appliances. Through the gap with the actual weather conditions outside and by confronting their own memories of storms, viewers are led to immerse themselves in the world of storms.

IDEA 2: Viewer psychology

This project involves not a single narrative but a study on how narratives are constructed. The basis of this work is how the human mind automatically creates links and connections to form a narrative and we would like to explore if there is a common thread between the way narratives are built.

Our work would involve a viewing mechanism of a participant and the way he connect the dots with objects and information (that may or may not be connected) to form a story. The real-time viewing can be done through video-feed or a construction of space. We are keen to build a viewing mechanism that parallels a periscope, using mirrors and angles to create a viewing platform. From there, we will study the viewer psychology in relation with narrative building. Having roles of the observer and the subject of observation also challenges the idea of perspectives and being watched.

Inspirations for Idea 2:

Polyhedral views by moragavaga

<https://moradavaga.com/POLYHEDRAL-VIEWS>





“POLYHEDRAL VIEWS was an interactive installation that offered its users an unusual experience by establishing unexpected visual relationships between them, the object and other users.

Through a set of mirror games and reflections, it revealed a different reality from the one initially expected, jumbling the spatial coordinates of the observer(s) while operating a change in their perception of what’s "real".”