



NARRATIVES FOR INTERACTION

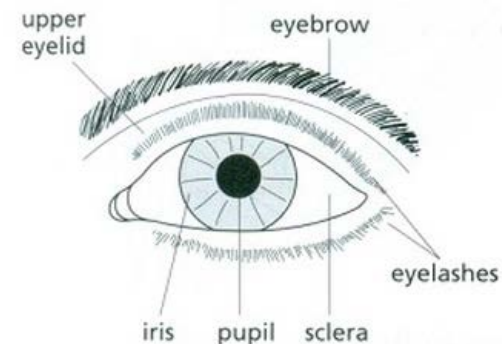
Najiha U 163 118 3A

IDEA 1

- Power play between authority figures and people
- Cultural observation of obedience to figures of authority in Asian context

IDEA 1

- Walk-through where set up is pictured in the form of an *eye shape from an aerial view
- Narrow Walk through allows participants to hear voices of people
- The more she walks further, the louder the voices
- When there's a turn, to reach "iris" section, there are screens surrounding pairs eyes being lowered, glanced away from participant
- No sound is heard

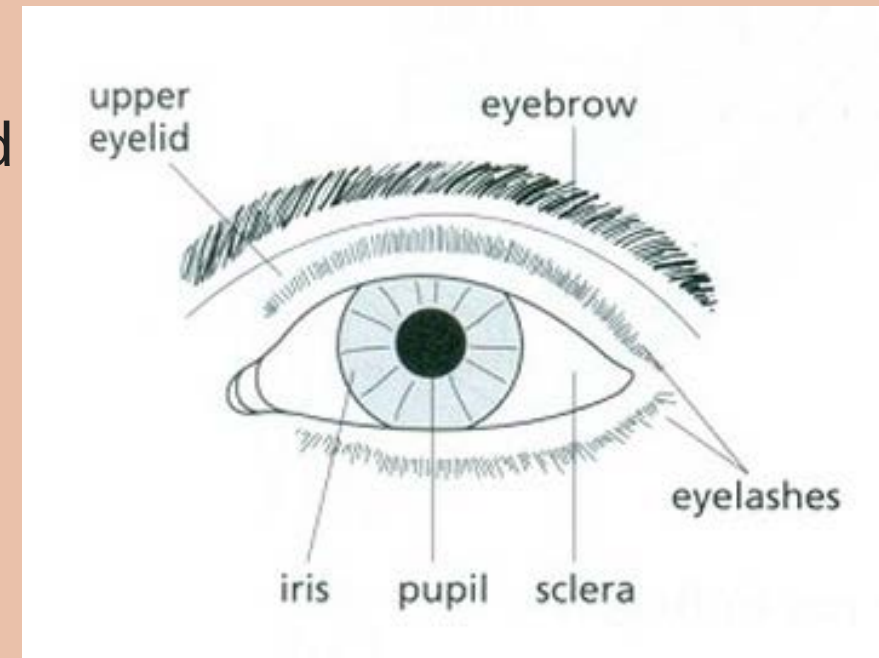


PRACTICALITY

- Walkway is covered floor mats,
- Sounds in walkthrough activated through use of ultrasonic sensors to detect movement at area, sounds activated

Audio speakers

screen put up around pupil area (circle) and screens show zoom in version of eyes lowered, looking away from viewer



THEMES

- cultural awareness on fast-paced attitude during the day, slowness during the night
- portrayed using projection and drawing on canvas
- three boards in pyramid style to show nature of high-pressure lifestyle - cycle

IDEA 2

- video projection on three canvases
- video clip is fast paced movement of time and passengers boarding buses
- clip 1: setting is at bus stop during morning
- clip 2: setting is at bus stop during afternoon
- clip 3: setting at bus stop during night
- canvas 1: setting at clip 1: drawn
- canvas 2: setting at clip 2: drawn
- canvas 3: setting at clip 3: drawn
- clip mainly portrays fast movement of people during the day, slow movement during the night (post production)

IDEA 2 - final art project 20 16 + Bill Viola's triptych style



Bill Viola
[Nantes Triptych](#) 1992
Tate

PRACTICALITY

- camera equipment for film,
- location: at bus interchange, bus stop, interior of bus
- 3 screen projectors
- 3 drawn boards in A4 size that needs to be hung on plain wall
- sounds of traffic, people talking during day
- sounds during the night

