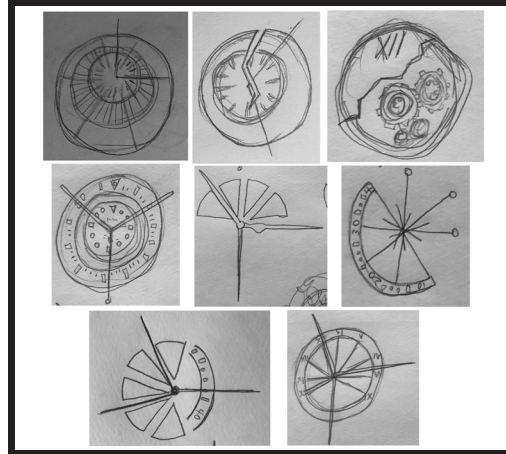


WORMHOLE THEORY

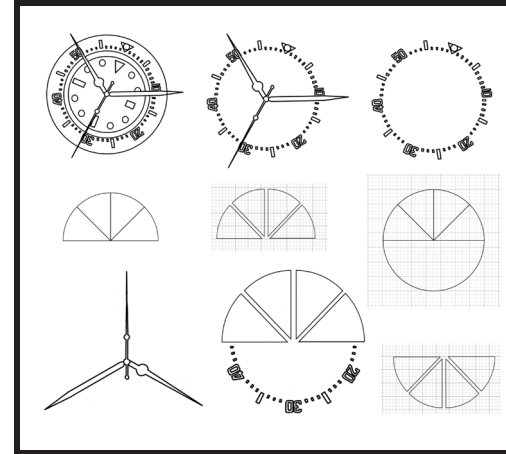
QUANTUM THEORIES PLAY A BIG PART OF OUR LIVES, BRINGING IN MANY PROBABILISTIC OUTCOMES INSTEAD OF JUST DEFINITE ANSWERS. WHILE WE HAVE BEEN TRYING TO BEAT QUANTUM THEORY AT ITS' OWN GAME, NO ONE REALLY UNDERSTANDS IT FULLY OR HOW IT WORKS. BY EMBARKING ON THIS PROJECT, I AIM TO ENCAPSULATE THIS PROBABILISTIC THEORY INTO A DEFINITE ANSWER, EXPRESSING WHAT THE HUMAN MIND CANNOT FATHOM INTO A SINGLE GRAPHIC MARK.



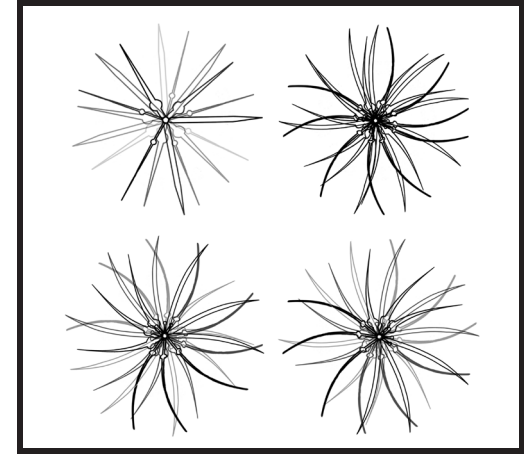
MOODBOARD FOR INSPIRATION -
Wormhole Theory <--> Time
Hence, I searched up illustrations of watches and sundials to represent time physically



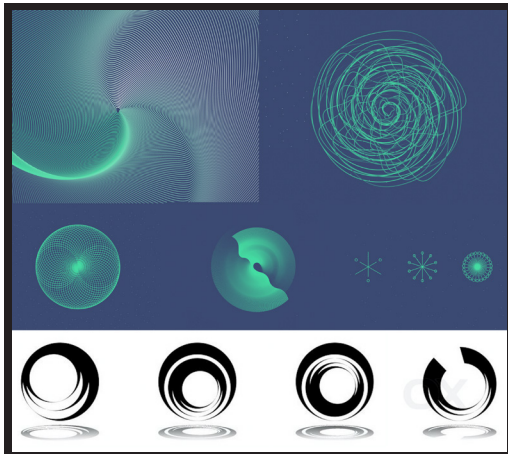
INITIAL SKETCHES -
Some rough sketches based on initial ideation and references from moodboard



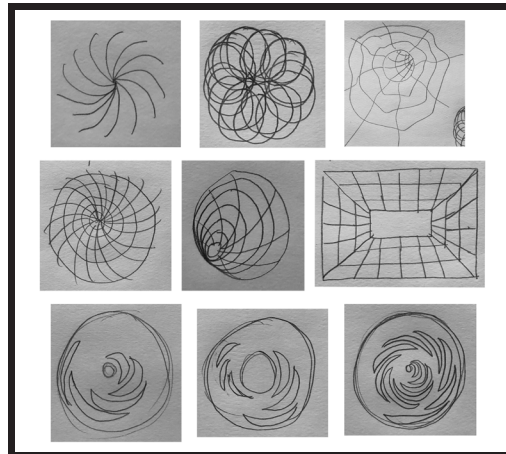
DIGITALISING SKETCHES -
I moved on to digitalise some of the sketches I preferred to test the feasibility of my ideas



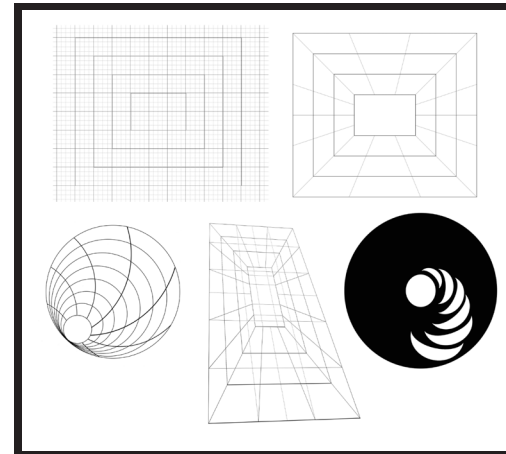
DEVELOPING THE SKETCHES -
Having have a few basic sketches done, I tried to explore more in terms of opacity, directions and layering to come up with more designs



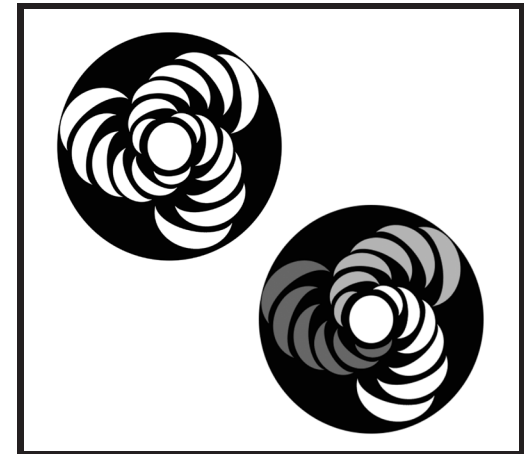
MOODBOARD 2.0 -
I wasn't satisfied with what I had previously and hence sourced for more references and inspiration



SKETCHING -
I repeated the previous process by sketching with the ideas that popped up in my head



DIGITALISING SKETCHES -
I moved on to digitalise some of the sketches I think would best suit the concept I wanted to show



DEVELOPING AND REFINING SKETCHES -
I chose my favourite sketch developed and explored for more designs with replication, layering and play with opacity