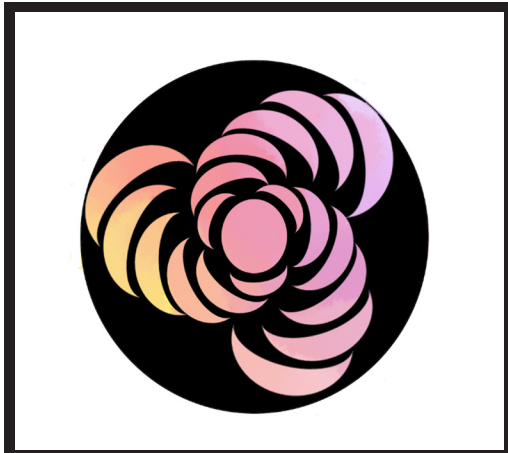
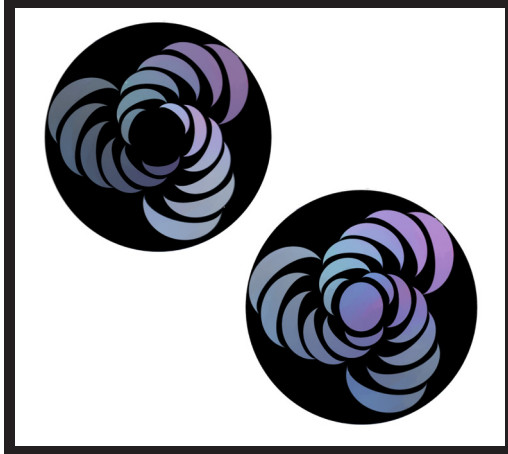


# WORMHOLE THEORY

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.



## COLOURATION OF DEVELOPED GRAPHIC MARK -

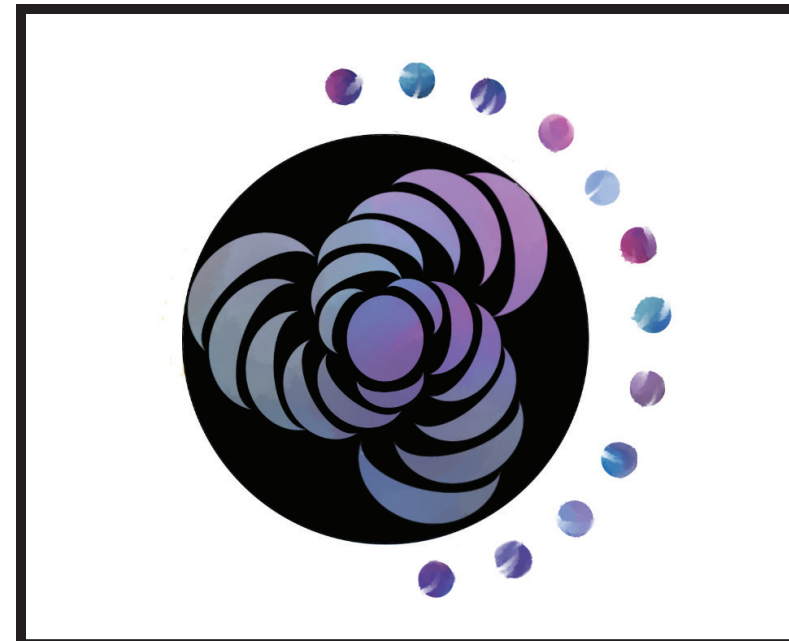
After developing a visual mark I was satisfied with, I tried out different colours to check if the colours could aid with what I wanted to portray. I mainly played with ombre / watercolour and tried 2 different schemes of colours, the warm tones such as pink and yellow, versus the cool tones such as blue, green and purple.

## EXPLORATION WITH COLOURS -

After the colours were added, I explored more about colours, and came up with variations of the graphic mark I have currently. I inverted the blacks, whites and coloured, to create something that is different. Although I like the inverted one more, I still think that the previous one still held more meaning and could aid in expressing what I wanted to express.

## ADDING DETAILS -

After choosing a final design I wanted to work with, I eyedropped colours from the background and created 12 planets that would revolve around the main graphic mark, to allude to moons and time. I also tried many ways to arrange them around the main graphic mark.



## FINAL GRAPHIC MARK