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Final Year Project Proposal

Outline

Concept

Exploration / Research

Execution

Production Schedule

Concept

Design

Space

Interactive Devices

Perception

Concept

To employ thought-provoking phenomena that expresses our ability to perceive.

To be able to influence participants on certain views, whether social or political.

Exploration / Research

Anamorphosis

Effects of colour

UV light manipulation

Typoglycemia

A distorted projection or drawing which appears normal when viewed from a particular point or with a suitable mirror or lens.

Used in painting, photography, sculpture and installation, toys, and film special effects



CHE by Michael Murphy



Leaping Horse by Jonty Hurwitz





Chair (1997) by Matthew Ngui

Effects of colour

How can the use of colour affect perception?

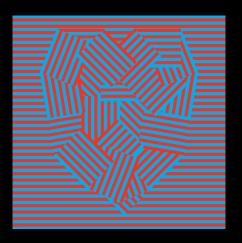
Chromostereopsis

A visual illusion whereby depth is conveyed in two-dimensional colour images

Usually red-blue or red-green colours

3D glasses





Effects of colour



Yellow Corridor by Olafure Liasson

UV light manipulation





I18n by Aowen Jin

Typoglycemia

Typoglycemia is a neologism for a purported discovery about the cognitive processes involved in reading text.

The principle is that readers can comprehend text despite spelling errors and misplaced letters in the words.

Mixing typography as a way to express our perception of words.

Typoglycemia



Typoglycemia

Certain rules that do apply for this to work:

Function words such as be and as cannot be jumbled.

Words are required to be relatively short.

Refrain from switching the letters too far apart.

Making sure sounds are preserved.

Preserving double letters etc.

Execution

A series of installations that can employ different methods of perception.

Using interactive devices and softwares such as arduino, touch designer to help participants manoeuvre through the space to interact with the installations. E.g. using distant sensors/photocells to activate certain works

Execution

Research on methods used by teamLabs to introduce the element of interactivity



Production Schedule

May to July 2021-

To research, consult and finalize methods of perception / approach. Select content - social / political / other topics for project

August to Dec 2021-

Research on execution method / brainstorm on space needed Source materials Mock up / drafts on installations Budget Planning

Jan to Apr 2022-Booking of space Set up of installations and making final changes

End

Thank You