éclairage

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MINDMAP

Echo

Continous

Structured

Surrounding

Long

Prominent

Heavy

DOMINENT

MUSIC

Crescendo

Shard-like

SUBDOMINENT

SUBORDINATE

Long intervals

Short

Scattering

Glinting
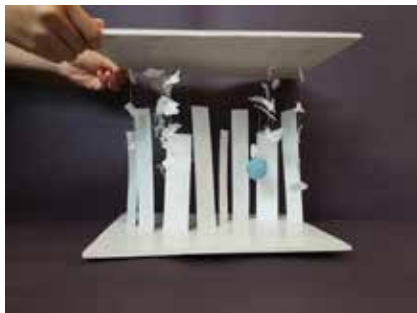
Surrounding

INSPIRATIONS

Floating cities

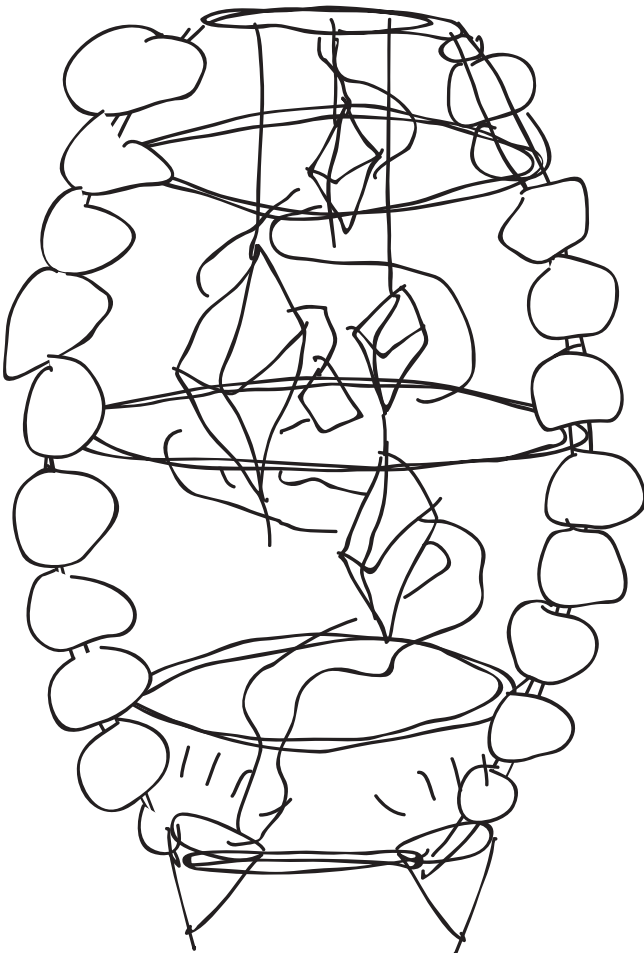## Naturally occuring caves

Previous moodboxes

SKETCH MODELS

First sketch model:

- Too many elements, need to simplify
- Elements not cohesive with each other
- Model does not have a strong support
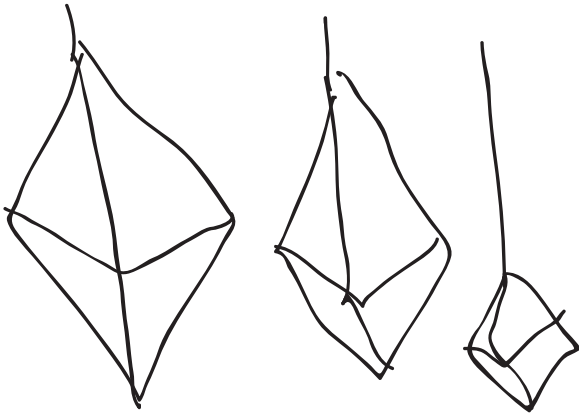- Model not "dark" and "mysterious" enough

Second sketch model:

- Added circular rigs to support model, thus a frame is not required
- Weave clouds through the inside
- Add more stone linings to create a "peek-a-boo" effect, making our model more myterious and interesting
- Coloured black paint on the stones and supporting rigs
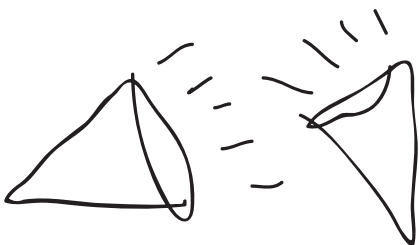
SKETCH MODELS

STONES

Shape of the stones was created by shaping the styrofoam into spheres. From there, we covered the styrofoam spheres with crumpled aluminium foil, imitating the texture of rocky gravels. We then sprayed paint which could further imitate the texture of stones on them and finished the look by dabbing black oil paint. We then went on to pierce the spheres with copper wires which form of the protective layer of the city.
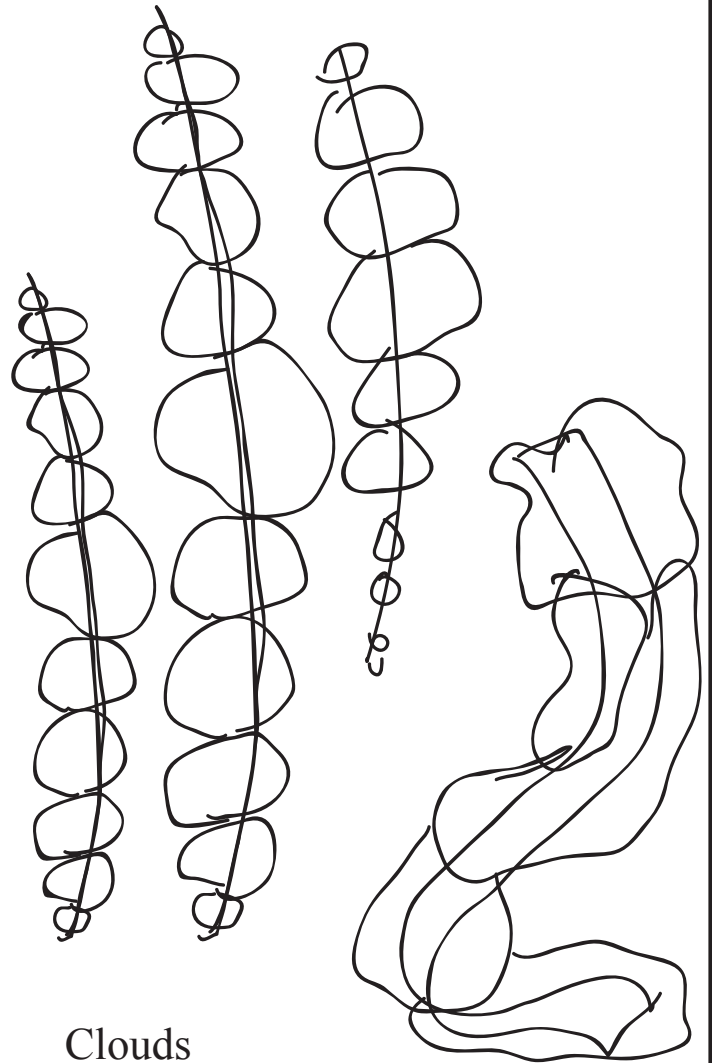
DIAMOND CYRSTALS

As for the diamonds, we created the shape by cutting the art card into prism shapres and pasted CDs on them. Due to the identities of people living in the city, their habitats are suspended up high in the sky. Hence the diamond reflective rings have to be suspended from the fishing line tied to the top ring.

Clouds

The polyester clouds are supported by metal gauze which is also responsible for shaping it through the clouds.
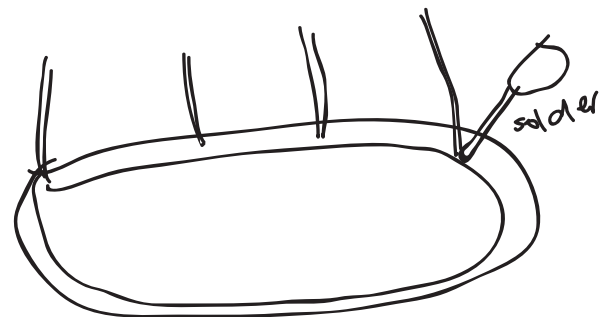
LIGHTS

To make our model appear more mysterious, we utilize lights to create shadows within the model. The lights are essential as it is able to reflect the glints of the diamond cystals against the stone walls.

SUPPORTIVE RIGS

To remove the need for an external frame, it was suggested for us to incorporate such circular rigs into our model. As it is difficult to shape a perfect circle, we bought these metal wires from Artfriend and soldered it together with the wire that holds the metal stones.

1. Cutting foam in different shapes before we wrap them up in aluminium foil

2. Spray painting it with gravel texture spray paint to make the rocks look more realistic

3. Soldering the stones and rings together

PROCESS

4. Coffee breaks are mandatory
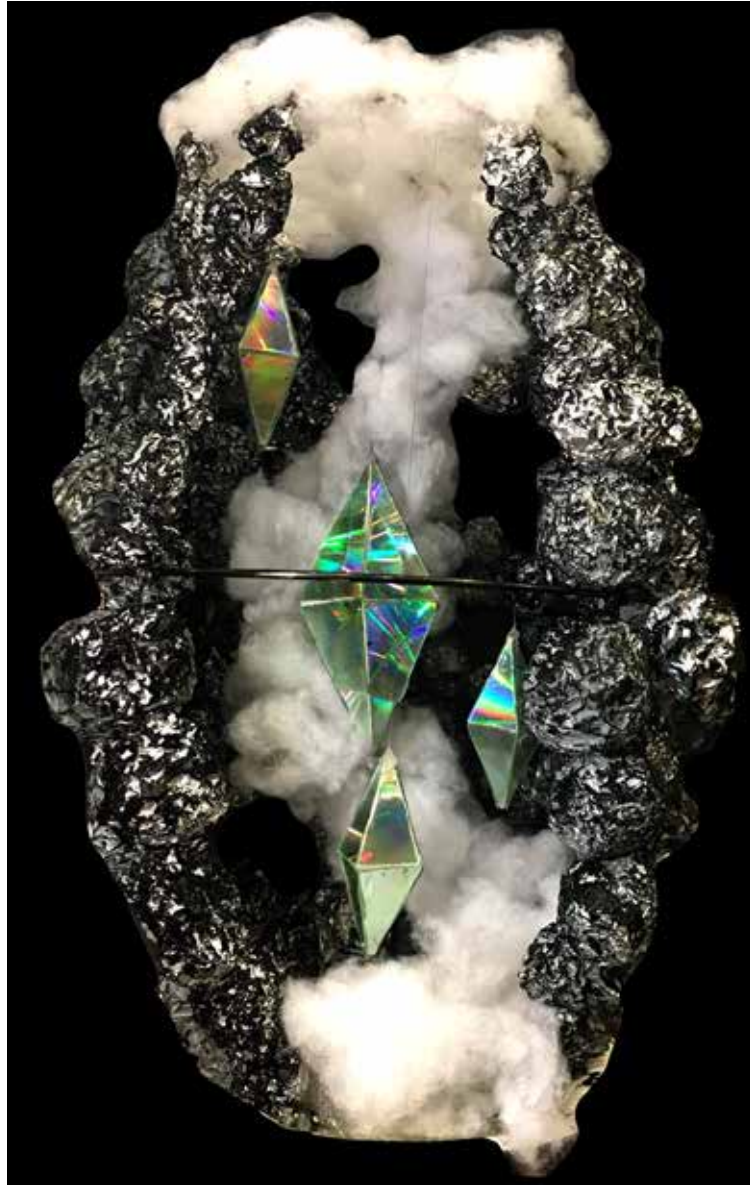

5. Hanging the crystals we made out of CDs we cut

6. Attaching the cloud made out of wool and wires.We then start to dab some black on the rocks to make it more realistic and darker

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The Dominant is in a shape of a shield. It is done by shaping styrofoams into sphere shapes and wrapping them with crumpled aluminium foil to create the texture of gravels. The irregular sizes of the gravel creates an interesting "peek a boo" effect, as one is able to see different views of the model through the various peepholes. The stones is intentionally made to look realistic through spray painting it with fine stone texture and adding a layer of black paint to add depth and realism into the shapes. Pierced with copper wires, it is arranged into a shape of a cage and held on by 3 metal rings, which supports the city and enhances its "protective" image.

Next, the Sub-dominant are clouds that weaved through the crystals inside of the city. It is done by shaping the wire gauze covered with polyester. The white, fluffy clouds adds a different texture and creates a strong constrast from the otherwise tough exterior of the model. The irregular shapes of the polyester makes it look like the clouds are moving. Enhanced with lights situated at the bottom of the structure, the city have epic and mysterious effect.

The Subordinate is made by cutting two square pyramids will then be pasted together to form a diamond. The CDs material of the crystals is able to cast and reflect colourful lights onto the interior of the shield, especially when whole structure is finished with the touch of lights that will illuminate from the bottom of the structure.

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Up above mankind holds a dimension of the most important individuals of the world. Éclairage is a city of deities who are responsible of deciding the fate for humans. Their superiority and identities indeed explain the nature of their city - up in the skies with a tint of mystery to it. The city is protected with ancient stone, floating from the tip to the floor of the city. These stones defies gravity, and is responsible for holding the city in its structure as well. The dull exterior is mainly for camouflage, people who are not from their community could only catch glimpses of the magical interior of the city. The diamond shaped habitats hold these individuals and they are located in terms of their hierarchy as well - the most superior being staying at the diamond lounge at the top. Being in a place up in the skies, possibly close to the universe, this city is engulfed in clouds.

END