Public and private practise process archive

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During the first week of the practises I exchanged the stories of the rooms with team members, I got Alyona's room.

At first, I quickly sketches and wrote down the most important part of the story and later on tried to portray it on paper. I drew a plan of how I imagined her room to be

Later on I played a bit if illustrating the room by only illustrating the most memorable objects of the room.

ROUM HIVING · CAMERA -DUMSter A107 Vibes WOOD - light Cludles/ minimal - each object has a place window - her own + 600KS rulliple cameras WHite



Room plan



Illustration of the room details

During the second week, I had a bit of trouble deciding what should I do for 3 D prototype of the room, I didn't want to do a simple room maquette, as I wanted to create something that would be practical and also wouldn't be thrown away at the end of the practice. I talked more with Alyona about her room, she mentioned that she has a big fascination for the color black and her room makes people sleepy. That sparked a new Idea - to create a soft beanbag, inspired by Alyona's room and her aesthetical taste. It would be black and decorated with a face that is inspired by her illustrations. I chose to include the illustration part as I wanted to give it more character and make the beanbag truly represent Alyona.

BEAN BAG. 100 cm - Jabric - 150 cm 100 cm - Jabric - 150 cm . colour-gray black + dedails - 50 cm 100 big 30 Too hono 10 sau Filled IM.

After making sketches I started working on the beanbag I gather all the materials and asked fasion design friend to teach me how to use sewing machine.

The process was hard and messy, as it my first time trying to work with fabrics and sewing. Gladly, at the end I managed to finish it.





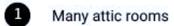
Final result





In the third week, we had to work together in bigger groups. Unfortunately, because of work, I had to miss the first meeting, where they decided on the idea to create 2 spaces that would represent our group members and the rooms combined together. Furthermore, with these spaces we wanted to create some sort of social experiment- to allow people to experience the overwhelming and the calm rooms and after that raise a discussion: what kind of spaces people feel more comfortable in. overall, I don't feel very fulfilled with the end result, as I couldn't contribute in idea developing and I feel like we missed the point in the assignment - to create a social gathering space.

COMMON THINGS IN OUR ROOMS THAT WE FOUND INTERESTING:



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Either very tidy or very messy

Artistic elements (art materials, artworks, handmade stuff)

Huge contrast in the vibe of rooms: very calming, relaxing and guiet OR overwhelming, intense and noisy (group got divided exactly into 50/50

TO INCLUDE IN OVERWHELMING ROOM:

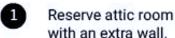
A lot of objects (random and ones that tell about personality), smell, sound, lights, video projection for movement, trash.

PLAN FOR THE GROUP PROJECT:

We decided to include all mentioned point but take huge contrast in the vibe as the main focus. We quickly came up with our idea and further on worked on details

We decided to make a room divided into two parts: one calming and clean, one overwhelming and messy. Calm room is bigger, comes first and leads to a smaller overwhelming room.

Options:



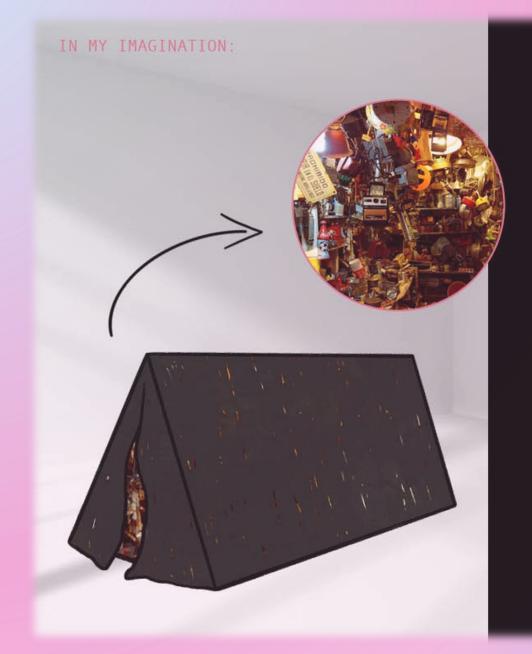
Reserve attic room in Blaak building and divide it



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Make a long enclosed construction (small room), inside divided in multiple parts. The further you go inside, the more overwhelming it becoms.

Make a triangle enclosed construction (small room) messy and overwhelming inside. Put it inside calm, clean and almost empty room.



TO DO:

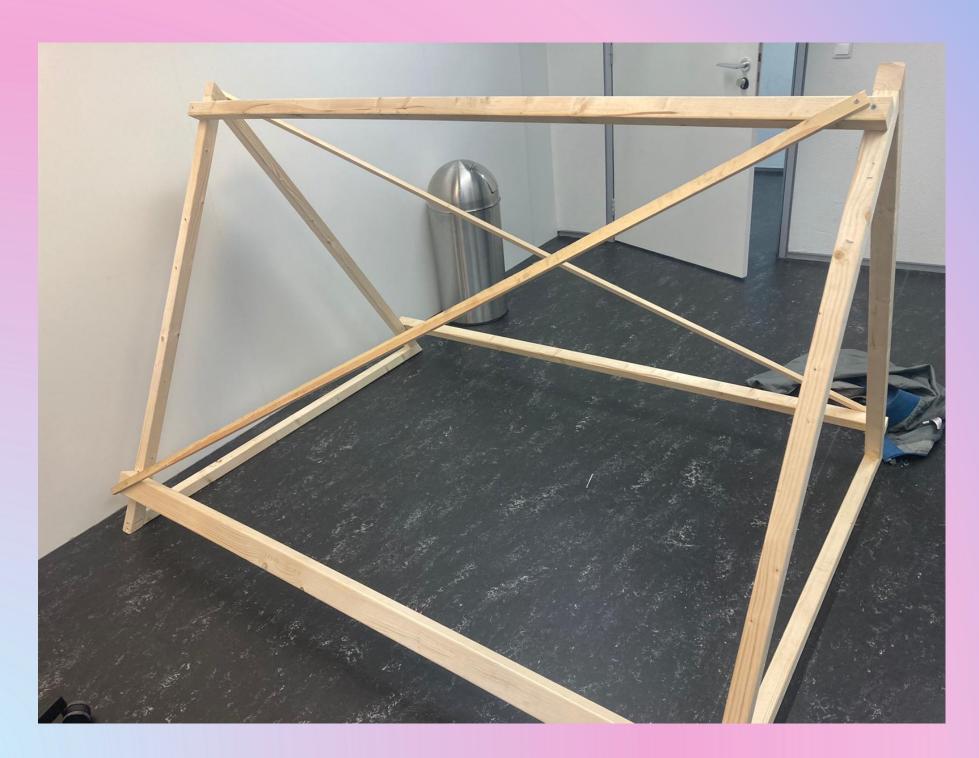
- Make wooden construction for the overwhelming room - Find black (perhaps white) fabric - Prepare video projection - Prepare sounds - Prepare smells - Reserve room in one of WdKA buildings - Put the construction together - Fill it up with objects

Despite that, I wanted to contribued as much as possible and helped out with building the rooms and creating the smeels that would represent both of the rooms.

For the calm room I decided to use essential oils of Rosemary and levander, as they are known for their relaxing properties. For the overwhelming room

I played around with multiple smells- paint, coffe,ciggaretes and essential oils, to create a strong and overwhelming scent.







Final result







WHICH ONE WAS MORE INSPIRING? 2 nd room, felt more cozy and relaxing.

also 2nd room, more to look at

The second room told a more detailed story The first one left more less impressions Second one made me wonder What Happened Here?!? Become I would't be Second room was so nise and cozy The first one felt more home for me, the second one was very personal.

None made me felt at ease, first room was a persons safe space who had a better frontial situation. Second room was full of gasses and was too similar to the first one. I felt no variation.

The first was more calming to me, 2nd one too Ulacy W/SMELL and Imagely: :) The first are definiting felt more like none, second are litits more anness which i is more a place to having out. If it uss my room first reasons which i I would go cracy. I get Sons any cue load in the the Second room, first are is carbon and TTEST.

Second one felt more like home minus the spray paint smell, which made me feel side it was also more inspiring but a bit claudrophobic.