

TOUCH

INSTALLATION DESIGN FILM DESIGN

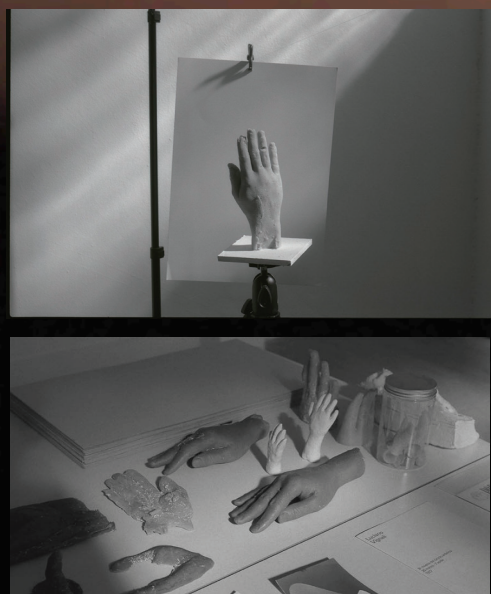
This is an installation design that awakens the audience's memory sensation by touching the memory carrier.

INSPIRATION

HOW TO PUT UP HANDS

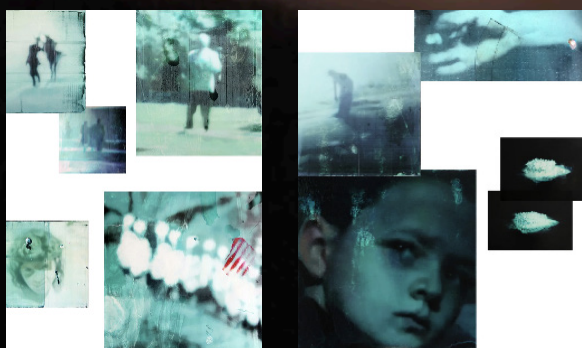
Inspired by the artist Angelo Vignail's "How to put up hands" Vignail said: When you lose someone you find yourself dealing with what that person has left you, of course we have our own memories, but incredibly these are memories that start to dissipate over time.

In this artwork Touch is the most direct of all the senses, and if you want to touch someone, then there must be an intertwining of memories between you, and the more you touch, the slower that memory will dissipate. We may not be able to experience this memory directly, but the imagination and the sense of touch may be able to work together to restore this intimacy from memory and imagination. We can see the stars and we can touch the imagination".



WENDELIN WOHLGEMUTH

Each of Wendelin Wohlgenuth's paintings is somewhat out of focus; they become semi-abstract, detached from reality and transcendent of time. Like fragments of memory, there is something recognisable that draws the viewer in - a view of a pool, a rose, a lady by a pond. Each piece offers us a way into the scene, a marker that we can understand and relate to. Yet these images seem distant in our minds, like fading memories, and Wohlgenuth perfectly captures in his paintings not just an image, but a specific feeling, a particular mood or emotion that may take us back to our own memories of the past. Forming dreamlike hazy images, like ghosts. Objects can also be the medium and trigger that brings us to a particular memory.



MARCK'S ROCK BOX

A number of his video installations are on display in this exhibition. The designer Marck combines thin and light displays with his installations. Through the multi-layered relationship between "people" and "objects" in the video installation, the tension, relaxation, illusion and reality are mapped out, mapping the subtle relationship between people and people, and people and the world. The clever design of the images and the mechanical installation gives the viewer a sense of immersion and empathy. The installation and the images are inseparable from each other, giving the viewer a greater sense of surprise and experience, stimulating the emotions and feelings of the audience within the works.



RESEARCH

GROUP INTERVIEW QUESTIONS

To prove my point, I made interview questionnaires for different age groups. The questions for interview are as follows:

Whom do you think you are most attached to? And why?

If you are to take one thing from him/her, what do you think you should take? And why?

If she or he was to leave you, what do you expect he/she would leave you?

How long do you think it would take for you to forget about the things that happened between you?

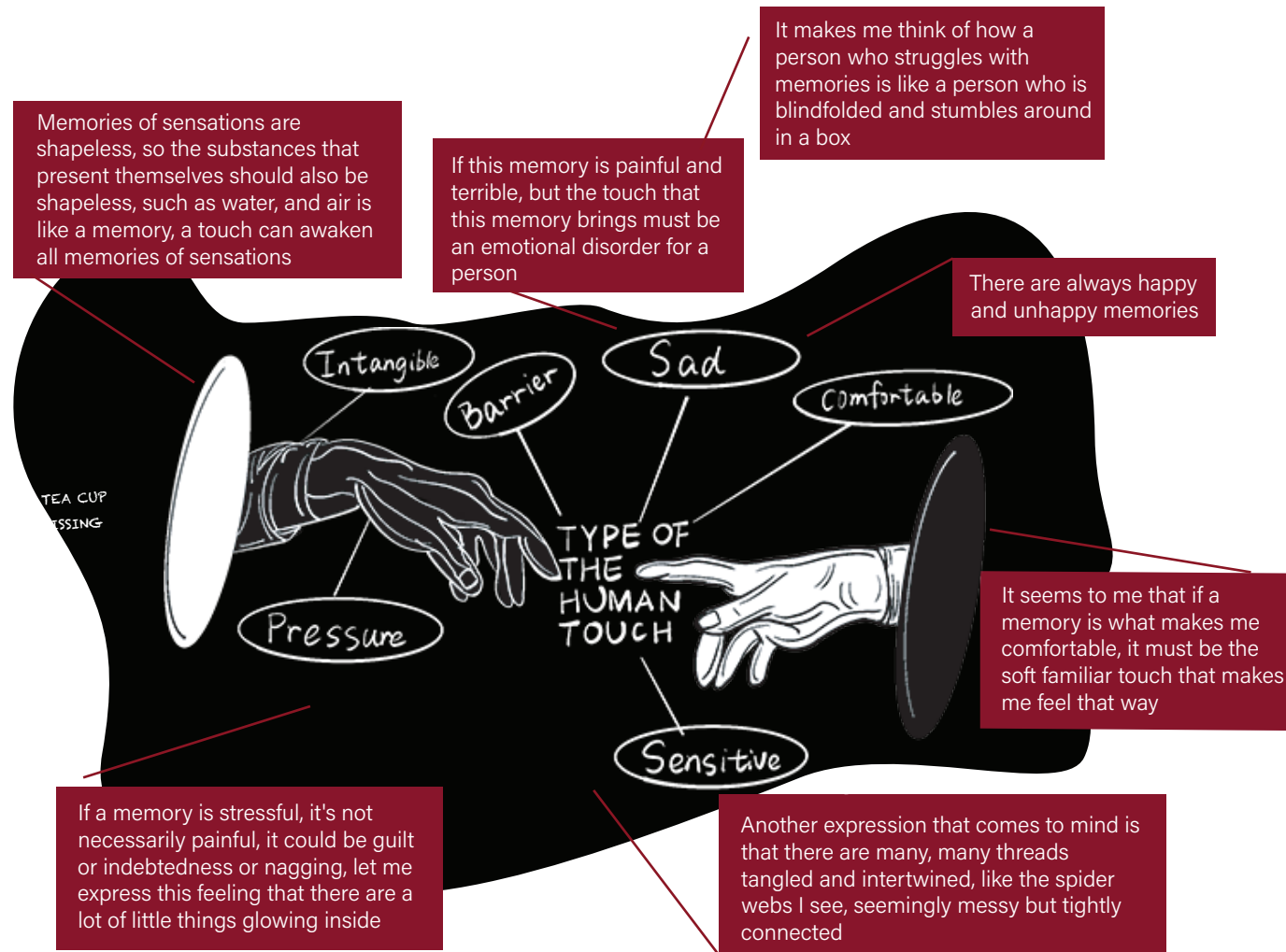
What are the chances that you think you would think of him/her?

DATA ANALYSIS

GROUP INTERVIEW



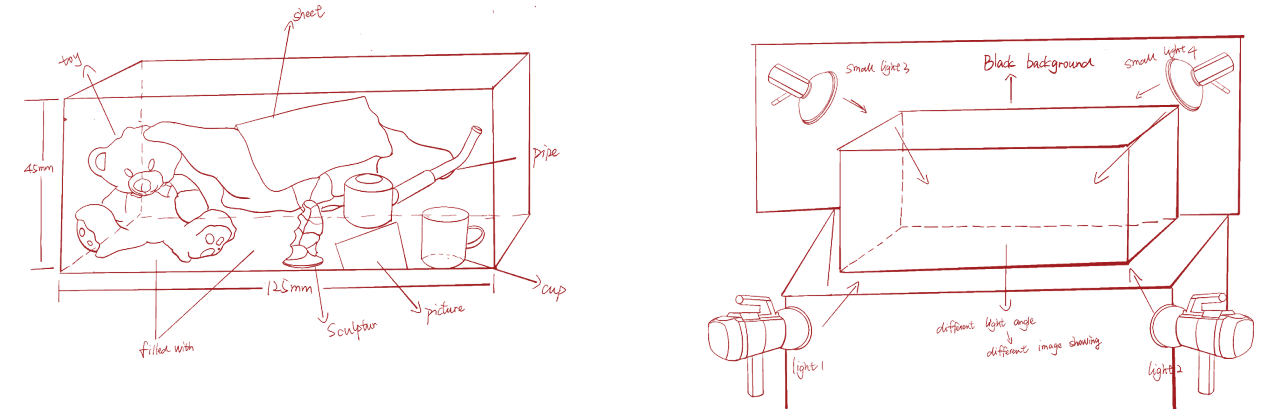
MIND MAP



IDEATION

DESIGN PROCESS

Initial idea for the touch installation, using a combination of objects in water



**FEELING - MEMORY
NO TOUCHING - NO FEELING**



**SELF-CONTAINMENT
TOUCH - MOMENT
- IMAGE - FEELING**



INSTALLATION SETUP



LIGHT EXPERIMENTATION



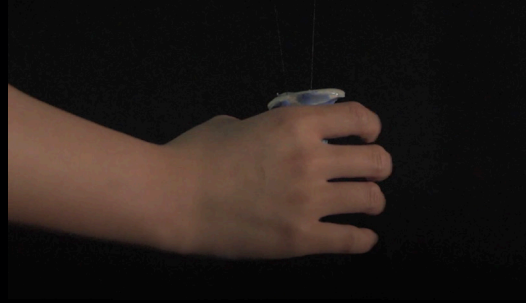
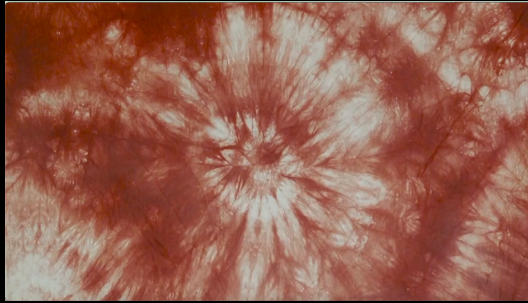
FOOTAGE SCRIPT



OUTCOME

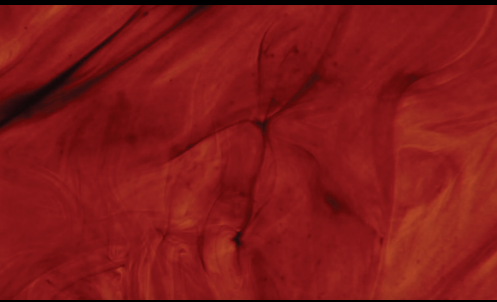
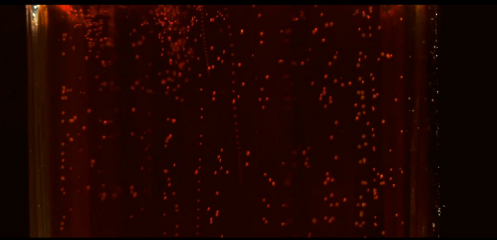
START

The beginning with the scattering of paint heralds the beginning of the relationship. The whole film is inspired by this sculpture.



MOTION

All the bubbles, in different forms and colour states, represent different emotions.



TOUCHING

All objects are made of different materials, and each material gives a different feeling.



During the interviews, I found the differences from each group.

Kids were concentrated and some even prepared their answers in advance with pen and paper, while the young people were eloquent and did not mince words in sharing their stories.

Middle-aged are more reserved, and they think twice and ask questions about the purpose of the questions.

Older people are more like an elder, talking to you about their experiences and life lessons. But although life is full of different forms, every age group has the softest part of their heart and the most unforgettable memories.

There are opportunities and touch points in each person's memory, and I collected them and put them in the water, just like the meditation pool of Headmaster Dumbledore, where each one can trigger a memory by touching it.

Full video link:
youtu.be/A0FzC8TxIoE