

Studio Project Proposal

Summary

I want to create an artwork that envelops the viewer in a hopeful but melancholic environment that explores the relationship between digital objects, mental health and the natural world. I intend to explore connection of our minds to the world and the way I romanticise things I feel I am an alien to.

References

Recently, exploring Bill Vorn's [I.C.U \(Intensive Care Unit\)](#) at the CCA as a part of Sonica solidified the idea of wanting to create an installation and or something that surrounds someone. It had such a strong impact and it felt as if I was transported to another world.

Another installation I keep coming back to is Ryoichi Kurokawa's [s.asmbli \[wall \]](#), it beautifully uses imagery of nature and dilapidated buildings combined with harsh electronic sounds to immerse and transport the viewer.

With similar energy is Kyle Edward Ball's [Skinamarink](#), a film that affects me so much I struggle to watch it. It's a film of pure childhood horror in dreamlike spaces. The film is basically entirely atmosphere.

Nine Inch Nail's [Ghosts albums \(I – VI\)](#) are very longform experimental albums that I feel capture how sound can create space so well. All of tracks feel off in some way, slightly distressing, but also hopeful.

Critical Positioning

I want to explore my romanticising of natural connection with both the world and human connection and why I always feel like a visitor or imposter. I see a way to explore this is through exploring how digital objects, mental health and the natural world go together. The reason being digital technology (and technology in general) affects everyone and is a big juxtaposition to nature and affects us in ways we might not even notice. It's also an exploration of our identity in the world, especially to those that feel lost.

The practical intent is to immerse someone in a new strange experience and explore the different ways in which I can make people feel present in the space. I want our connection to the world to be explored through sound, visuals and light and explore how people can feel disconnected or internal in the world, suffering with different mental illnesses that affect their outlook on it.

Methods

The computer processes I'll explore will be projection, digital sound design, image/object capture and lighting. I am most confident in programming, so that will connect these processes together and aid them. I want to explore different ways people can interact with work too, and whether I want the people to have perceived agency in their actions.

I see the audience of my project can be anyone from any age, but it'll probably be mostly directed towards people with identity issues with feelings of disconnectedness.

The purpose of my work is speculative and exploratory. It won't be functional, but something to be experienced and reflected on.