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initial enquiries/ positions evolution

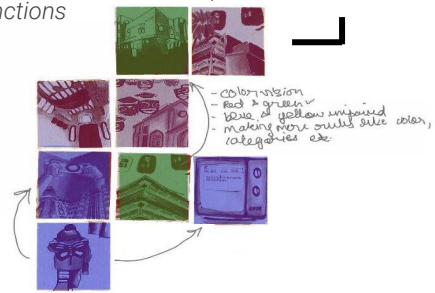
1. translating *3D to 2D* → ***2. practicing*** *illustrating as a graphic communication tool* → ***3. converting*** *static nature of illustrations into flexible* → ***4. using this*** *flexible nature of illustrations as a tool for visual world building and/ or therapy*

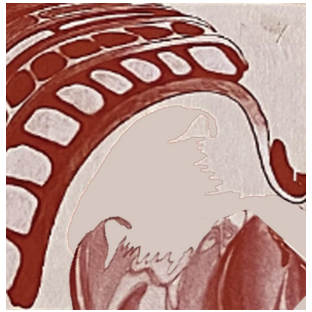
current ?

1. enquiry option

Can non-static illustrations enhance world building?

Using these non static illustrations in world building for people on the spectrum or people with adhd to improve their mental functions





2. enquiry option

Psychogeography through graphic communication design

Geographical locations and built environments affects people, their emotions and behaviours

3. enquiry option

Can these non static illustrations induce thought that combine text and image

People who think with text first or image first (typography vs visuals)

4. enquiry option

Non static illustrations or rather dynamic illustrations , do they only have to be in the form of videos/ gifs/ animation?

Taking non-static illustrations further by converting them into motion graphics/ AR/ 3D photogrammetry of that illustration. This would elevate the process of world building

5. enquiry option

Converting non static illustrations/ dynamic illustrations into 3D forms (3D -> 2D -> 3D)

making it 3D could help people with adhd overcome issues of depth perception, peripheral vision, visual search

chosen enquiry

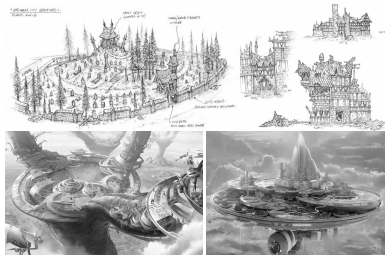
Enhance world-building by translating non-static illustrations into 3D form in augmented reality

current enquiry

World-building enhanced by translating non-static illustrations into 3D form in augmented reality

World building

Worldbuilding is the process of constructing an imaginary world or setting, sometimes associated with a fictional universe



- Digital world building
- 3D sculpting/ model making
- 2D and 3D sketching

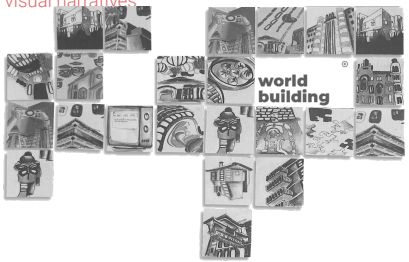
Augmented reality

A technology that superimposes a computer-generated image on a user's view of the real world, thus providing a composite view.

- Through devices like phones
- Augmented reality headsets

Non-static illustrations

In the context of my previous iterative project, non-static illustrations are 2D drawings that can be moved/re-arranged to create several new visual narratives



- Through movable illustrated tiles

AR integrated projects

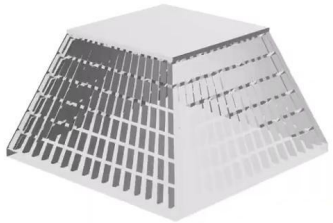
1. Tales of a Nomadic City | Christian Vium & Mohamed Ould Lemine

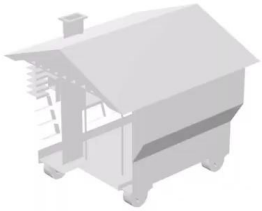
This experience portrays a journey through time, collapsing temporal boundaries while inviting viewers to witness the city's extraordinary transformation through the ages. The experience features Mohamed, a former nomad living on the outskirts of Nouakchott. The film explores the remarkable evolution the city has undergone in its short lifetime and invites residents to share their personal stories as part of building and developing the city's identity.

2. Dansker Digital | Volumetric video particle effects

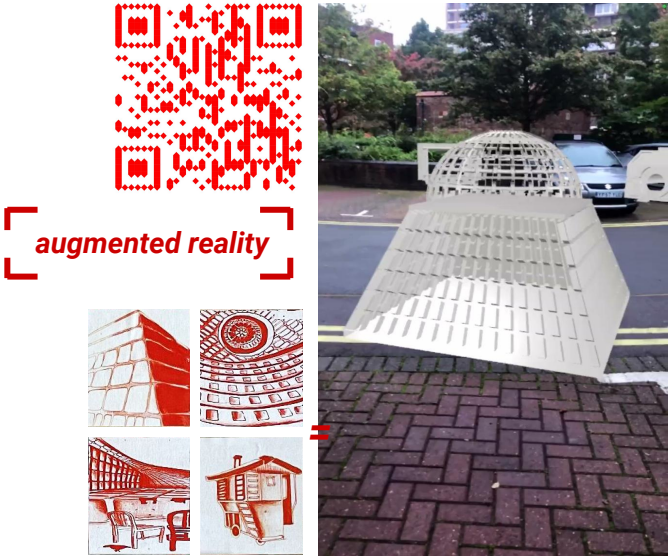
Dansker Digital has produced 'Kvöldvaka' which is a playful Augmented Reality experience inspired by Icelandic folklore. It is a scalable experience that you can play by yourself in nature, in your backyard or in the wilderness, using your phone. A frustrated member of the Huldufólk helps you discover a hidden world, a deeper relationship to nature that has been lost. And if you are worthy, you will see it.

iterations





Enhance world-building by translating non-static illustrations into 3D form in augmented reality,
HOW ?:



1. **Immersion** and **Interactivity**:
2. **Layered Storytelling**
3. **Scale and Perspective**
4. **Dynamic Visuals and Real-Time Updates**
5. **Sensory Engagement**
6. **Contextual Integration**
7. **Accessibility and Collaboration**

In summary, AR transforms non-static illustrations into a highly immersive and evolving experience, enhancing world-building in creative and interactive ways.

project that creates tension with my enquiry

Virtual World building *using* ***MONA***

MONA is a world-building platform. Built for creators, by creators. With MONA, you can design and publish online experiences using common 3D creation tools. Experiences like virtual homes, avatars, art galleries, live event venues, games, meeting places, shopping centers, clubs, and more.

While **AR offers** the advantage of **blending real-world and virtual elements**, **VR** is generally **better for world-building** because it **provides full creative freedom, deeper immersion, and more complex interactions. VR allows creators** to **construct** and **control** entire **worlds**, **giving** users a **richer**, more **emotional**, and more **engaging experience** that truly **transports** them into a fictional universe.

end