

STUDENT'S WORKS

ARCTIX STUDIO SEMESTER 02

02. ESCAPISM

BY AFIQAH AHMAD & MOHD. IQBAL HASHIM

The project implemented throughout history, thought movements in art and architecture which have often sought escapism, breaking away from prevailing styles. Uncovering how this impulse influenced masterworks is crucial to understanding the evolution of art and architecture.. The objective of the brief is to extract the basic design theory based on the selected masterworks.

The second project aims to introduce students to explore and applies the basic design theories through films in design works. The tasks introduced the students to develop a kinetic sculpture representing moving pictures.

The third project aims students to foster divergent thinking in formulating design by implementing the design theory into design scheme of a moodbox.

The final project aims to introduce student expressing movement and transition of the mood accordance to the scene of the chosen movie into a mid-air portal sculpture

PROJECT 1: Escapism in Masterworks

a.TASK 1: Extruded 2D Model (Individual)

PROJECT 2: Escapism; Real and Imagined

a.TASK 2: Kinetic Sculpture (Group)

PROJECT 3: Transition in Escapism

a.TASK 3a: Moodbox Model (Individual)

a.TASK 3b: Mid-Air Portal Sculpture (Individual)

PROJECT 1. TRANSITION IN ESCAPISM (PART 1)

The idea is to create a space for fear of being trapped using centralized organization. The usage of rubber material is to represent the sense of uneasy space. For the fear, the design of narrow space mimicking someone who is about to get trapped, they will slowly move to a point where they can no longer move back as they reach the point.



PROJECT 2. TRANSITION IN ESCAPISM (PART 2)

The design intention is to design an escape portal which shows the struggles of Ralph and Venelope to escape from the catastrophe of Sugar Rush to the original state of Sugar Rush. For the first part, the usage of the movement of Venelope driving the car and went off the racetrack at the end. For the middle part, the inspiration of the anger of Ralph and the burst out of the setting and emotion transitioning towards the end part which represent the Sugar Rush that finally returns to the original state of the game.

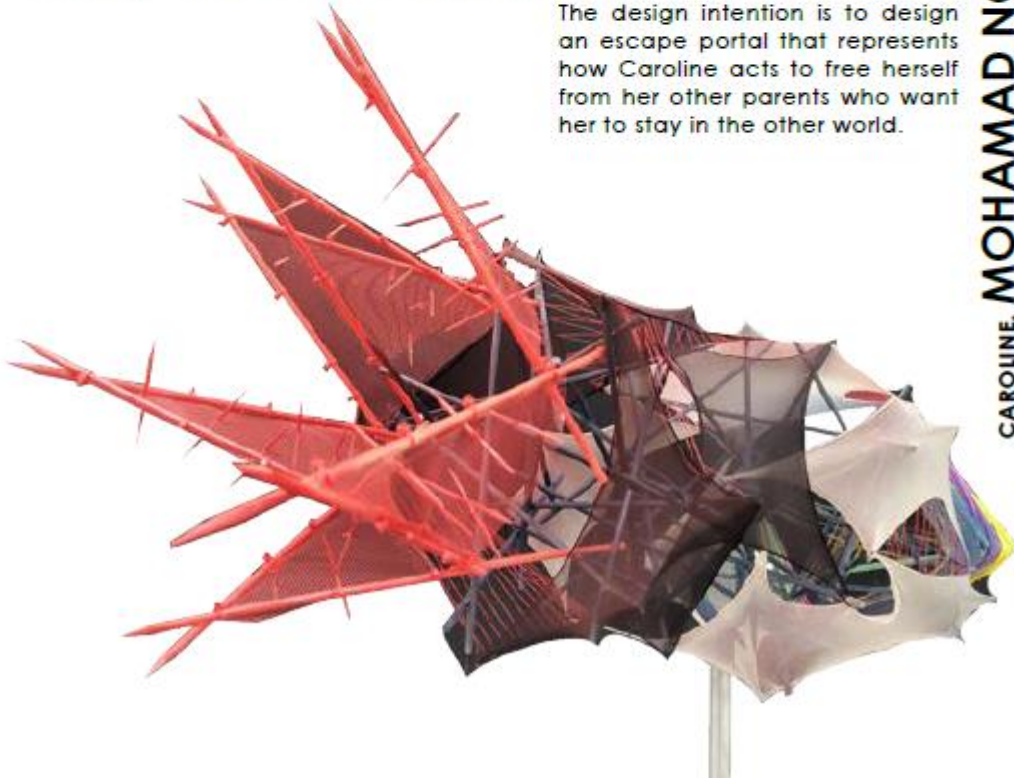


PROJECT 1. TRANSITION IN ESCAPISM (PART 1)



A scene from Coraline, a stop-motion film, inspired the creation of the escape portal. The scenario reveals Coraline, the main character, to show the sense of excitement to surprises, persuasion and rejection, and aggressiveness. The escape portal represent the story of these emotions into form and space. Its textures are extremely sharp and abrasive, and its form is elongated and has dynamic continuity. As a result, it also examines the feeling of escaping the persona.

PROJECT 2. TRANSITION IN ESCAPISM (PART 2)



The design intention is to design an escape portal that represents how Caroline acts to free herself from her other parents who want her to stay in the other world.

PROJECT 1. TRANSITION IN ESCAPISM (PART 1)

Apart from imagining, integral to escapism are mood and emotion. Together, they create the need and desire to escape. Therefore, the film titled "Inception" has been chosen to undertake this project which is formulating the escapist to escape into the film that shows the mood and emotion from the selected scene in the film. The chosen setting is during the chase sequence occurring in the first dream level, which influences the chaotic state in the second dream level, characterized by the absence of gravity. This moodbox describes the difference in chaos at each stage of the dream at the same time by using sharp geometric shapes such as squares and triangles. In addition to combine with various materials such as glass to create the effect more.



PROJECT 2. TRANSITION IN ESCAPISM (PART 2)

Project III, part 2 is a continuation of the previous project but focuses more on how mood and feeling changes in an escape portal can be felt by the individual. This is so that it can be seen in terms of the composition of the space where mood and feeling shifts occur while moving through the escape portal. Additionally, being true to the "Real and Imagined", the escape portal has been designed to float midair.

