

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.

