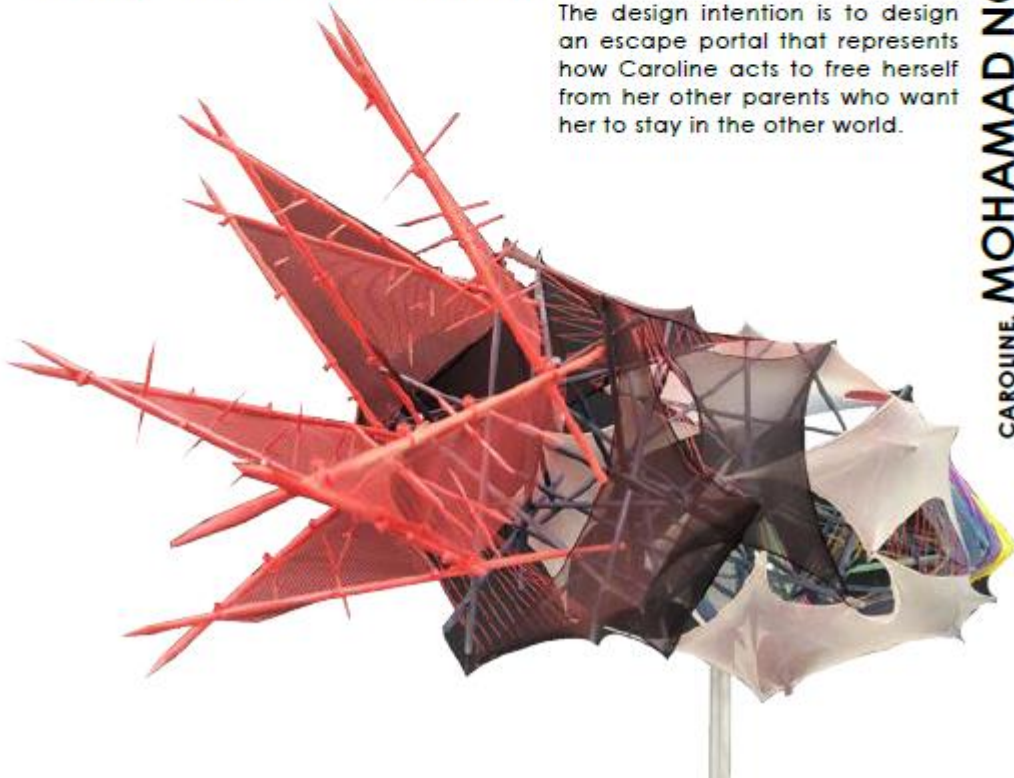


PROJECT 1. TRANSITION IN ESCAPISM (PART 1)



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.