

Project Title

Nexus

Narration

In this project, I explored the creation of an installation reflecting geographical and ethnographic research on our site-specific location as a member of the RISD community. Despite sharing the identity of RISD students, our individual experiences, perspectives, attachments, and perceptions of the space around RISD vary. The absence of a centralized campus makes it challenging to feel a sense of belonging within the RISD community. However, the decentralized structure, with major buildings scattered around downtown Providence and along the river, offers students a broader scope to explore the city. The decentralized nature of our community underscores the importance of individual spaces and personal connections. To address the solitariness that this environment may evoke, I aimed to create a nostalgic and homelike space by highlighting what individuals possess and cherish. The chosen metaphorical structure for depicting the seamless connection between public and private space was a tunnel, serving as a transition from the real-world space to the metaverse version of an imaginative space.

The tunnel symbolizes a link between two different locations, representing transition and merging the ambiance of the manipulated RISD public space with data collected from my classmates' personal belongings. Throughout the process, I initially scouted for suitable sites capable of accommodating the tunnel structure. Then, I identified a space within the CIT building, initially on the ramp to the stairs, where the side walls with handles provided effective support for the structure. Once the site was selected and materials were prepared, I commenced the construction of the installation. The installation process proved to be both laborious and challenging, involving troubleshooting for issues related to lighting and projection mapping. However, I endeavored to stay true to our initial intentions while being flexible in adapting to changes necessitated by facility restrictions and construction challenges. Additionally, dealing with a location change posed its own set of challenges, requiring adjustments to the form of the installation. Despite the result deviating slightly from our initial imagination, we believe that our intended message for the designed space was well represented. The dynamic nature of the project, with adjustments made along the way, contributed to a unique and unexpected outcome.

Future development could benefit from expanding the tunnel scale—potentially spanning full floors—to heighten immersion. Increasing AR content would extend viewer engagement, while more precise planning of projection space and resolution would prevent cutoffs and ensure seamless visual integration. Overall, the experience gained from constructing the installation from scratch has been valuable. It provided insights into areas that require careful consideration to minimize troubleshooting in future projects.

Brainstorming

storyboarding/mockups/notes:

Site Selection list (Group Check in on Jan 19):

- Play with AR/VR to maybe recreate a place
 - Touch? Physical vs Digital worlds - intimate vs wider world
 - make a 3D physical environment contrast with 3D digital?
- Woods Gerry
- Grocery Store
- The Met
- ping pong table
- Inside= individual/outside=collaborative - space - door between outside and inside
 - Make A Tunnel - inside outside vs outside inside - Projection on tunnel - projector that is rechargeable - with location scouting take into account sunlight, use darker material then
 - Reflective??? And project and it will reflect on the outside of the tunnel
 - Form changes from inside to outside
 - content inspires form
 - big or small
 - multiple tracks
 - maybe not full dimensions - something that separates it from real world
 - spatial audio - different sounds come in from different sections of the tunnel - check out mass moca
 - Put the tunnel somewhere - maybe installation space in Fletcher
 - Where to store physical tunnel - In pieces - Fabric and spokes - Garden Rods
- Interaction: material wise, painting on tunnel, touch designer - detect motion and
 - Sound: source sound and make it loop

FINAL:

- Tunnel with reflective greenhouse material? draped on top - more ideas about mounting it on the surface
- ENVIRONMENT PROJECTION—Collective spaces - The Met, Portfolio, Kitchen, quiet room, Environments from hometowns
- AR ELEMENTS - Personal items - AR with adobe Aero, scanning personal objects? - Underwater Grocery store
 - Personal items from everyone in the class?? If they dont have it use <https://www.vizcom.ai/> or Cinema 4D to convert it into a 3D object
 - Sound associated with the place
- Choice to which sound they listen to? AR vs Environment
 - Feedback loop for sound

Questions:

- material of + the light in fletcher?
- 360 degree projection
- tunnel structure building process
- Feedback sound from AR

Tunnel - collapsible accordion - archways
Check power

Location Scouting Notes:

- CONCEPT: Location where tunnel installation can be set up, Long narrow space/hallway
- POWER: Extension cord
- CONTROLLED/UNCONTROLLED ENVIRONMENT: Lighting was uncontrollable so had to manually cover up the light with black cloth
- SIGHTS/SURROUNDINGS: Structure of Staircase created unique installation of tunnel being angled (this created 2 different experience for the viewers, one viewing from downstairs and climbing up, other from upstairs and walking down)
- WEATHER: Chose a place inside the building where natural light or weather doesn't affect.
- FACILITIES: Close to the station with plug-in cords, a ladder was nearby.

Equipment List

Tunnel Construction:

- Garden hoops
- white large paper
- duct tape

- reflective paper

Projection:

- Two short-throw projectors
- One Bluetooth speaker
- Sunset lamp
- extension cord
- Black cloth for covering lights
- ladder, stool

Software/App:

- Ar/3d Scan: Polyhaven/Adobe Aero
- Projection mapping: Millumin
- Video&Audio creation: Cinema4d, After Effects, Audio_Reaper

Process & Final Installation

Videos & Photos Uploaded [here](#)