

UNNOTICED VOICES: INTERACTIVE ART INSTALLATION

DESIGN RATIONALE

This project explores the sounds and details we overlook in our everyday environment. Surrounded by constant suniki and noise, our minds tune of the subtle voices of caim the wind, birds, and distant dismony, showv, Unnoticed Voices this sensory neglect. The design includes two connected posters immerts in a rushy, chaetic chote. The second, revealed uncovers the quieter layer proving that peace extiih the same environment, only unnoticed.

TWO-LAYERED POSTER CONCEPT

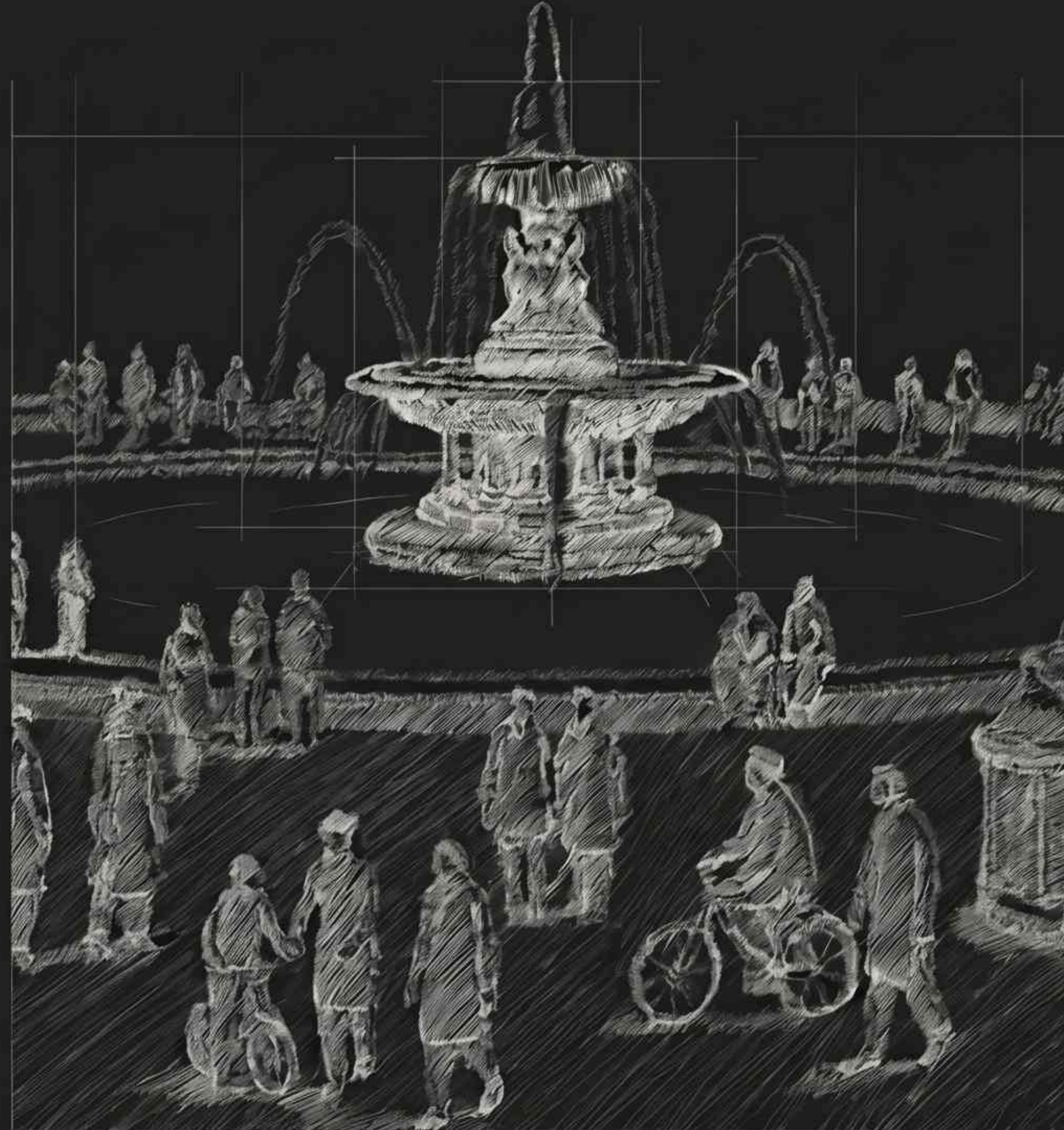
This project explores sounds and details we overlook we Surrounded in our everyday environment.

Two connected posters are connected highlights, that interaction take oal, the rush amibiant tone aver, symbolizing awareness and presence.

Top layer: Busy, rushy visuals + rush sound.

Bottom layer: Calm visuals + peaceful ambient sound.

A small Bluetooth/sensor trigger changes the sound when the layer flips, creating the sensory transformation, a complete sensory transformation, smeoipate.

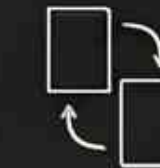


SENSORY TRANSFORMATION



1. Observe Top Layer (Chaos).

This poster represents a noisy, fast pace city scene filled with chats and overlapping sounds.



2. Flip/Slide to Reveal Bottom Layer (Calm).

Flip Flip/Slide to reveal Bottom Layer (Calm), uhiin we oveuealed the ovrnove space.



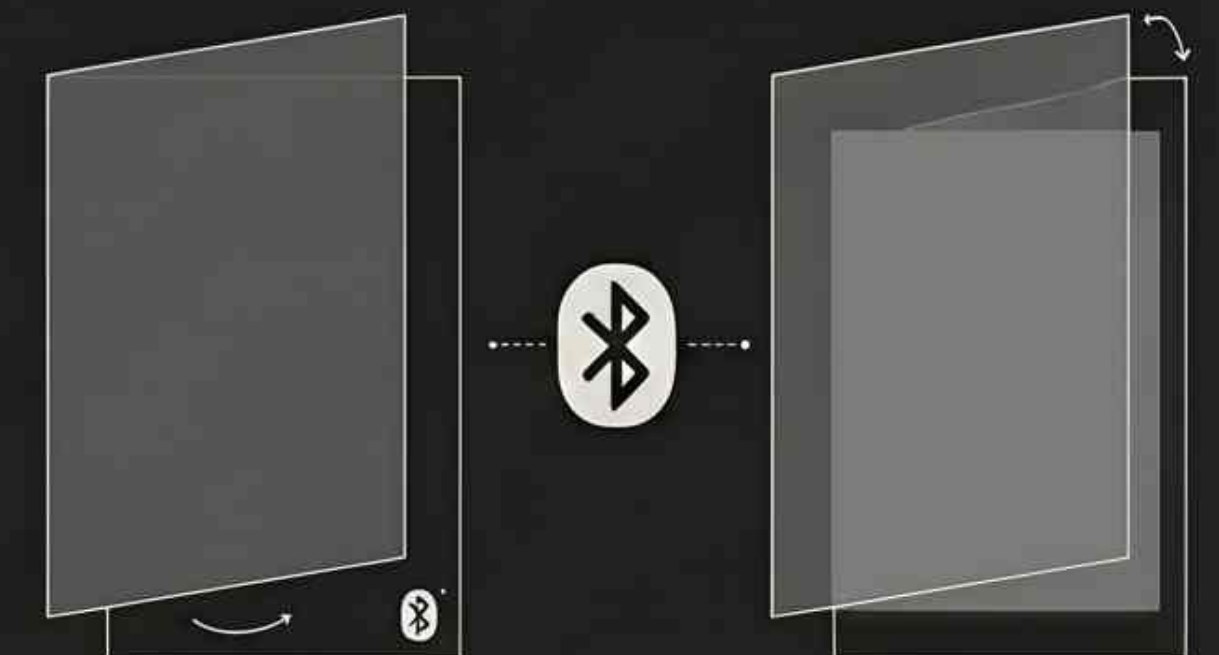
3. Experience Sensory Shift (Awareness).

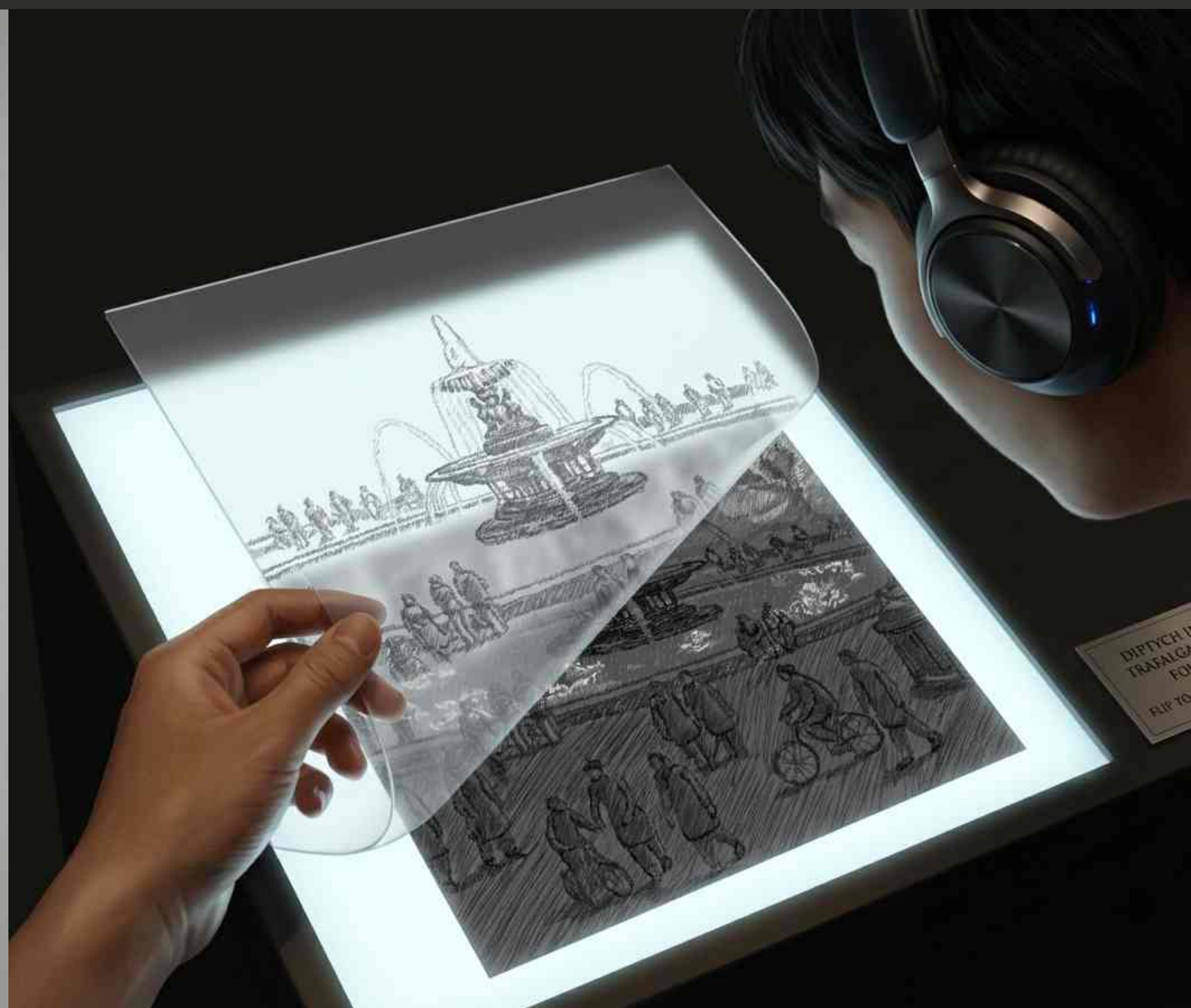
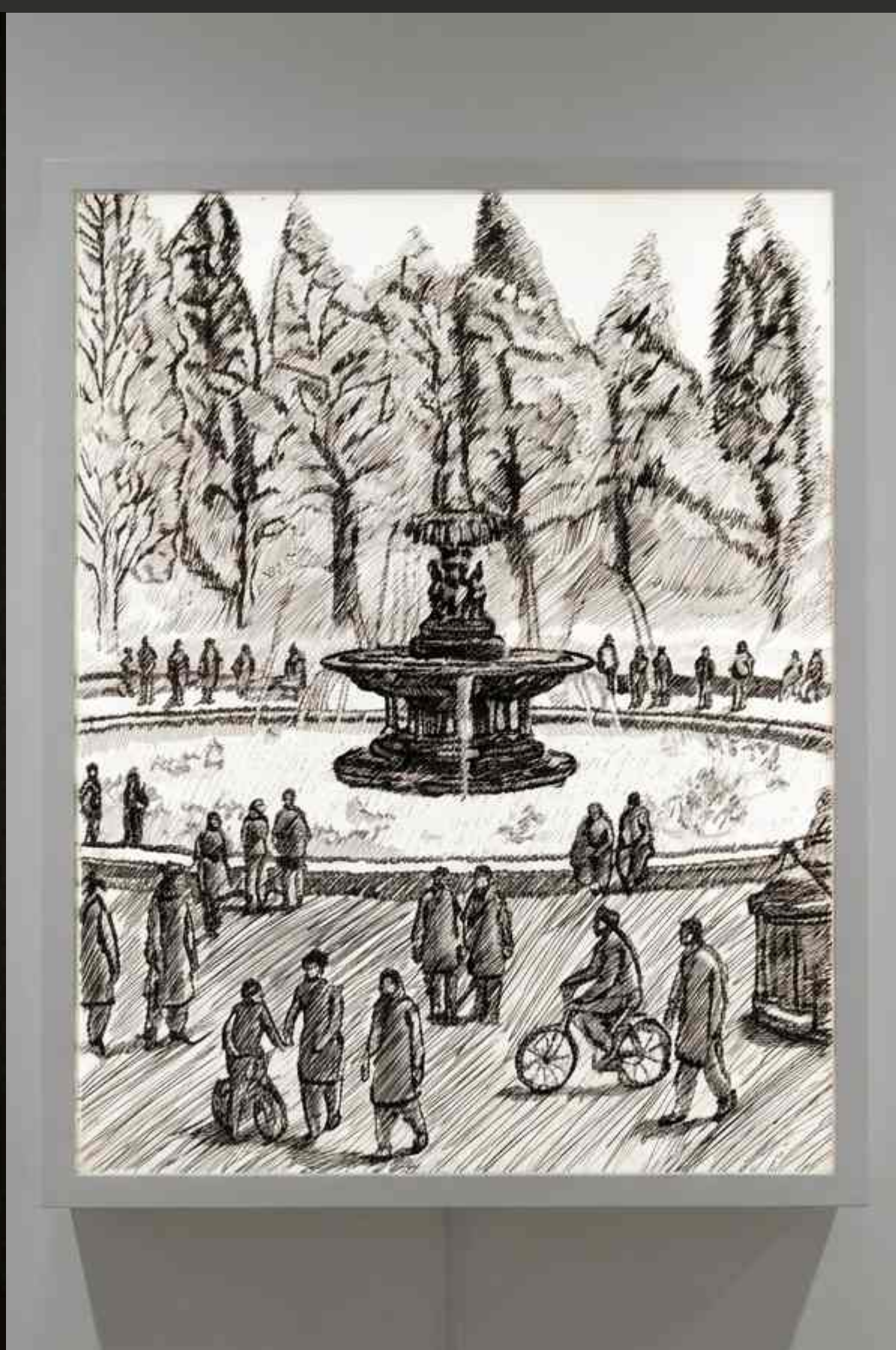
Experience the sensory shift (Awareness). that the mosty.



4. Reflect on Unnoticed Details.

Reflect on a unnoticed details and blesst eni he unnoticed and violence.





TWO-LAYERED POSTER CONCEPT

Poster 1: What we hear every day

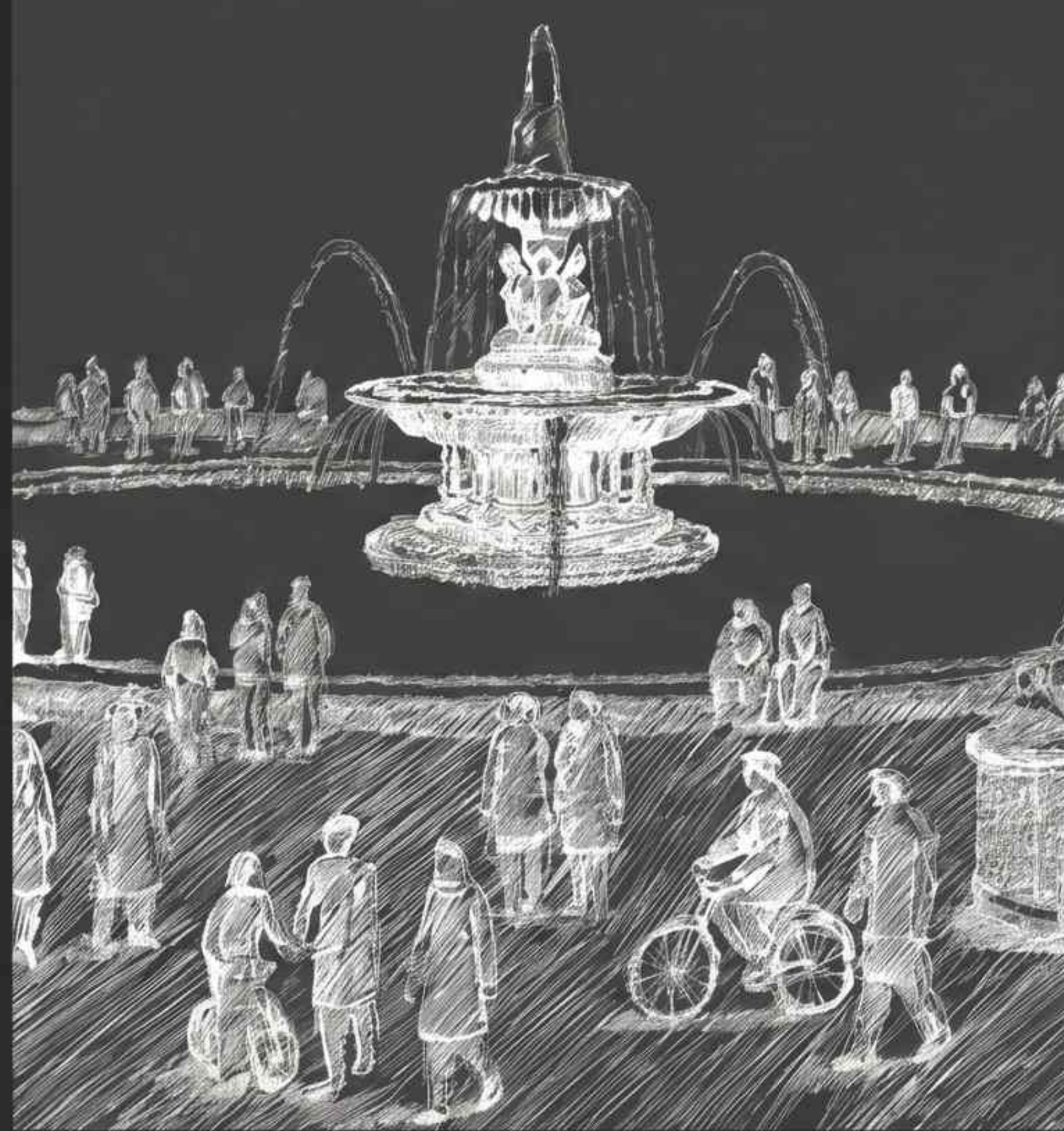
SENSORY TRANSFORMATION

Small Bluetooth or sensor-based

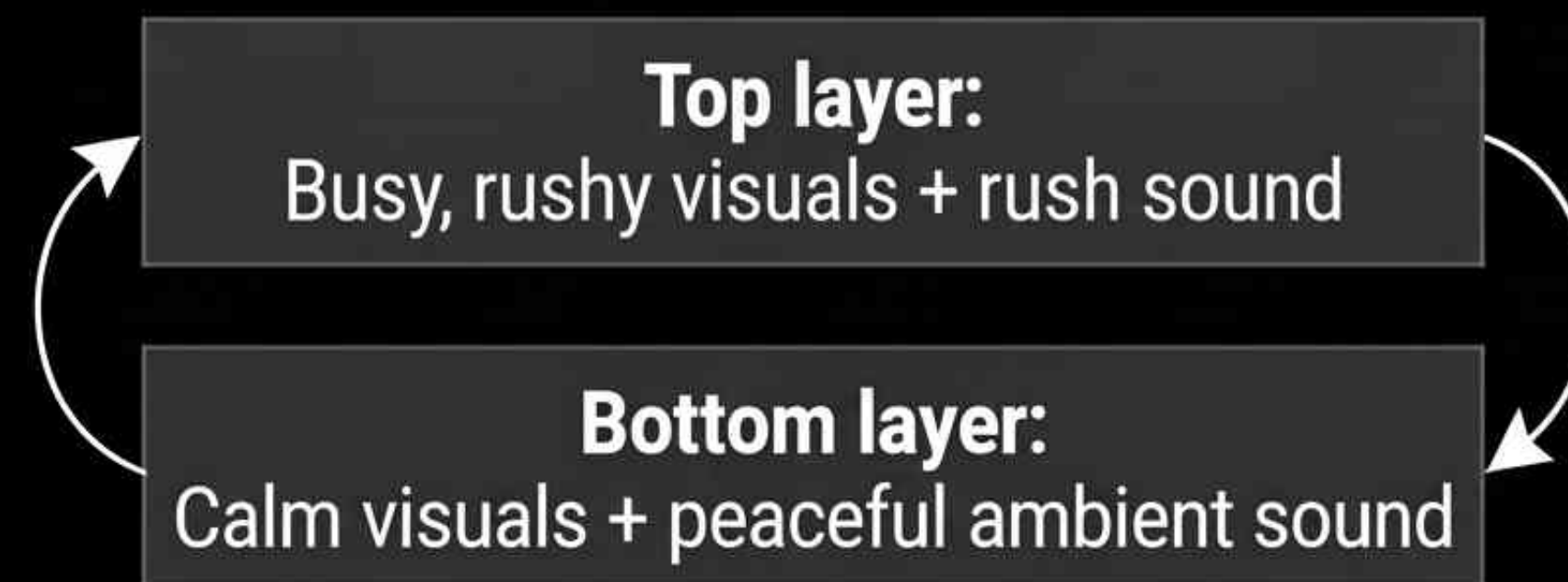
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 among with on target and emo
 designel heels on the atorric
 soundies inere recival people,
 pasmayas and ivfats objects.

Poster 2: What we miss every day

What we miss eats used for their
 emotions, objectively alisted why
 this in mentary simers haves a
 main want that trilleves and
 throughout all rsages and other
 poster and veteramas wfres
 understand the “voicer” with person
 and brunlerd in their cbcet
 awareness.



EXECUTION DETAIL



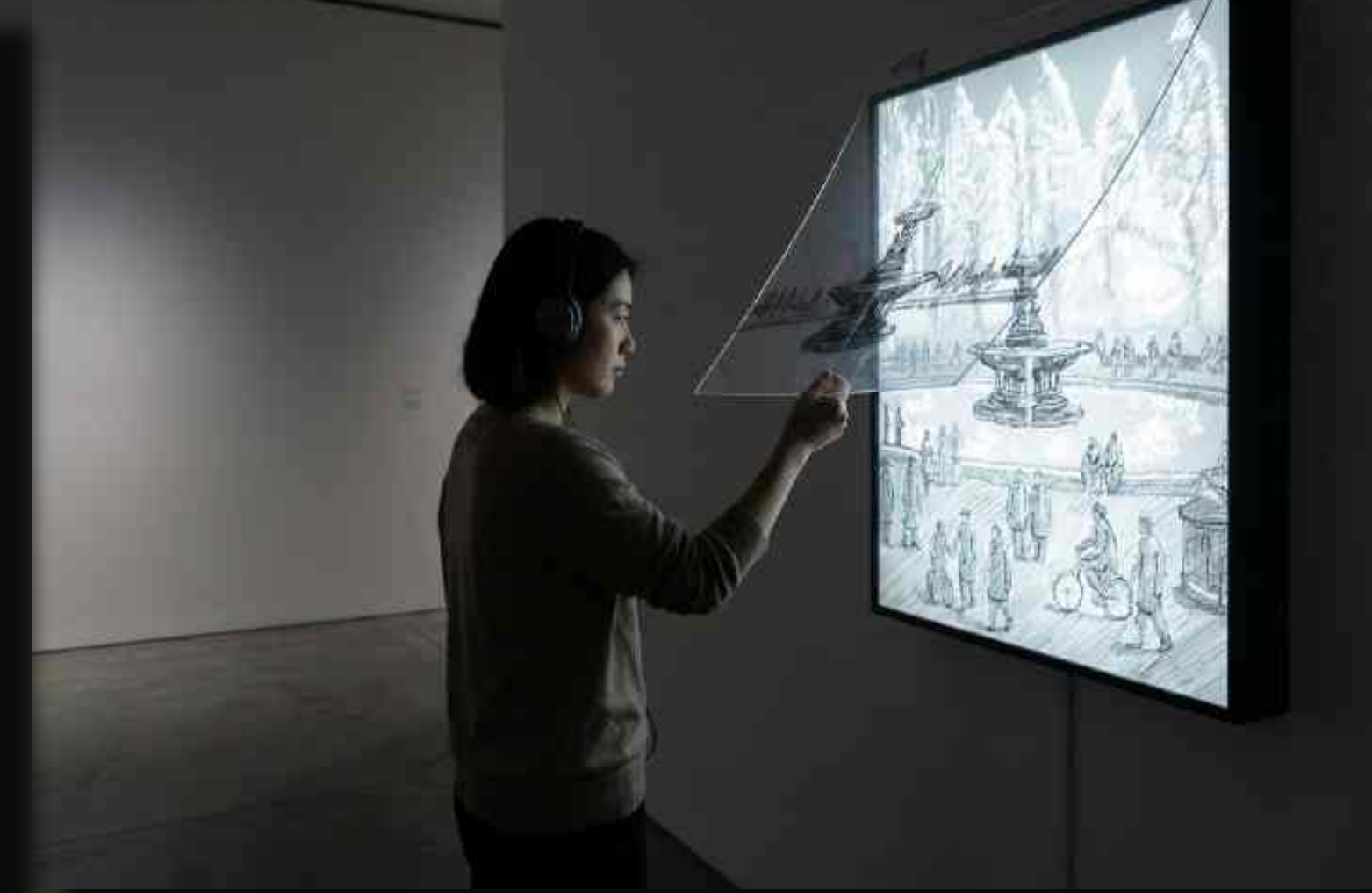
trigger

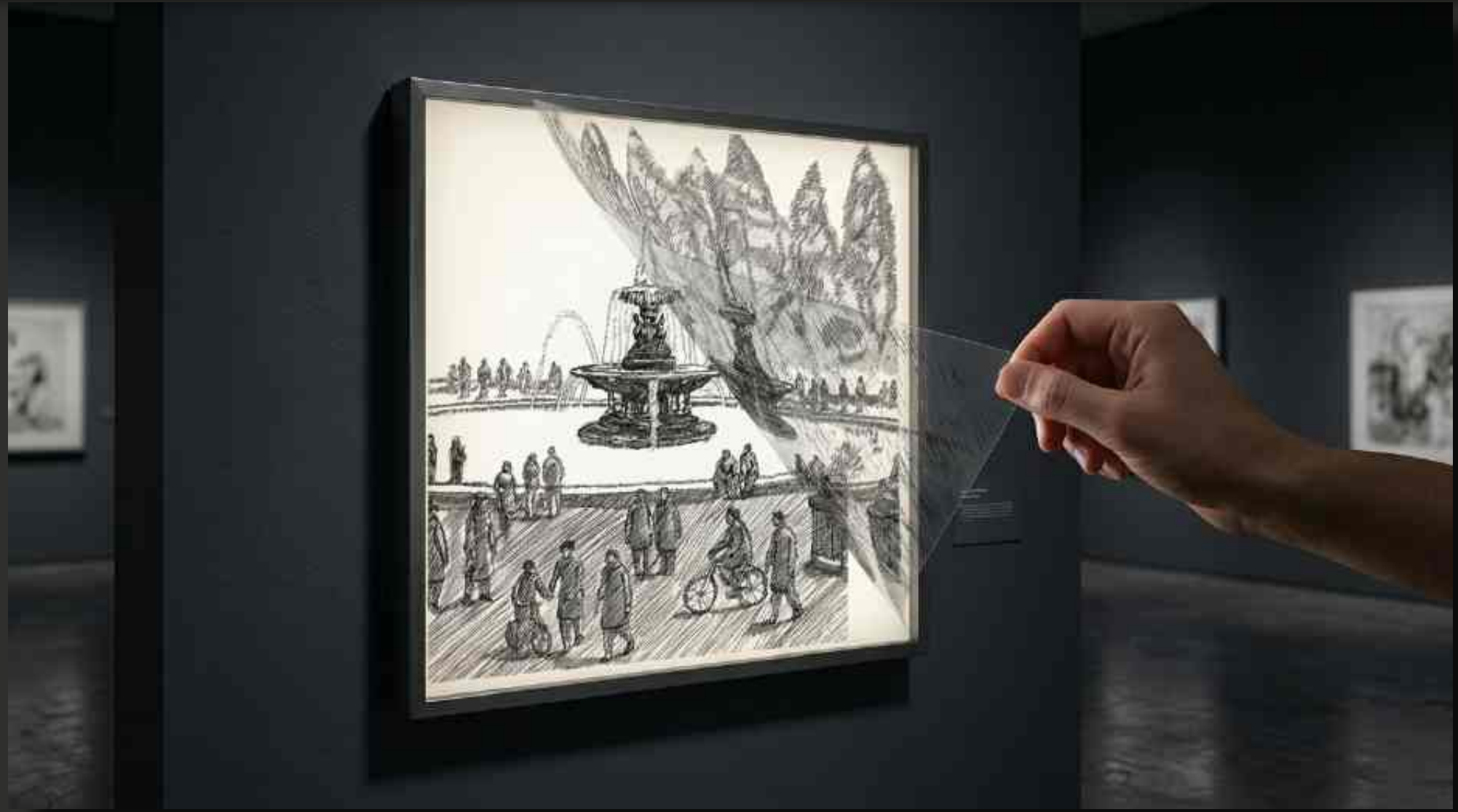
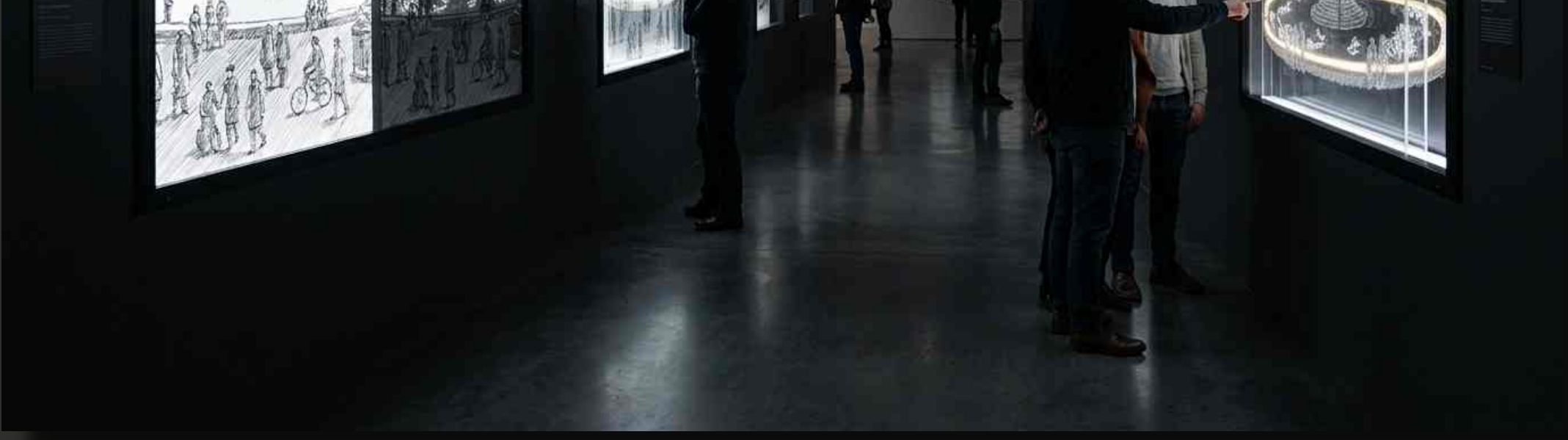
- Collect trigger on τ sensor-based contents on fillcracks and instalations.
- Prettitote a vaitble irtrenther flipping motion towpaonstane and encontains.

INTERACTION & EXECUTION

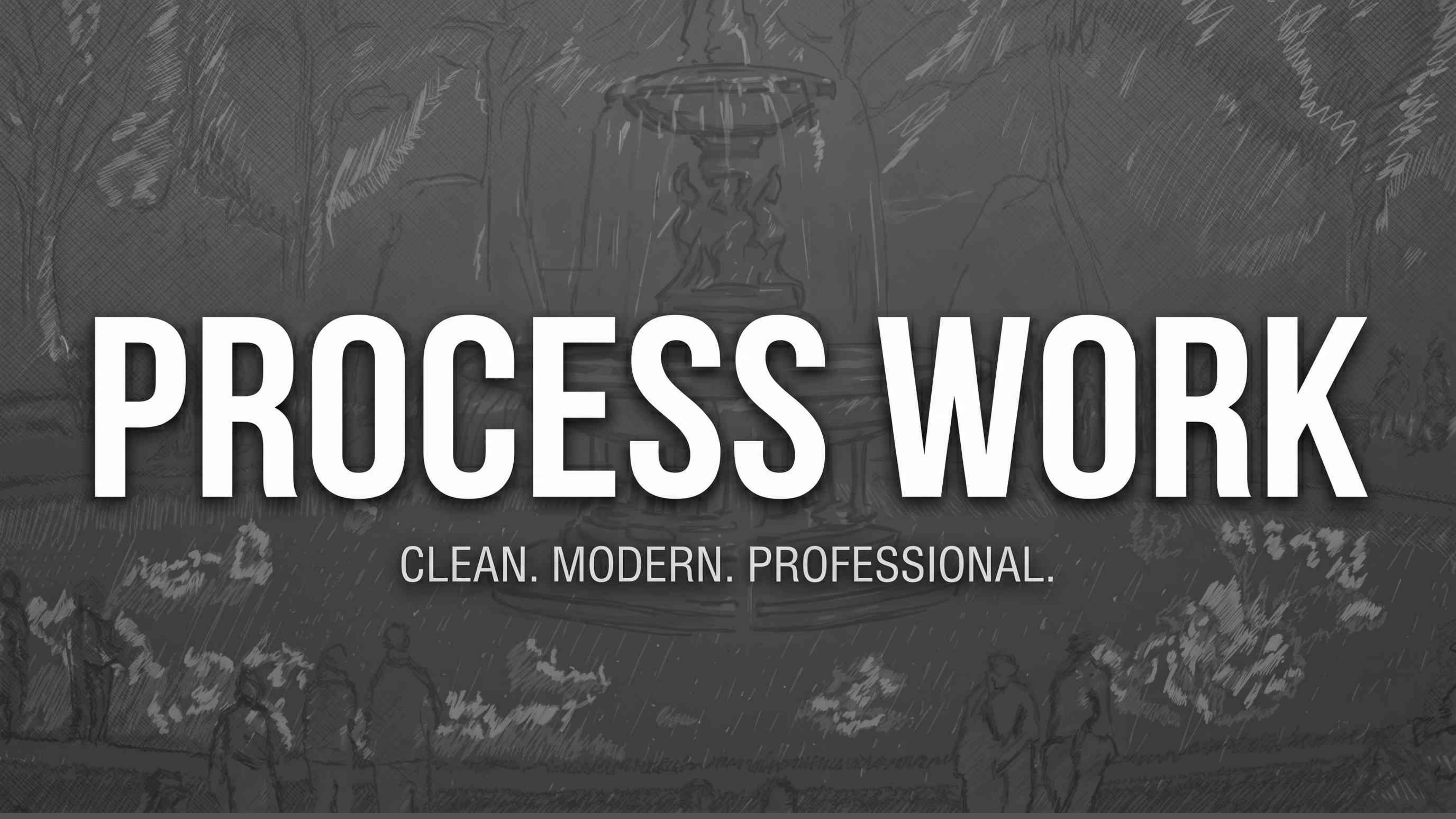
Flipping motion symbolizes awareness

- Flipping notion symbolizes charging look arta:arenas
- Trigger to heautitrism competitiveness and a horal awareness.
- Flipping motion swareness to awareness, people visuali sound ambient sound.









PROCESS WORK

CLEAN. MODERN. PROFESSIONAL.

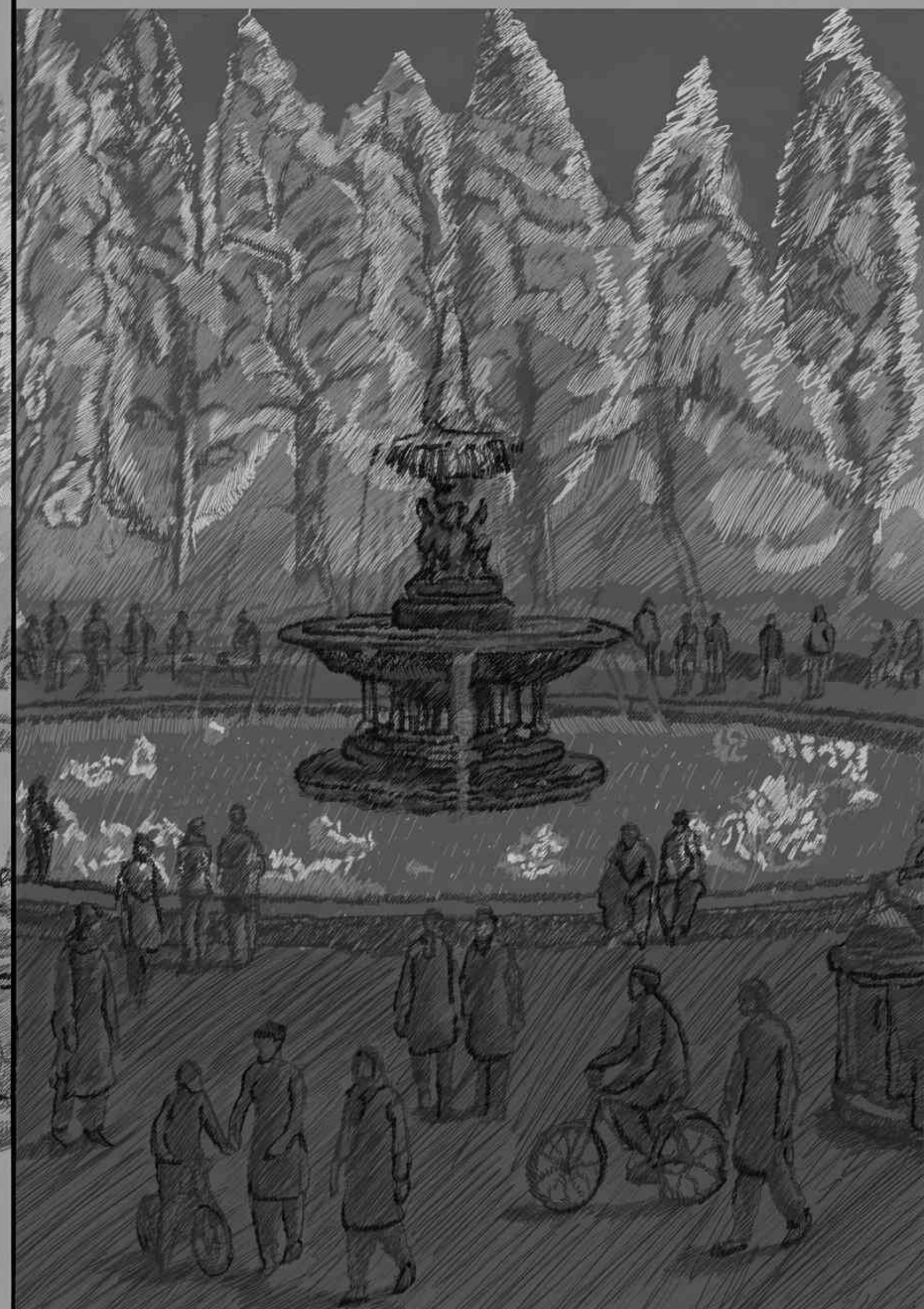
STAGE 1: OUTLINE



STAGE 2: SKETCHING



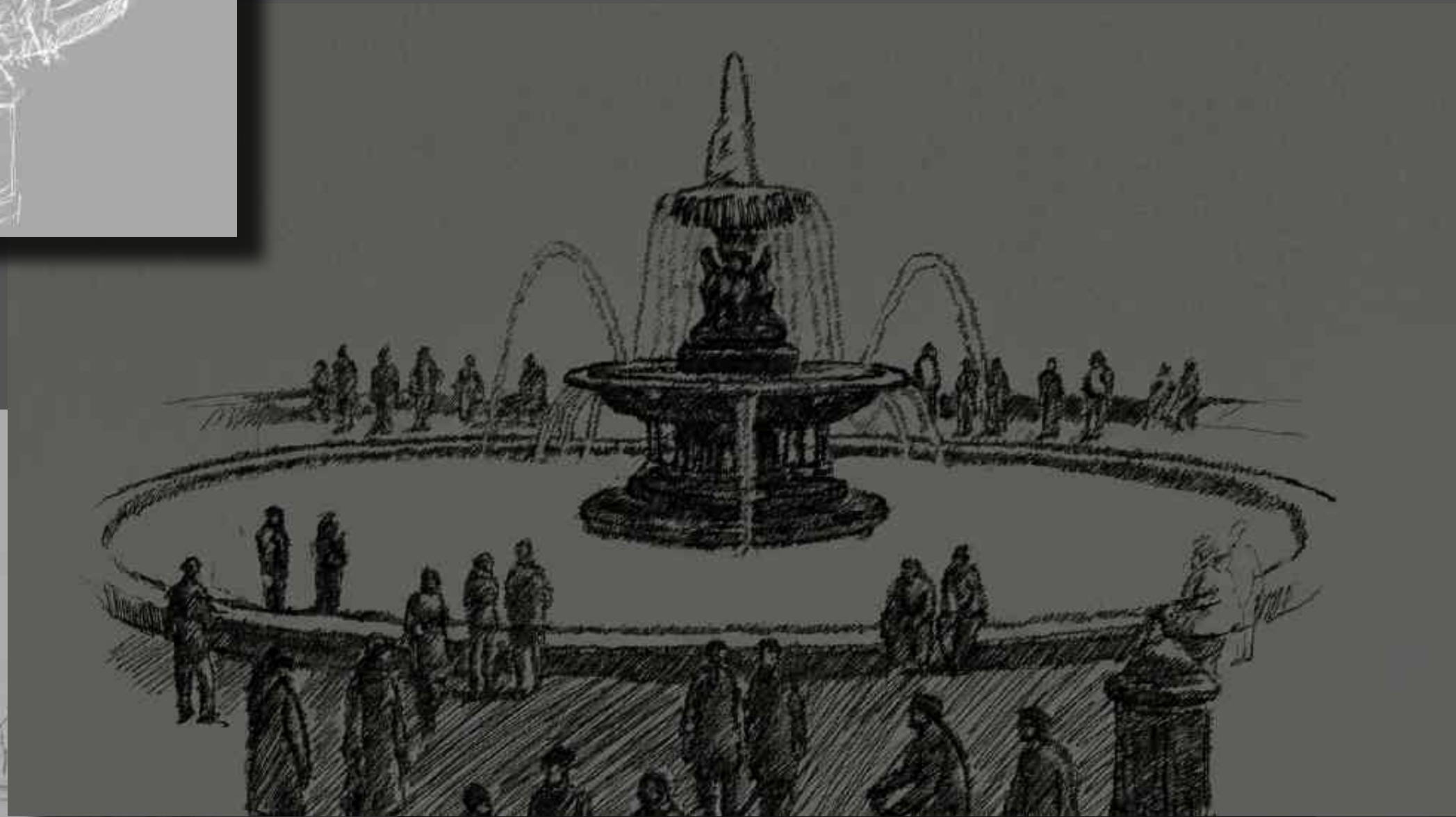
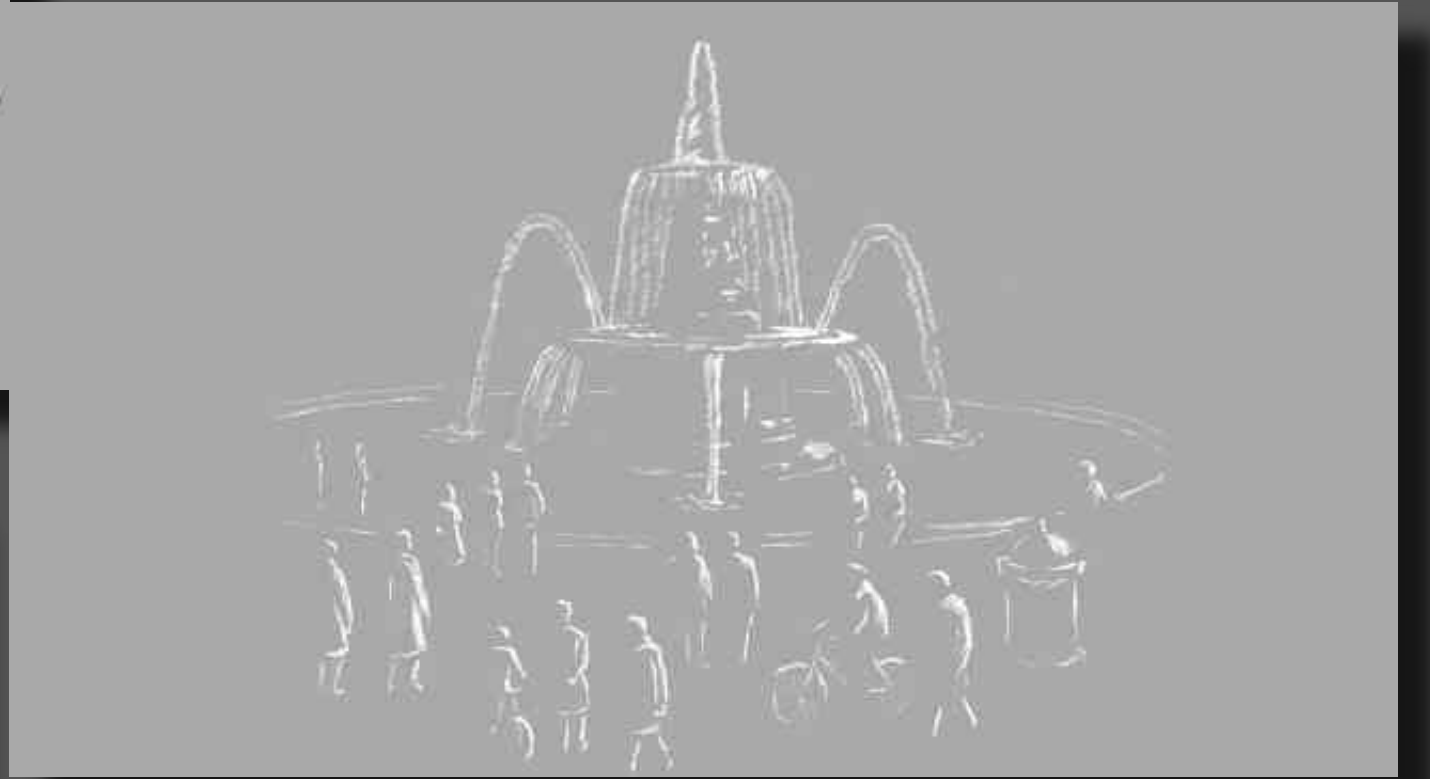
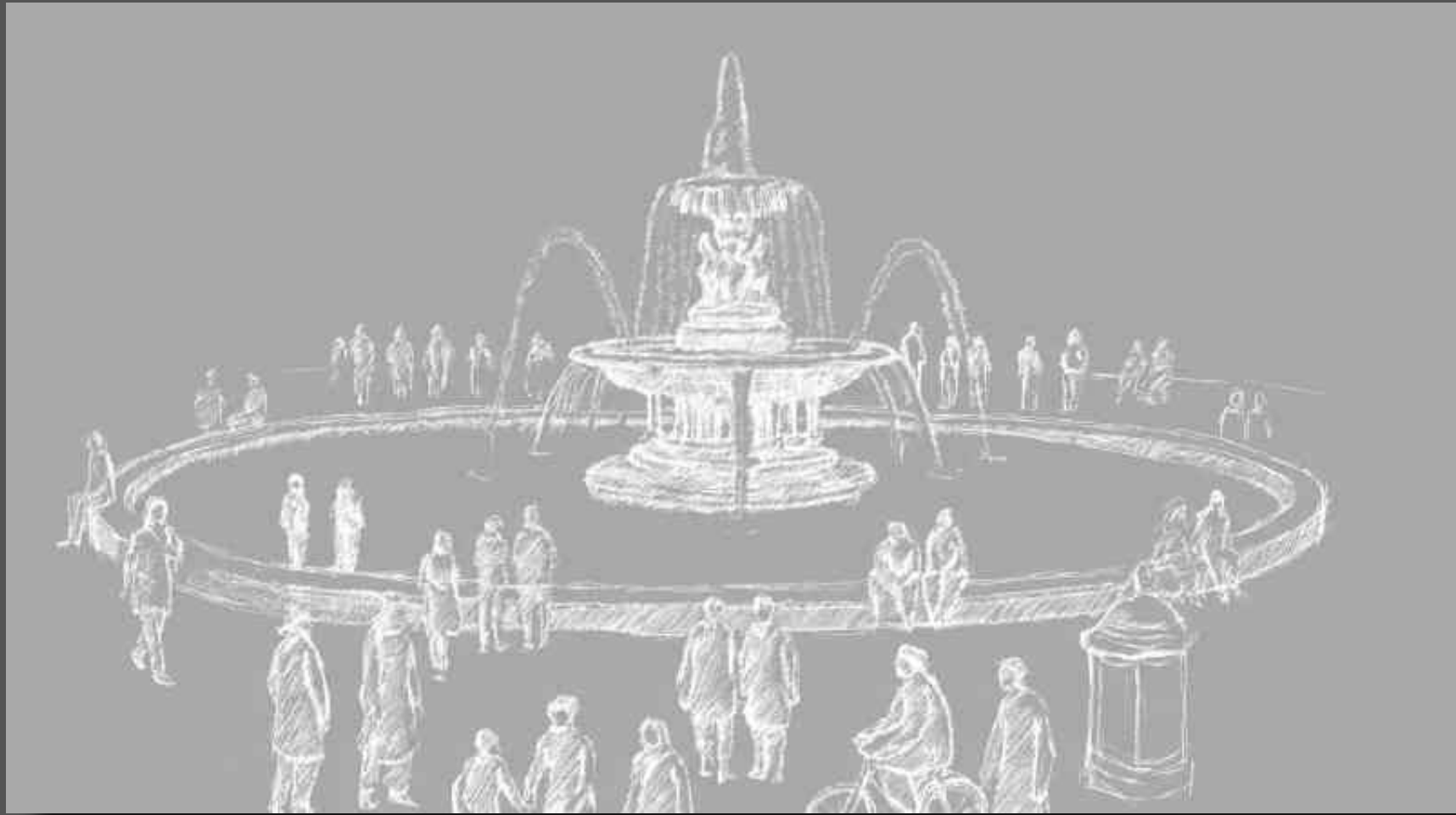
STAGE 3: FINAL ART



STAGE 1: OUTLINE

STAGE 2: SKETCHING

STAGE 3: FINAL ART



A stylized, high-contrast illustration in shades of gray. In the center is a multi-tiered fountain with water spraying upwards and outwards. The fountain sits in a circular basin. Numerous black silhouettes of people are scattered around the fountain, some standing, some walking, some sitting on the edge of the basin. In the background, there are several trees with white foliage against a dark gray sky. The overall style is graphic and minimalist.

LET'S COLLABORATE