melis balcı
FINAL PROJECT PROPOSAL

Melis Balcı
401 Final Project

Project Definition

An interactive installation project about the state's control over the people's life's and behaviors.

Objectives & Goals

Goal of this project is to make people think about the authority in their normal lives and the unseen pressure of it on themselves. With this project I want this unseen factor to be seen and irritate the audience.

Target Audience/User

There is no limit for the audience. Everybody can enjoy watching themselves being observed.

Background Information

Usually I'm affected by shocking or expressive art works. For my VA 401 class, I don't want to do something cute or something like commercial anymore. I am interested in interactive media. So I want to combine this area with what I have always been doing, drawing, making sculptures, illustration etc. But my starting point was to find an interesting concept or problem to work on/create a solution for. So I started thinking about the concepts that I have always been thinking about. First of all I started with the beauty concept and how the media affected our perception. From that point I ended up with the authority of the state and its effects on us.

People have to obey some rules, because the needs and functioning of the society is totally different from the individual needs. To live in a society, society members have to make some sacrifices. But in time, this sacrifices turned into some obligations. No matter where they were born in, every people have to follow some rules and follow a predefined pattern of lifestyle. They go to school, they have jobs, they dress like others, they live in apartments and etc. The power that society has given to the state had grown and took the control. And now this state is interfering too much in our lives. We are recorded on cameras, we are being punished for doing something bad that the stated defined as bad, and even we can't watch some things because of the censorship.

That is why I wanted to do a project like this. I want the audience to feel the pressure and get uncomfortable when they realize that the eye is following them everywhere.

In my project the authority of the state will be symbolized by a huge eye who is watching us. And the lifestyle that people dream of will be an object in the room and the eye would get angry when we got close to it.

Detailed Project Definition

Project room will be one empty and half dark room. In one side of the wall there will be a huge eye which is following the viewer's every behavior. This eye will be a huge robotic sculpture. There will be an object in the middle of the room which symbolizes utopia or something people want. When the audience get closer to it the eye will get angry and squint to make people see it is angry. All the time, the eye will follow the people who are walking around.

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Required Know-How and Resources

I need do some research and learn about Arduino. Also for the motion tracking I need to learn to use Servo motor, Step motor. For the face recognizing part of my project, I have to learn OpenCV & Motion Tracking. I have to learn how to make a sculpture for my huge eye robot. I want to search for some materials and find the best one for my project.

Difficulties & Risks

I have to manage my time carefully because there are lots of things and varied areas to learn/do research. Learning the programs would be hard, but the hardest part is to make a sculpture which will be able to move and give the feeling of authority and fear. I can not fail to create something irritating because if that happens I would fail to give the feeling.

Phases of the Project

1. Research
2. Designing the sculpture
3. Adding the interactivity by doing motion sensors and face recognition
4. Designing the room

Criteria of Success

I am planing to complete at least the research and finding materials for the sculpture part this term. I want to make a prototype to see if my sulpture can move or if it is able to add an eyeball or interactivity.

If I can irritate the audience, my project is successfull.

Bibliography and References

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