

Project Idea

The theme I will be exploring in my project is “**Augmented Realities Offering New Realities to Space Travel**.” The project will involve the use of gadgets with camera to have a feel of the space travel experience. There will be a model dressed in the costume of an astronaut, but for the audience to actually have a full idea of the whole space travel, they have to look through the screens that have been created and see how the model is interacting with the environments. The location where I intend to locate this project is the university gallery.



Fig a. A section in the university gallery that I propose for the show

The theme I am interested in working around is **Augmented Realities Offering New Realities to Space Travel**, what I intend to show with this project is how space travel can be experienced and have knowledge of how the space looks like without having been there.

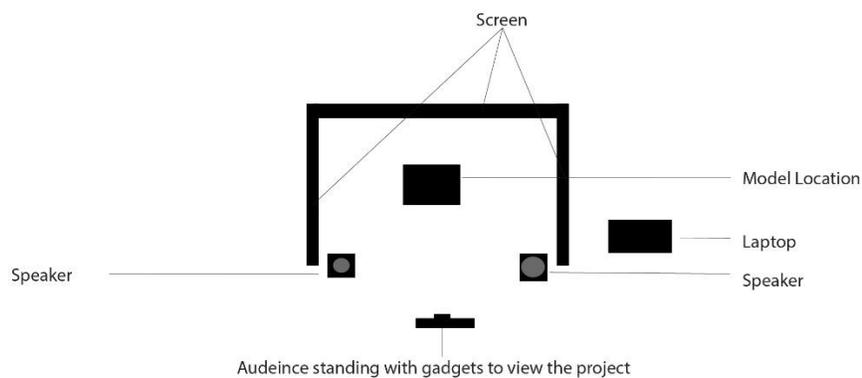


Fig b. Blueprint of stage arrangement

The order of sequence of this project is as follows the model will be performing the act in the middle of the screens of how astronauts walk in the space to give the audience the illusion that they are in the space, in Fig b. above it shows the step up of the area showing the positions of the screens, speakers, and laptop. The screens will display images of the space but will have it programmed in a way that the device of the audience will help them view the project through virtual reality and show things are in space instead of the present stage they are looking at without the augmented reality. The laptop changes the images at intervals to give the audience the idea that the model is changing location within the space.



Fig c. shows the time type image on screen and the outfit of the model.

As the images are changing so also the sound are changing as to how it has been recorded by space travelers.

The lightings of the project will be illuminated by the reflection of the screens to make it look more like the space environments; the audience will just walk into the scene looking at the project through their devices having downloaded the AR application on entering the University gallery.

The end game of this project I want the audience to have experience that they could feel how the space feels like by having screenshots of the augment reality saved on their devices.

Other project ideas that I will like to explore in this space are:

- Exploring perspective through space
- The future of connectivity.