

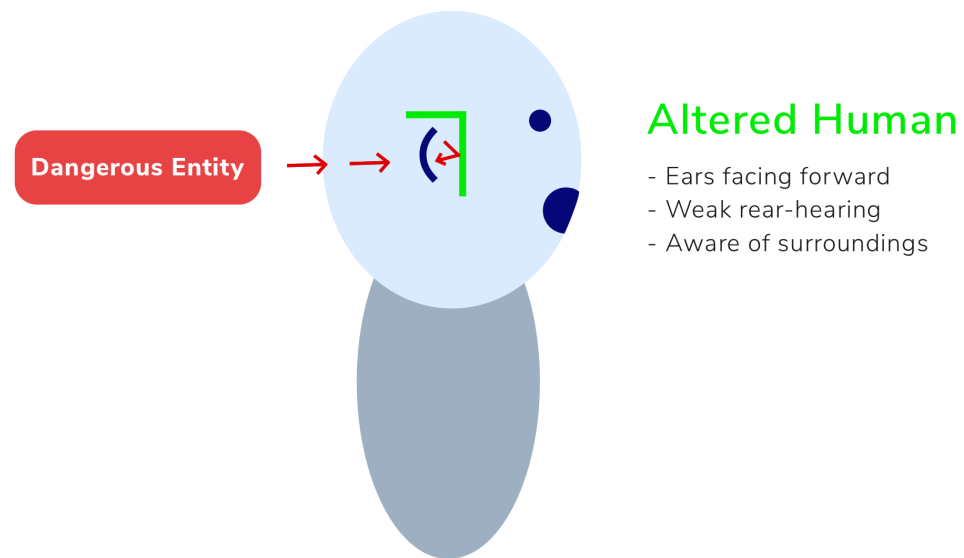
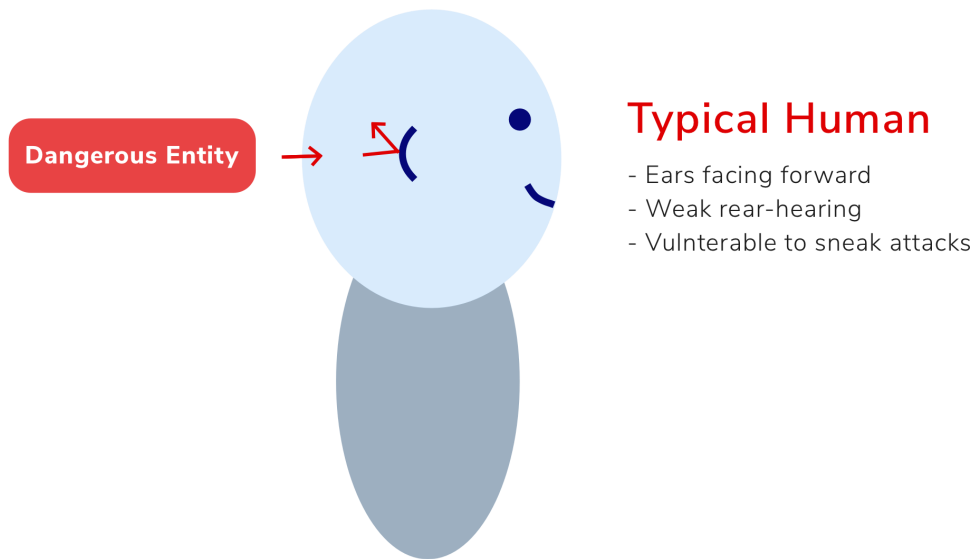
Devon Carlson
Artists Lab IV
July 12 2020
Task 3

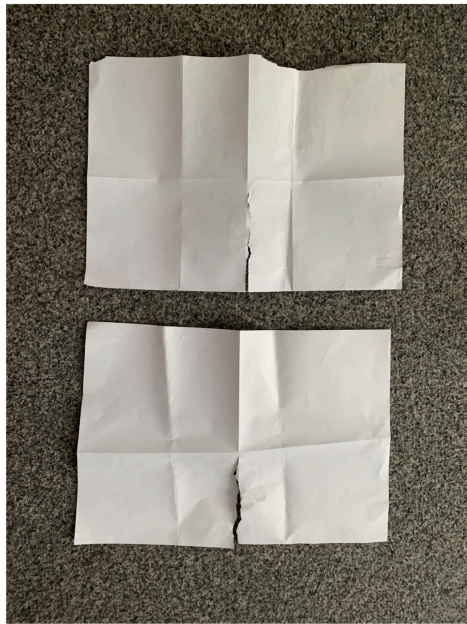
VR Precursors

In looking through the works presented in the VR precursors presentation, I felt most inspired one of the blown glass pieces made by Allen Wexler in 2019. Particularly the last object presented in the series, featuring the two horn-shaped ear pieces that were affixed to each of his ears by a supported helmet. This object stuck out to me the most because upon viewing it was the most immediately obvious what the intended purpose was to the user. My interpretation of the work is that the helmet it meant to amplify the volume of the surrounding area to the wearer. This work inspired my interpretation of a wearable analog hearing aid but with a twist.

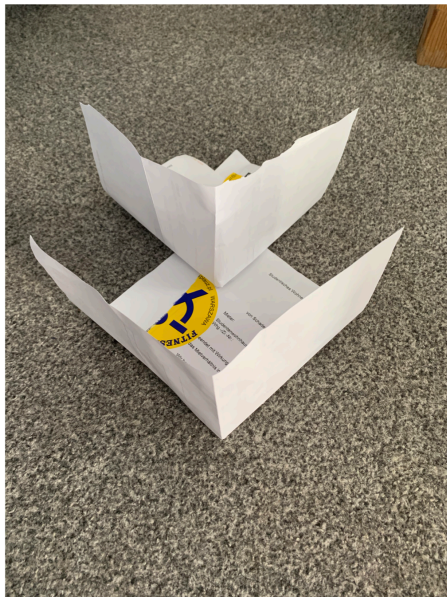
Typically humans are quite vulnerable to predators from behind, as our ears are curved forward. The intended purpose of my device is to reverse this imbalance, allowing humans to predominantly hear what is behind them instead of what is in front of them.



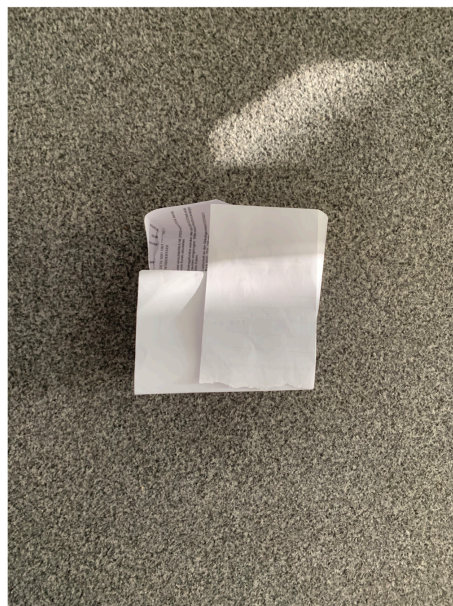




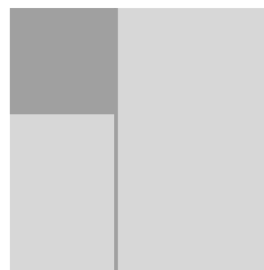
Schematics of both pieces

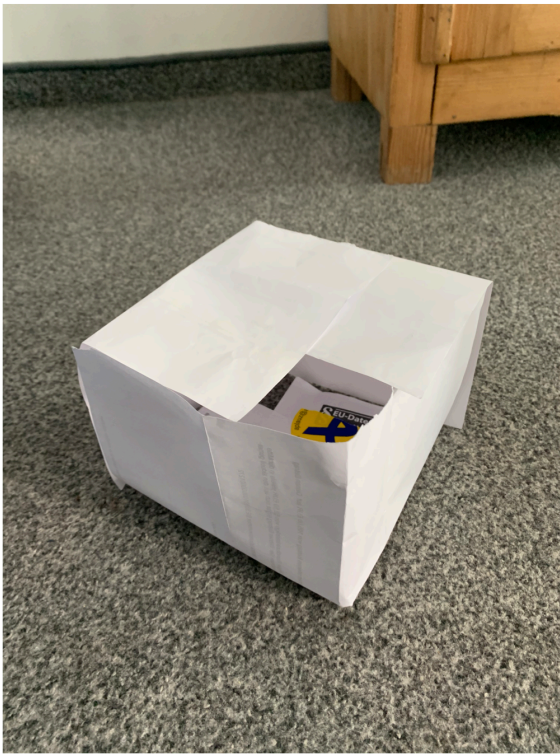


Placed in angle-formation

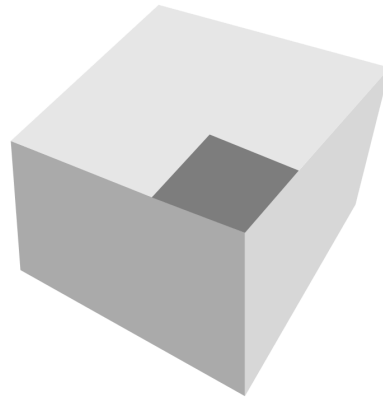


Viewed from top-down





Stored as a cube



In wearing the device, at first I feel a mild limitation of not fully hearing what is in front of me, with the compromise that everything behind me is more audible. Since most humans are able to fully see what is in front of them, I find that forward-facing hearing might be less necessary than rear-facing hearing. The saying “eyes on the back of your head” often refers to the need to see behind ones self, but I would like to think that ears on the back of your head could be a viable compromise.