

TASK 10 // VR Precursors

I personally found this presentation extremely interesting. I am very fond of design, and of how it shapes our everyday life. I am highly convinced that a good design improves the quality of our life and it's something I pay a lot of attention to.

I was very fond of these works, because they make this idea of how a device changes your everyday life and it alters it very explicit. It's a sort of intellectual exercise, because the artist decides to give a higher priority to something and the user experiences that particular situation/emotion.

I was particularly fond of the projects by Haus Rucker, I generally am a fan of 1960/70 avant-garde movements.

The perception I intend to alter is the perception I have in my new room. I just moved back to Weimar, and moved apartment. I enjoy my new bedroom, especially because it has two big windows and is therefore very bright. I tend to look out of the window - the view is also very beautiful, there are a lot of trees. I wanted to alter my view, by covering the window with some brown paper for a day or so to see how my perception of the room would change and how my relationship with the windows will change and what I will look outside.

BEFORE



AFTER



What I found most interesting about this exercise was that my predictions turned out wrong. Before attaching the papers to the window, I thought I would look around them, so at the “free” windows, at the trees. This wasn’t really the case, because my eye always tended to look at the space in-between the papers, especially to a roof which I never really paid attention to before, being busy looking at the trees and its bright colors.

