

Major Studio I Final Project

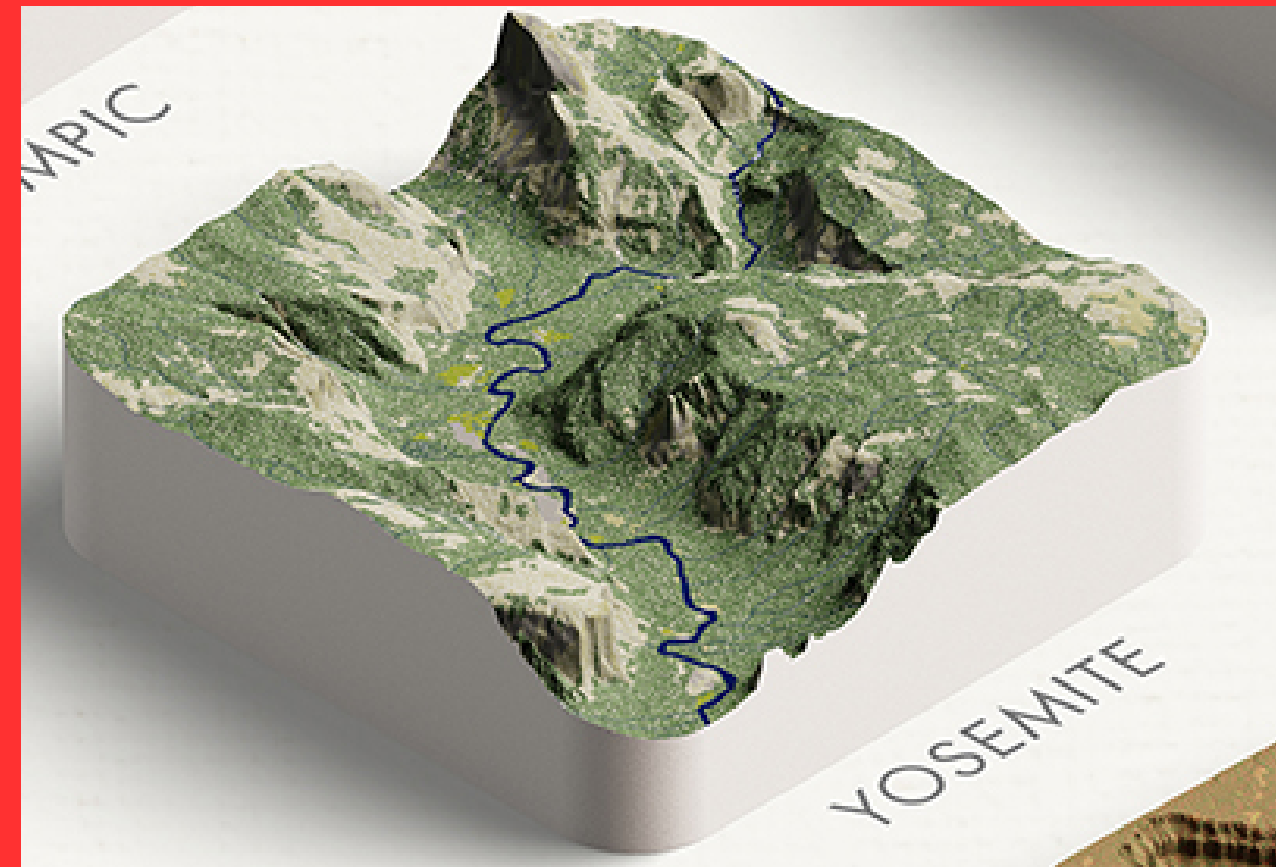
JOVANA GAVRILOVIC

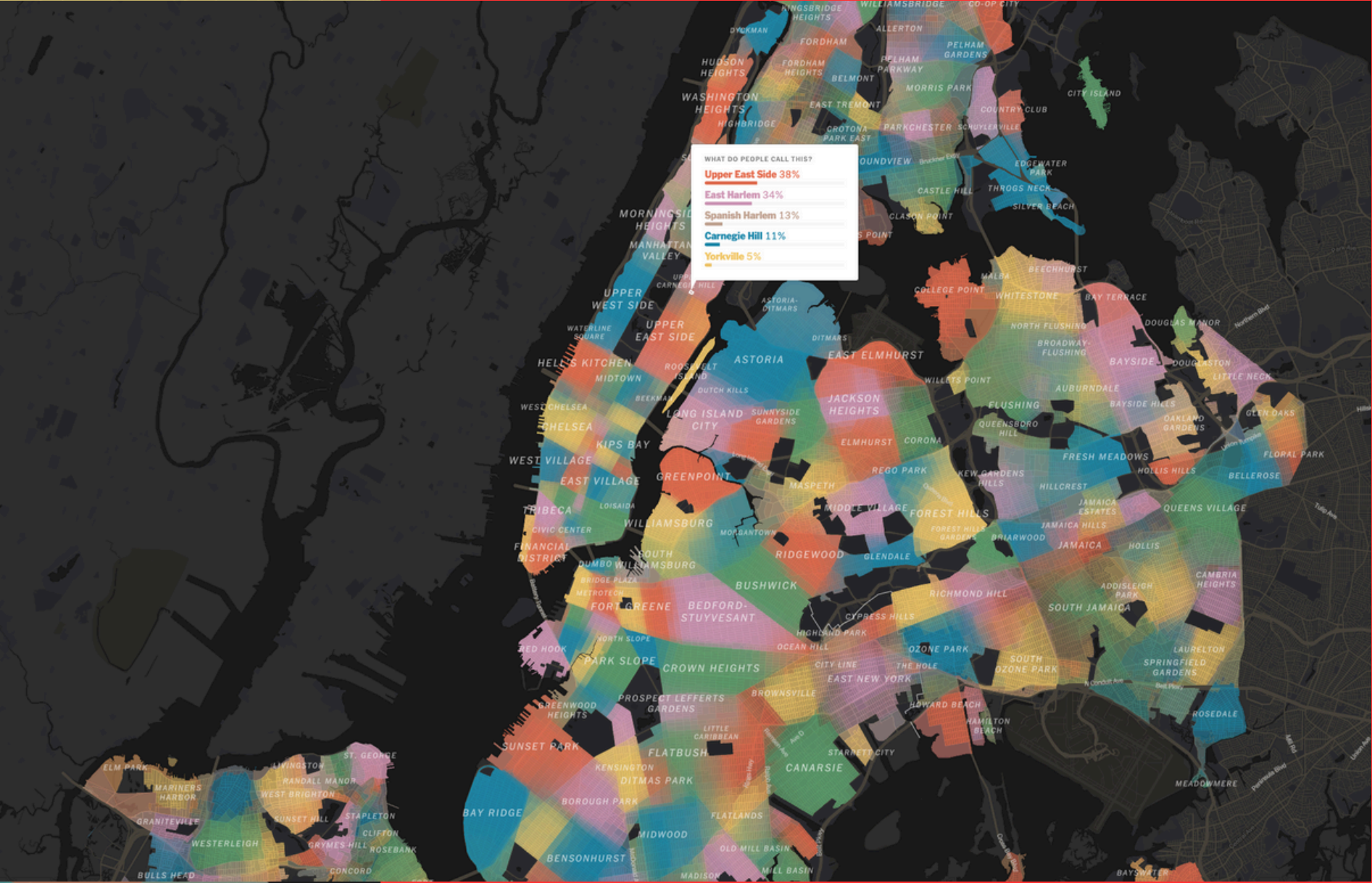
FALL 2024

“Feeling Sound”

CONTEXT - PRECEDENTS

- Delicious Parks
- An Extremely Detailed Map of New York City Neighborhoods
- Walks, Janet Cardiff





music, and other atmospheric and cultural elements. The walk echoes the visual world as well, using photographs to reflect upon the relationship between images and notions of possession, loss, history, and beauty. As Cardiff's voice on the audio



CONTEXT - WHY?

The three main inspirations for this endeavor beyond precedents:

1. LA vs NYC
2. The paradox of modern day maps
3. Synesthesia

What is a map?

A diagram or collection of data showing the spatial arrangement or distribution of something over an area.

CONCEPT - WHAT?

- Texture + sound
- “Data visualization”
- A map-like art piece

CONCEPT - WHY?

Can we experience a place without physically being there or actually seeing it? Can this be achieved without the use of AR/VR? How can we use an age-old design (maps/cartography) in a unique way to explore these questions?

IMPACT - GOAL

To create an experiential, abstracted “map” of NYC through found sound and textures/items that are representative of these places.

IMPACT - IMPORTANCE

A case study on what is lost through digital interventions and modern techniques, and conversely, what is gained through traditional and/or analogue designs.

AUDIENCE

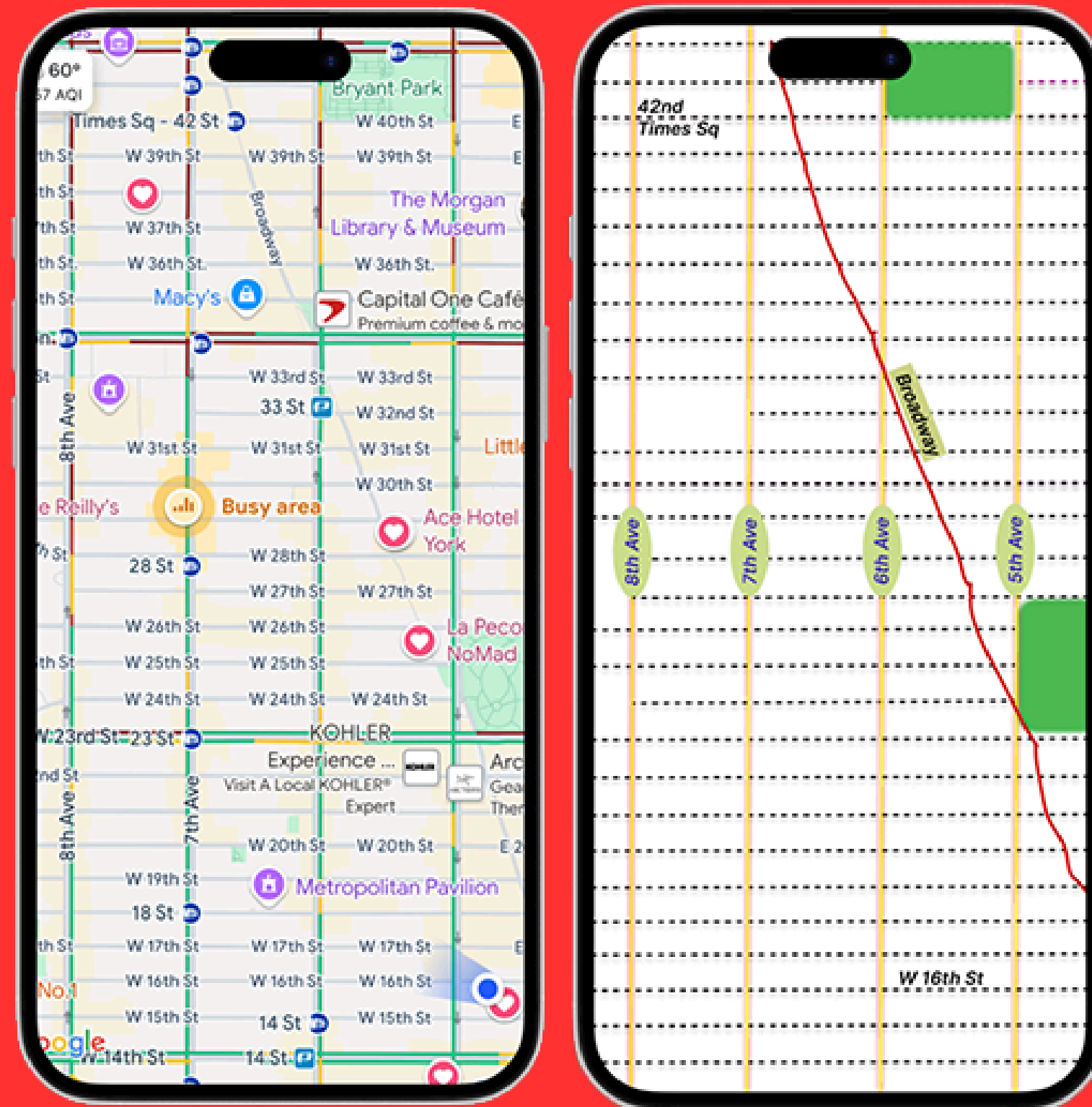
- Tourists or travel enthusiasts
- Artists and designers
- Decorators intersted in a sculpture/painting hybrids to place in an interior design
- Anyone!

PROTOTYPE(S)

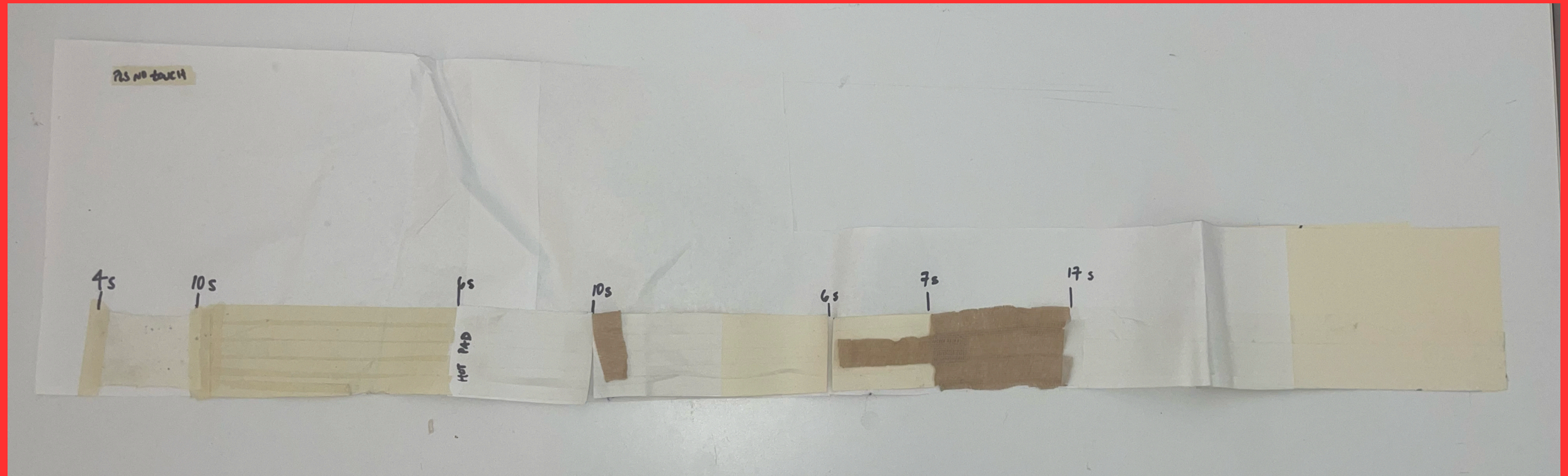
Five iterations:

1. Digital prototype
2. Paper prototype
3. Physical object I
4. Physical object II
5. Final object

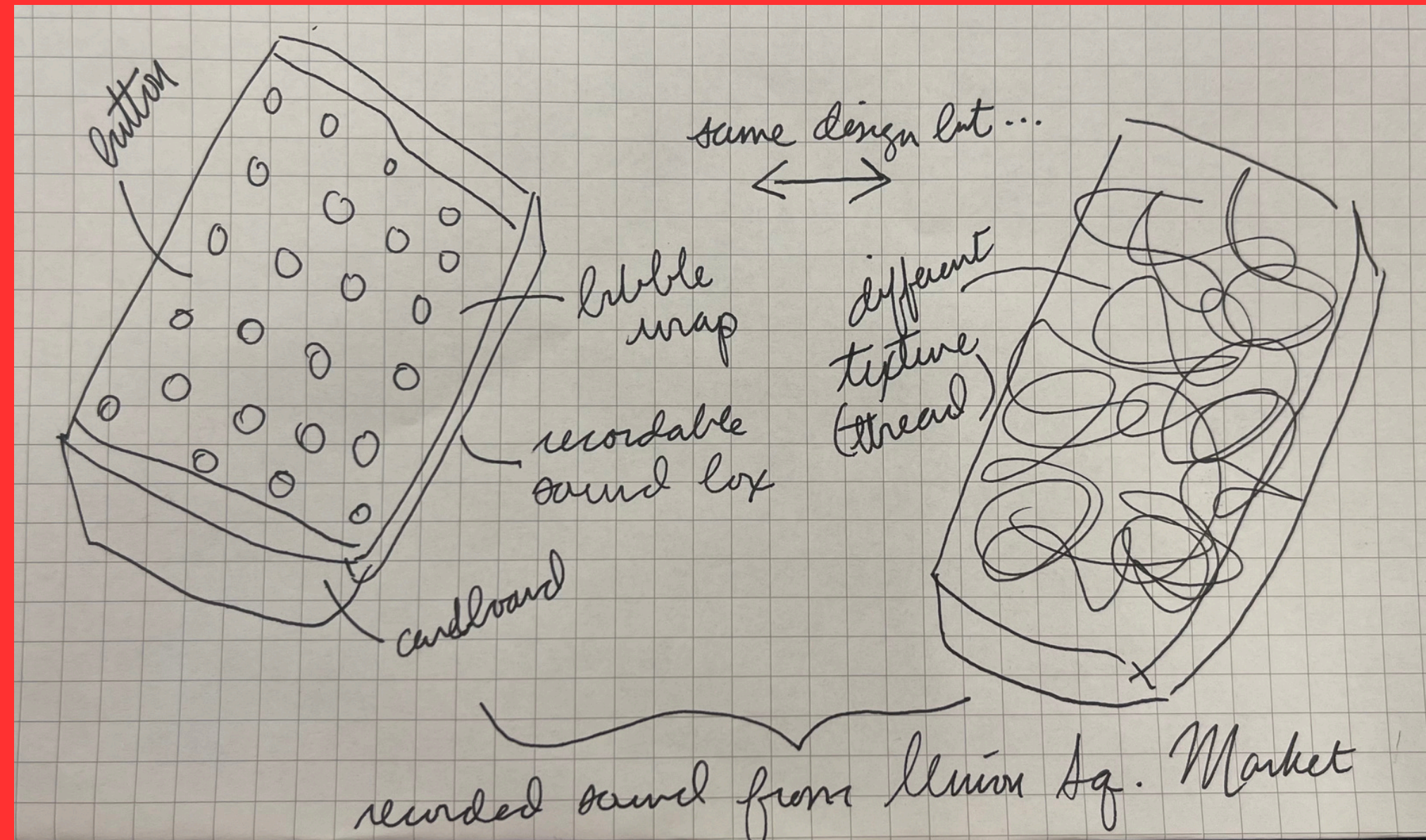
1. DIGITAL PROTOTYPE



2. PAPER PROTOTYPE



3. PHYSICAL OBJECT I



4. PHYSICAL OBJECT II



5. FINAL PROTOTYPE: PROCESS

