

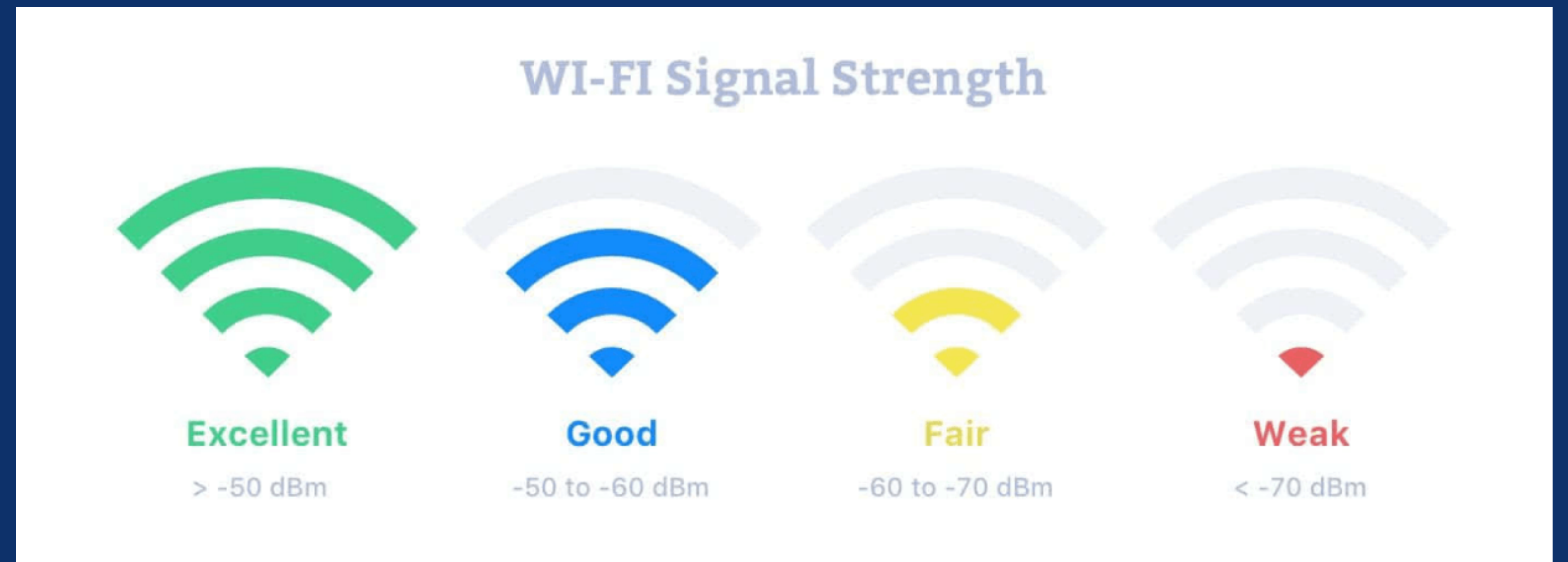
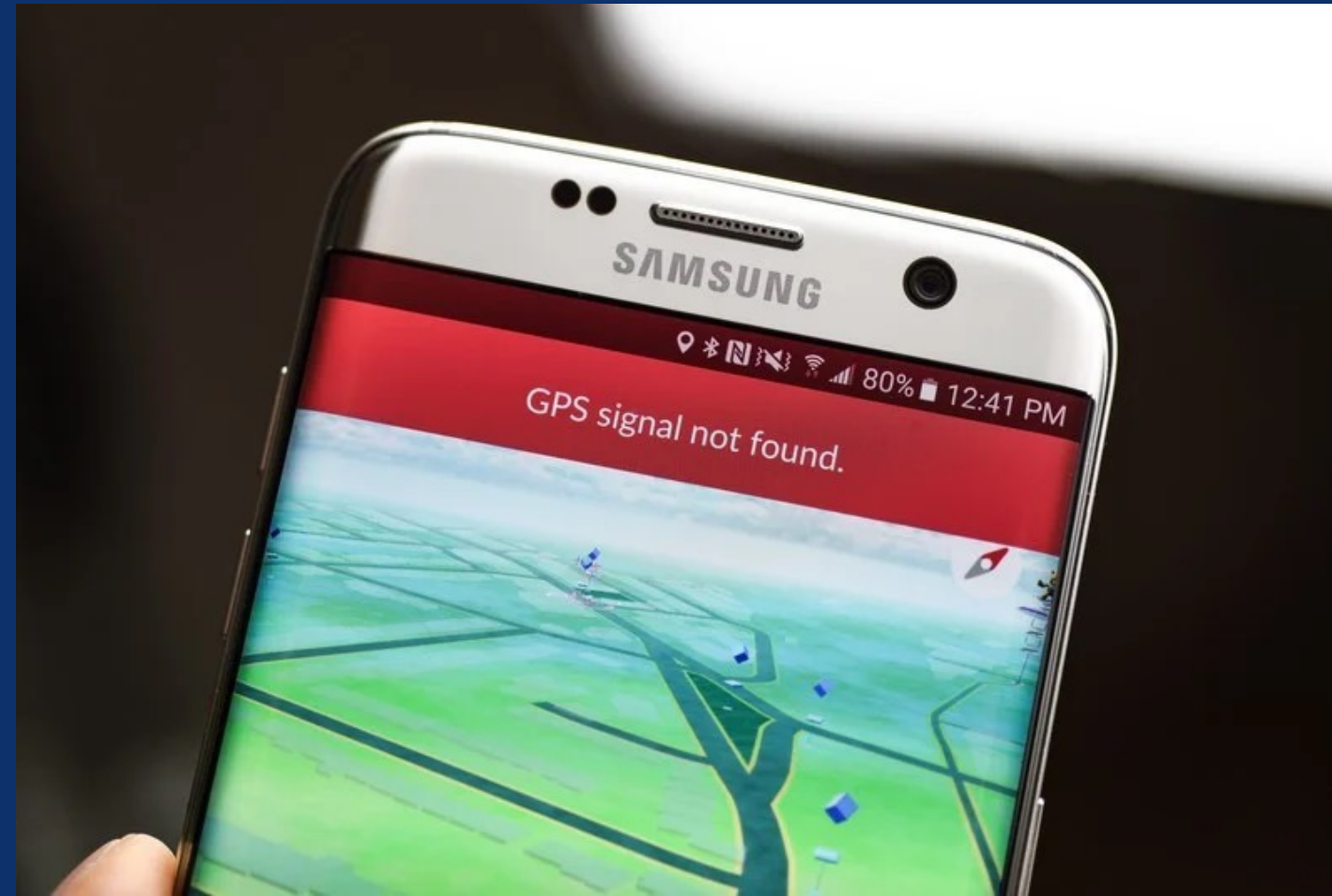


S L O W N E S S

Site Based Project

Woori Kim

> Fast & Slow



➤ Book Research

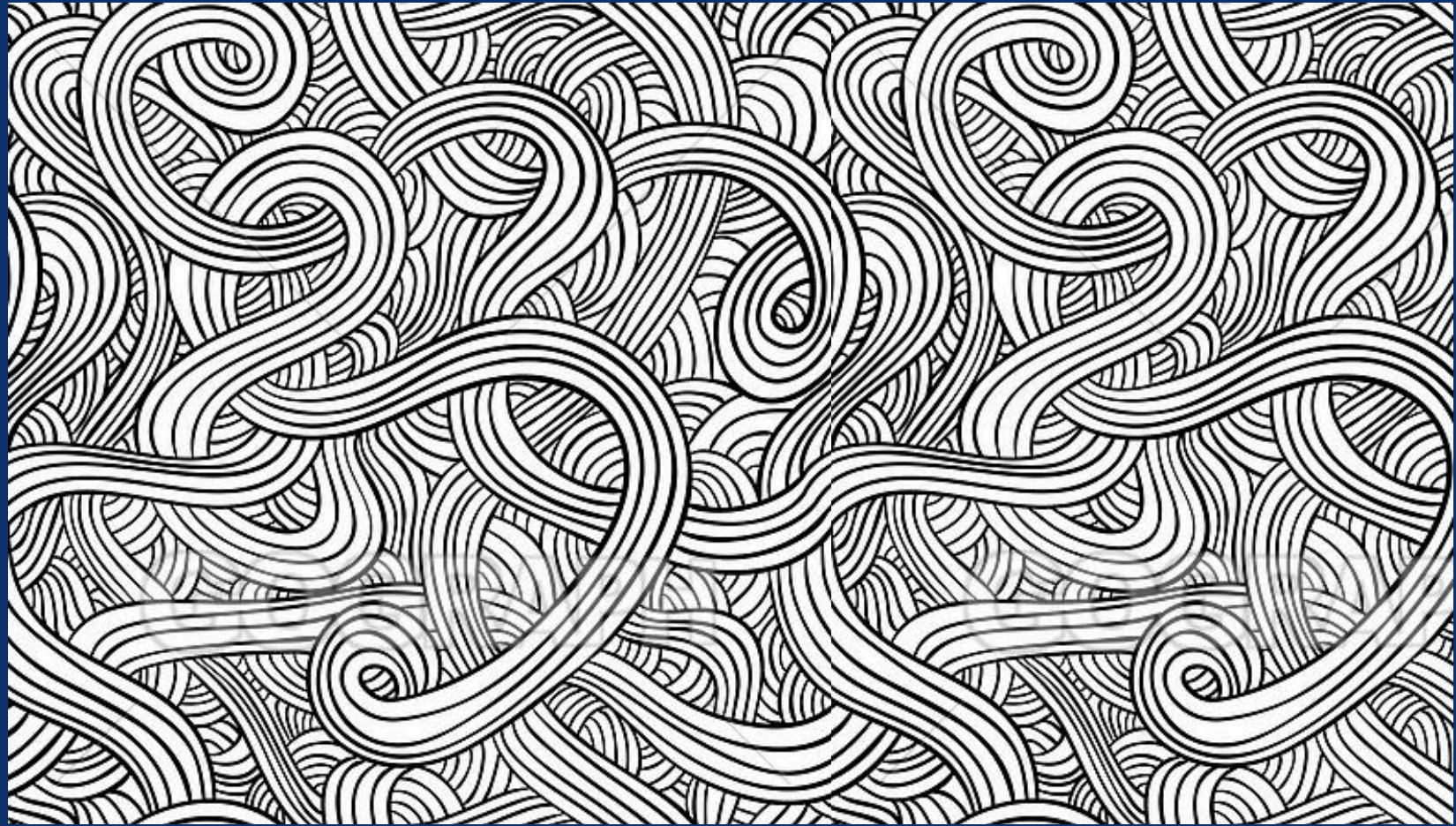
Title: The Story of a Snail Who Discovered the Importance of Being Slow
Author: Luis Sepúlveda



The reason you're slow is
because you're carrying the
heavy burden of memory.

You've grown so big and slow to
keep everything in your memory.

However, as humans grow up, they
forget everything.



Fall behind

Curve

Unhurried

sluggishness



Afford

Boring

=

Space
Gravity



Water

Snail

Turtle

> SITE

The intersection between S Hope St. and W 7th St.



> SITE

The intersection
between S Hope
St. and W 7th St.



> Why choose this space

- This place is an area with a large floating population.
- It is an area based on people's lives, and there are many companies around, restaurants, and cultural spaces.

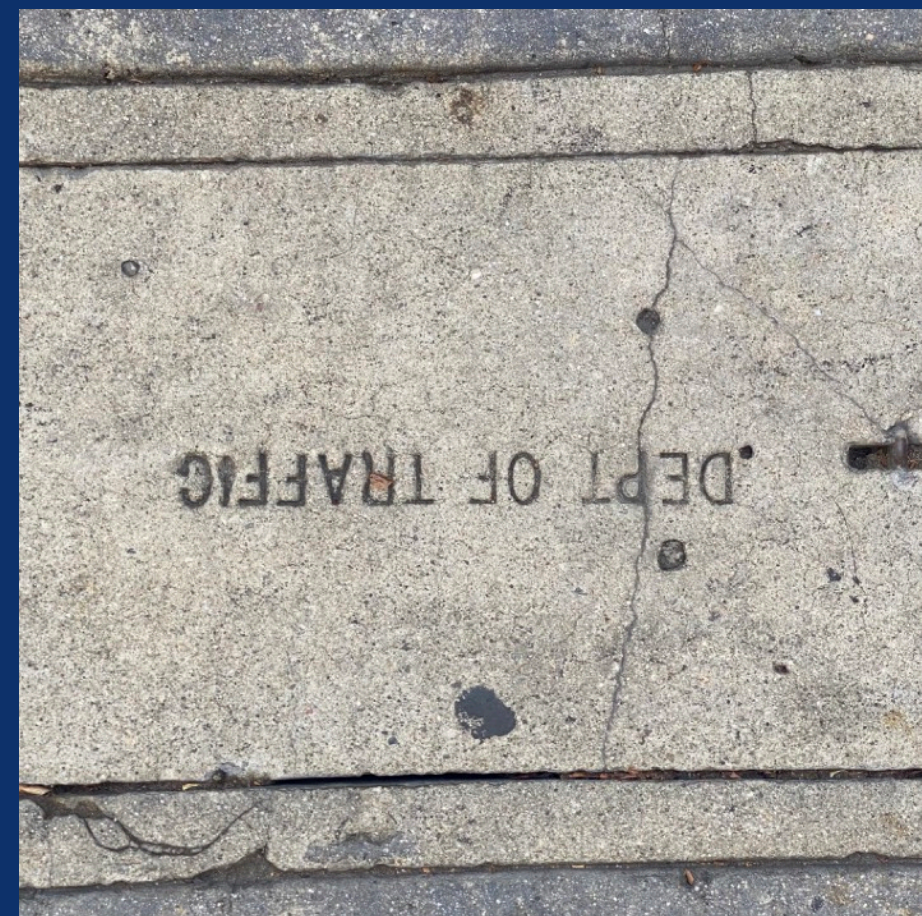
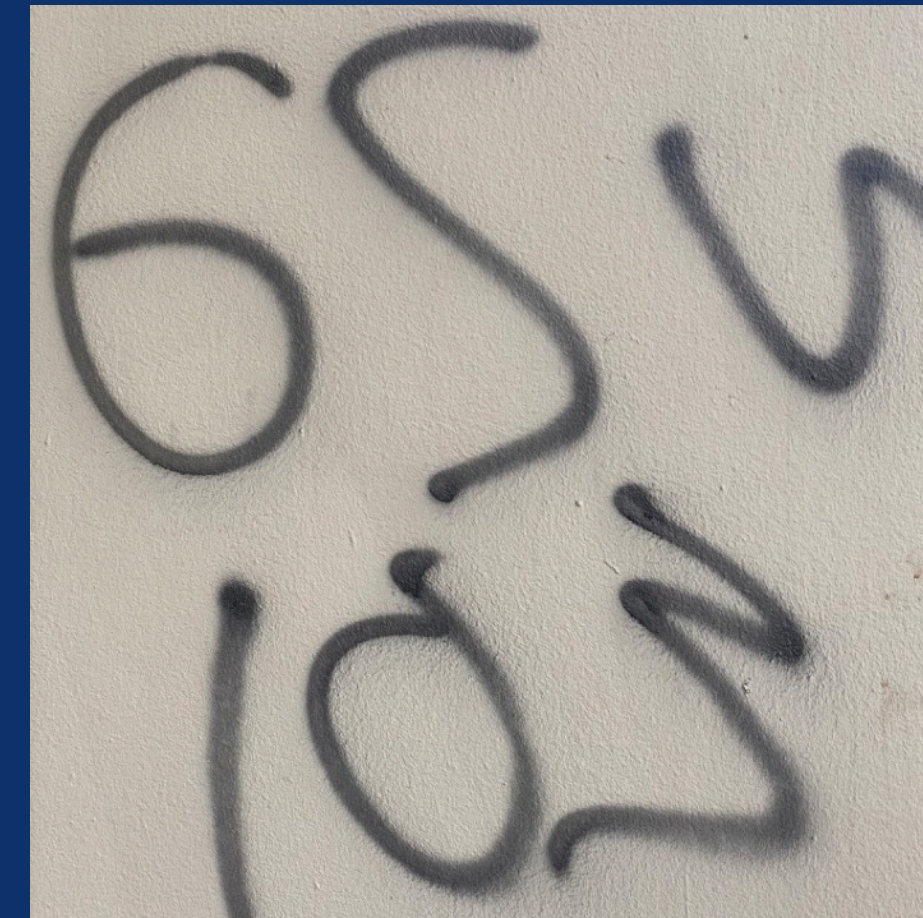
> What I observed

- many companies around
- noisy from cars
- many tall buildings
- traffic congestion
- traffic signals
- food trucks
- people talking
- music from the cars
- graffiti on the wall
- trashes on the ground
- people talking
- place people work
- place people live
- place people eat and shop
- car horn sound
- close to freeway
- bus stations

> Who is there?

People who work for nearby companies
People who come for sightseeing because there is a
cultural space such as an art museum nearby.
people whose road is home
People passing by by car to get on the highway
people using public transport

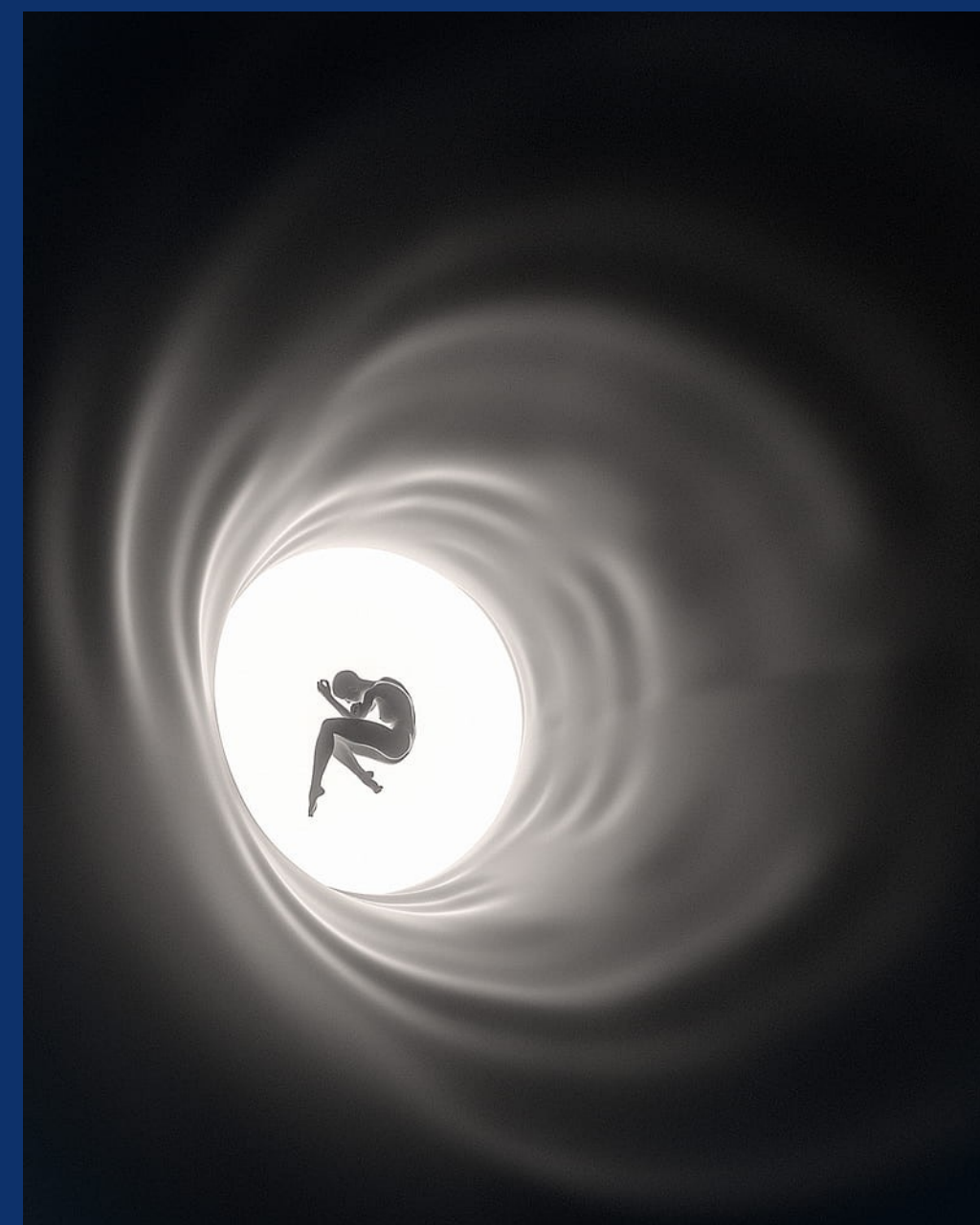
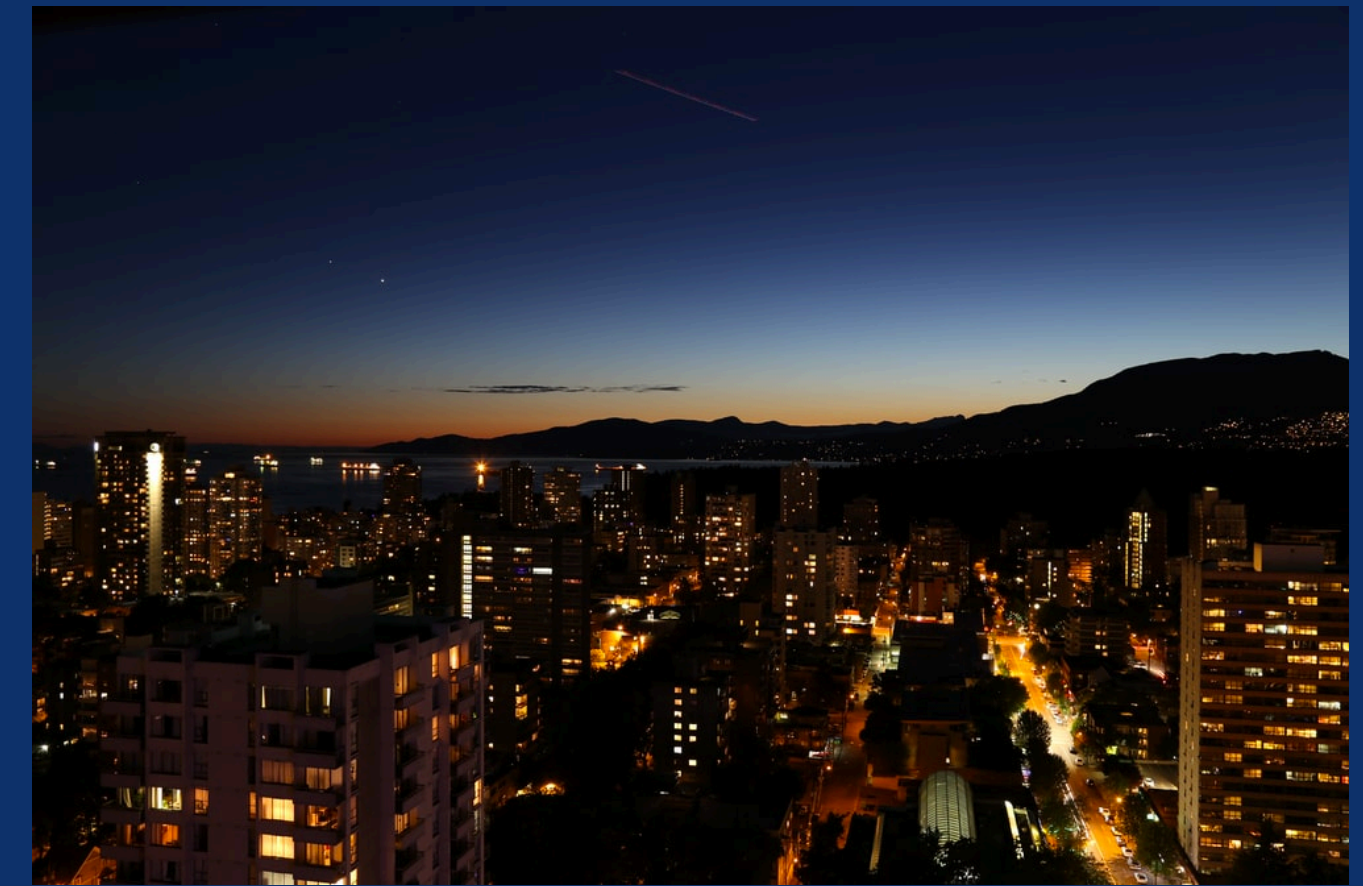
➤ Material Palette



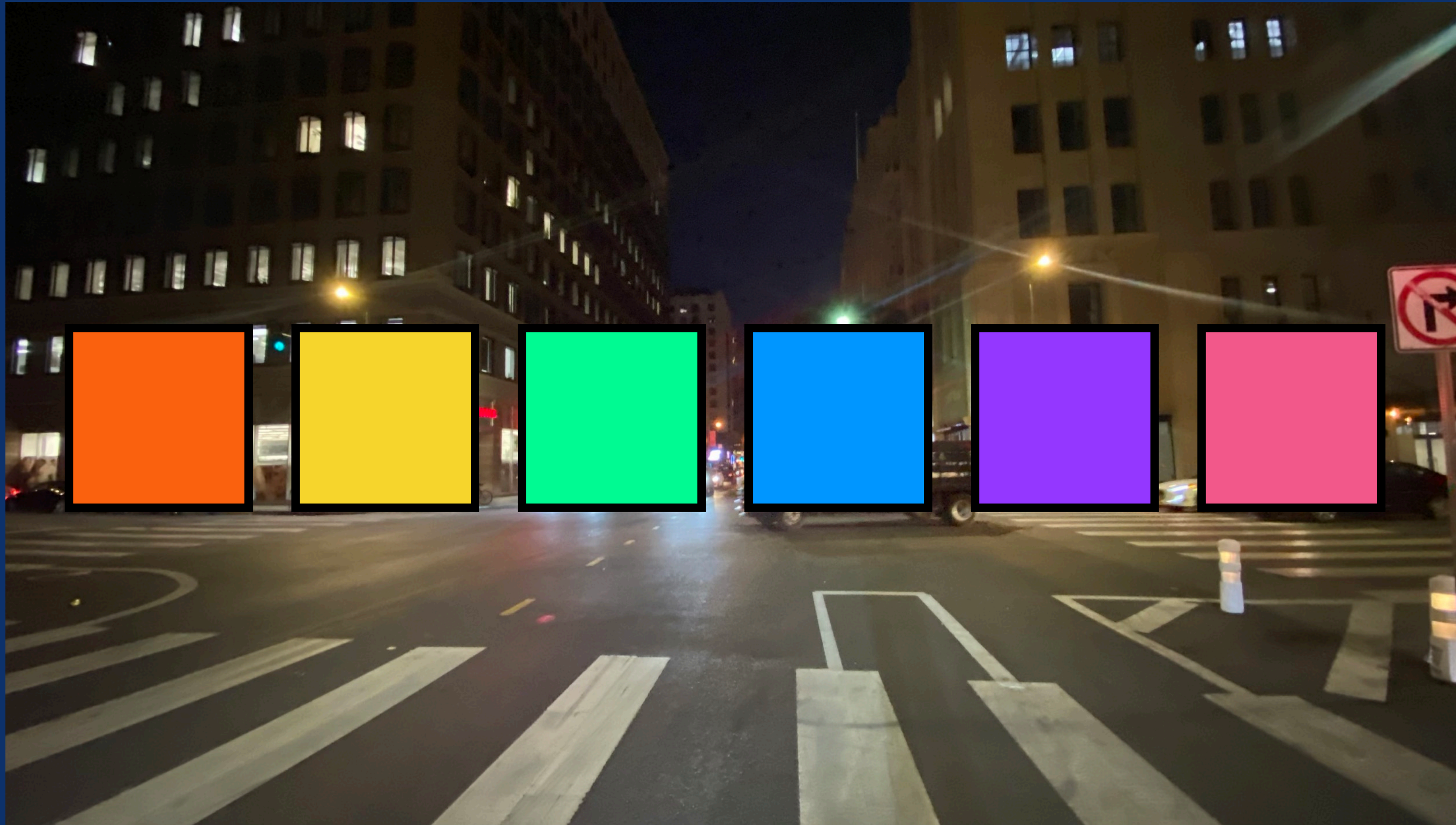
> Performance description

To express slowness, I will express the stage like the space. Because there is no gravity in space, we cannot move as fast as we move, and we should move slowly. In this performance, a dancer in a spacesuit will act as if she/he were in space. Therefore, the audience will be able to see the dancer performing slowly, and the fast-paced life in the background. And this performance begins after sunset, and the audience can see the night view as if there are stars floating in space, also they can feel the cohesion between the performance and this space.

> Mood Board



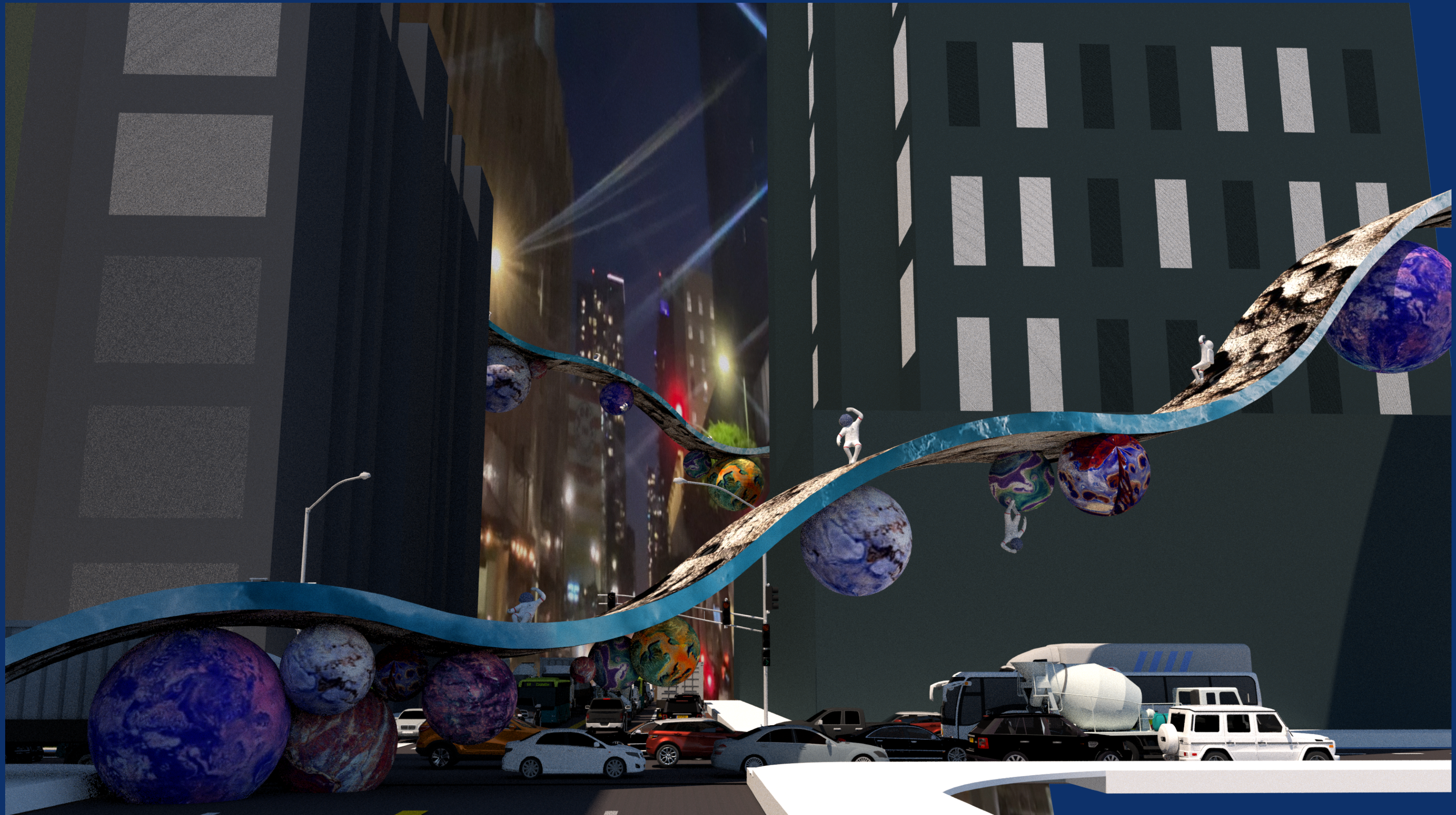
> *Color Palette*



> 3D modeling



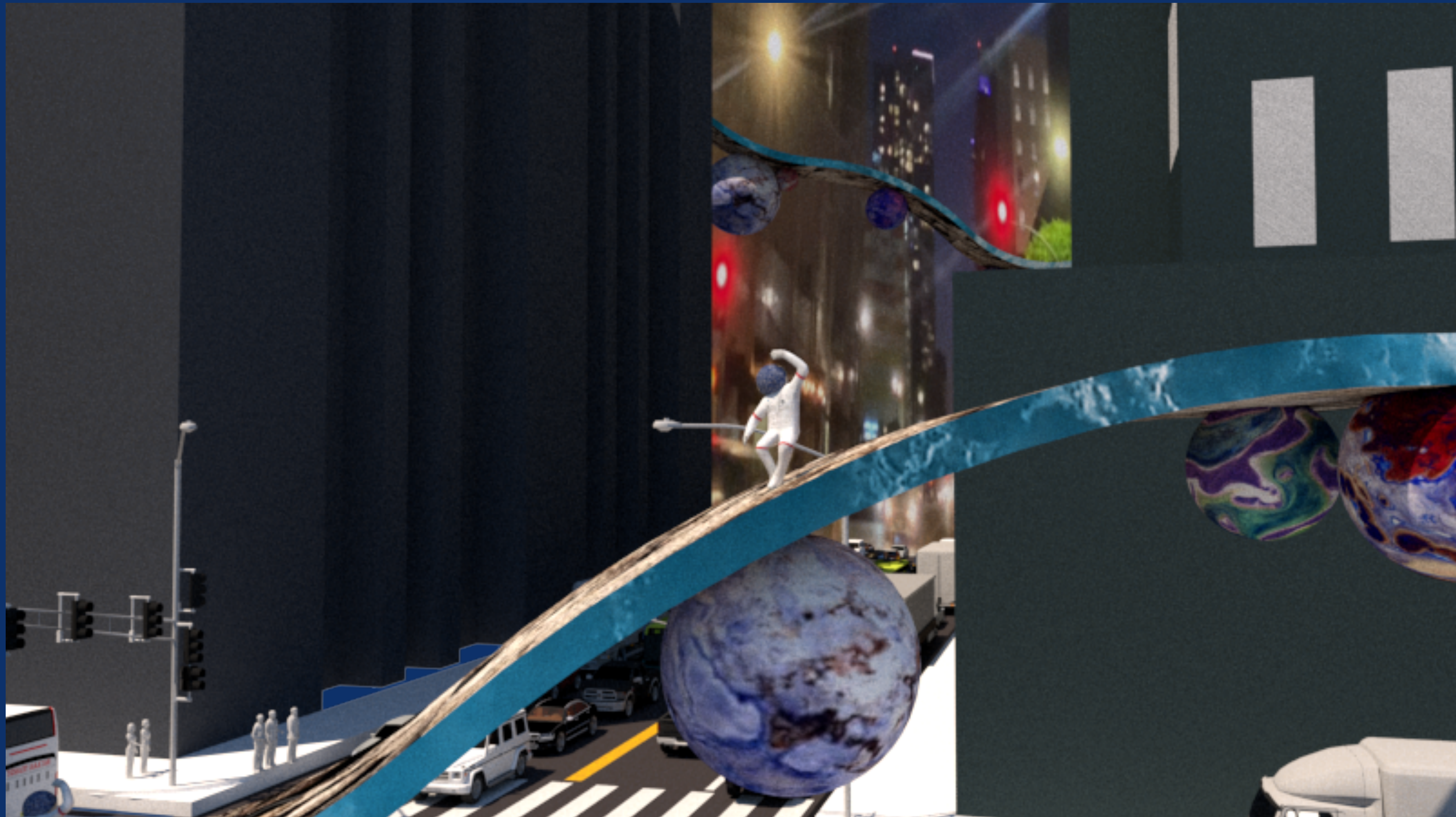
> 3D modeling



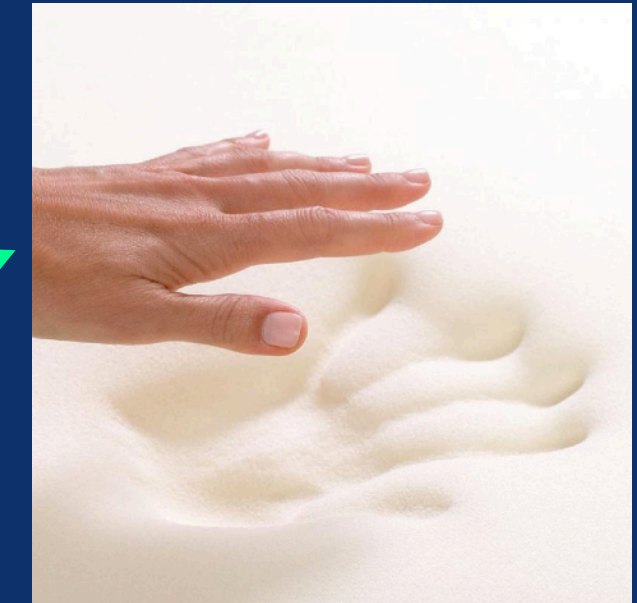
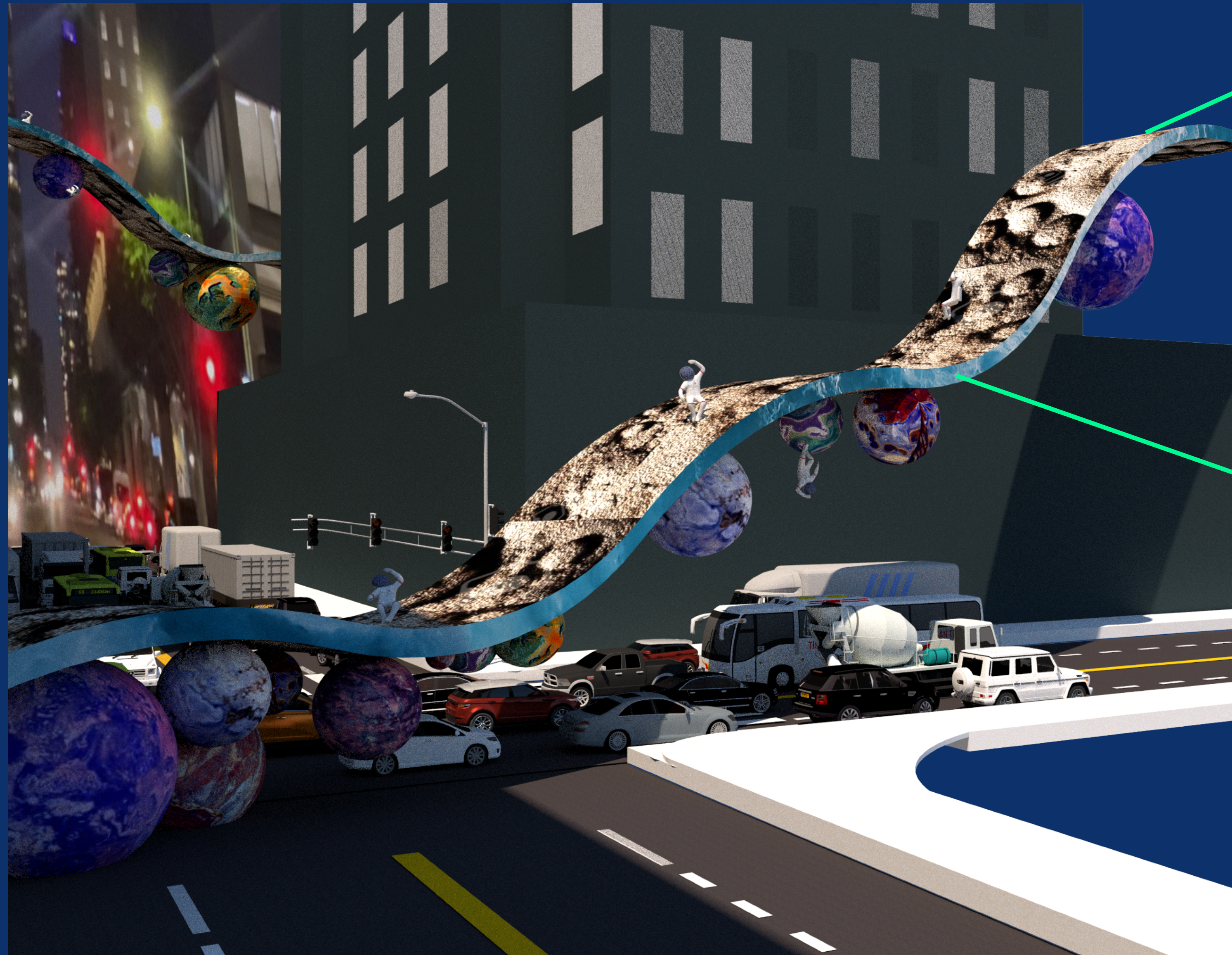
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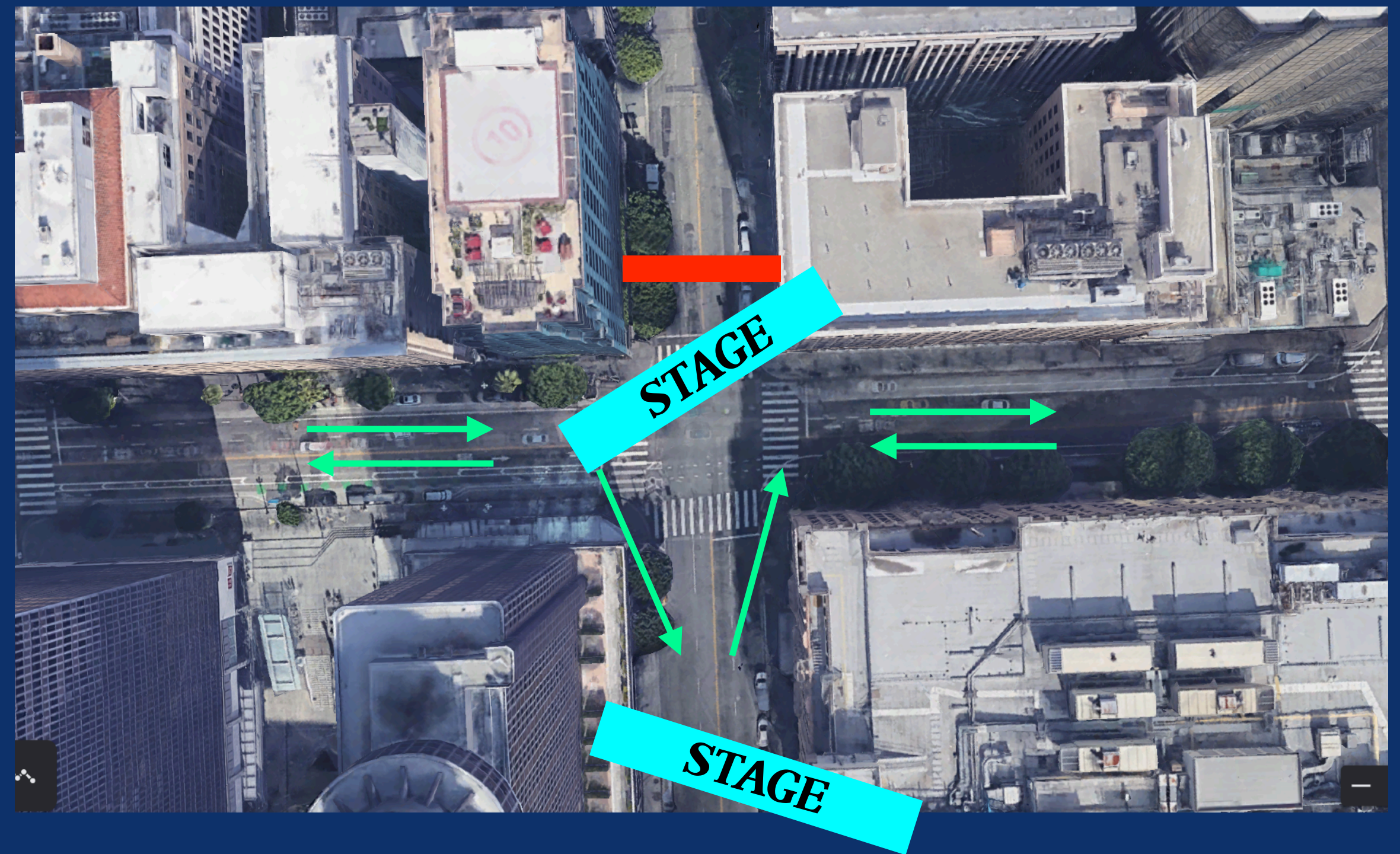
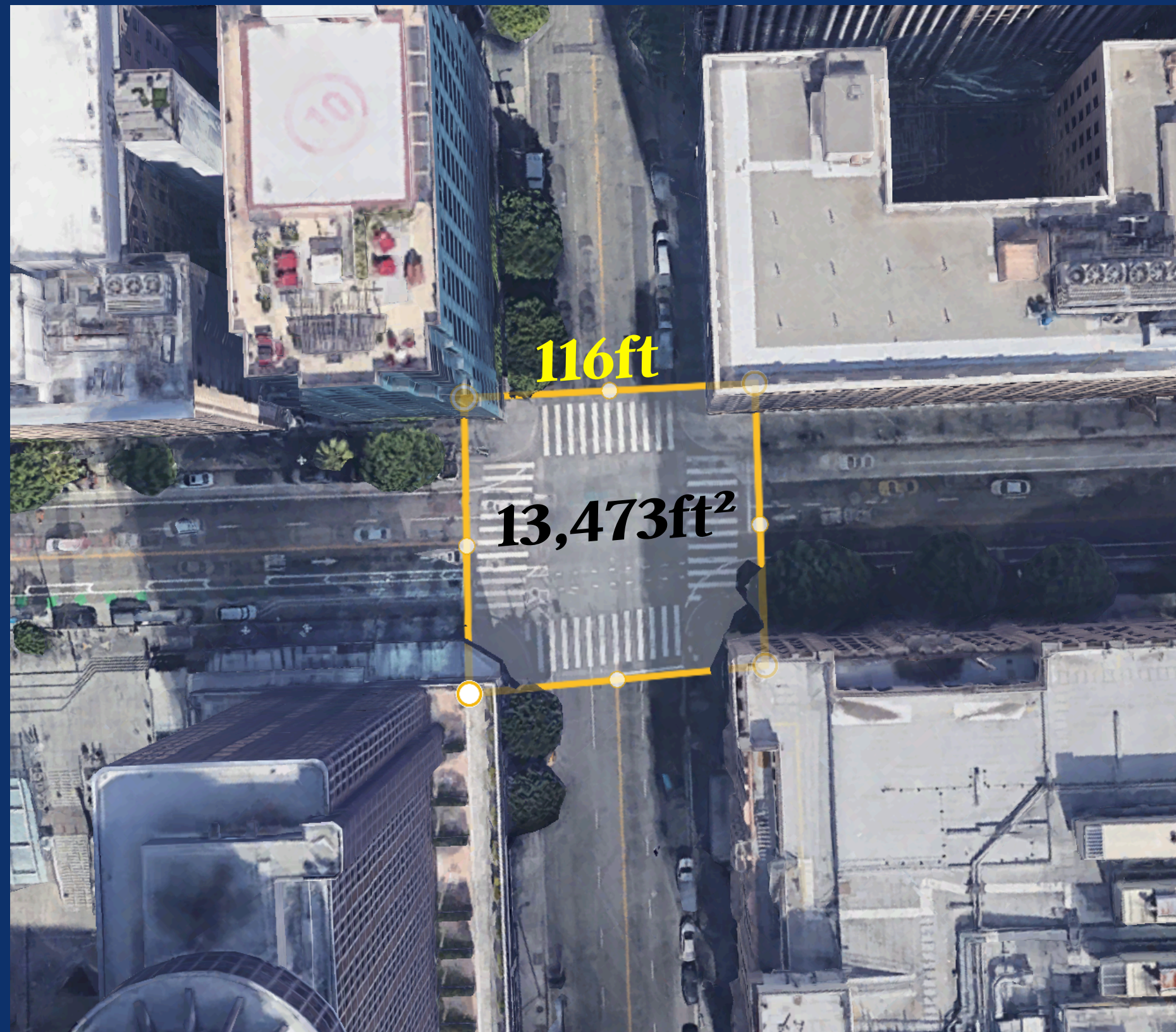


Memory Foam/ Sponge



Projection Mapping

➤ *Measurement/ Stage Direction*



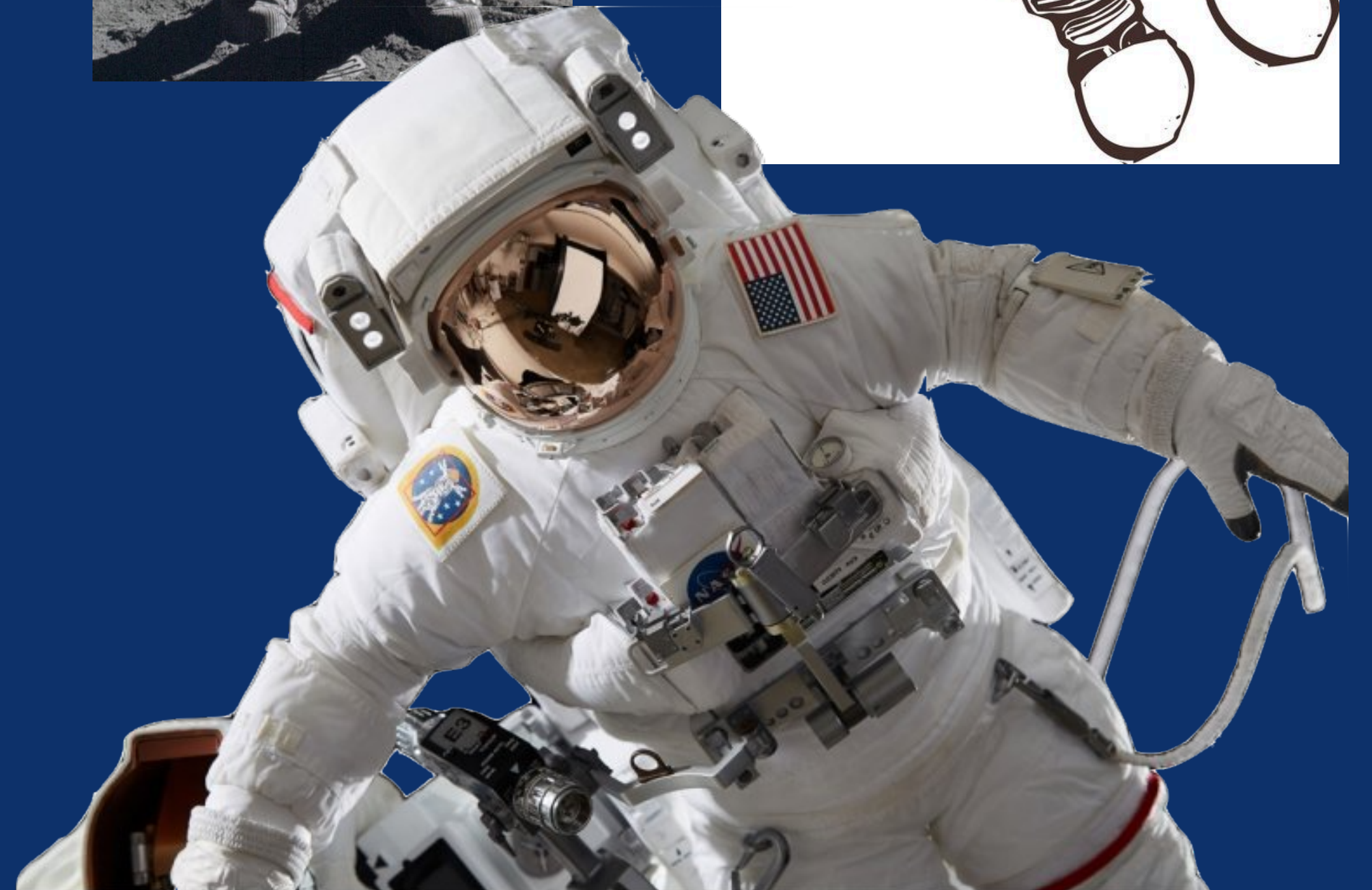
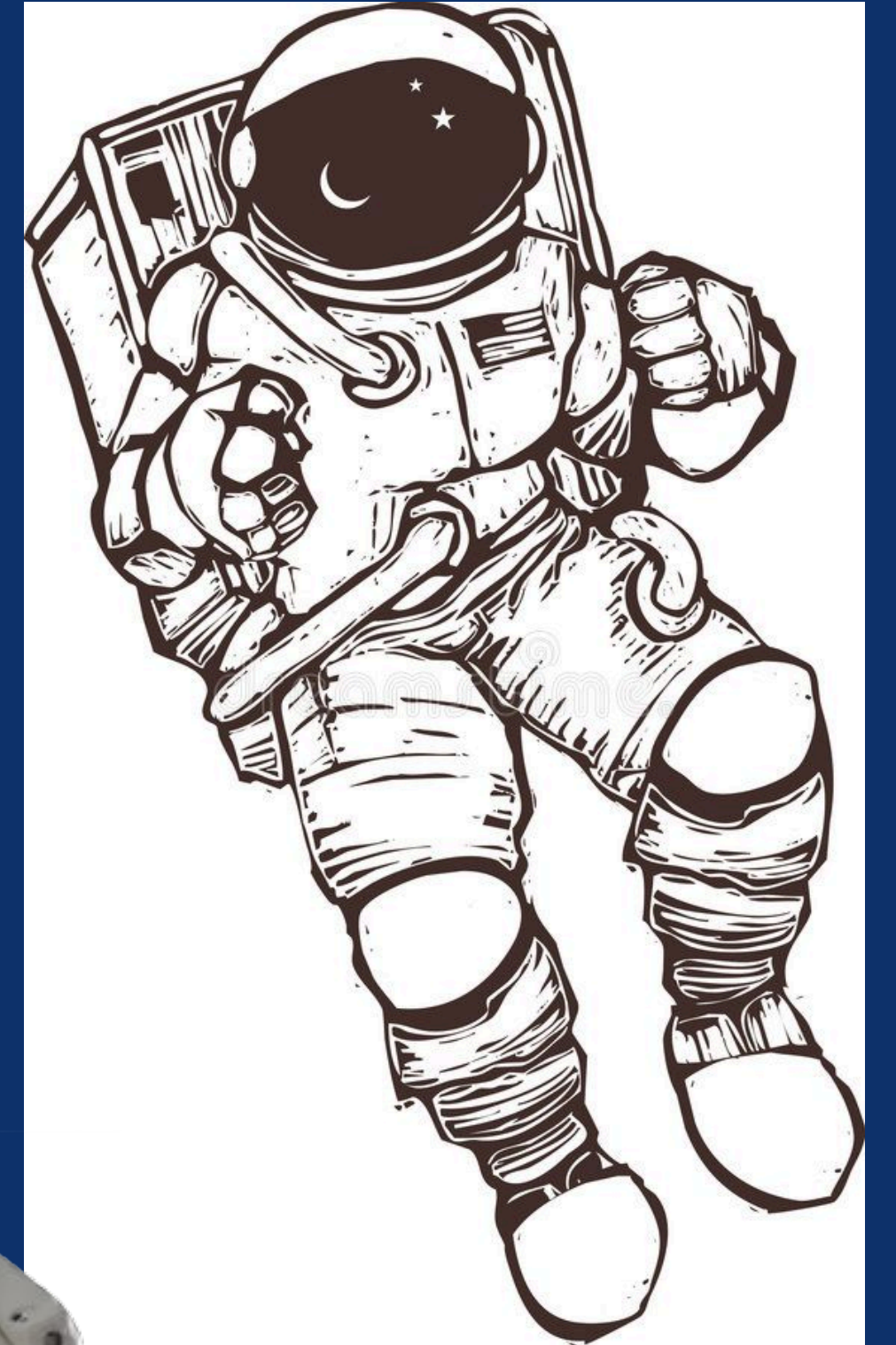
➤ Lighting Designer

The lighting designer will work with lights from city buildings and car lights. It will make people passing by in the middle of the city feel as if they are in space.



> Costume Designer

The costume designer will remake the existing International Space Station spacesuit and design it so that the dancer can move around well. In addition, the screen of helmet may be transparent, or the screen could be made of digital panel. So the audience can show some media.



➤ Projection Mapping Designer

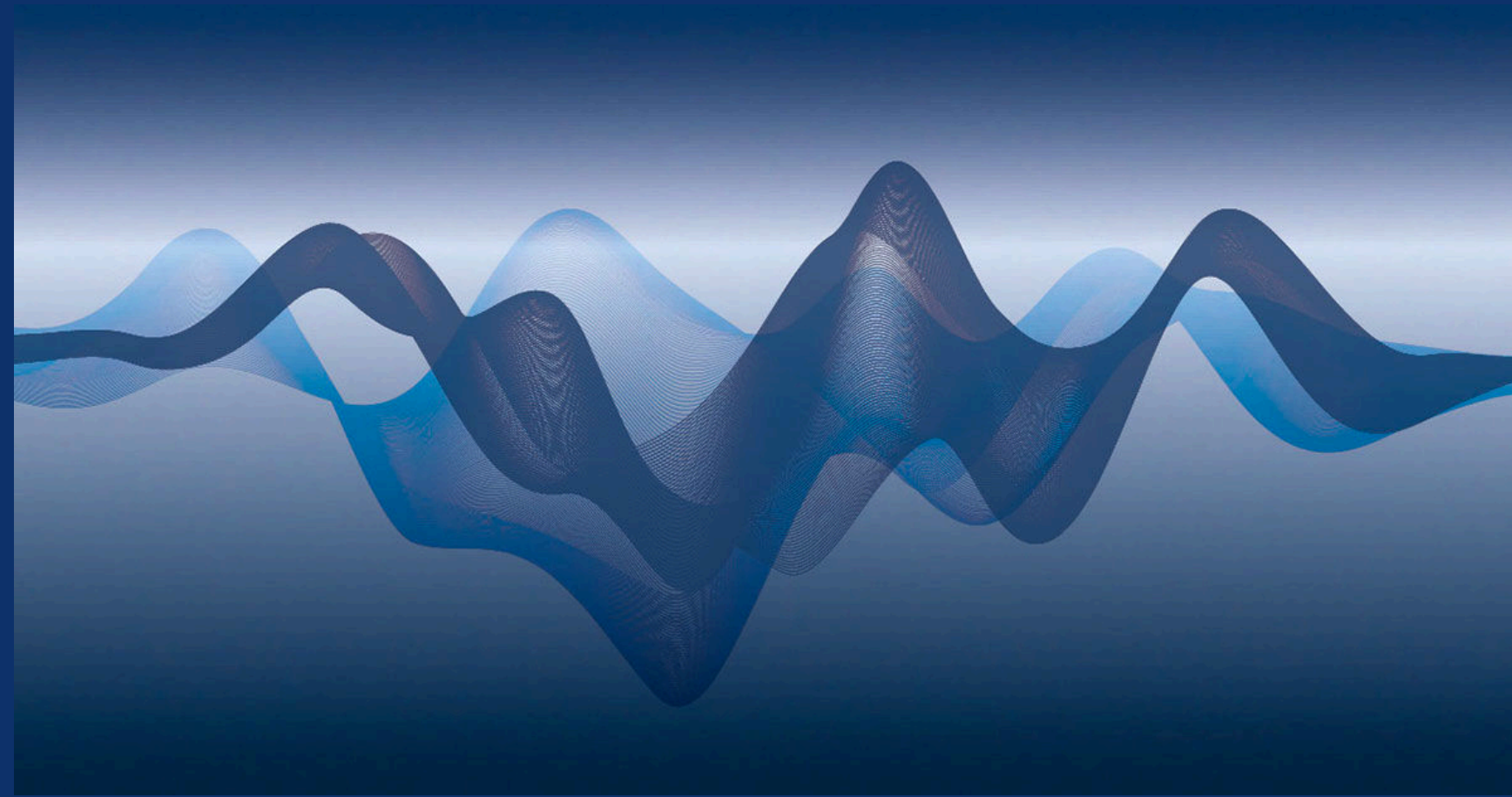
The projection mapping designer will use the mapping on both side edges of the stage to express the effect of flowing water or the sea in a video. The video of water can flow quickly or slowly, controlling its own speed like water flowing in real nature. Also, the speed can be changed according to the curve of the stage.



> Dancer

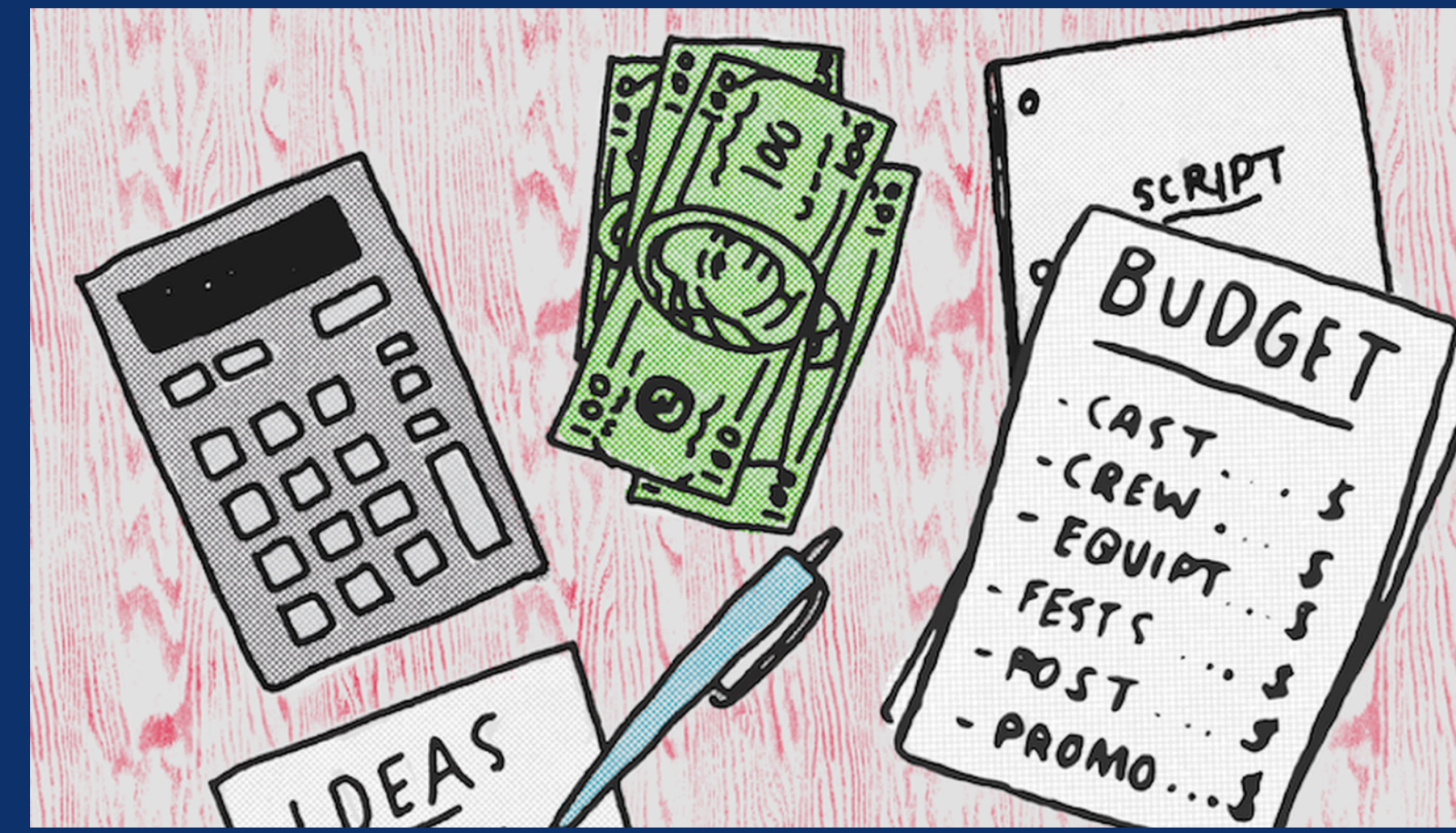
The dancers will perform as if they were moving in space with zero gravity with a stage, which is made of memory foam. So the dancer will perform slowly, freely, and lightly as if moving in water or in a place where there is no gravity.





> Music Composer

I hope the person who composes the music for this performance works with speed in mind. I like soundscape music, but I also hope the composer explore speed (slowness and fastness).



> Producer/ Production Manager

If this performance is actually performed, the role of the producer and production manager will be the most important. Because it is a dance performance performed in the middle of the city, there will be many things to compromise and communicate with the city and surrounding buildings such as safety and road control.

➤ *Further Process*



- Harmonize the light from the city buildings and the light from the cars with lighting design.
- Add a moving effect on Projection Mapping
- Simulate what the road will look like if cars and people are moving.