Kristin Shifflett
Spring Thesis
Studio 402



GESANTRUINSTWERK

[guh-zahmt-koonst-verk

harmony

light

111000e111e11t

perspective

rhythm

color

PROJECT OVERVIEW - finding my program

Starting out with my project, I was fascinated with researching a variety of visual art forms, and how they could potentially come together in exhibitions, and experiences. How could I create a space that someone come to experience and leaves feeling changed? I began with sight creating rooms with bright colors and lights. How could I in turn create these experiential spaces that emphasize and compartmentalize our five main senses? I began looking at precedents of museums for smell, sound, and sight. That's when I came across the idea of a museum for someone who maybe cannot see or maybe not hear. People who are down one sense that don't usually get the full experience of a museum, so what if my building allowed those people a heightened experience and allowed others with all 5 senses to have an even playing field by subtracting that sense. I found this incredibly fascinating and started imagining a completely dark room that would require you to use a heightened sense of awareness without your vision. Upon research I found that there are people who resent this 'simulation' of blindness – it results in empathy sometimes, but more times than not allows for outsiders to pity them and think they are less capable in life. This idea intended for education could be seen as insensitive- I realized this was not the way to go.

This is when I came across Synesthesia.

PROJECT DESCRIPTION

Synesthesia is a perceptual phenomenon where stimulation of one sense leads an involuntary pathway to a second sense or cognitive path. It is a neurological cross of senses that happens when you have more connections between sensory regions in your brain. It includes things such as seeing music in color, perceiving that shapes have a taste, smelling an image. Studies show that these Synesthetes are found in 2-4% of the general population and it is seven times more popular in artists. It seems that this enhanced way of sensing definitely increases creativity but it is also linked to increased memory, academia, expertise, and brilliance. Most don't even realize that their visual perception is not what everyone else sees making it rare to know you have it. We can look to history and learn some great painters would describe things as "believing he could evoke sound through sight and painting (Wassily Kandinsky)," musicians that could see their music dancing in their head while learning to play and influence their musical decisions.

Little is known about synesthesia and how it develops but many wish to experience it. In some cases we have had the realization that we all perceive visuals differently than others - go back to the Black & Blue or White & Gold dress that broke the internet. This was an early simplified version proving that we know very little about neuroscience and why it differs from person to person. This psychological blending of senses is finally becoming a conversation. Finally sitting down, thinking, and creating a dialogue about how senses differ from person to person - asking questions as to what you see, what other people see - the inner workings of the human mind.

This is an unbelievably fascinating discovery in the world of perception. I want to be able to create conceptual spaces that amplify this extreme variant of multisensory processing. How could I simulate multiple senses being processed in the brain at once as well as creating a dialogue between people about how they see the world. These are questions we don't often ask others and why it has taken so long to know this little about synesthesia. Maybe this petri-dish of multi-sensory experiences can help to lead to this dialogue resulting in new discoveries.

- What would be the understanding of the world be if we were to perceive the world not as a sum but as a product of our senses? Can an object be described by the color we hear and the sounds we see? How could I create a building that creates a synthetic experience of synesthesia - that allows this fascinating crossing of senses for everyone to experience? Can this building not only create a dialogue but amplify discovery and research on this path to unlocking a new part of our minds and intellect?

Major research in the world of technology - being able to smell through a screen and in the future can become an expanded design palette - for example: scents that improve mood and promote civic behavior can change an urban city. It has always been something hard to record in tangible media but they are slowly being able to be captured in a variety of ways which help to enrich and refresh traditional experiences. It has great potential in design and artforms due to expanded creativity of the mind. With developing technology more and more people desire to have multi-sensory experiences and tapping into that creativity. My project will aid in new discoveries and this phenomenon.

PRECEDENT RESEARCH

books





127 John St Entrance Facade New York, New York, USA Rudolph de Harak



NJPAC Lucent Tech Center Newark, New Jersey, USA Pentagram



Newspaper Kiosk Unbuilt Herbert Bayer

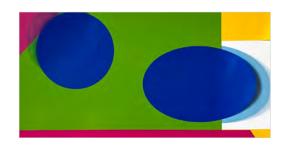


O'Hare Airport - United Terminal Walkway Chicago Illinois, USA Michael Hayden

CONCEPTUAL STUDIES



harmony E light

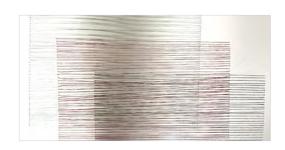


color & harmony

light E movement



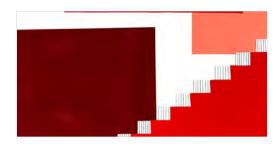




rhythm E **c**olor

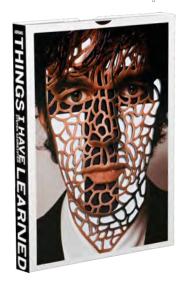
11107)ement & perspective





perspective & rhythm

the book in front manipulates the cover - layering





in the absence of books







movable, changeable walls

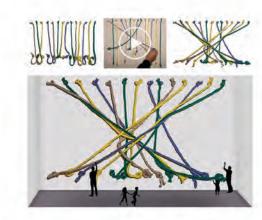














color / light / reflection







movable walls / light / shadow / color

Interactive Preside Idea









pattern / rhythm / perspective











visuals/concepts/research

more precedents



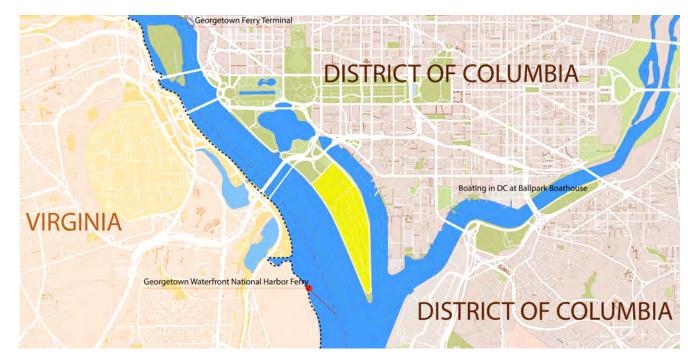
artechouse, DC

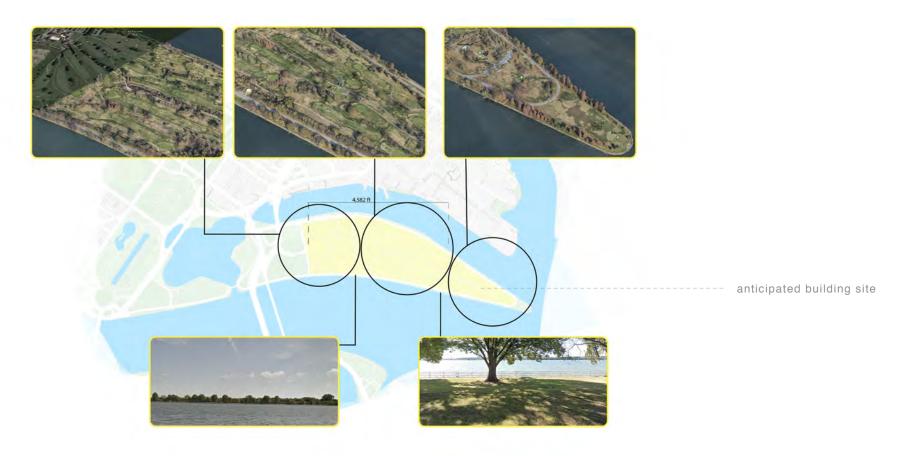


SITE PLAN CONTEXT



mapping of nearby marinas









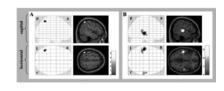




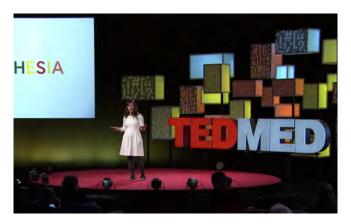
Researchers Show There Is A Simple Way To Induce Synesthesia In People With Normal Perception



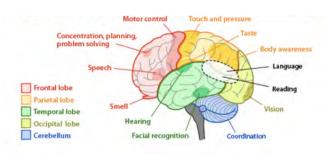


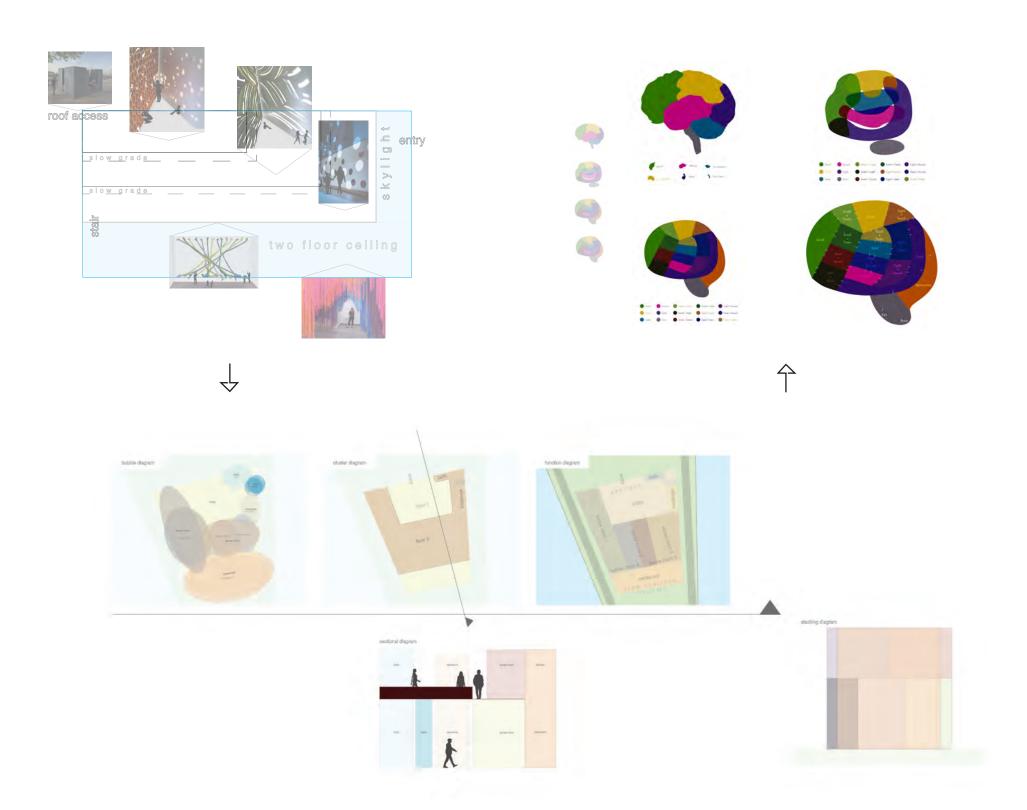


Α	Lavander
В	Orange
C#	Red
D	Blue
E	Green
F#	Brown
G#	Black



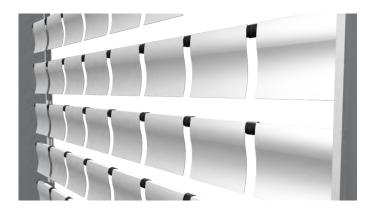






FACADE/ENVIRONMENT





Natural air flow/ventilation

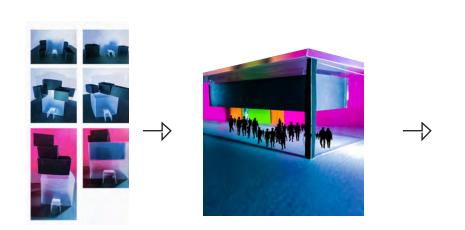
Deflects the sun, no heat gain

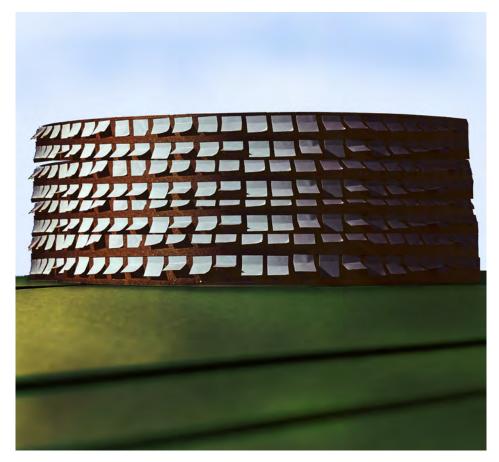
Could be made of 100% recyclable aluminum

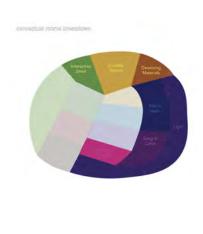
Manufactured in the U.S.A.

MODELING



















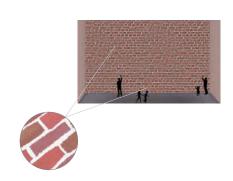
using th pos-

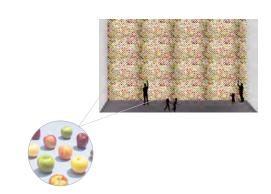




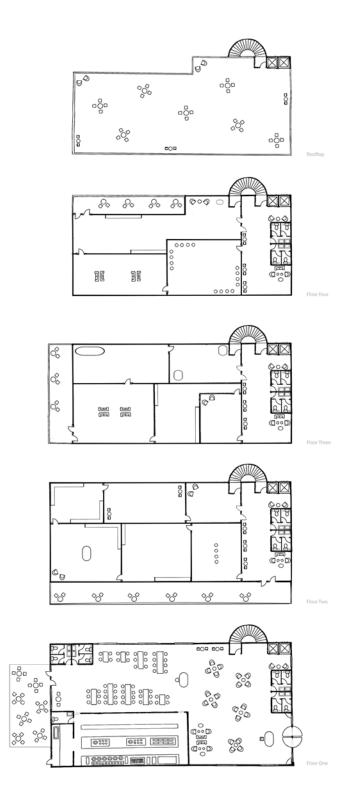




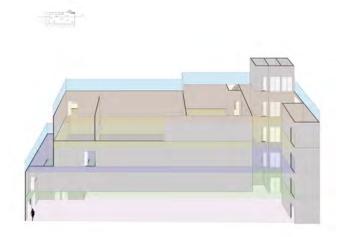


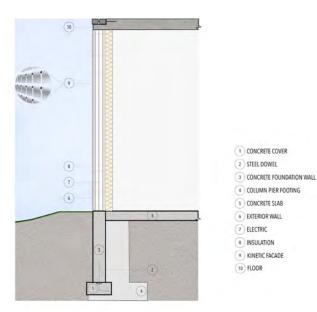


PLANS

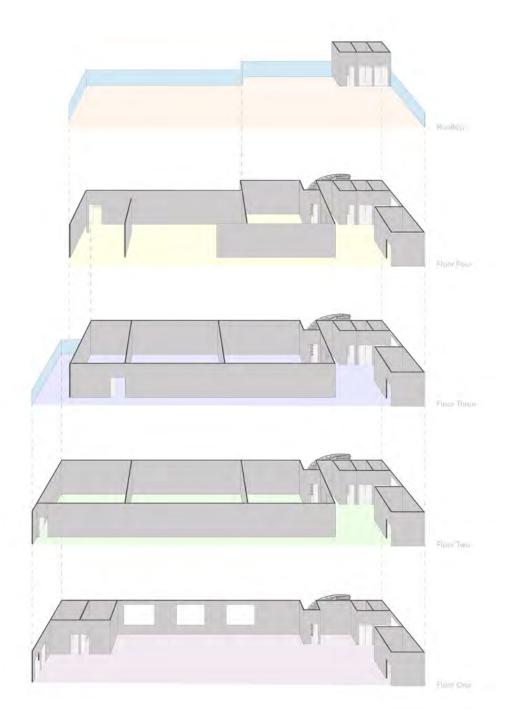


SECTIONS





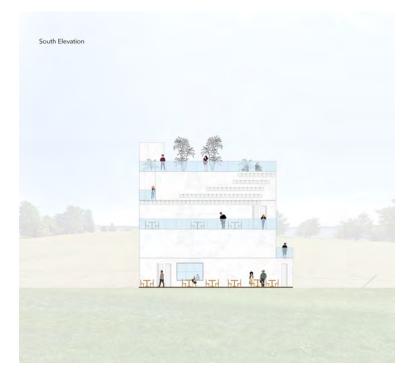


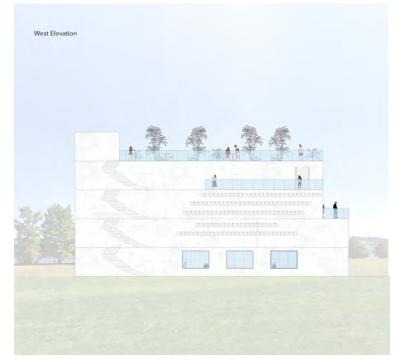


ELEVATIONS





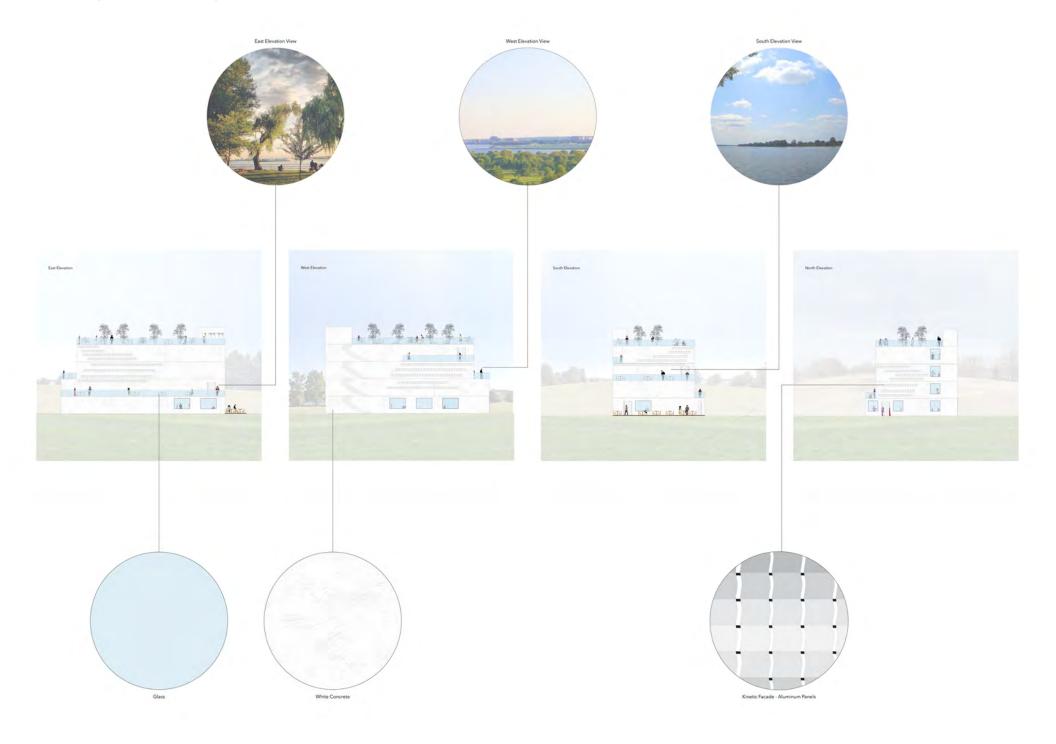








DIAGRAMMING



DIAGRAMMING

beginning to model

East View



South View



West View



North View



Top View













ext model details





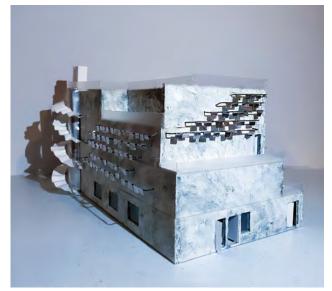
South/East view



entrance view



North/West view



South/West view



5.



4.

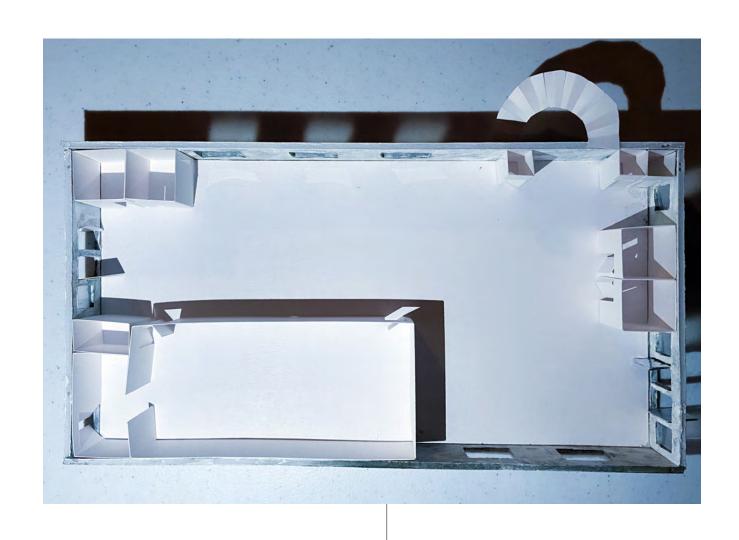


3.



2







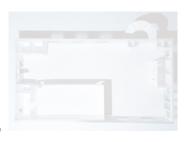








2.







5.



4.

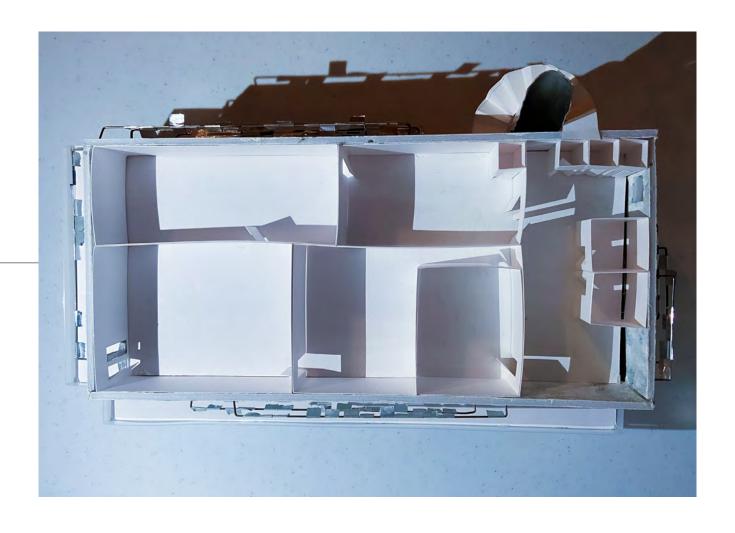


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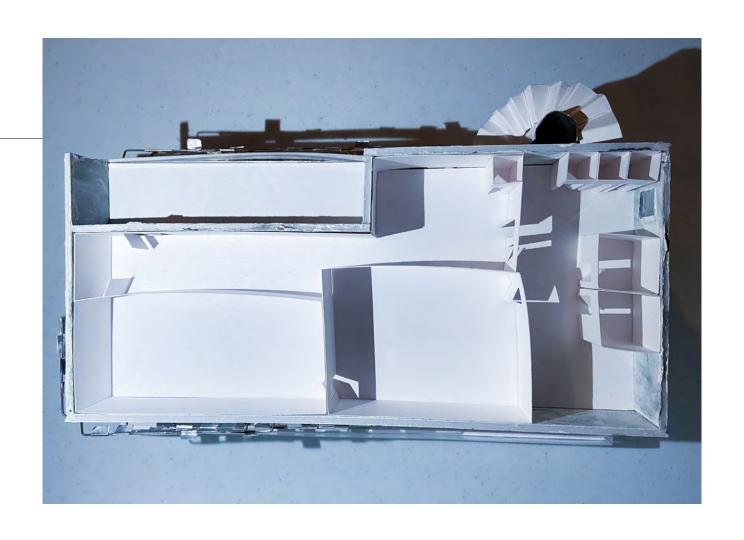


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4

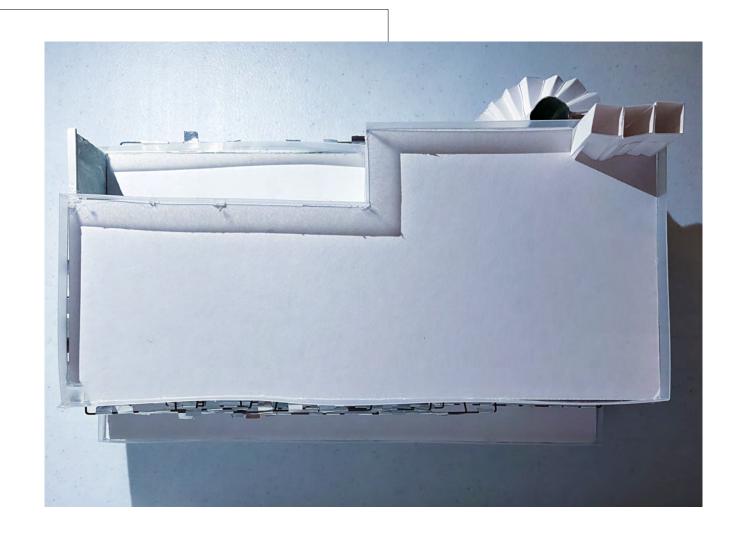


3.



2







THANK YOU