Logbook Week 3

I would say that the third week has been the best so far. We have worked harder and started to think more specifically about the presentation of the making-off.

We have chosen some of the ideas to work on in more depth. On Wednesday we were also able to discuss with Sandra (our mentor) and decide together on areas of work for the final stretch of our residency.

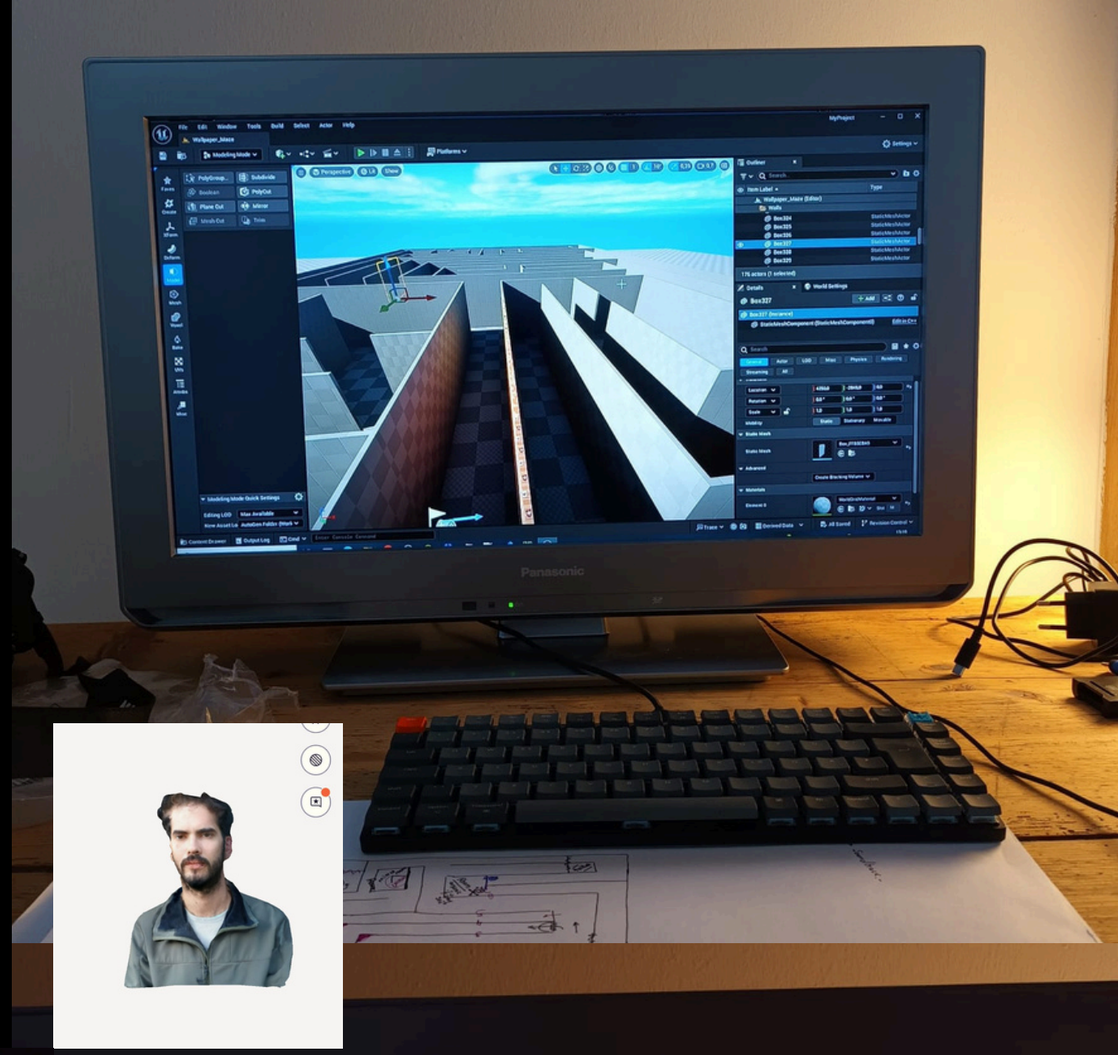
For the making-off, we want to develop **different sketches of installations** intertwined by the material and concept of the wallpaper. **Some of them will try to be informative, commenting on the history and curiosities about wallpaper. Others, in a more poetic way, will try to raise questions such as the influence of the environment on oneself or will try to evoke memories as a starting point for conversation and connection with the public.**

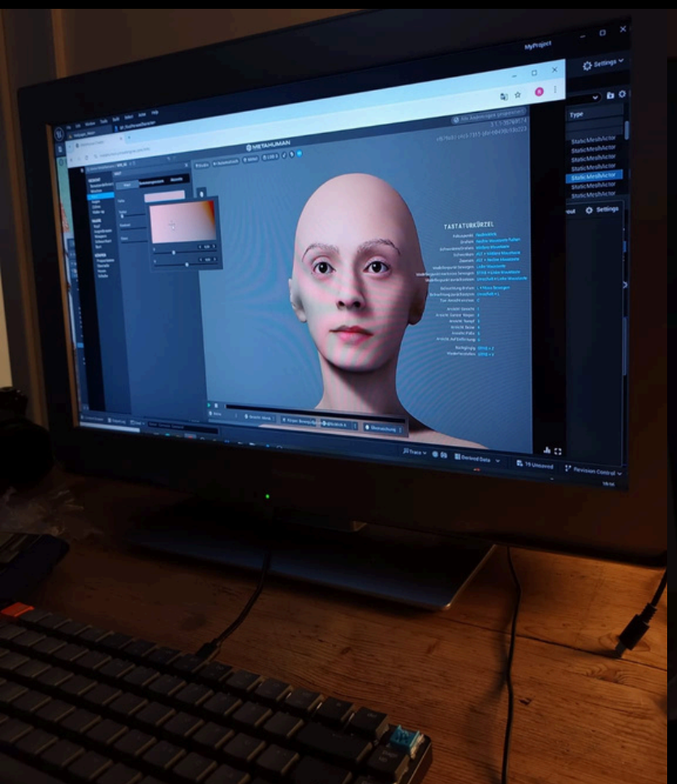
Luckily this week we found a few moments to explore the city and choose our favourite bars by finding wallpaper in some of them!

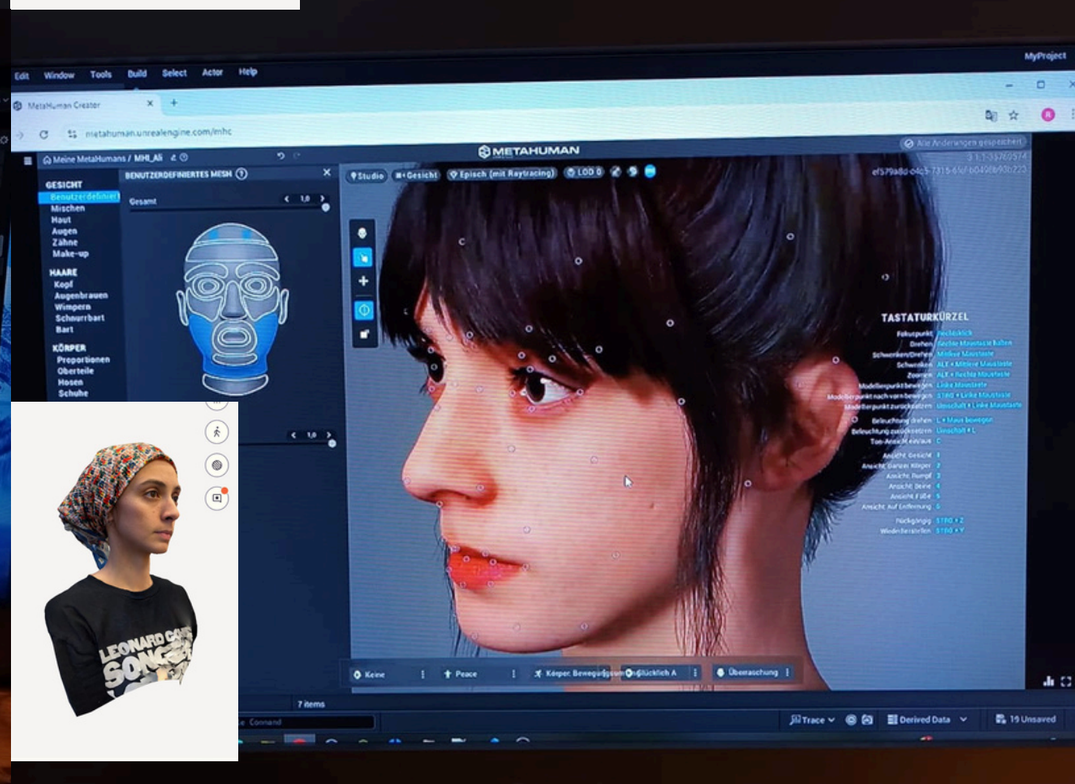
Video Game as an Info+Memories Archive

We have decided that a good way to collect the information and references about wallpaper that we have gathered throughout the residency is in an interactive video game. Thus, we have created a thematic maze full of curiosities, memories and historical facts about wallpaper.
The week before we conducted a survey to listen to people's memories related to wallpaper. Some of these answers are also embedded in the video game.
We would like the characters of the video game to be ourselves and that is why we have started to learn how to create avatars of ourselves.

Since lucas had very long hair and a long beard it was extremely difficult to scan his skull. Luckily he went to the hairdresser this week and we will be able to make him the main character of the game







Ongoing projects to share in the making-off

Wallpaper quitz!

Video game

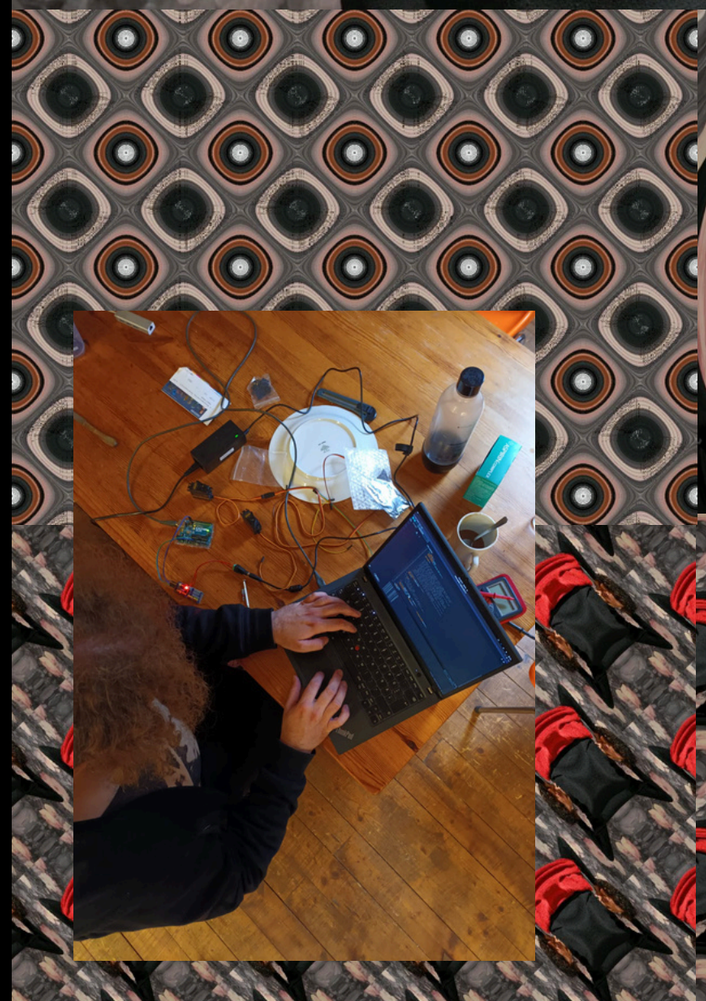
AI Wallpaper playfull mirror
In this installation people will be able to see a distorted version of themselves with ever changing wallpaper in the background.

Make your own wallpaper
Thanks to Birgit, an actress and painter we met and interviewed this week, we have some very old tools to create our own wallpapers. We need to explore them and share them with the audience in our last show.

Joern Installation - Wallpaper generation
Joern has been working this week on a web application in which you can generate wallpapers by taking a single image. This shows that anything can potentially be a wallpaper xd

Gallery space

We have been thinking of ways to make use of the space upstairsfor the making-off. We'll probably design it as an open space with multiple installations and we'll perform activating them for the audience.



Workflow and Communication

About the team

After these weeks, we feel that we are getting better at communicating and making decisions about our workflow.

We have structured our days starting with a morning meeting in which we decide on our daily and long-term goals.

After that, we have divided the tasks by interests and expertise, and then organised them collectively.

We have had many ideas and now it is time to materialise some of them and to stop and reflect on their narrative force. At the same time, as we are going to exhibit them together, we have to find common threads and expository strategies to make them feel connected conceptually.

Overall, we are feeling happy and creative, ready to power through this last week to make the most out of this opportunity!