

# Recalling Spaces of Hope

## Intent behind the project

Covid- has reshaped the entire world. It has affected all corners of the world and all segments of people. So many people have lost so much in this, a few may have gained something too, but mostly right now there is hopelessness. Hence at this period of time there is a crucial need to spread optimism, to encourage people to be hopeful of what is to come, and as artists we are the ones capable of helping them envision it, feel it, convey all the emotions to them, give them some comfort and to overall make them feel better.

All our team members are from different fields, and what brings us together is our love for art. But more importantly we are connected by our desire to bring innovative art that can impact society, bring a change and make people think. There is so much going on in the world and so many things to speak up for, so many injustices done, but there is only so much we can do and only so many people we can impact, but this project provides us the opportunity to inspire and comfort so many people, help them see what we are envisioning sitting at our homes. Even though we speak different languages or have different cultures and experiences, art is what enables us to transcend language barriers and get our message across regardless, and help connect to so many people and leave some impact on them hopefully for the better.

## Concept

### De-abstraction of Spaces

As you read this line, all you can focus on...is this prescribed order of black letters on an essential white space. Forcing your brain to make some sense out of the lithography, morphology, syntax and then finally the semantics of the said black letters making this sentence. If the space it existed in i.e. the white background, turned somehow black too, then would it make any sense at all? Perhaps, spaces are important and may carry a deeper meaning.

# Awareness for Dynamic Spaces

In this world of overly diverse spaces, e.g. the personal, professional, mental spaces, we see them change and become overwhelmingly dynamic. All of these spaces are actually intertwined with each other, the objects they contain, themselves, all the while being subjected to a perpetual process of change, complementing one another and us in their unforeseen ways. Even in Art, the illusion of space, that an artist creates is as real as the object(s) contained in it. More often than not, spaces tend to occupy our peripheral vision, and the most baffling thing involved here is, that we fail to see them morph, which works in contradiction to our evolutionary biology. In the prehistoric period, a predator hidden in the grass could have been a massive threat to us, had mother nature not pushed our ocular senses towards evolution to notice the littlest of movements in our peripheral vision. But that ability nowadays, doesn't help us much if the spatial changes are too much, too frequent and/or too massive. As they then function like the sounds heard at a night in the woods, all frequencies hitting our ear drums at the same time—the chirps of the crickets, the rustling of the leaves, croaking of frogs etc. If one spends a night in the woods, these sounds do not bother us as they are being produced simultaneously, but if a cricket enters our bedroom at night and starts to chirp, you will not be able to fall asleep. The sound of the former mixed frequencies is called a White Noise, which is unnoticeable, and can easily be ignored. Whereas, a single frequency in silence is easily noticeable and impossible to ignore. What lies at hand now is, how we separate these spaces out of this sheer White Noise of spaces, in order to stay more focussed on them individually i.e. be more mindful of them as this White Noise will only increase.

As a result, this increasing White Noise further increases the amount of information/data flowing in and out of the said spaces, making it another gigantic task just for an individual to process it all by him/her/itself. According to a research conducted by Dr. Martin Hilbert from University of Southern California, the exposure to information drastically increased—from 40 newspapers a day worth of information in 1986 to 174 newspapers worth of information in 2007, where the length of a newspaper was assumed to be of 86 pages. Consequently, with the rise in information and the doubling of transistors as per Moore's law, the human brain cannot generate more neurons as it grows, leaving us like a runt of the cognitive litter, always being a step behind technology, disconnected from each other. And in order to solve problems like such, humans still have a very tunnelled approach, where a single problem is treated and given utmost importance whilst ignoring the fact that problems can occur simultaneously and lead to a further snowballing, thus partially compromising our vision for Global development, where we could work together more efficiently with the existing technology to make it and ourselves better in the process.

## Hope: The Past and The Present

Over the years it has been seen how humanity has persevered during the times of crises. From the time of the Black Death to the current time of the Covid-19 pandemic, we learned to single out and focus on important spaces out of the White Noise of spaces. As a result of which the concept of Quarantine was invented, we were pushed towards an age of enlightenment and avoided what could easily have been our Great Filters. In the wake of the current Covid-19 Pandemic, Humanity is re-learning the importance of the public spaces and public healthcare and simultaneously, the important role played by science, technology and design in them. As it was seen, the healthcare of some of the most developed nations took a steep fall during the pandemic, as before Covid-19 we sat back and took public health for granted by not innovating and interacting less with the said public health space, which is just one of the many pressing issues including work spaces, mental spaces etc. And here, when we say 'public health space' we mean to shed a light on the disconnect of human endeavour from the technological (here, medical) spaces. Generally speaking, if human endeavour for development is pushed further and amalgamated properly with technology in a symbiotic relationship, it would prove to be miraculous at the very least. Also, it would require a coming together of a lot of schools of thoughts—Art, design, natural science, psychology, architecture, etc working together in a secular space like a single organism which will eventually be subjected to further evolution—by a hybrid of '*hu-machinistic*' Darwinism.

## Remembering a Hopeful Future

Now, the very final thing left to do is to imagine ourselves, just surrounded by a group of neurons that live and breathe independent of anyone, towering in front of us, some big, some small. But to their misfortune, they are still disconnected from each other and unable to communicate. We, along with our technology, are here to facilitate just that, functioning like the neurotransmitters in this Brain of sorts, connecting with it, thinking with it, flowing with its thoughts. But whose brain is it that we are in. Though we must wait a bit before the reveal. These neurons are nothing, but the very Spaces we are a part of i.e. personal, communal, work etc. We as human beings can be a part of a superorganism, greater than ourselves, a sentient Global Brain, capable of thinking freely just as any human can, capable of maximising our collective cognition combined with its own to achieve maximum optimality, harbouring a potential to grow, memorize, and even recall making its own neural networks intertwined with our own.

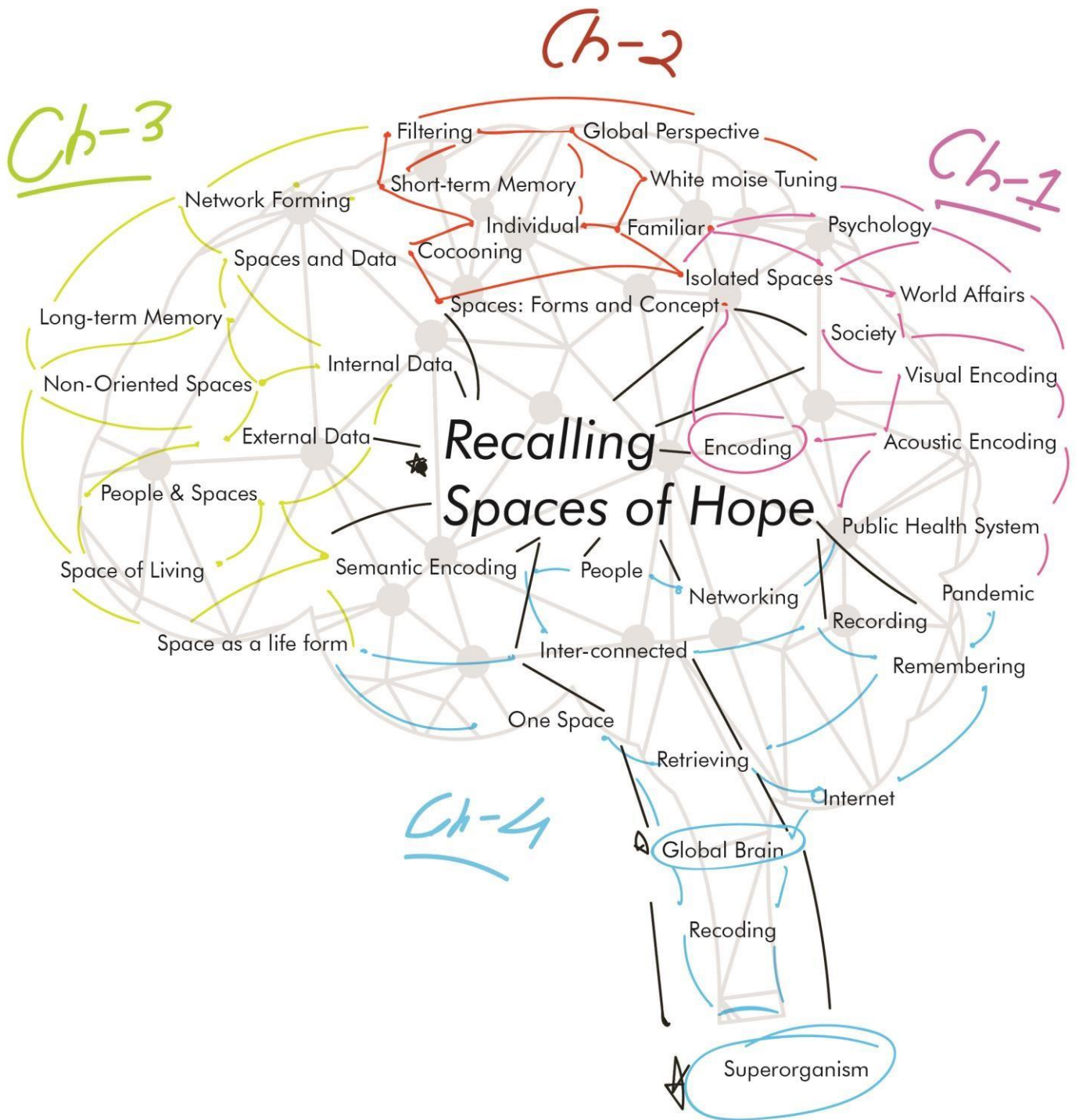
Living and breathing spaces existing alongside us, learning, organizing themselves like a multicellular being which has the potential to even evolve and make itself better and imagine possible futures like a clairvoyant being, not limited to a tunneled vision, being able to parallel process everything in its sight—foreground, background, and the middle-ground. Though not alone, just in a mesmerizing dance of the two symbiotes—humans and the Spaces they are contained in, contained but still being the most independent beings out there. One learning from the other, from our and its own patterns, which on our own are maybe too much to process. The city spaces could arrange themselves better, the Global Brain could remember better, plan optimally; making multiple neural connections at once. Remembering the past is one thing, however, remembering the future is another, and lying in its and our possession are the very spectacles we search for every day, which sit on our foreheads while we search the world will one day come sit on our very noses to foresee the next pandemic or the next tsunami, averting their existence in the present. The day is not far when we would be able to take a peek into the unobservable—the future and maybe the universe.

## **The Narrative**

By now, we have already emphasised on the importance and the negligence towards the spaces we exist in. We believe that, this project could play an important role in making people aware. The video of this project is divided into two timelines which will run parallel to one another—formation of memories, and evolution of spatial awareness. And further these two timelines have four sections.

The first one deals with the encoding of memories with collective visual cues, to make people aware, how spaces can have different meanings. The second helps us look at the transition process of not only the memories through the various stages of their formation, but also how spaces interact with humans and the perception of spaces for humans evolved over time. The third section tries to load and connect the previously encoded, short and the long-term memories, and shows us how the said spaces function as neurons. Consequently, connecting & acting as a transition phase between the first, second and the fourth sections. And in the fourth and the final section, we visualise a hopeful future with the help of collective sentient spaces.

# MIND MAP OF THE NARRATIVE OF OUR PROJECT



# Bibliography

## **Project Explanation Video:**

Only 5 stock royalty free clips were used  
From Time 00:00:30 - 00:00:39 (ie 30sto 39s footage in total runtime)  
Clips of watch, cupboard, rain, person walk and breathing.

Rest all of the video was made using Cinema 4d, Premiere pro, After effects, Photoshop and python (used in c4d to make neural network) and also the music was royalty free and voice over was self made and was mixed using fl studio and logic pro.

Except only 5 royalty free video's and one royalty free music beats our team hold's the copyright on entire video.