

“Silence Movement”

Social movement using “transmedia story-telling” to create awareness and form a sustainable business for the homeless in Auckland.



EST. 2014
THE
SILENCE
MOVEMENT



The Silence Movement created a platform that sells apparel and merchandise using the homeless communities stories to create awareness while also generating revenue for the Auckland Mission to provide for the homeless.

This cycle would help generate revenue and also find jobs for the people on the streets. This is via a QR code that connects them to the website, which has a simple CV style layout with their story and their details.

Collaboration with Joseph Amundsen. Documentary short film.



“Missing Thoughts”

Revealing conversation using New Technologies AR and creating awareness around a event (MH370 - Missing Airline).

“Missing Thoughts” is an interactive art installation, which is created through thoughts and opinions.

This idea relates to the understanding of the voices lost in the search of the missing Malaysian Airline MH370.

It is a collection of 96 comments/opinions from major news outlets in a sequential order and method, which was filtered using key numbers and words such as I, me or myself.

After the collection of data, Ideas and inspirations were researched in order to find the most practical and most visually appealing way of displaying this information.

The project in relation to the studio theme “place” is around the subject of the Malaysian Airline being misplaced in the 21 century with no clues of its placement.

Also the understanding of the “place” of the airline being important because of the lives that was inside the aircraft.

By using black boards it gave the “place” an emotion of going to a funeral with memorial boards. Black tablet, headphones and instructions are placed on the “Missing Thoughts” display.

In the end It was a mobile application which allowed you to view the comment by placing your device in front of the soundwave and also hear sounds which related to comment/opinion. The sound collaboration was with Braeden Foster.



MISSING THOUGHTS

SOFTWARES USED



ADOBE ILLUSTRATOR CC



ADOBE PHOTOSHOP CC



ADOBE INDESIGN CC



VUFORIA



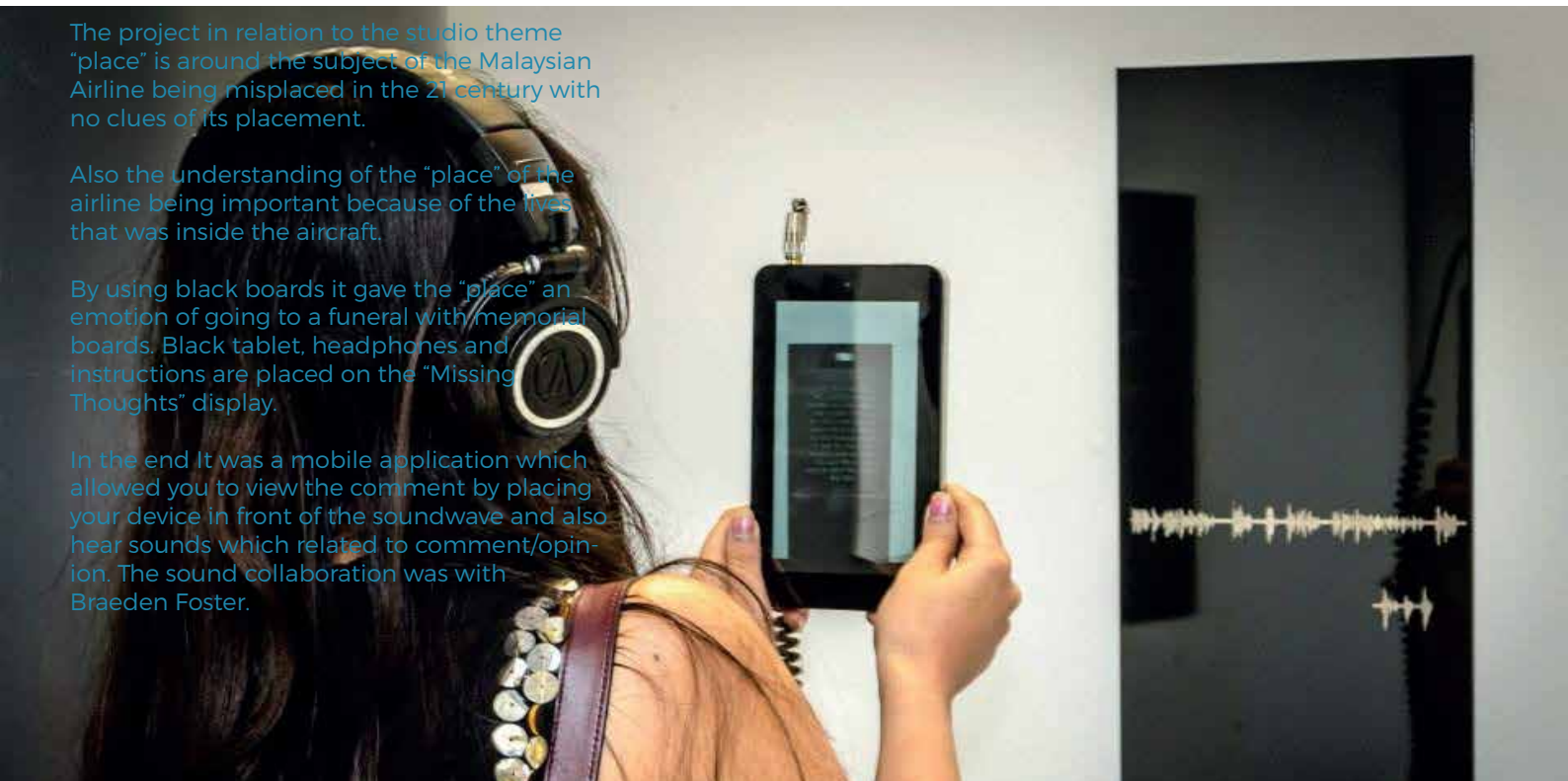
ALCIDITY



VUFORIA (AUGMENTED REALITY PLATFORM)



UNITY GAME ENGINE (AUGMENTED REALITY)



"The Conscious"

Interactive Art Installation using sustainable resources educating about "The Great Pacific Garbage Patch" using new technologies (Mixed Reality (AR+VR) to create a gamification experience.



THE CONSCIOUS



My vision for this project is to create a sustainable installation using re-useable resources that is interactive and uses Mixed Reality(AR/VR) technology to reveal an issue around climate change.

My interest around climate change has sparked interest as a global issue. I feel that living in New Zealand, as a green country we need to educate about the importance of looking after our environment. The one of many interesting findings was "The great pacific garbage patch".

AR

Augmented Reality

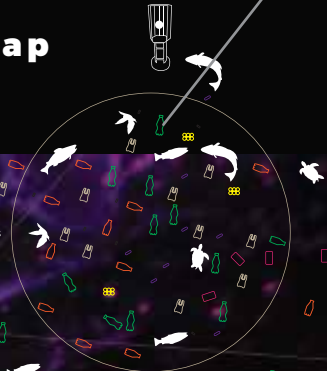
Hi, SHAZ

Steps will follow as you explore the world + more you try and save the better it will be

PRESS TO START

1 Min installation

V+Map



The installation was built using sustainable resources such as pallets, plywood and a tyre. Also used Google card-board for the Mixed Reality experience.



This is the Final concept which shows three fundamental parts to this University of the future. From the research, interviews, insights we resolved on a solution that could change the traditional setting to a more immersive, engaging and personal experience. The simple design makes it easy for the user to navigate around the environment which the three parts are : AUT Social Club, Educational Gamification and AUT Hub. These sections are created in understanding the needs of the students and what they need to increase their learning at university.

The AUT Social Club shows connections that students have with other students which gives it a feel of a community network. This also give the students the power to create chat rooms which they wish to discuss projects, issues, learn and collaborate amongst peers. The gamification part of the VR university has playful, immersive and educational part which encourages students to learn through play. This installation type environment gives students a collaborative space and design environments to display work or make games. This open platform gives students a canvas for their imagination and for the industry to find students for job opportunities and projects. The final part is the AUT Hub, which has main components needed for a student when studying at AUT. This includes Timetable, 360 Live Class, Meets up (social events) etc.



- CREATIVE INDUSTRY
- BRAND DESIGN
- CREATIVE COLLECTION
- MAGAZINE
- WEBSITE
- UI/ XD MOBILE APP



- HIGH-END FOOTWEAR INDUSTRY (BRISBANE)
- BRAND DESIGN
- LOGO DESIGN
- WEBSITE



BRISBANE JOINERY

- EXCLUSIVE JOINERY INDUSTRY (BRISBANE)
- DIGITAL DESIGN
- WEBSITE



- NEW ARTIST SPACE
- DESIGN DIRECTION
- PROJECT MANAGEMENT
- EVENT EXPERIENCE



- SOCIAL INNOVATION INDUSTRY
- BRAND DESIGN
- MERCHANDISE
- WEBSITE
- STATIONARY DESIGN



BOOMTEC

- BABYBOOMER TECH INDUSTRY
- BRAND + DIGITAL DESIGN
- MERCHANDISE
- WEBSITE
- UI/ XD MOBILE APP



WANDERING SOUL

- POLITICAL ART INSTALLATION
- BRAND DESIGN
- MAGAZINE
- WEBSITE
- SOCIAL AWARENESS CAMPAIGN



**PAINT
*KING***

- COMMERCIAL & RESIDENTIAL PAINTING INDUSTRY
- BRAND DESIGN
- VEHICLE SIGNAGE
- WEBSITE
- STATIONARY DESIGN



- EXCLUSIVE WATCH INDUSTRY
- BRAND DESIGN
- CATALOGUE DESIGN
- WEBSITE