

THESIS



IDEATION AND PROGRESS

Shahgul Khanum

Time is a string of moments where events occur continuously bringing together the concepts of past, present and the future. What started off with interest in phenomenon such as time travel, blackholes and how time works, slowly changed its course by looking into the concept of time itself in one's everyday life. Researching about time through mandalas and other beliefs made me realize the crux of my project, **how can I visually convey my understanding and representation of the theory of time**. Keeping in mind the complexity of the subject itself, I have come to the conclusion that time is a very relative concept on its own. Each individual can experience it very differently, as Albert Einstein himself said "Time and space are modes by which we think and not conditions in which we live."

I seek to answer my question by exploring and studying different aspects of time. It is a word which can be looked at from multiple perspectives, scientific, philosophical, even magical. My project revolves around understanding a simple term, and forming visuals which are fusing together to highlight certain details, which will bring out the essence of time.

ABSTRACT

RECAP 7th Semester

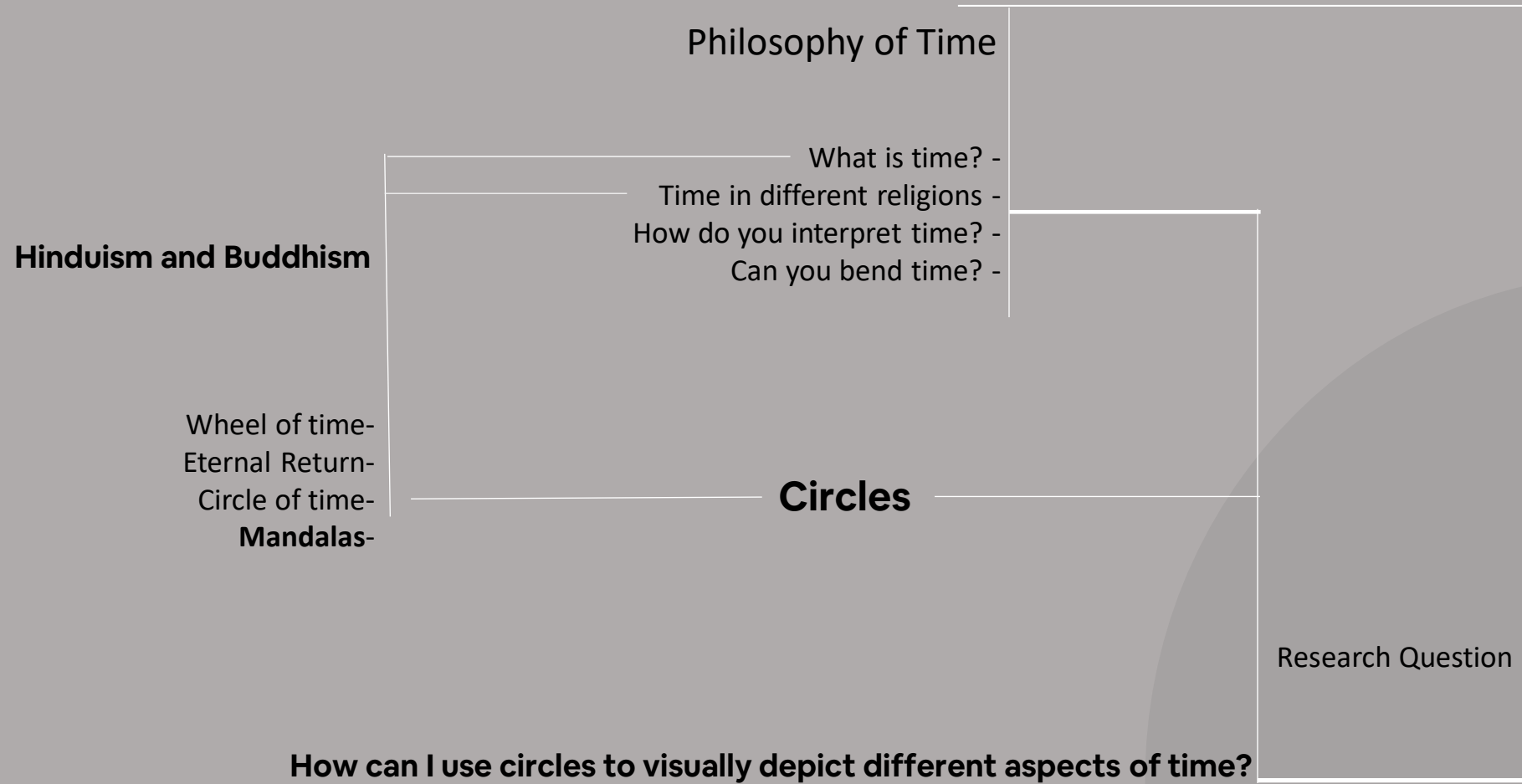
Started off with an interest in **time travelling**

Time Travelling is a phenomenon where one individual defies the workings of time to travel back and forth in time

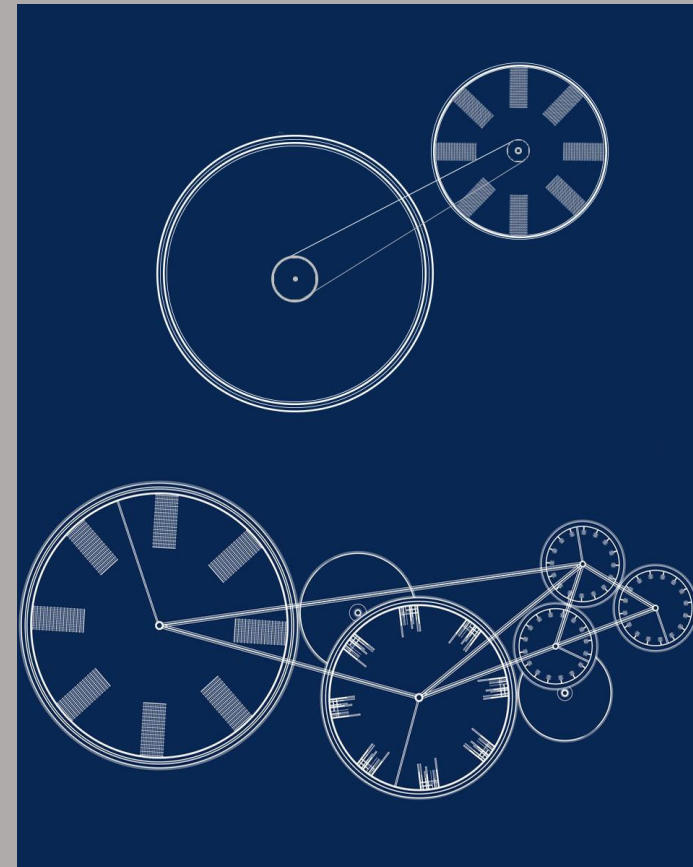
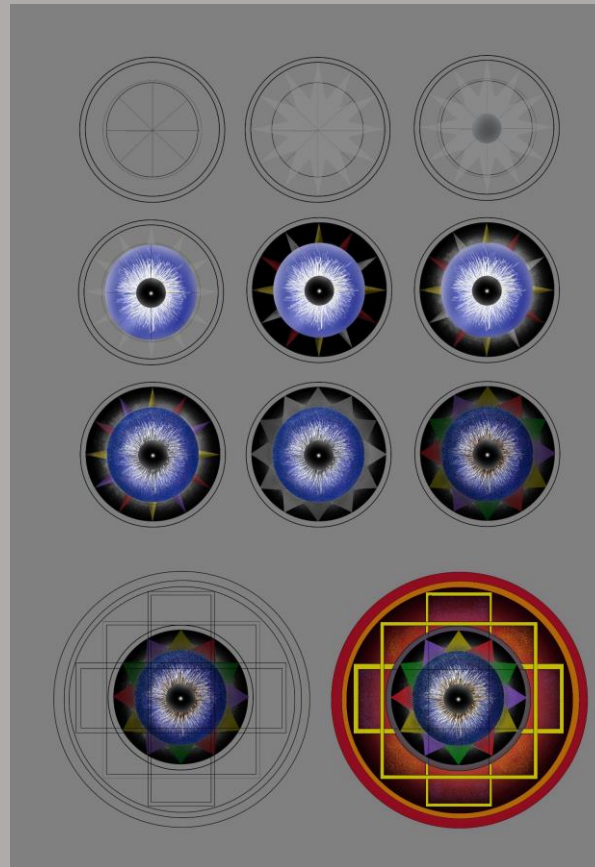
Further Branched out into several categories

Wormholes-
Alternate universe-
Blackholes-
Calendars-
33 Year Cycle theory-
Philosophy of time-

RECAP

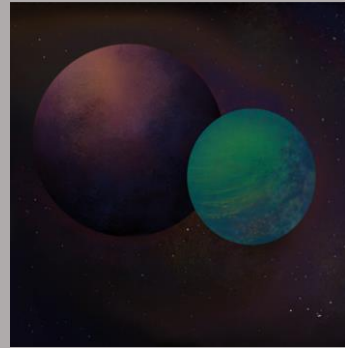
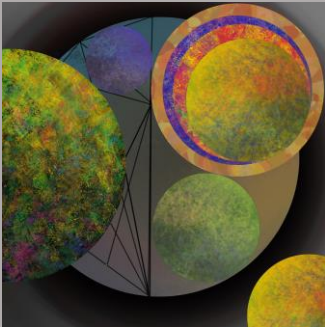
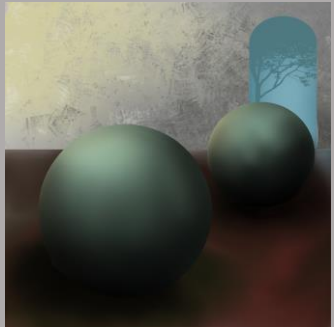
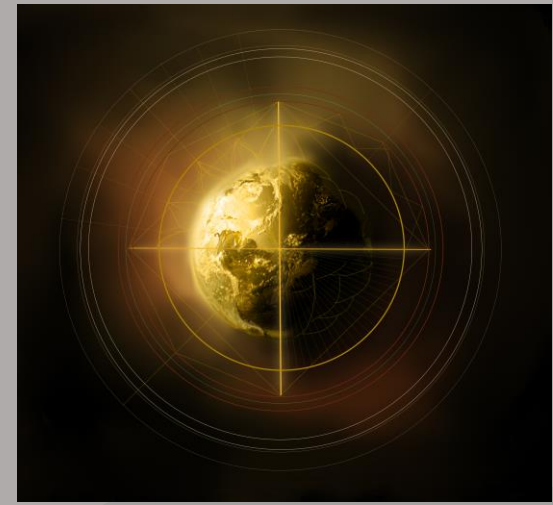


RECAP



Initial visuals

RECAP

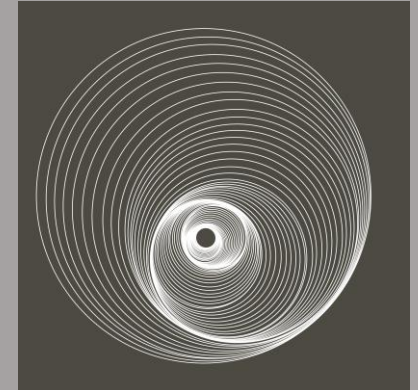
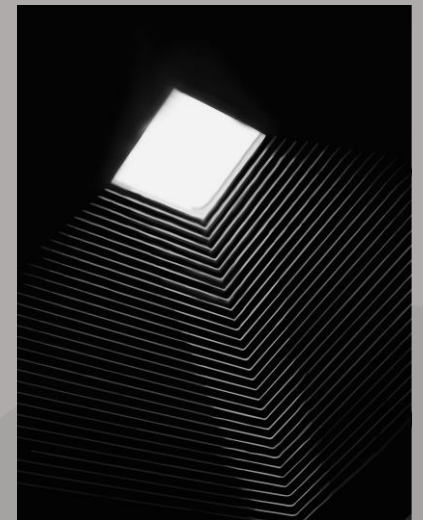
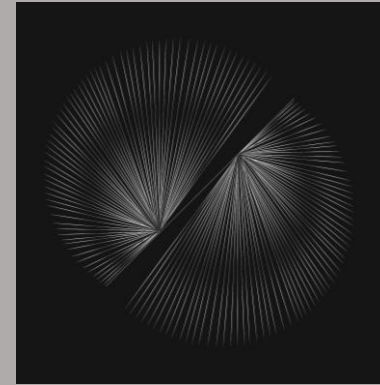
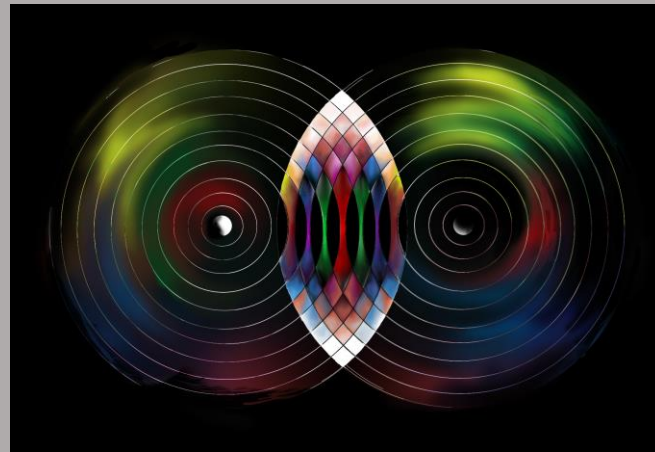
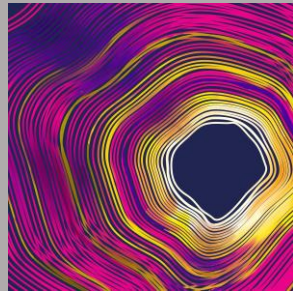
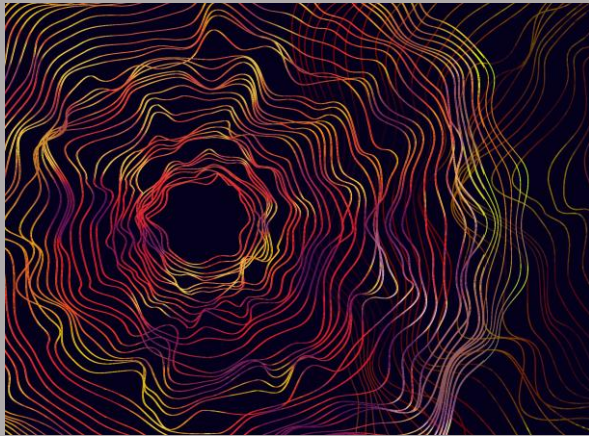


Visuals For Mid Crit

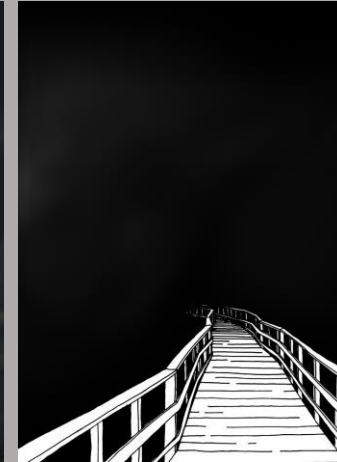
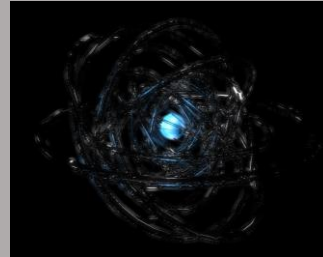
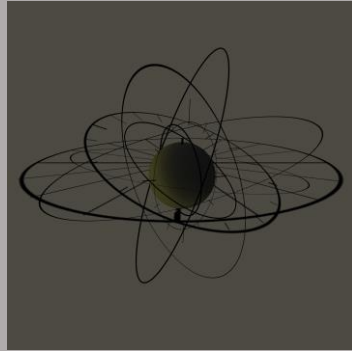
RECAP

Post Mid-Crit

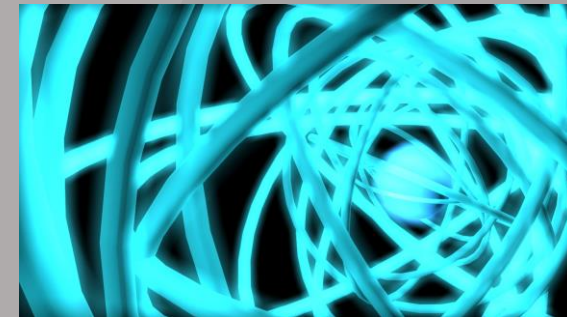
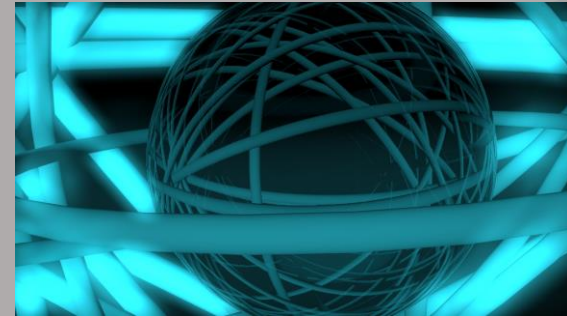
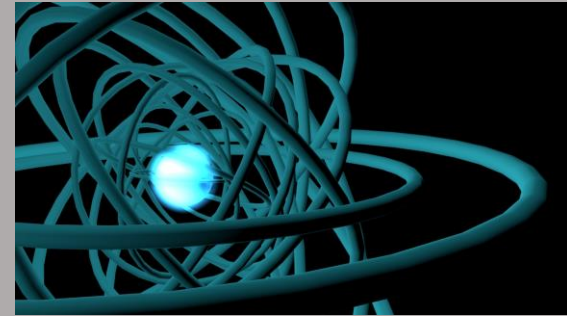
Categorizing aspects -
Space-time Continuum -
Time in Limbo -



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Other Visuals



RECAP

RECAP 8th Semester

New direction

form of **animation** in which motion pictures have their own rhythm and movement where it has no narration or a specific structure

- Subjective and non-linear

- An unorthodox, abstract form of animation

- Computational Creativity -
- Generative Art -
- Experimental Animation -

RECAP

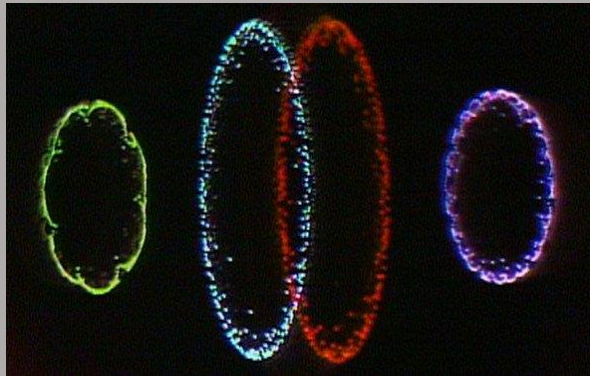
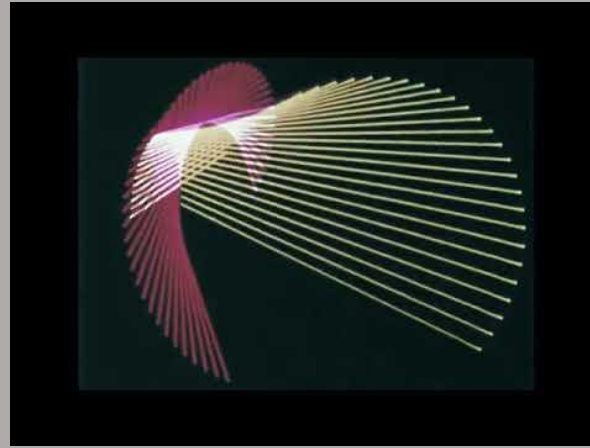


John and James Whitney

motion graphics 1968 -

permutations 1965 -

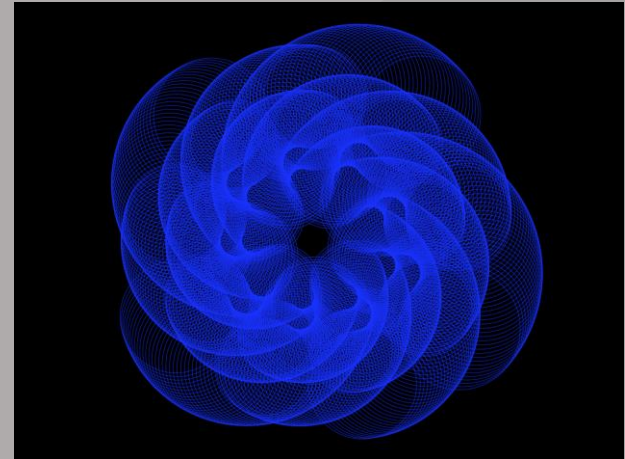
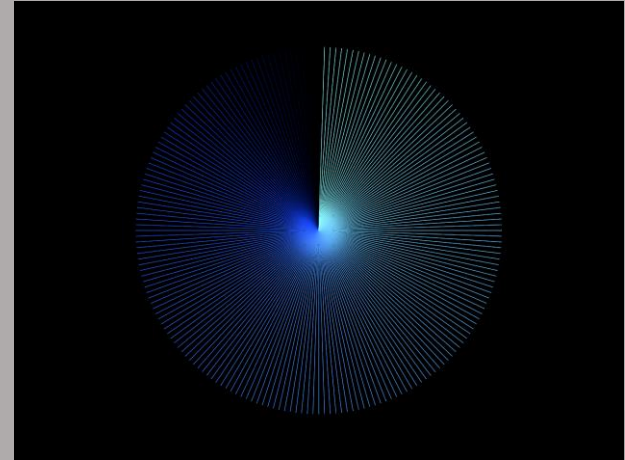
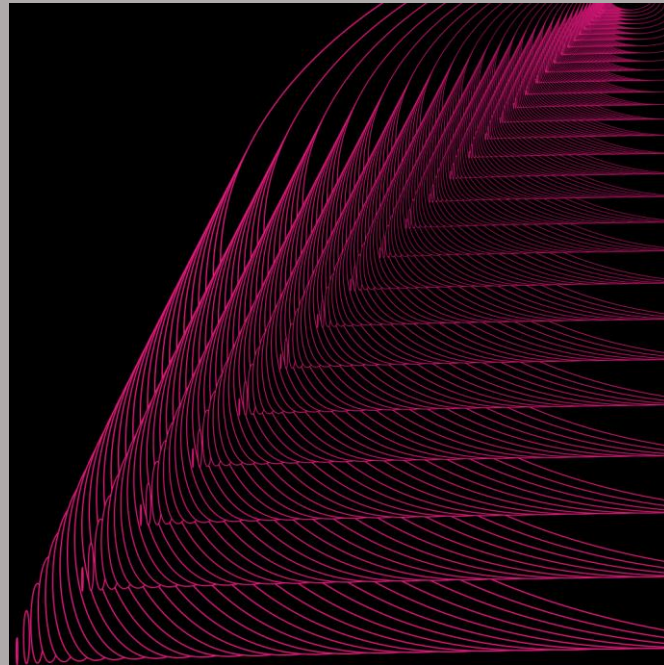
catalogue 1961 -



RECAP

Ballio Chan

- 'Line, Circle, Rainbow' -
- 'Blue Circles' -
- 'Spiral lines' -



RECAP



Animation

Interaction

RECAP

Processing 3 -

A Java based Software made for visual artists to make interesting visuals using different values and formulas

ANIMATION

Processing 3 -

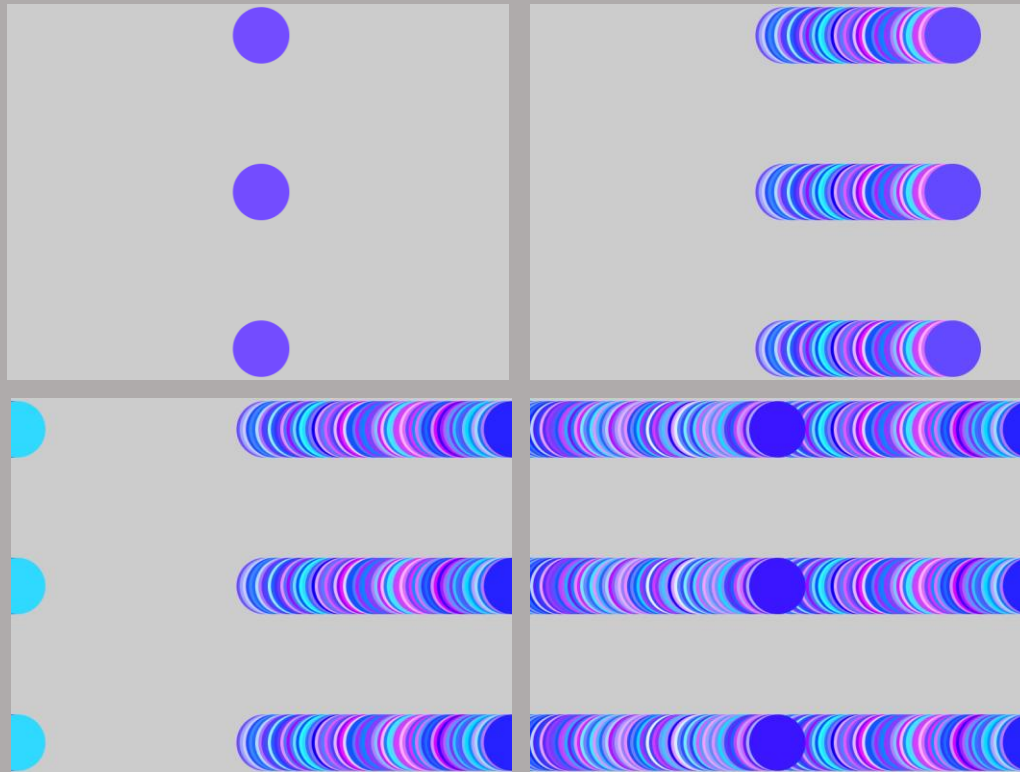


The diagram consists of a white line that starts from the right, goes up, then left, then down, then left again, connecting the 'Processing 3 -' header to a list of capabilities. The capabilities are listed on the left, and a descriptive sentence is on the right, all connected by a single continuous line.

- Still visuals -
- Animations -
- Interactive visuals -
- Ability to play with sound as well -

A Java based Software made for visual artists to make interesting visuals using different values and formulas

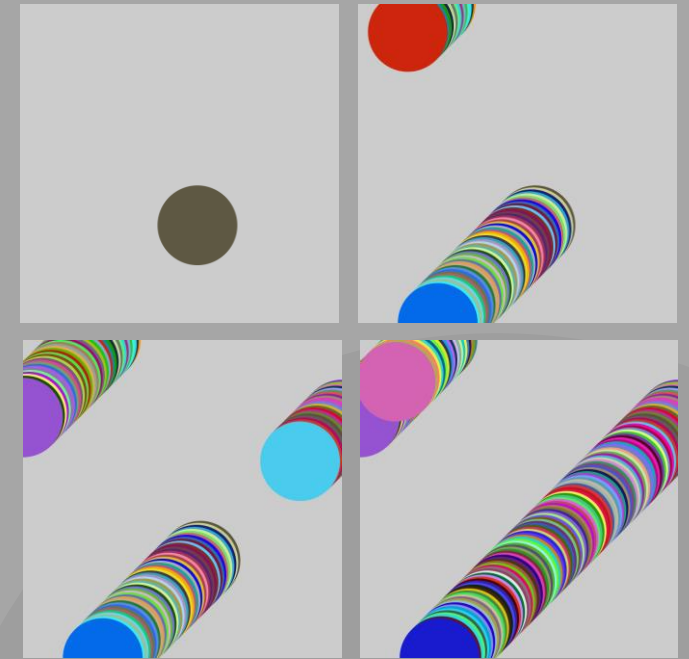
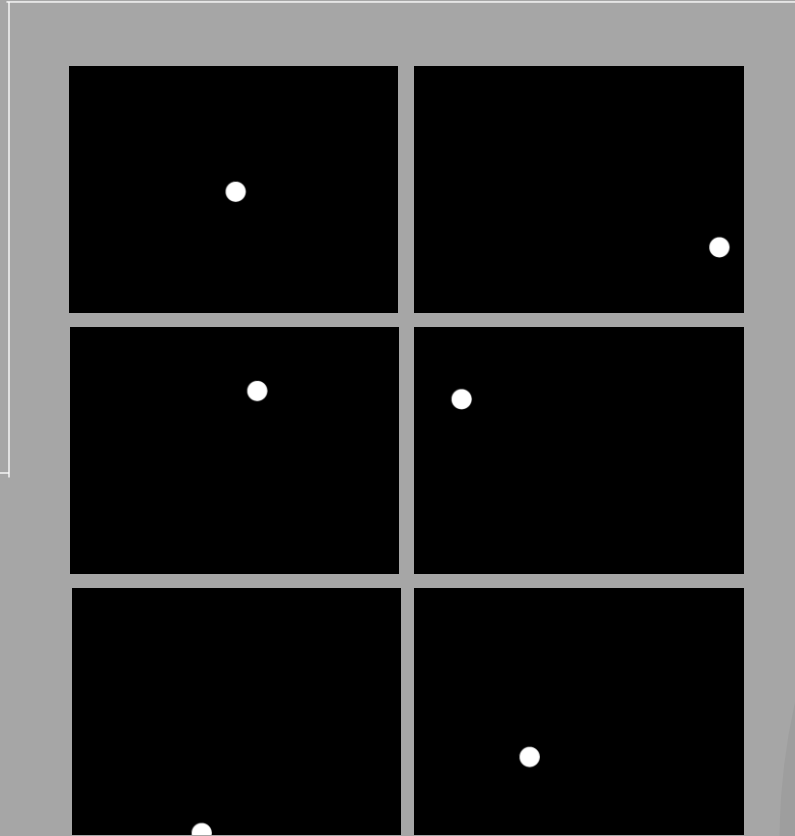
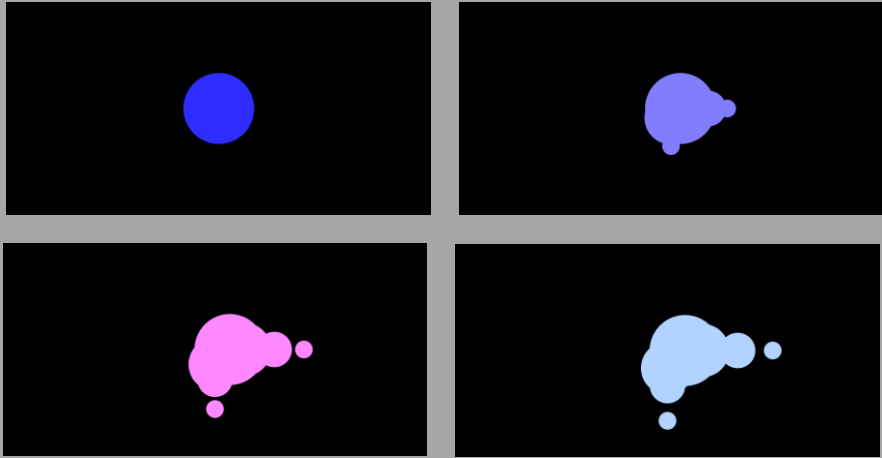
ANIMATION



After Effects -
Cinema 4d -
Processing 3 -

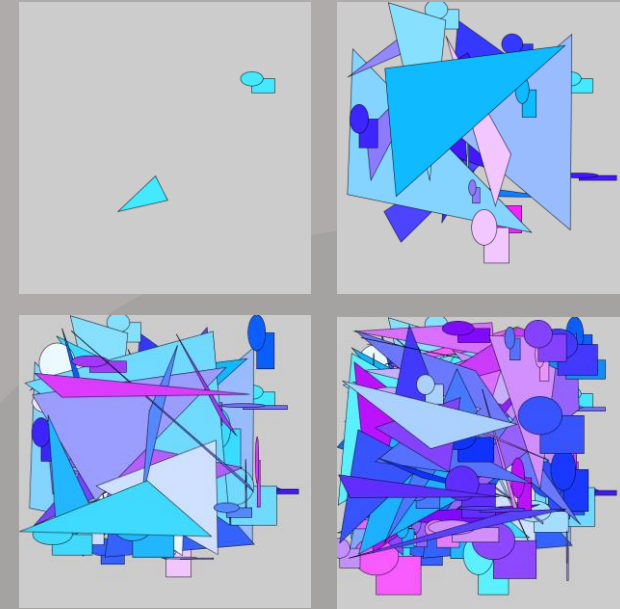
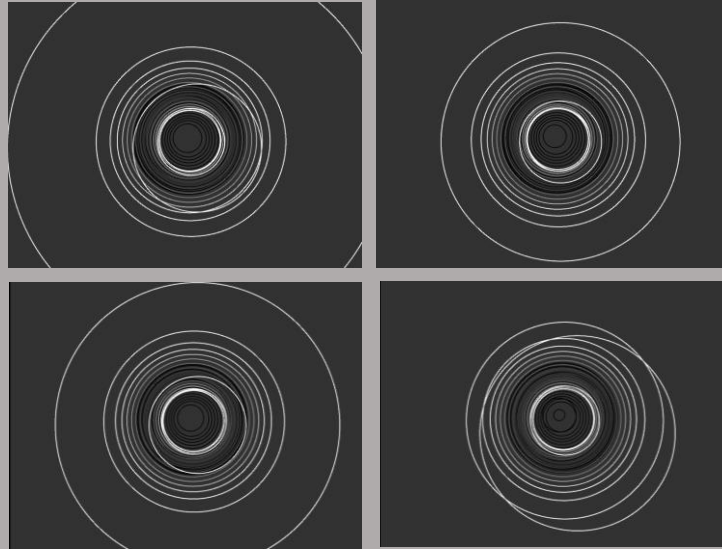
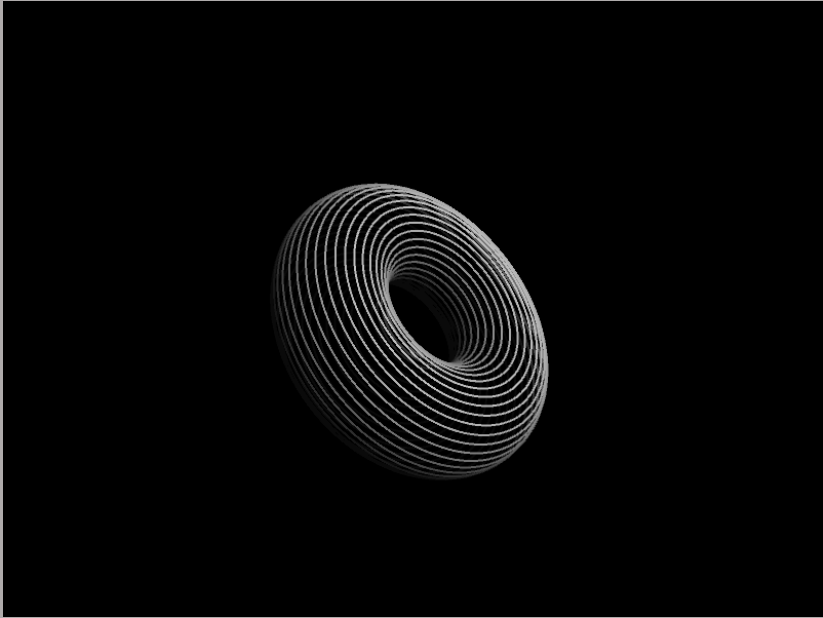
ProcessVideo1_ShahgulKhanum_VCD2020

ANIMATION



ProcessVideo2_ShahgulKhanum_VCD2020
ProcessVideo3_ShahgulKhanum_VCD2020
ProcessVideo4_ShahgulKhanum_VCD2020

ANIMATION



ProcessVideo5_ShahgulKhanum_VCD2020
ProcessVideo6_ShahgulKhanum_VCD2020
ProcessVideo7_ShahgulKhanum_VCD2020

ANIMATION

Were the animations bearing fruit for my research?

- Increasingly difficult to form complex visuals -
- Confusing equations -
- Not as interesting to watch for a long period of time -
- The idea of relativity in time was getting overlooked -

Should I try another direction?

ANIMATION

Animation

Interaction

INTERACTION

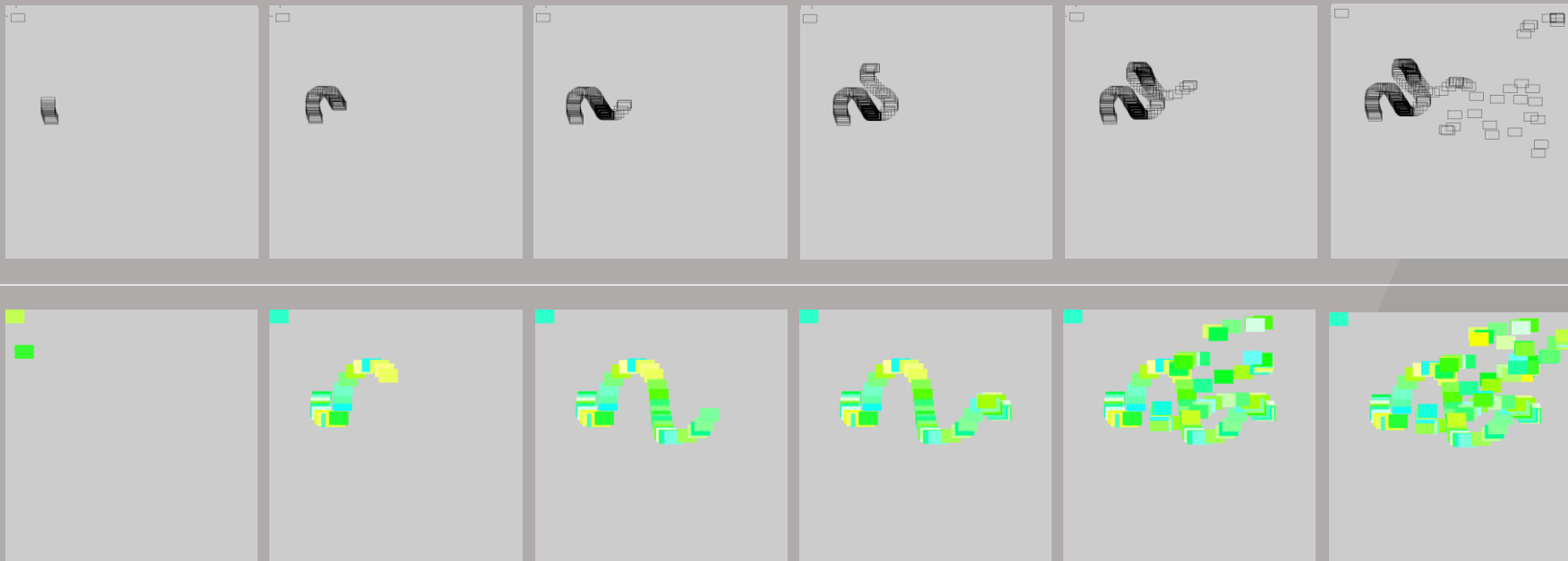
Interaction

Processing 3

- Allows the user to interact with the visual
- Screen has an extra function
- Opening up the visuals to a wider interpretation

INTERACTION

Initial Visuals



MouseClicked
+
MouseDown

INTERACTION

ProcessVideo8_ShahgulKhanum_VCD2020
ProcessVideo9_ShahgulKhanum_VCD2020

Change in Research Question



How can I use circles to visually depict different aspects of time?

how can I visually convey my understanding and representation of the theory of time?

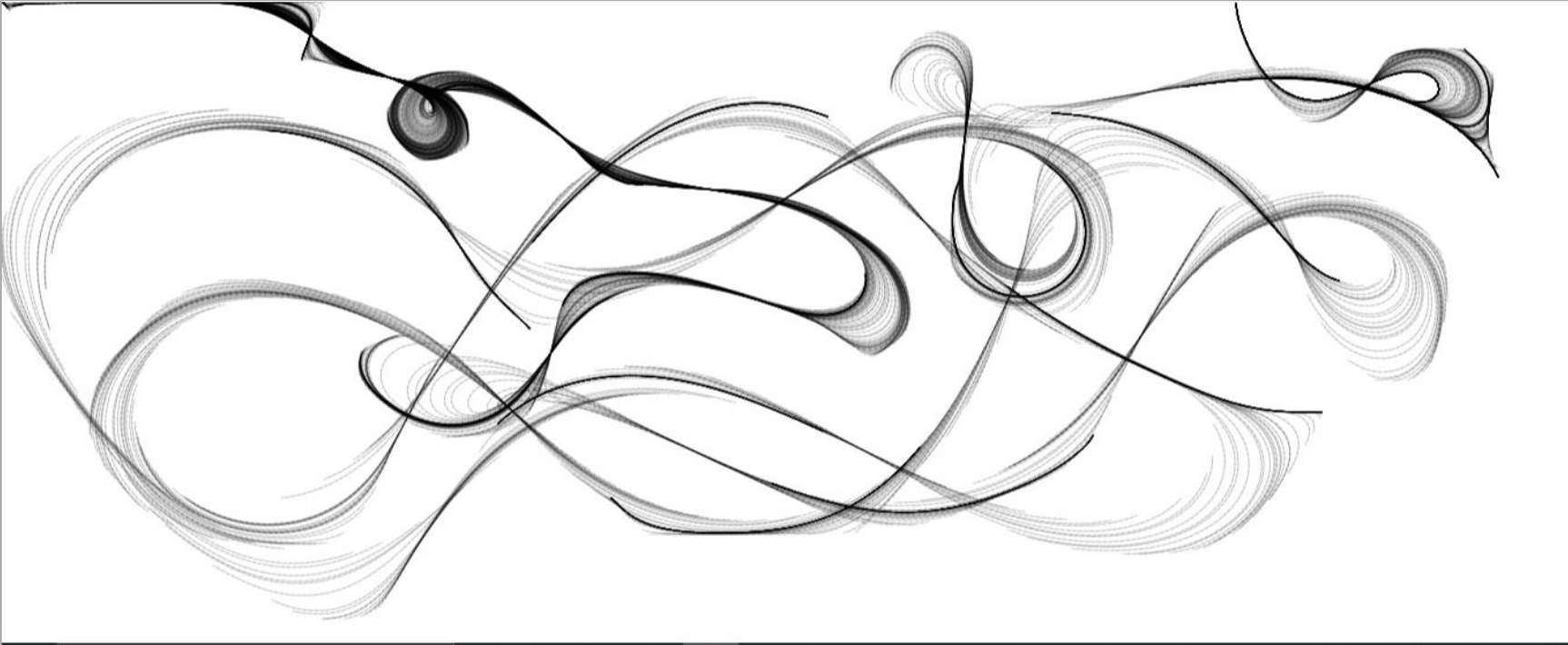
INTERACTION

The following visuals will be brought forward one by one, most with a visual or conceptual representation attached to it, mostly referring to time itself, its research, and the overall visual narrative they form.

Keeping in mind the medium chosen, the main feeling I tried to incorporate in my visuals for my audience to feel is relief from their everyday stress as they come into contact with my work.

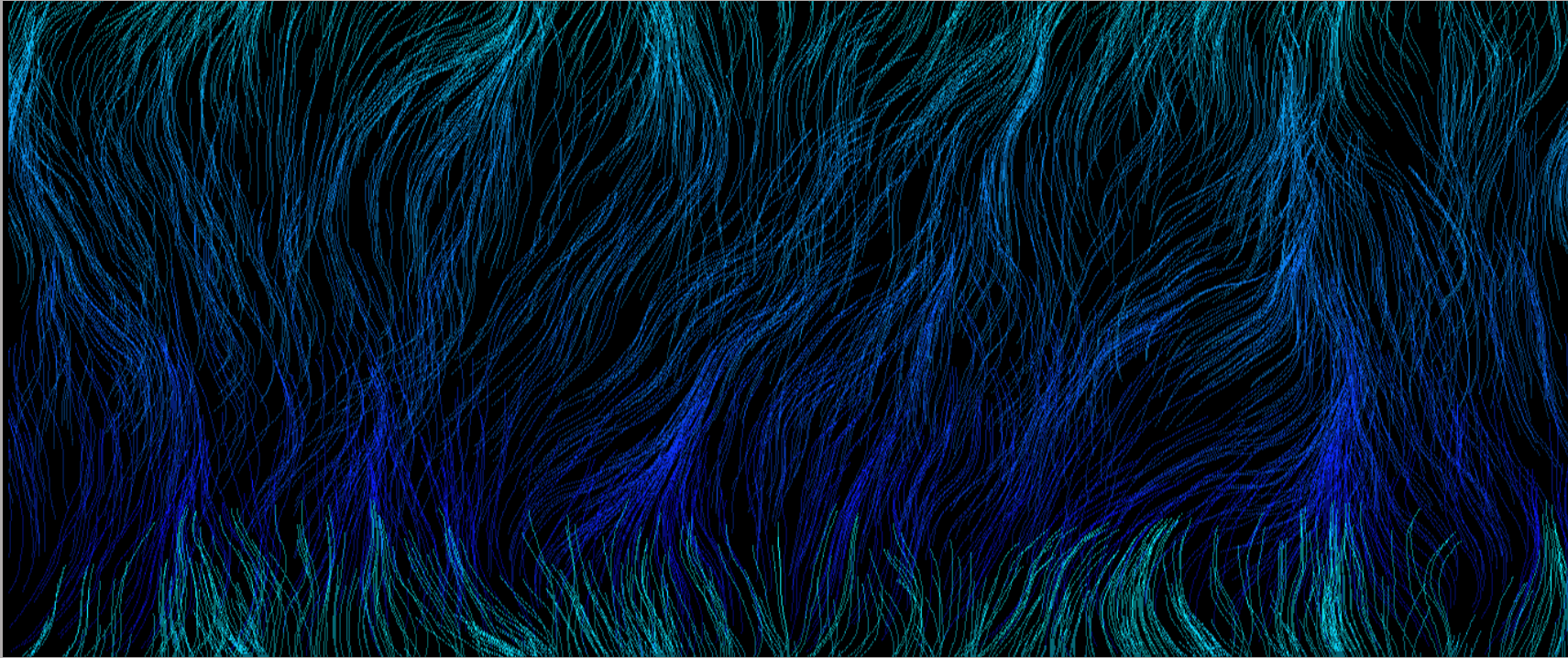
FINAL VISUALS

Drawing



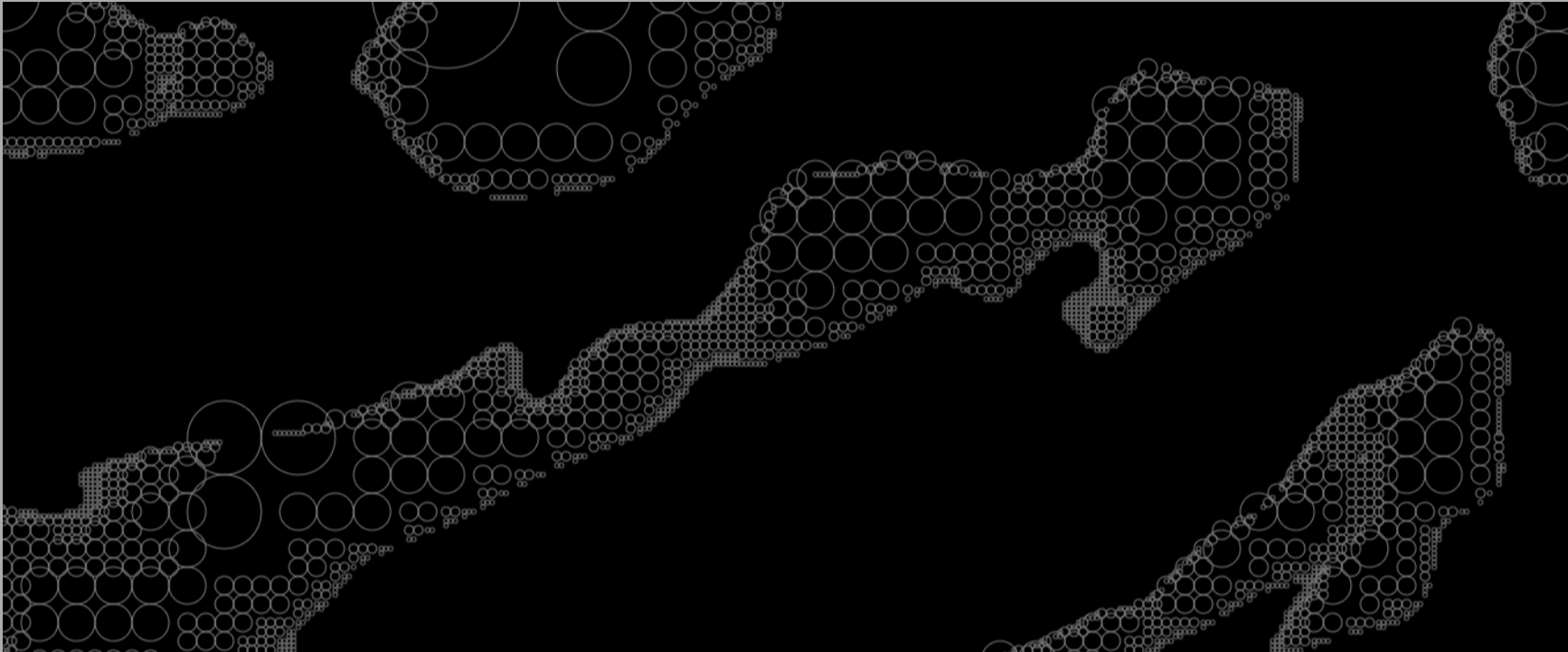
VISUALS

Fabric of Reality



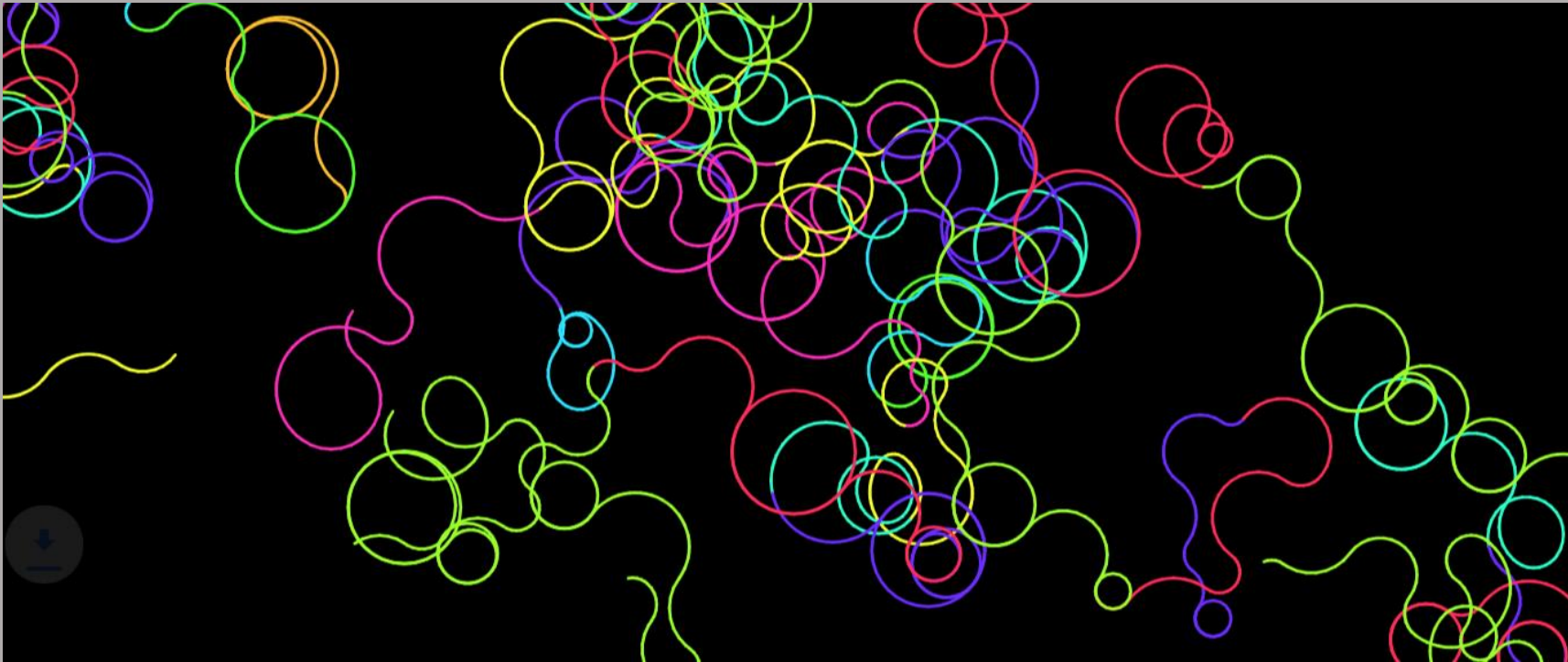
VISUALS

Stream



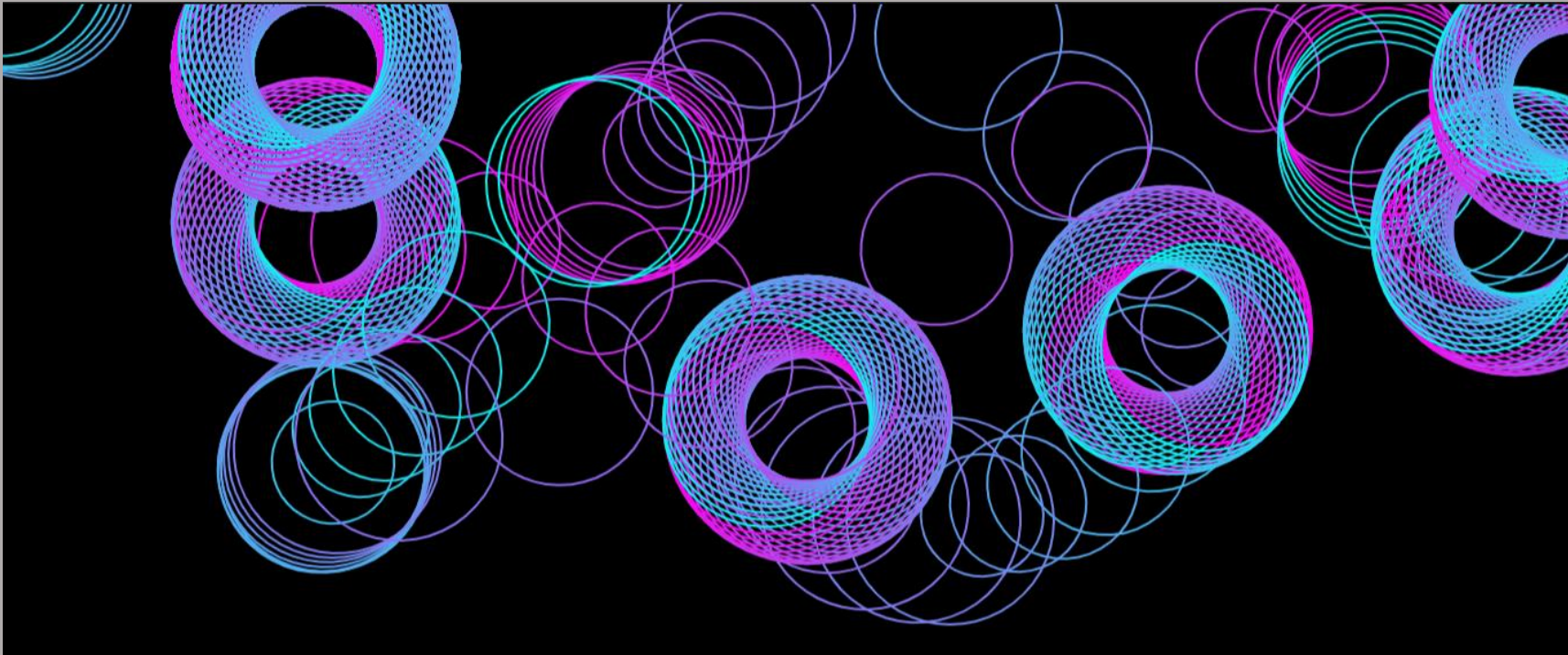
VISUALS

Noodles



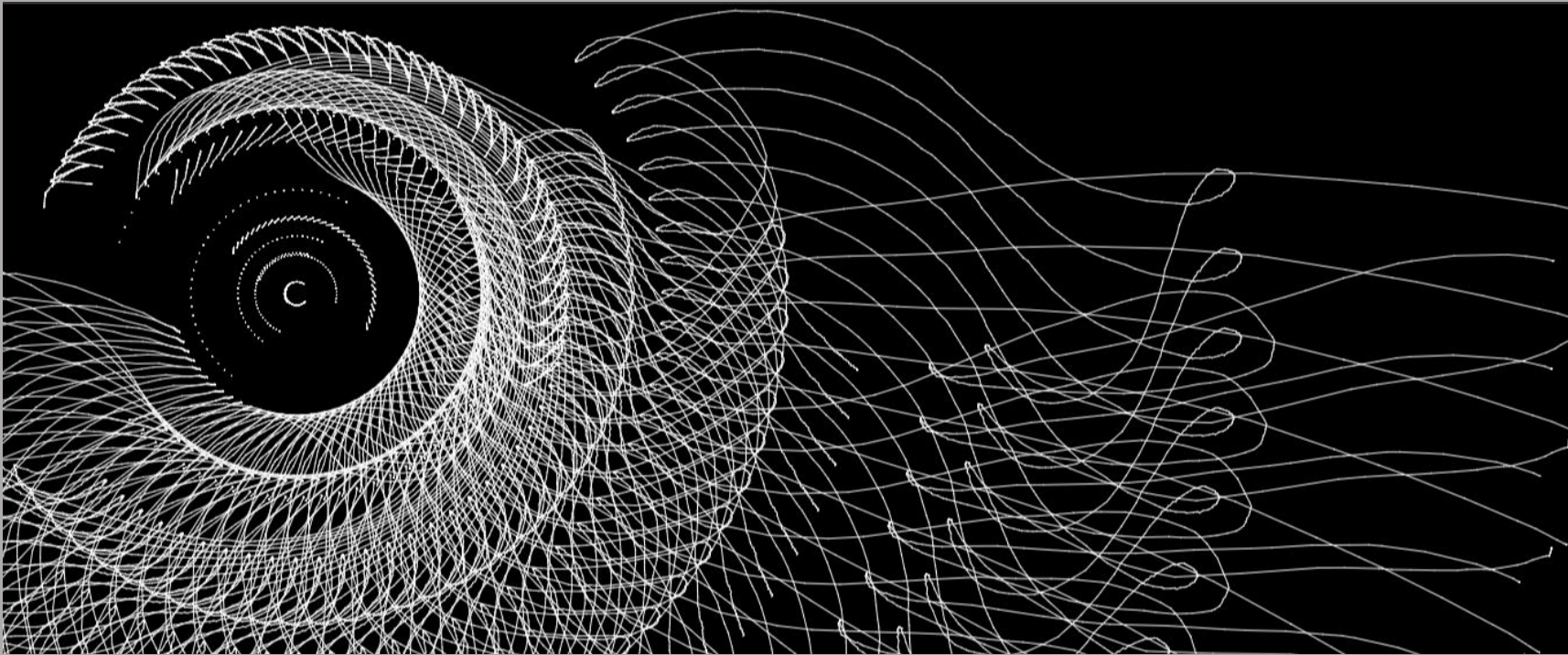
VISUALS

Slinky



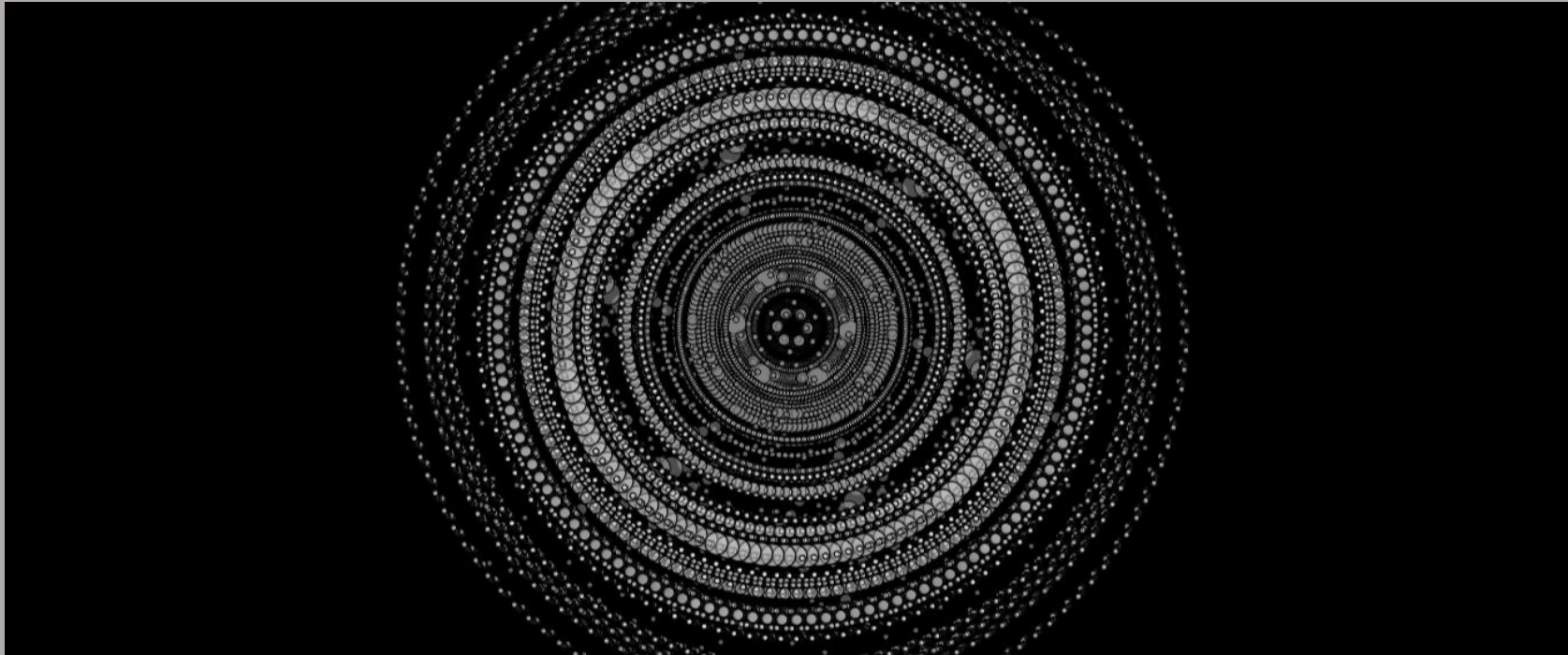
VISUALS

Circulate



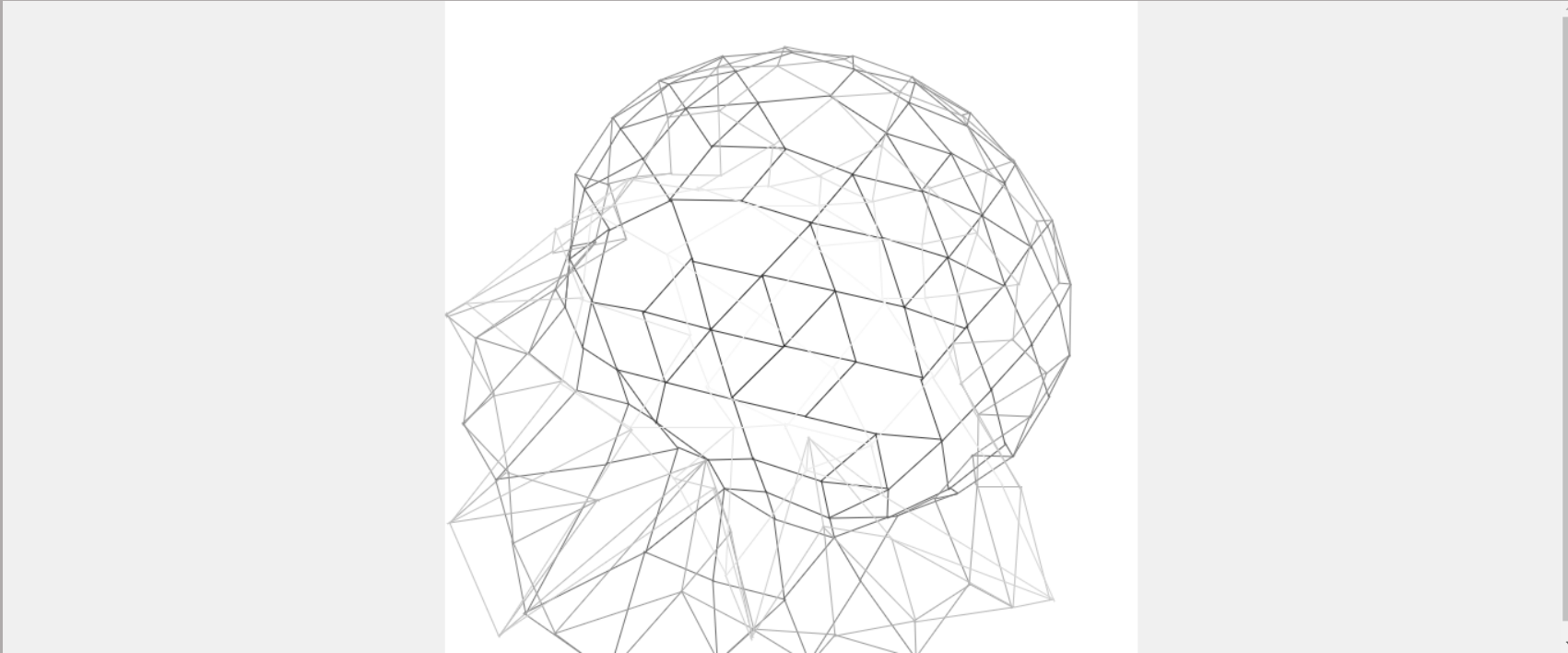
VISUALS

Mandala



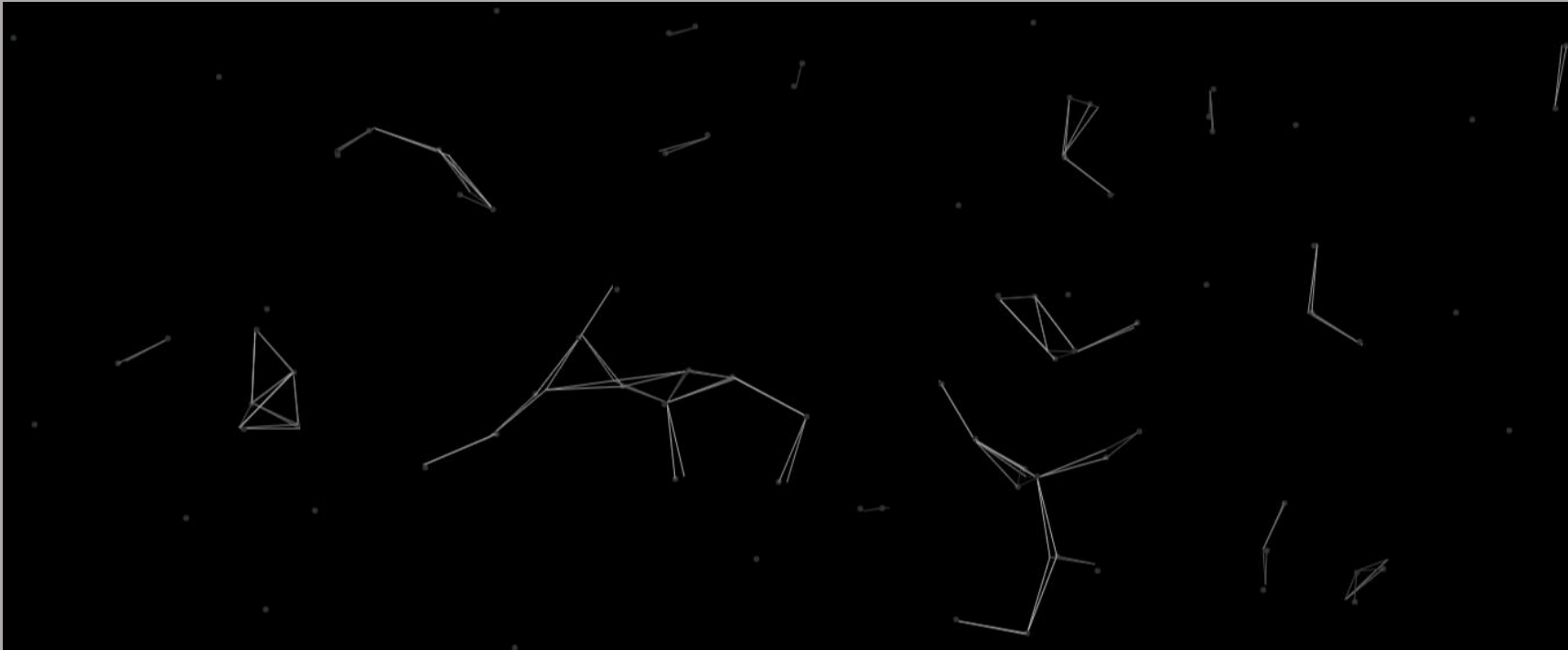
VISUALS

Unified



VISUALS

Separated



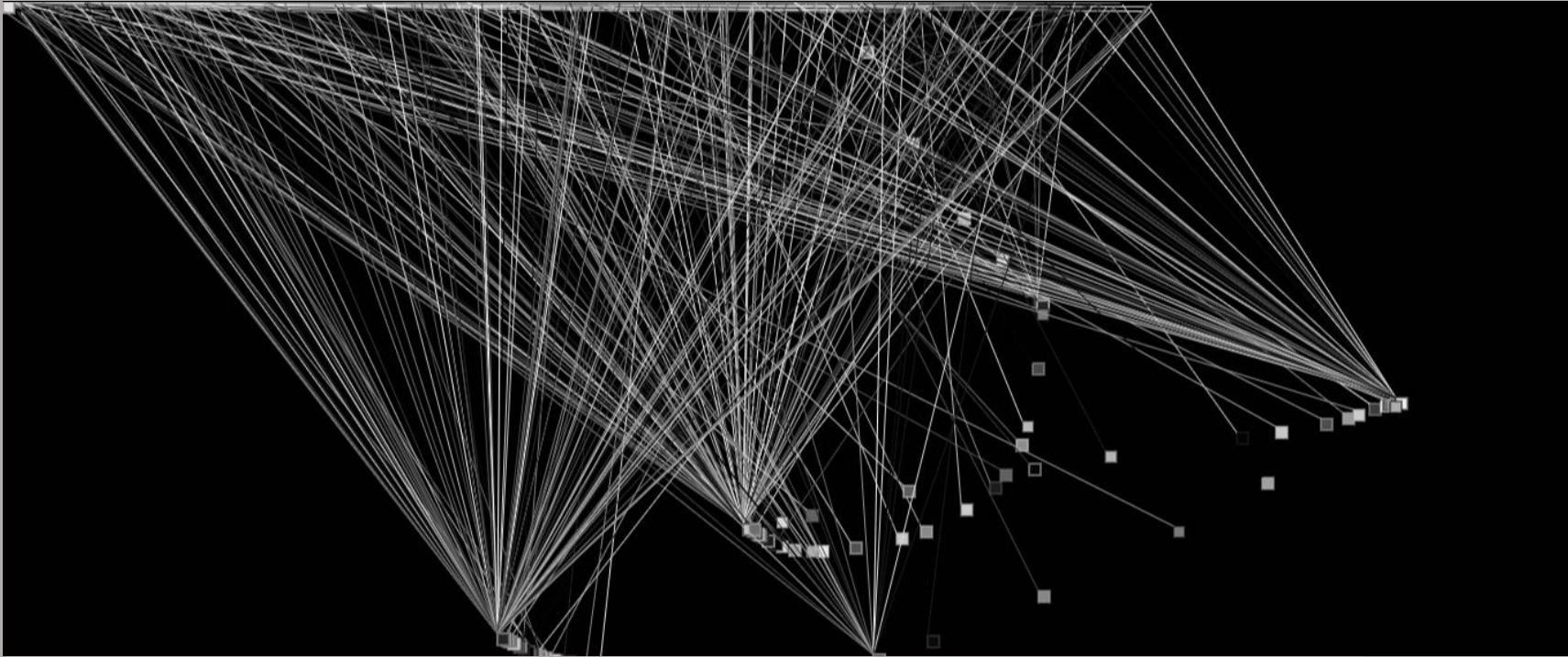
VISUALS

Barcode



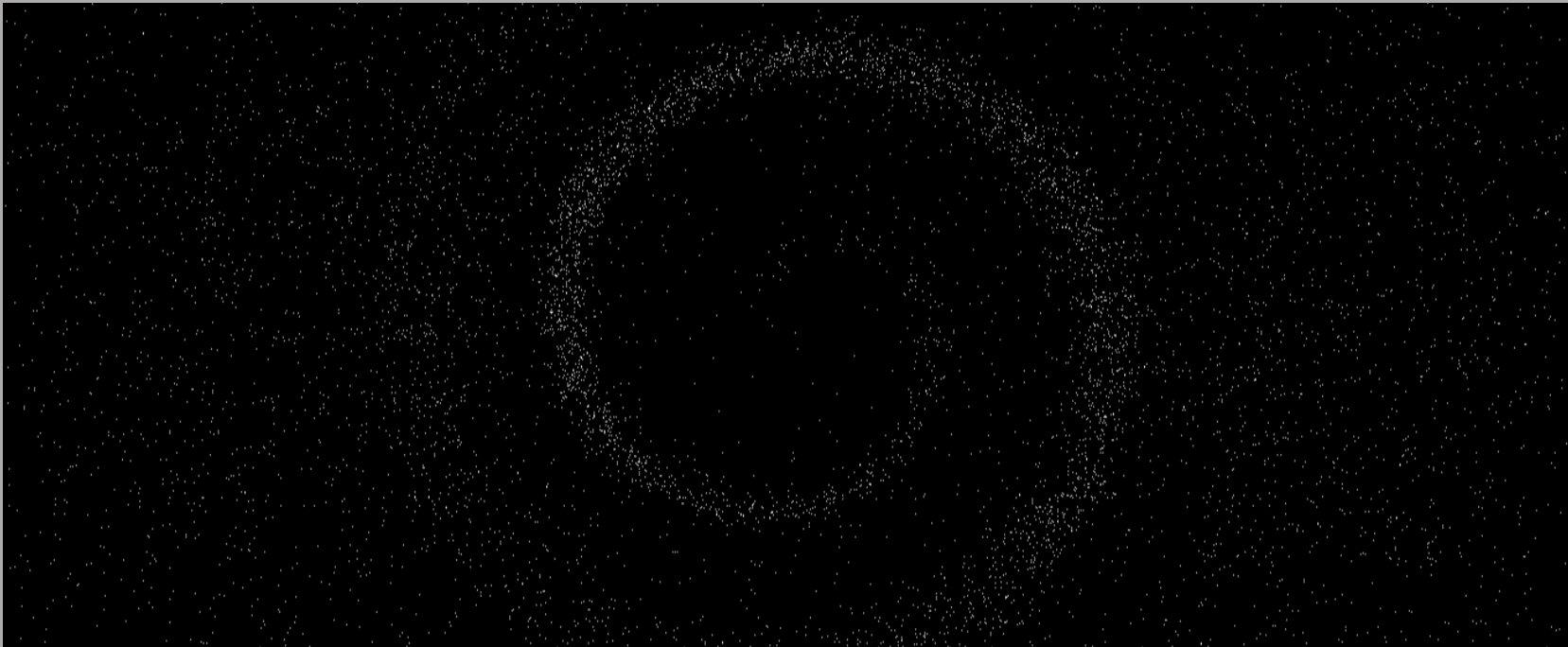
VISUALS

Pendulum



VISUALS

Spiral



VISUALS

Marbles



VISUALS