

BFA VISUAL ARTS 2020

BRUNN BARREN

THIS WORK IS A COMMEMORATION OF PUNJABI OUTDOOR GAMES. I HAVE CREATED RULE BOOKS FOR SOME OUTDOOR PUNJABI GAMES THAT I USED TO PLAY WITH MY FRIENDS; THEIR RULES WERE NOT OFFICIALLY WRITTEN DOWN ANYWHERE AND WOULD BE PASSED DOWN THROUGH GENERATIONS BY WORD OF MOUTH.

راپو شٹاپو

اے کھیڈ وچ تین جنے بندے نیں۔
دو جنے رسی پھڑ کے گھماندے نیں، تے تیسرا ایس
رسی دے درمیان وچوں چھال ماردا اے۔ جے رسی
جسم نال جڑ جاوے تے دوسرا واری لیندا اے۔

شٹاپو

شٹاپو کھیڈ وچ سانوں پُگنا پیندا اے۔
جہندی واری پہلے آجاوے اوہ اے،
اوہ زمین اُتے تَبے بناندا اے تے وچ گنتی لکھدا اے۔
اک اک کر ک اینہاں ڈبیاں اندر جُتی سٹ کے اک اُت
چک کے دوسری سیڈ توں اک لانگ پٹ ک اتوں دی آ کے پھڑنا
بندا اے۔ ایس طرح دس واری تک کرنا بندا اے۔
جے لین اُتے جُتی آجاوے تے بار جاندا اے۔

چونڈی تھپاہ

ابھدے وچ اک بندا بے کے زمین وک جھک جاندا اے۔
تے باقی ایس دے اُتے دو الے بے جاندے نیں، اک بندا
جھکے بندے دے لک وچ چونڈی کٹدا اے
تے دوجا کوئی پور تھپا ماردا اے۔
فیر اوہ اپنا سیر اُتے کر کے دسدا اے کنبے چونڈی کٹی تے کنبے تھپا ماریا۔
جے تے اوہ تھیک دسے تے چت جاندا اے تے جے گلت دسے تے اوبنوں ساریاں
کولوں کٹ پیندی اے، اوہ اپنے ہتھ اُتے کر کے باقیوں کولوں چنٹاں کھاندا اے۔
جے بجا لوے تے جان چھٹ جاندی اے۔

گٹھاں ٹپن

ایس کھیڈ وچ پہلے دو لوکی تھلے بے جاندے نیں،
اک توں بعد اک گٹھ بنا کے واری والے اوبدے اُتوں چھال مار دے نیں۔
جے جسم دا کوئی حصہ اُنہوں لگ جاوے اوہ بار جاندا اے۔
اک توں ودھ کے اک سٹپ مشکل ہوندا جاندا اے۔

گلی ڈنڈا

دو اٹاں جوڑ کہ اوہدے درمیان وچ لکڑ دی گلی رکھی جاندی اے۔

فیر اونہاں دوہاں اٹاں دے وچ بلا رکھ کے گلی نوں یک مار کے

ہوا وچ اُچھال ک دوجی یک ماری جاندی اے۔

جے تے اگلا گلی نوں کیچ کر لوے تے اوٹ ہو جاندا اے۔

فیر کسے ہور دی واری آجاندی اے۔

ایس کھیڑ وچ پہلاں پُگنا پیندا اے۔

ایس دا انداز:

اونچ نیچ دا پہاڑ

ستوں موتیاں دا ہار

مالی ویکھریا اے

کون پُگ ریا اے

اے جملے بول کے ہر لفظ اک جنے تے رکھ کے بولیا جاندا اے۔

جدھے اُتے آخر والا لفظ آے اوہ پگ جاندا اے تے باقی جھیڑا آخر تے

رہ جائے اوہ واری دیندا اے۔ سارے بھج کے اوچی جگہ تے چڑھ جاندا اے۔

واری دین والا اونہاں نوں نیچ جگہ تے رہ کے پھڑدا اے۔

یسو پنجو

ایس کھیڈ نوں پنجھ لوگ کھیڈ سکدے نیں۔

سب توں پہلاں اپنا اپنا نام چُن لیا جاندا اے۔

نام:

یسو

پنجو

ہار

کیونتر

ٹولی

کھیڈ شروع کرن توں باد سارے اپنے ہتھ اک دوجے نال جوڑ کے

اُچھال کے تھلے رکھدے نیں تے اپنی مرزی دے نال اپنی انگل کھولدے نیں۔

ایس کھیڈ وچ جدھا نام فگر دے حساب نال آندا جاندا اے اوہ پگدا جاندا اے۔

جہڑا آخر وچ رہ جاوے اوہ اپنے ہتھ جوڑ کے مار کھاندا اے۔

جے بچ حاوے تے جان چٹ جاندی اے۔

سب توں پہلاں پُگنا پیندا اے۔

فیر جھیڑا پُگن توں رہ جاندا اے، اوہنوں واری دینی پیندی اے۔

جھیڑا واری دین جاوے اوہ دیوار ول منہ کر کے دس تک گنتی گندا اے۔

اودوں تک سارے لک جاندے نیں۔ واری دیوں والا ساریاں نوں لبھدا اے۔

جے اوہ سارے متراں نوں لبھ لوے تے اوبدی واری ختم ہو جاندی اے، تے

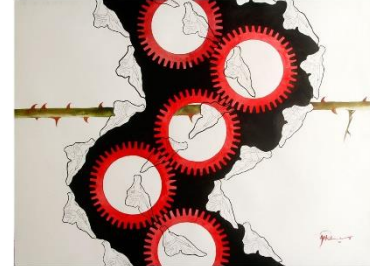
جنہوں پہلے لبھیا ہوے اوہ واری دیندا اے

لُکن مٹی

THIS PERFORMANCE AND INTERACTIVE WORK IS A COMMENT ON HOW TECHNOLOGY IS TAKING OVER OUTDOOR GAMES. THIS ARTWORK IS A REFLECTION OF ONE SUCH GAME THAT I USED TO PLAY WHERE GROUPS OF CHILDREN WOULD GO INTO SPACES AND MAKE LINES WITHIN A PARTICULAR SPACE AND A TIME LIMIT. EACH PLAYER WOULD MAKE LINES IN DIFFERENT PARTS OF THE SPACE SO THAT THEY WOULDN'T BE EASILY VISIBLE TO THE OTHER PLAYERS. ONCE THE TIME LIMIT WAS UP, EACH PLAYER WOULD GO INTO THE SPACE OF ANOTHER AND SCOUT AROUND FOR LINES IN ORDER TO ERASE THEM. THE PERSON WITH THE MOST LINES IN THE END WOULD WIN. JUST LIKE THIS GAME. EACH PAINTING IS DIVIDED AND HIDDEN BEHIND 4 QR CODES. THE PERSON WHO COMPLETES THE PAINTING WINS.

FIND ME IF YOU CAN

Its a puzzle. Each painting is cropped in four pieces and hidden in the barcodes. Scan these barcodes and complete the painting. A reward will be given whom complete the painting first.







THIS INTERACTIVE PAINTING IS A COMMENT ON CONSUMERISM AND HOW ONLINE SHOPPING HAS TAKEN OVER TRADITIONAL SHOPPING. THE QR CODE IS A HAND PAINTED ILLUSTRATION ENCLOSED INSIDE A WOODEN FRAME AND IT IS SHOWN IN THE FORM OF A PRODUCT BEING SOLD. WHEN SCANNED, THE TITLE, SIZE AND MEDIUM OF THE PAINTING APPEARS ON THE PHONE IN URDU IN THE SAME WAY THAT THE DETAILS OF A PRODUCT APPEAR AFTER ITS BARCODE IS SCANNED. THE WORDS BLINK ON TO THE PHONE LIKE THE LIGHTS OF A SHOP SIGNIFYING A NOSTALGIC PAST AS WELL AS THE DECLINE OF SMALL LOCAL STORES DUE TO ONLINE SHOPPING.




GOUACHE ON PAPER
10/4INCH



THIS PARTICULAR WORK OF ART IS A COMMENT ON GIMMICKY LOTTERY GAMES WHICH PEOPLE RARELY EVER WIN. WHEN SCANNED, THE TEXT " BETTER LUCK NEXT TIME" WRITTEN IN URDU APPEARS ON TO YOUR PHONE.

REWARD GAME
MEDIUM PPUZZLE
SIZE 3/4INCH



YOU'RE IN MY 

THIS ARTWORK IS A COMMENT ON A VIEWER'S INTERACTION WITH AN ARTIST'S WORK OF ART. EVERY TIME SOMEBODY ENTERED MY ARTIST'S SPACE I WOULD STAMP THEIR ARMS WITH A QR CODE. WHEN SCANNED THE WORDS , "YOU ARE NOW A PART OF AB'S WORK" WOULD APPEAR ON TO THE PHONE'S SCREEN



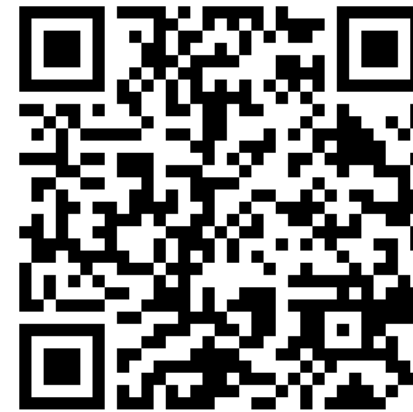
THE WORK IS A UNIQUE PIECE THAT LET A VIEWER EXPERIENCE ACCORDING TO HIS/HER OWN WAY. IT CAN BE A CALL ON OFFICE TABLE, A BALL REMINDER ON A BICYCLE OR ON A MUSIC. IT IS UP TO YOU WHAT YOU WANT TO PERCEIVE OR EXPERIENCE. I HAVE USE IN NUMBER OF NINE THAT IS THE LAST NUMBER OF A DECADE; AFTER THAT, A MULTIPLICATION STARTS. THEREFORE, THAT EXPERIENCE CAN/ MAYBE MULTIPLIED THROUGH IT AFTER PLAYING IT AS AN INSTRUMENT.

AR ARTIUIVE

TO VIEW THIS AUGMENTED REALITY ON YOUR PHONE OR TABLET, SCAN THE QR CODE BELOW OR CLICK ON THE LINK PROVIDED. YOU CAN ALSO CLICK ON THE LINK GIVEN BELOW THE PRINTING IN ORDER TO EXPERIENCE IT IN AN AUGMENTED REALITY.

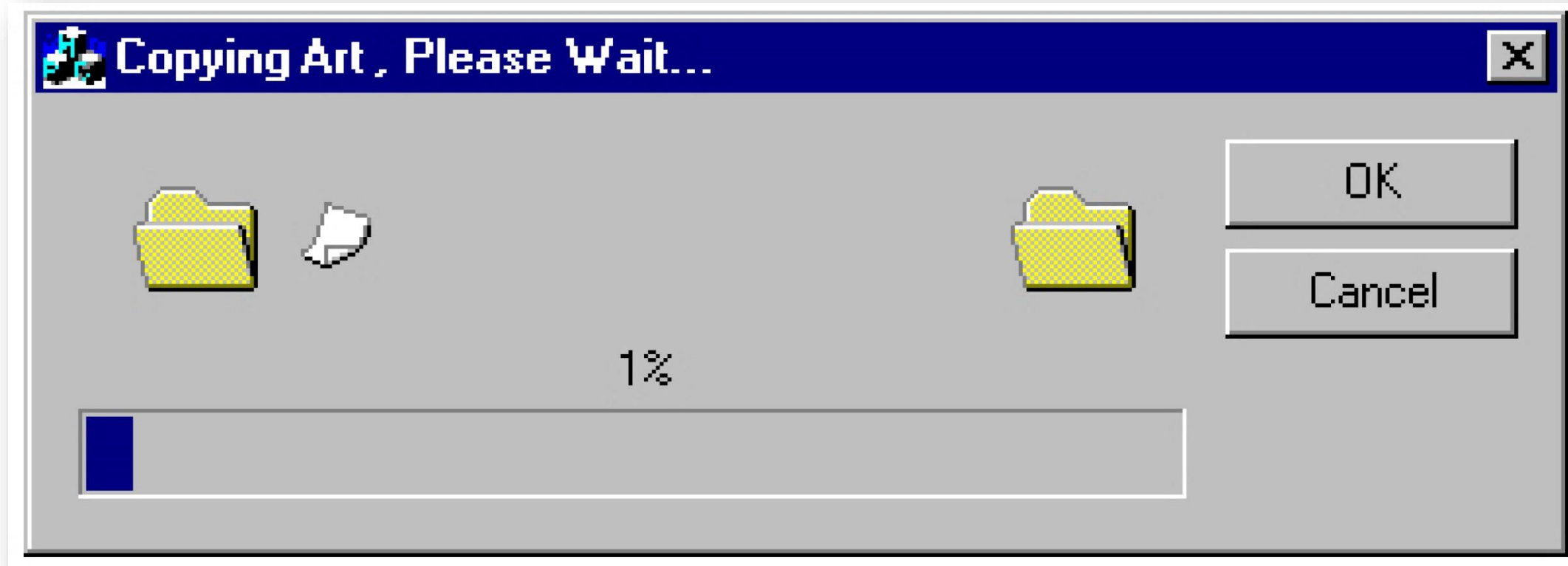


[HTTPS://APPS.APPLE.COM/US/APP/ARTIUIVE/ID1188737494](https://apps.apple.com/us/app/artiuive/id1188737494)



[HTTPS://PLAY.GOOGLE.COM/STORE/APPS/DETAILS?ID=com.artiuive](https://play.google.com/store/apps/details?id=com.artiuive)





FIRST EXPERIMENT ON  



THIS ARTWORK IS AN APPROPRIATION OF RISHAM SYED'S WORK. I HAVE ADDED A TWIST OF AUGMENTED REALITY TO IT. WHEN THE PAINTING IS SCANNED THROUGH A PHONE AN ANIMATION OF A ROCKET DISAPPEARING INTO THE SKY WHILST LEAVING THE SCREEN BLANK APPEARS ONTO THE PHONE.

GAMES SURROUND

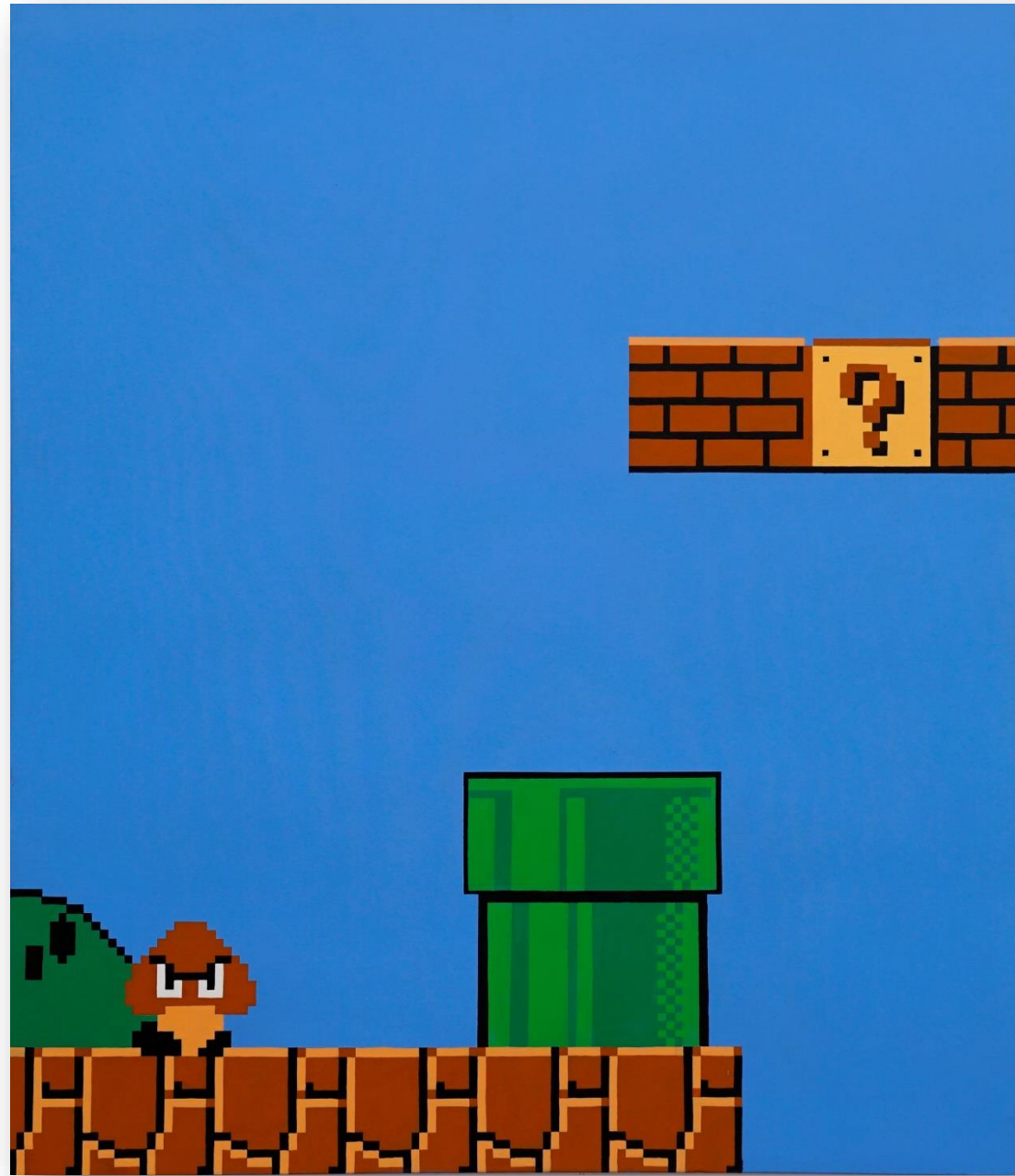
CHILDHOOD GAMES TEND TO LEAVE QUITE AN IMPACT ON AN INDIVIDUAL AT A VERY YOUNG AGE. A CHILD LEARNS TO BURST ENGAGE AND INTERACT WITH THE WORLD THROUGH THESE GAMES, STRENGTHENING THEIR MINDS AND COGNITIVE BEHAVIOR. I USED TO PLAY MANY GAMES IN MY CHILDHOOD, WHICH HAVE A CERTAIN CHARM TO THEM, AS THEY NOT ONLY MANAGED TO DEVELOP AN INTEREST, BUT EVOKED A SENSE OF PASSION INSIDE OF ME. MY PROJECT IS AN OPEN INVITATION FOR THE VIEWERS TO UNDERSTAND THE WORLD AS I HAVE FELT. I HAVE MERGED MY CHILDHOOD LOVE FOR GAMES AND USED MY PASSION FOR PAINTING AS A TOOL TO COMMUNICATE THE STORY WHICH GOES BEYOND THIS PROJECT. TO PORTRAY HUMOR AS A DEFENSE MECHANISM, I HAVE HIGHLIGHTED SOCIAL ISSUES WHICH ARE HIDDEN BENEATH THE COLORFUL AND COMEDIC APPEARANCE OF THESE GAMES. IN A WAY, ONE CAN SAY, THAT NOT EVERYTHING SHOULD BE JUDGED BY APPEARANCES, BUT UNDERSTANDING ONESELF AND REACHING PAST THE FACADES AND LOOKING BEYOND THEM.



ARTIST
DATE

MIX (ACRYLIC ON CANVAS WITH AUGMENTED REALITY)
2/3 FEET

AUGMENTED REALITY
[HTTPS://YOUTUBE.COM/H5_X5U1021E](https://youtube.com/H5_X5U1021E)

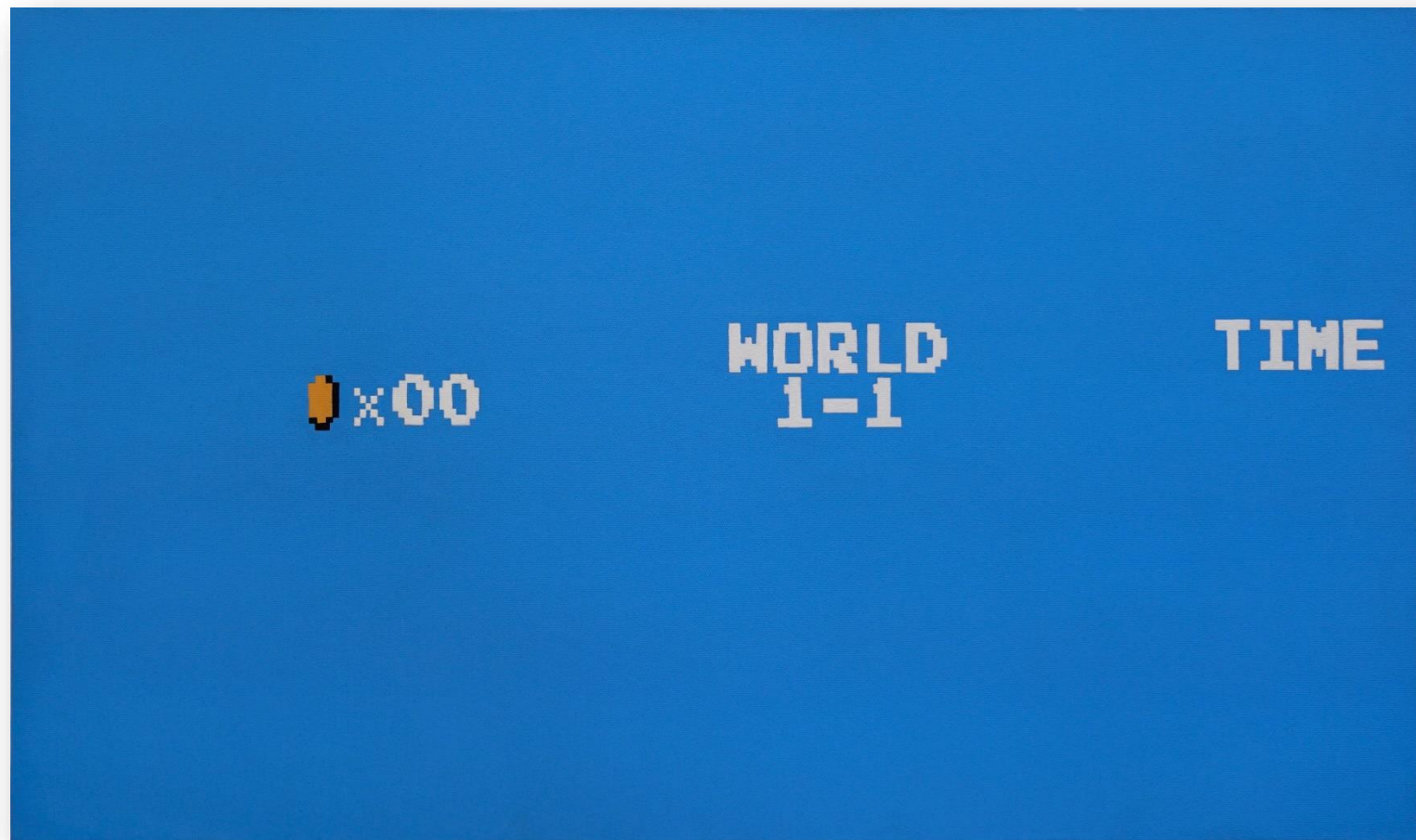


MEDIUM MIXED MEDIA (ACRYLIC ON CANVAS WITH
AUGMENTED REALITY)

SIZE 5.5/3 FT

AUGMENTED REALITY

[HTTPS://YOUTUBE.COM/BETU25A30](https://youtube.com/BETU25A30)



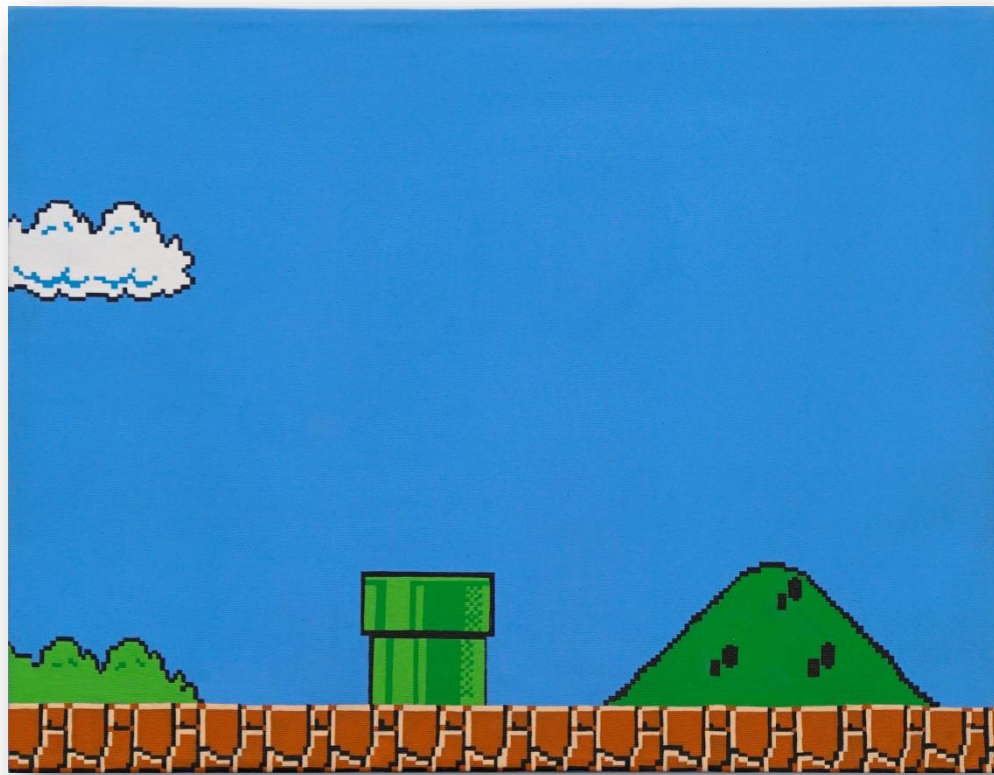
REED
SHE

ACRYLIC ON CANVAS
1.5/2 FEET



MEDIA MIXED MEDIA (ACRYLIC ON CANVAS WITH
AUGMENTED REALITY)
SIZE 2.5 / 3 FEET

AUGMENTED REALITY
[HTTPS://YOUTUBE.COM/HIEMURAJEK](https://youtube.com/hiemurajek)

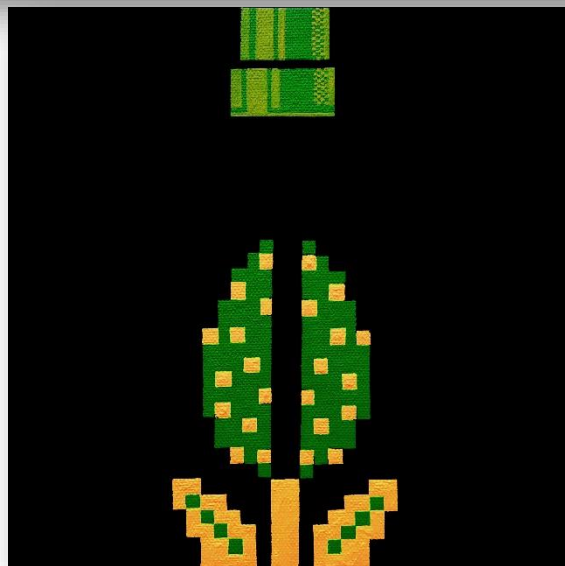


MEDIA MIXED MEDIA (ACRYLIC ON CANVAS WITH AUGMENTED REALITY)

SIZE 14/15 INCH

AUGMENTED REALITY

[HTTPS://YOUTUBE.COM/TENYC_ZMS](https://youtube.com/tenyc_zms)

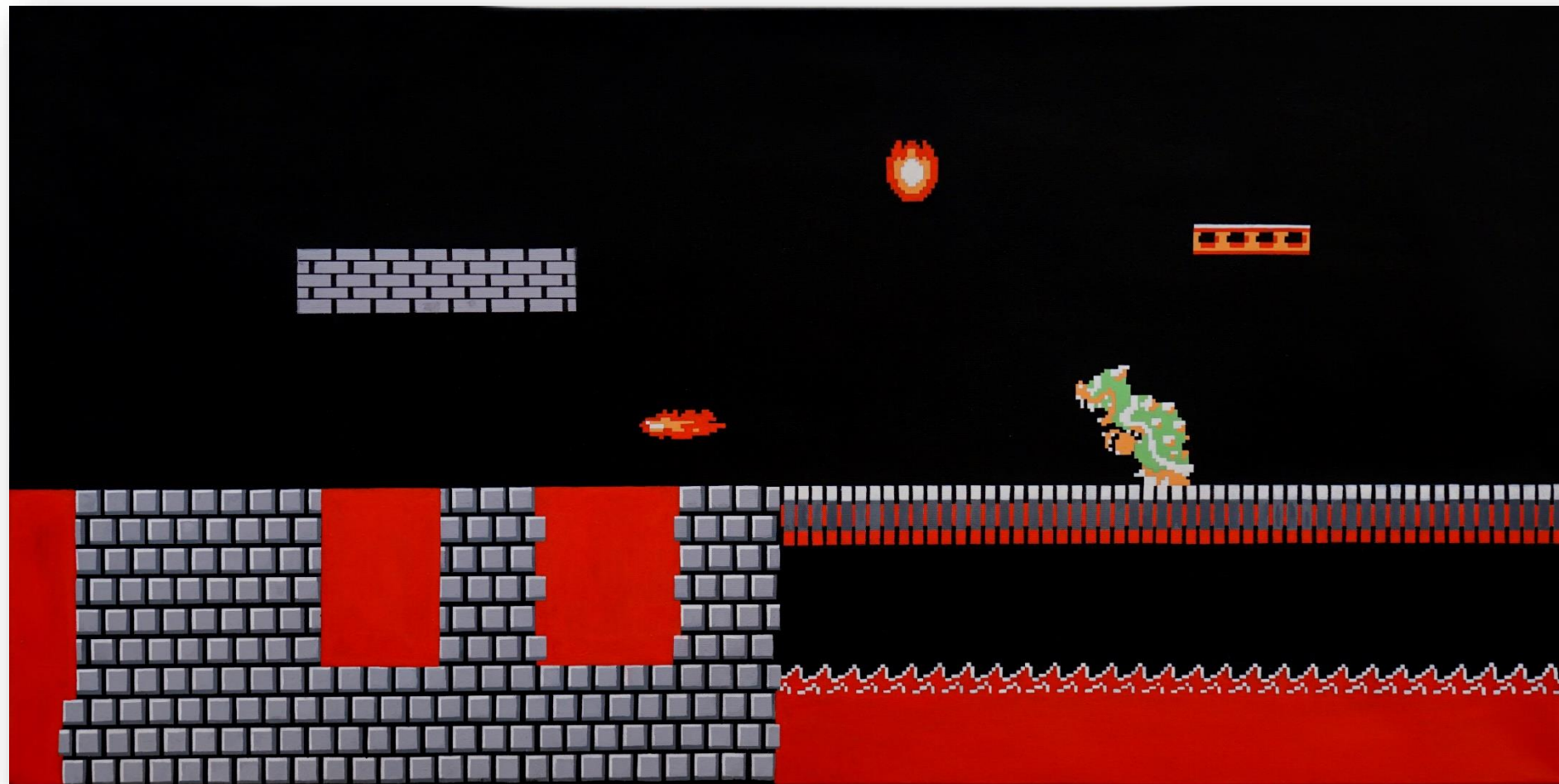


MEDIA MIXED MEDIA (ACRYLIC ON CANVAS WITH AUGMENTED REALITY)

SIZE 8/8 INCH

AUGMENTED REALITY

[HTTPS://YOUTUBE.COM/SFUCGSPINK](https://youtube.com/sfucgspink)



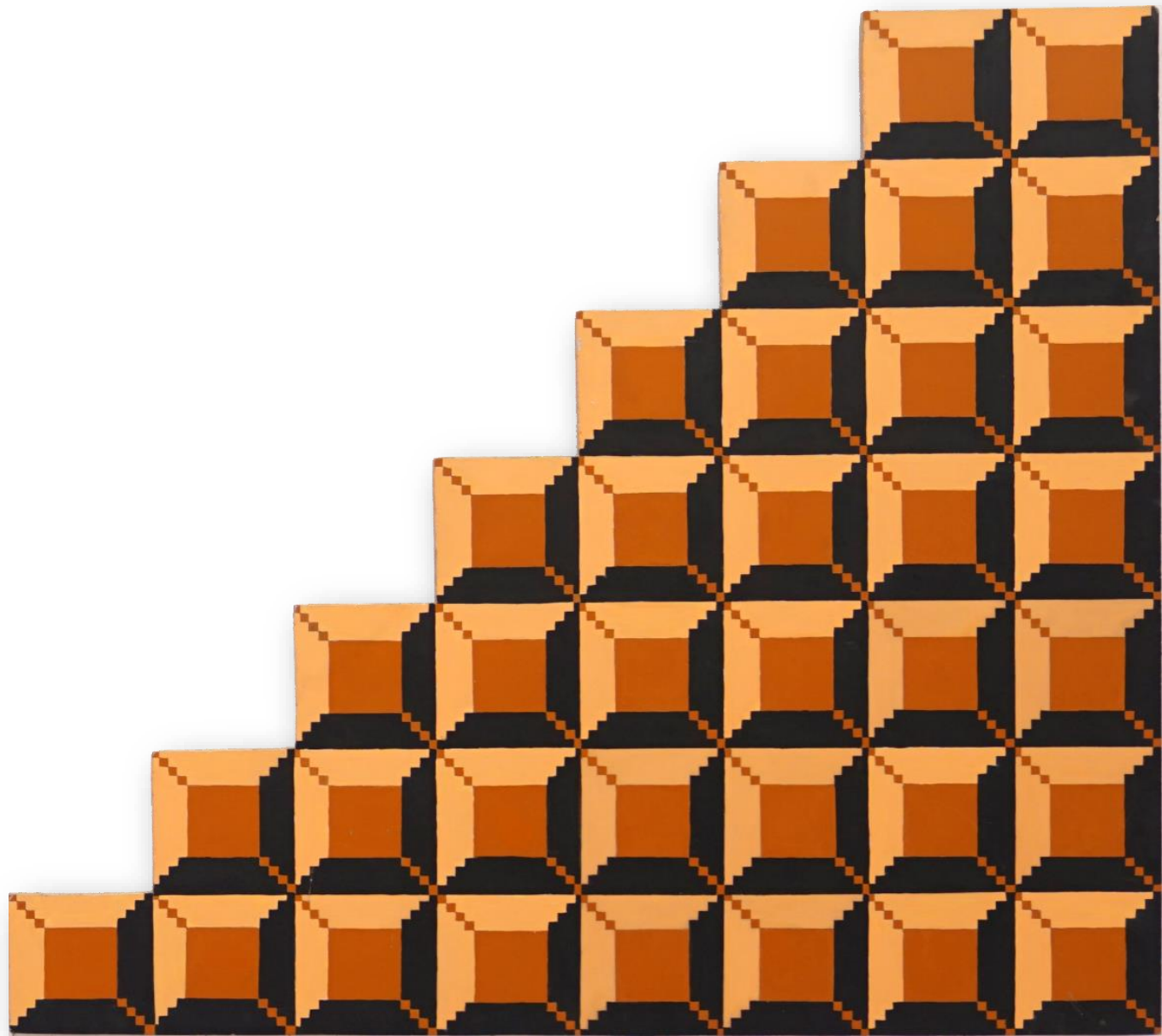
REDD
SIZ

ACRYLIC ON CANVAS
2/5.5 FEET



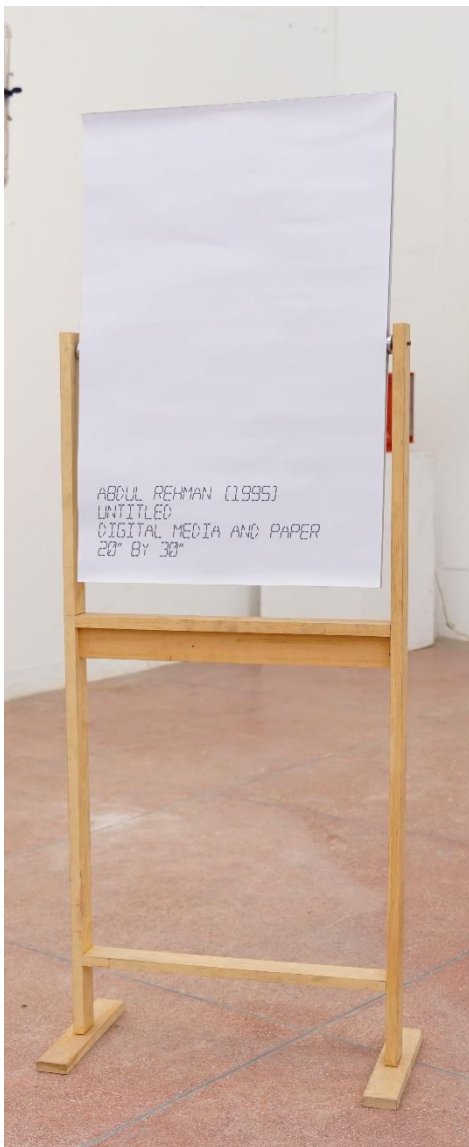
EDIUM MIXED MEDIA (ACRYLIC ON CANVAS WITH
AUGMENTED REALITY)
SIZE 4/5 FEET

AUGMENTED REALITY
[HTTPS://YOUTUBE.COM/SEMEDIOTUS](https://youtube.com/SEMEDIOTUS)



2008
SFB

ACRYLIC ON WOOD
(X,Y,Z) 4/4/5 FEET



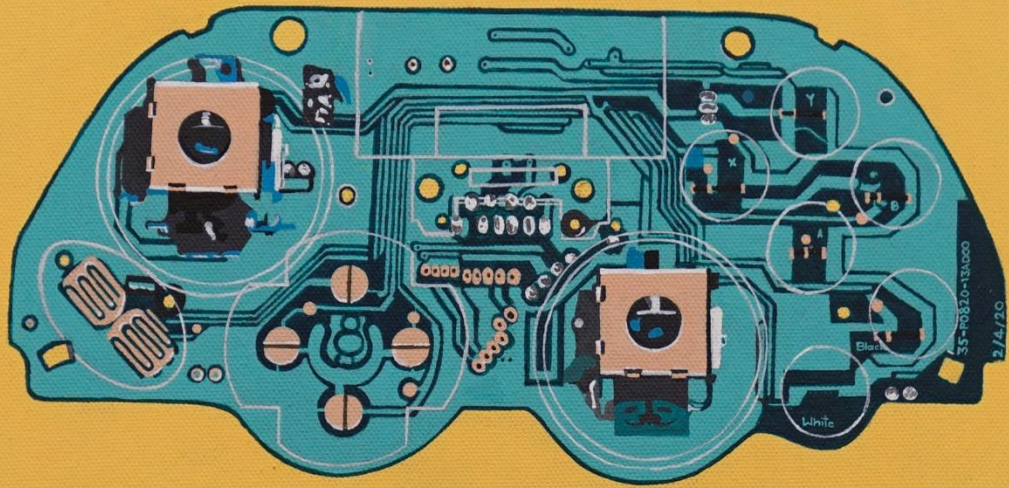
ABDUL REHMAN (1995)
UNTITLED
DIGITAL MEDIA AND PAPER
20" BY 30"

ARTIST MIXED MEDIA (ACRYLIC ON CANVAS WITH
AUGMENTED REALITY)

SIZE 6/3 FEET

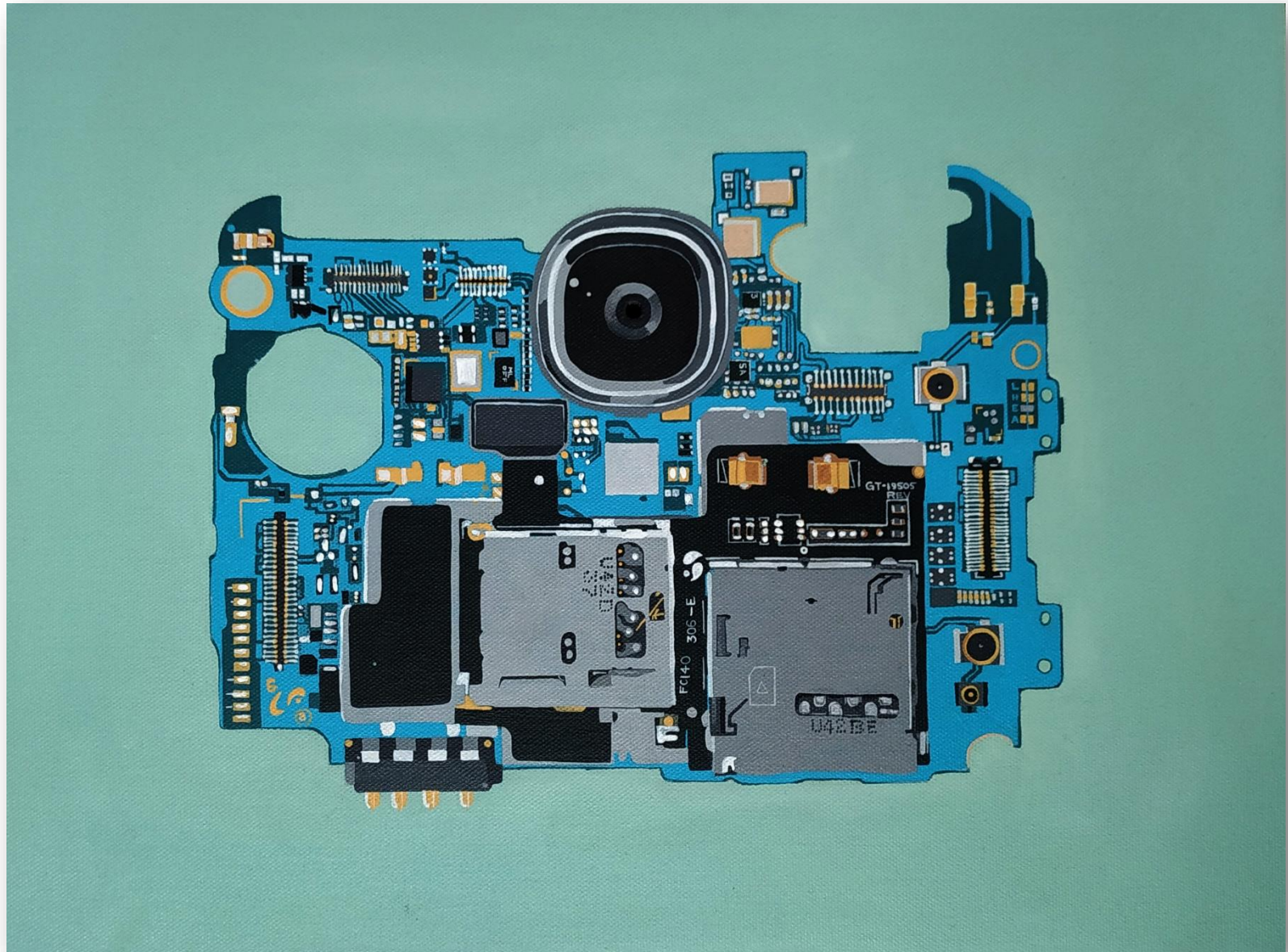
ARTIST'S WEBSITE

[HTTPS://YOUTUBE/ABDULREHMAN](https://youtube.com/abdulrehman)



MEDIA
SIZE

ACRYLIC ON CANVAS
1/15 INCH



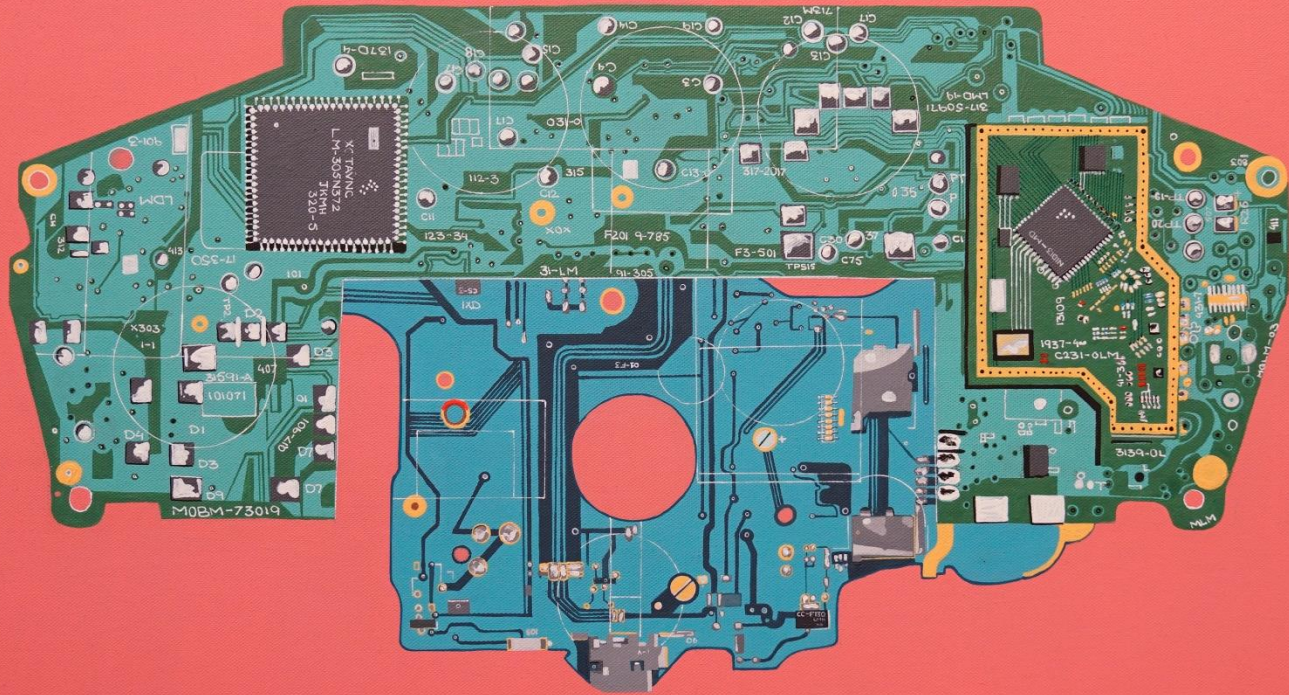
YETU ACRYLIC ON CANVAS WITH
SPY CAMERA
SIZE 1/1.5 INCH

SPY CAMERA
[HTTPS://YOUTUBE/IKNYEAT066](https://youtube.com/iknyeat066)



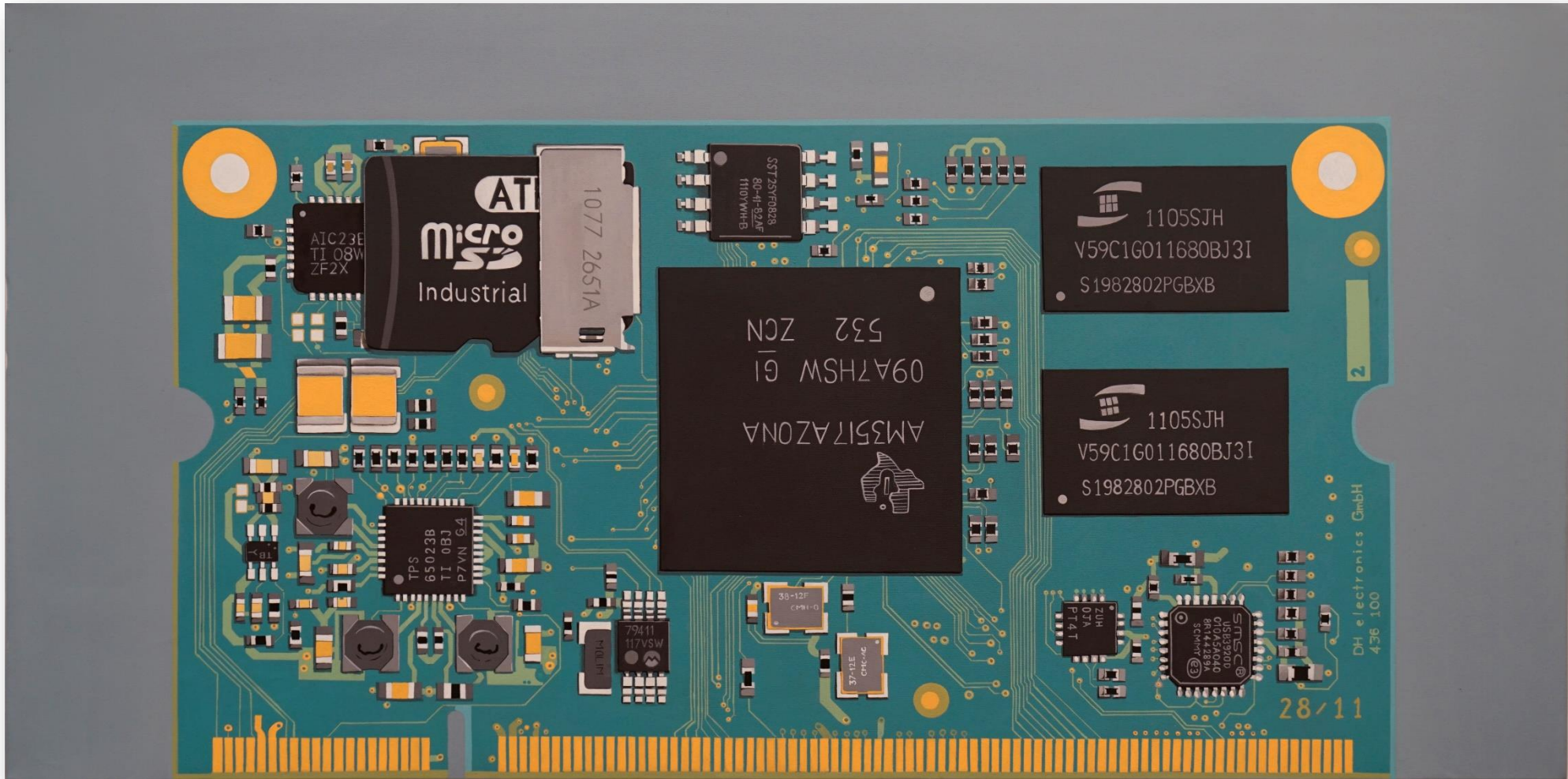
ARTIST
SIZ

ACRYLIC ON CANVAS
3/3 FEET



REDFURN
STZ

ACRYLIC ON CANVAS
2/3 FEET

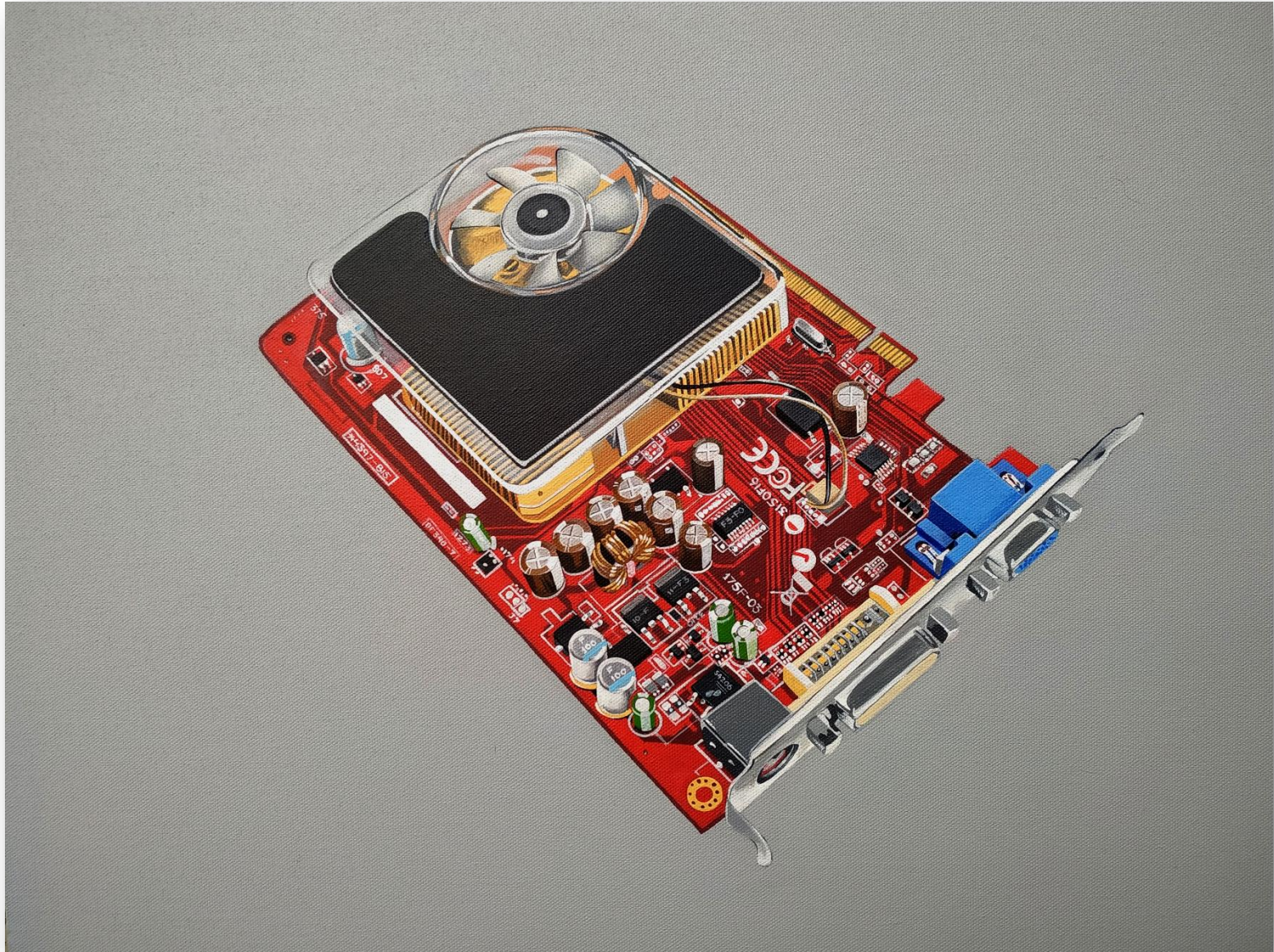


ACRYLIC ON CANVAS
2/5.5 FEET



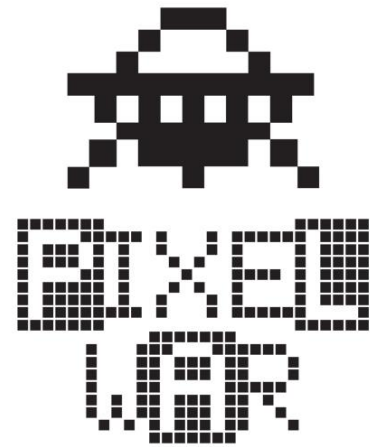
TELOW
SRE

ACRYLIC ON CANVAS
2/4 FEET



MEDIUM MIXED MEDIA (ACRYLIC ON CANVAS WITH
AUGMENTED REALITY)
SIZE 2/2.5 FEET

AUGMENTED REALITY
[HTTPS://YOUTUBE.COM/DIDNEY211](https://youtube.com/didney211)



PIXEL WARS IS A BRAND I CREATED WHERE I SELL TEE SHIRT DESIGNS INTEGRATED WITH AUGMENTED REALITY. IT IS AN INCORPORATION OF MY PAINTINGS INTO TEE SHIRT DESIGNS THROUGH WHICH I WILL BE ABLE TO GET MY MESSAGE ACROSS TO A WIDER AUDIENCE AS AN ARTIST.

[HTTPS://WWW.INSTAGRAM.COM/PIXELWAR_TEES/](https://www.instagram.com/pixelwar_tees/)

WORLDWIDE