



1

FROM CANTERBURY TO DUNGENESS

The installation, created under the theme of Horizon, was conceived as an audiovisual performance, a series of digital artworks, and developed against the backdrop of a specific place. Based on background music, the design depicts the exploration of the infinite horizon landscape more sophisticatedly.



2

ENTER THE VIRTUAL WORLD.



3



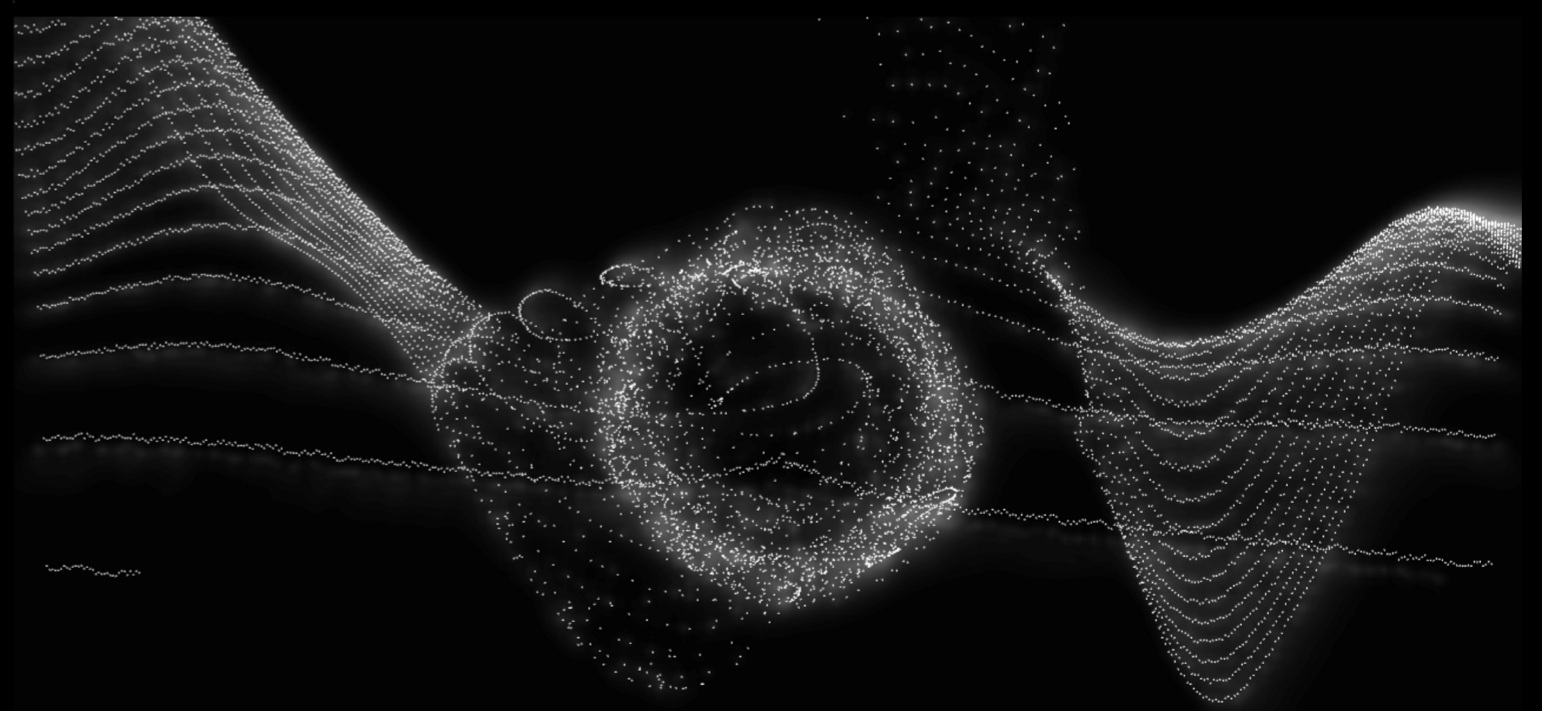
4

DUNGENESS SURROUNDINGS CHANGE INTO PARTICLES.



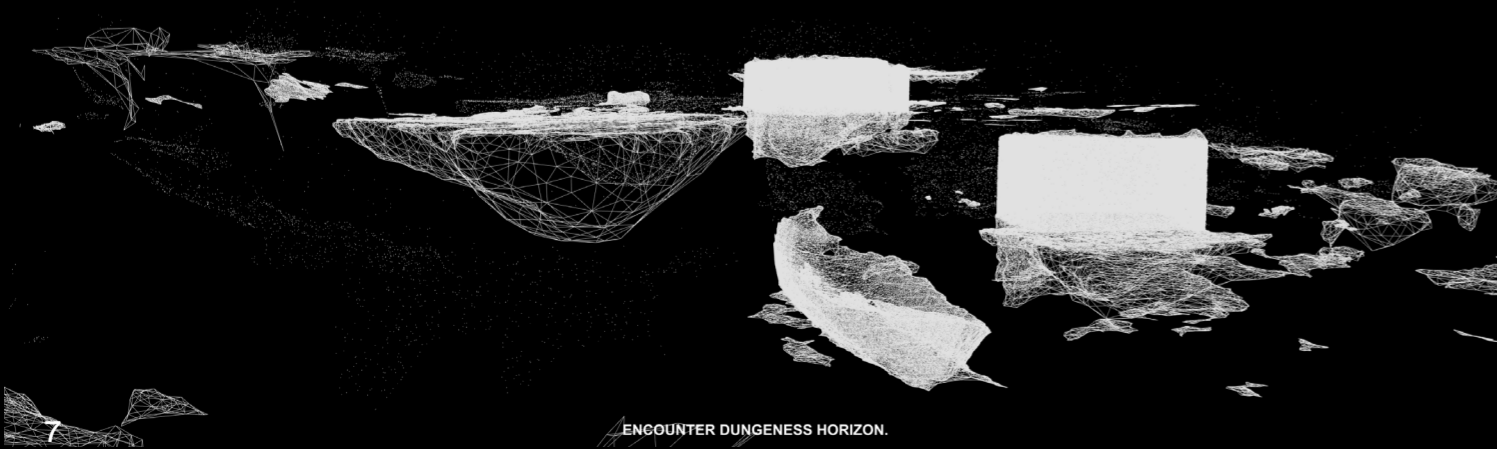
5

INFINITE HORIZON



6

RETURN TO REALITY



7

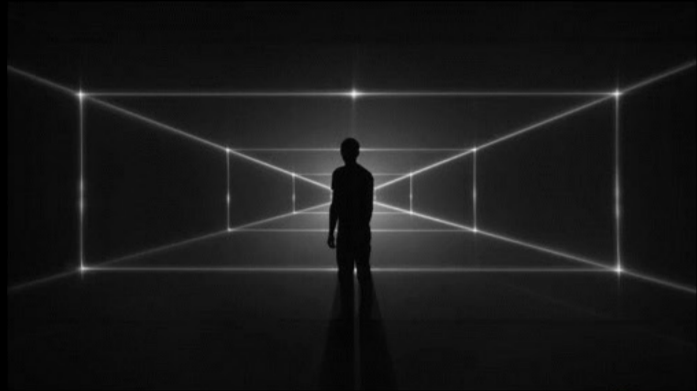
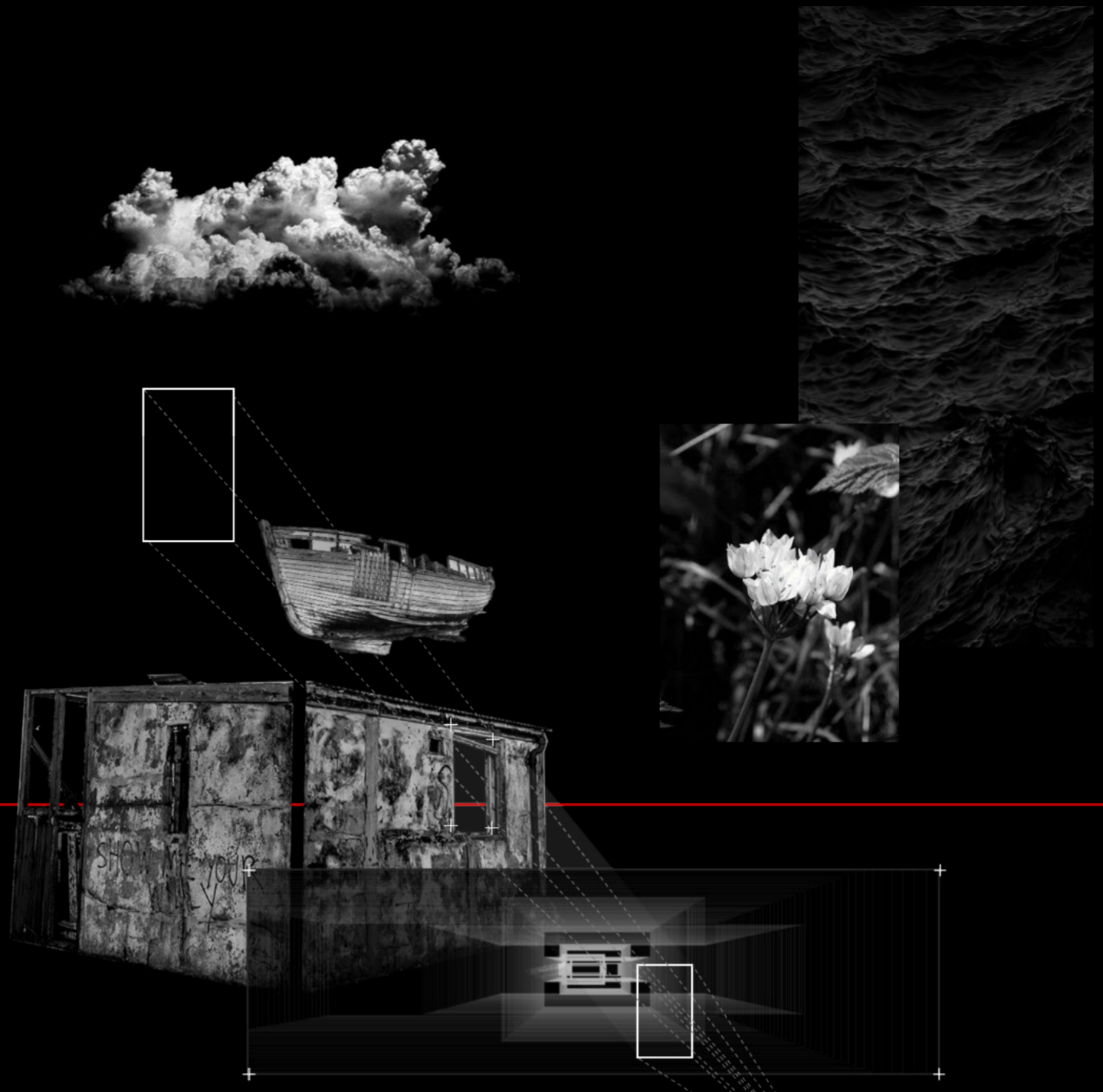
ENCOUNTER DUNGENESS HORIZON.

STORY LINE

1. Travel from Canterbury
2. Enter Virtual world through window
3. Arrived in Dungeness
4. The infinite particles of Dungeness appear.
5. Face an infinite horizon (User Interaction)
6. Bring infinite particles together (User Interaction)
7. Encounter Endless Horizon Of Dungeness



Inspiration for the project evolved from personal experiences felt on the infinite horizon of Dungeness, the only desert in the UK. In this respect, the purpose of this installation is to derive a broader perspective and feeling from the endless horizon and investigates how design can respond to the desert-like environment of Dungeness.



Vanishing Point, 2022
by United Visual Artists
(180 The Strand, London)



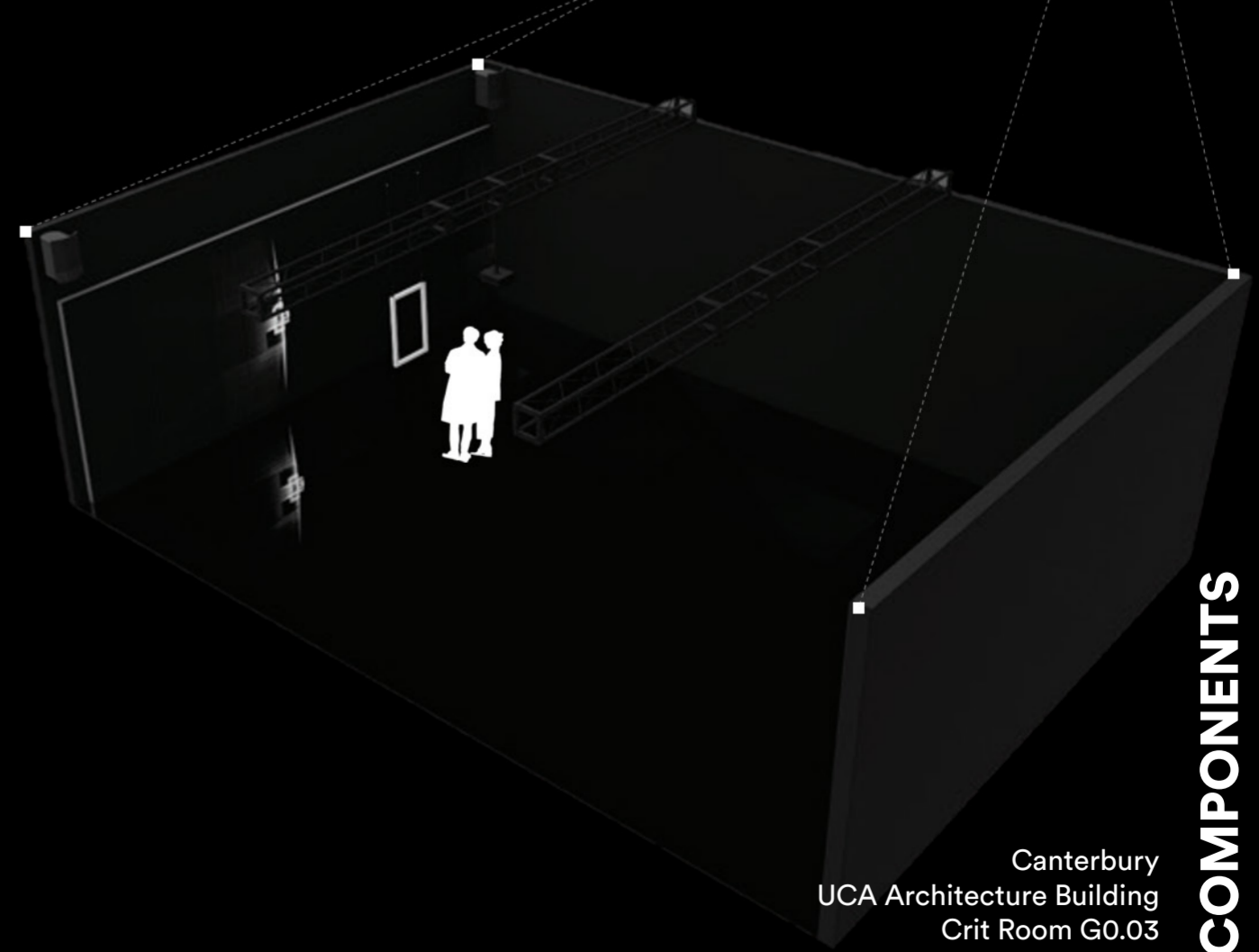
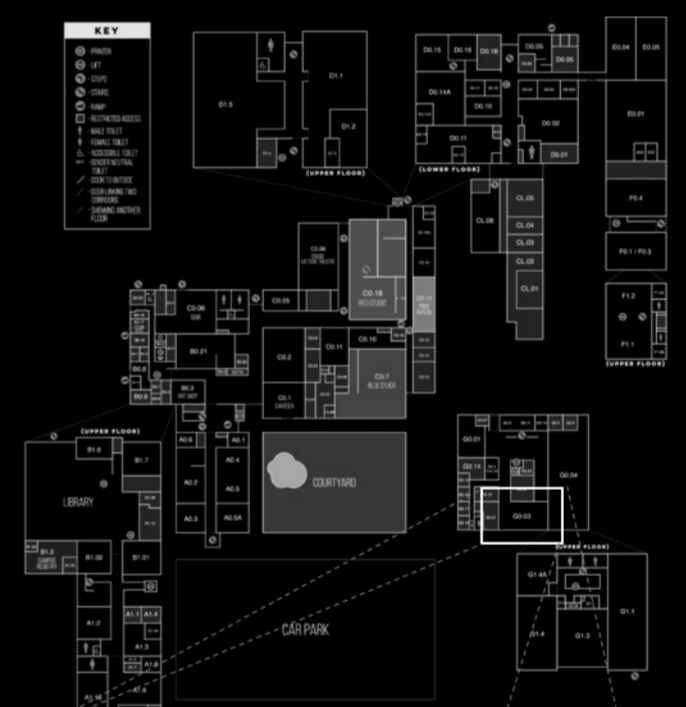
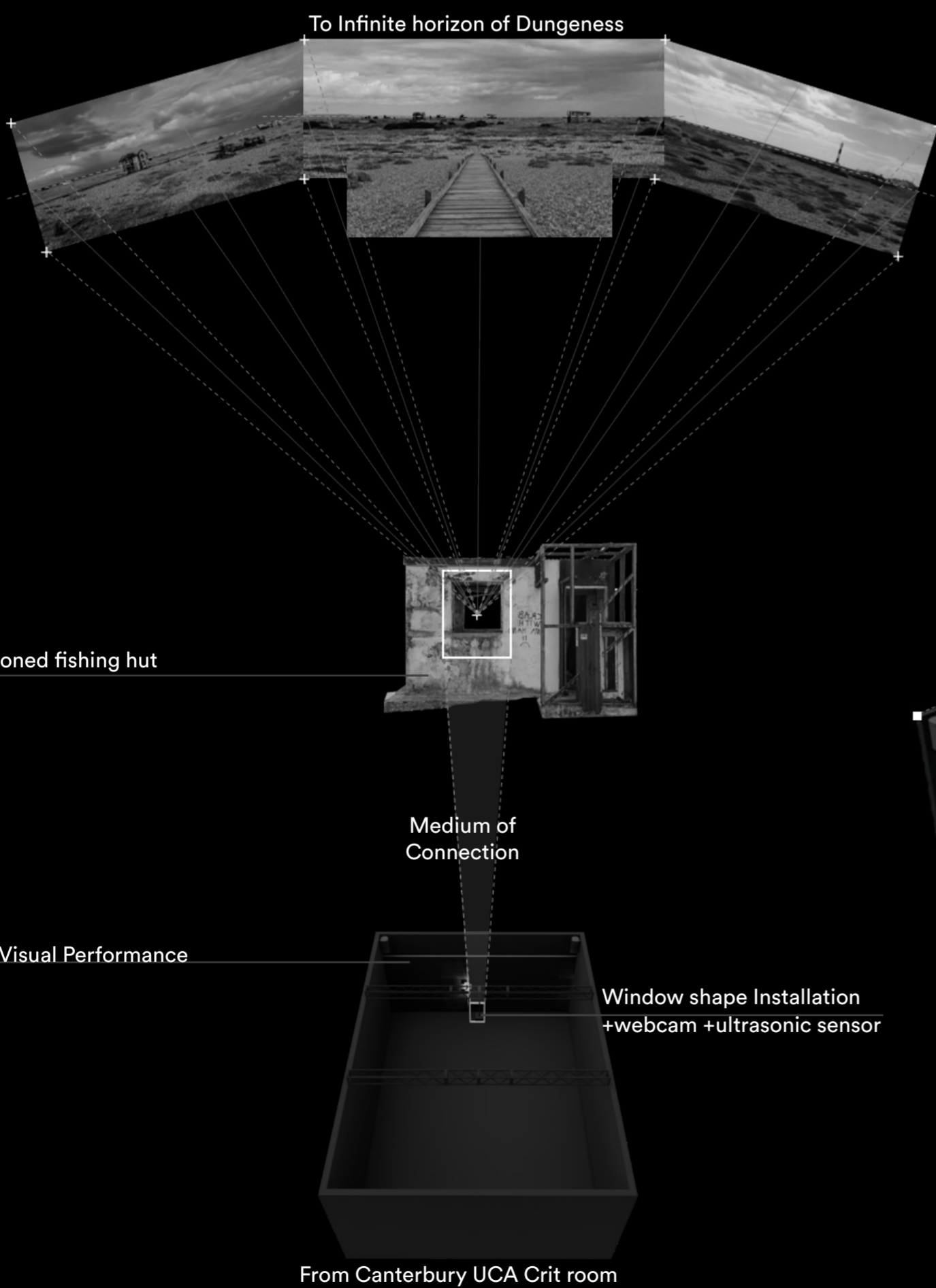
Windowology, 2021,
(Japan House London)



As we can see the Earth and the universe through the window of a spaceship, we can see the new environment of Dungeness through the window.



CONCEPT



Canterbury
UCA Architecture Building
Crit Room G0.03

COMPONENTS