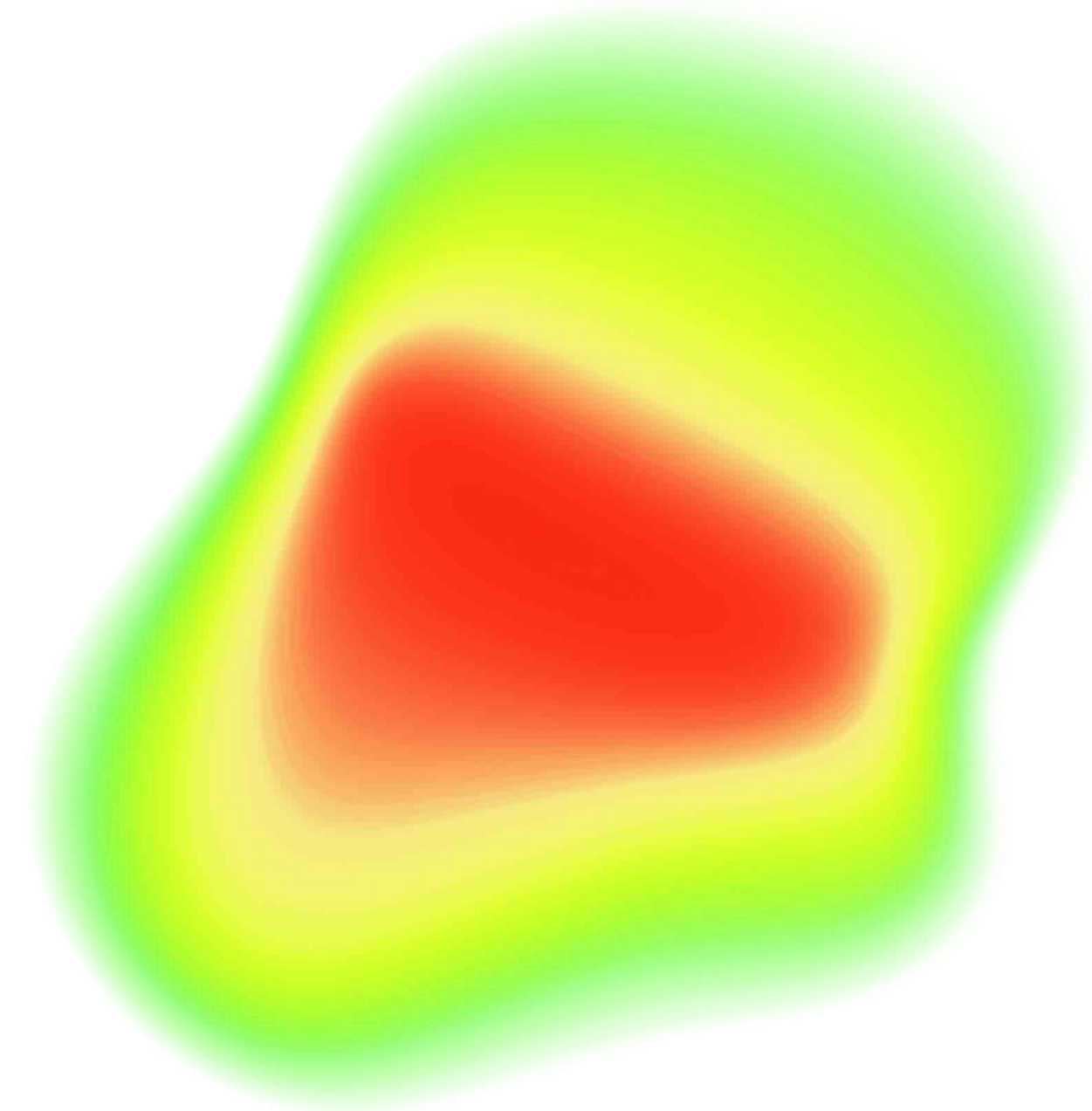# softly denying space

Bonita von Gizycki

I wanted to create a break with my project.
I wanted that all those who observe my project, have the chance to briefly pause and just look. We live in very wild times with the influences of Corona and the war. I do not want to distract from reality with my project. But I want to offer a chance to be distracted by immersive colors that conquer the space and thus allow the chance to not think of the heavy. I want that one feels perhaps a little lighter after the experience of my project. With the creation of a restructuring of space, through bright colors which mix interestingly and so somehow create a second reality, **I want to inspire.**
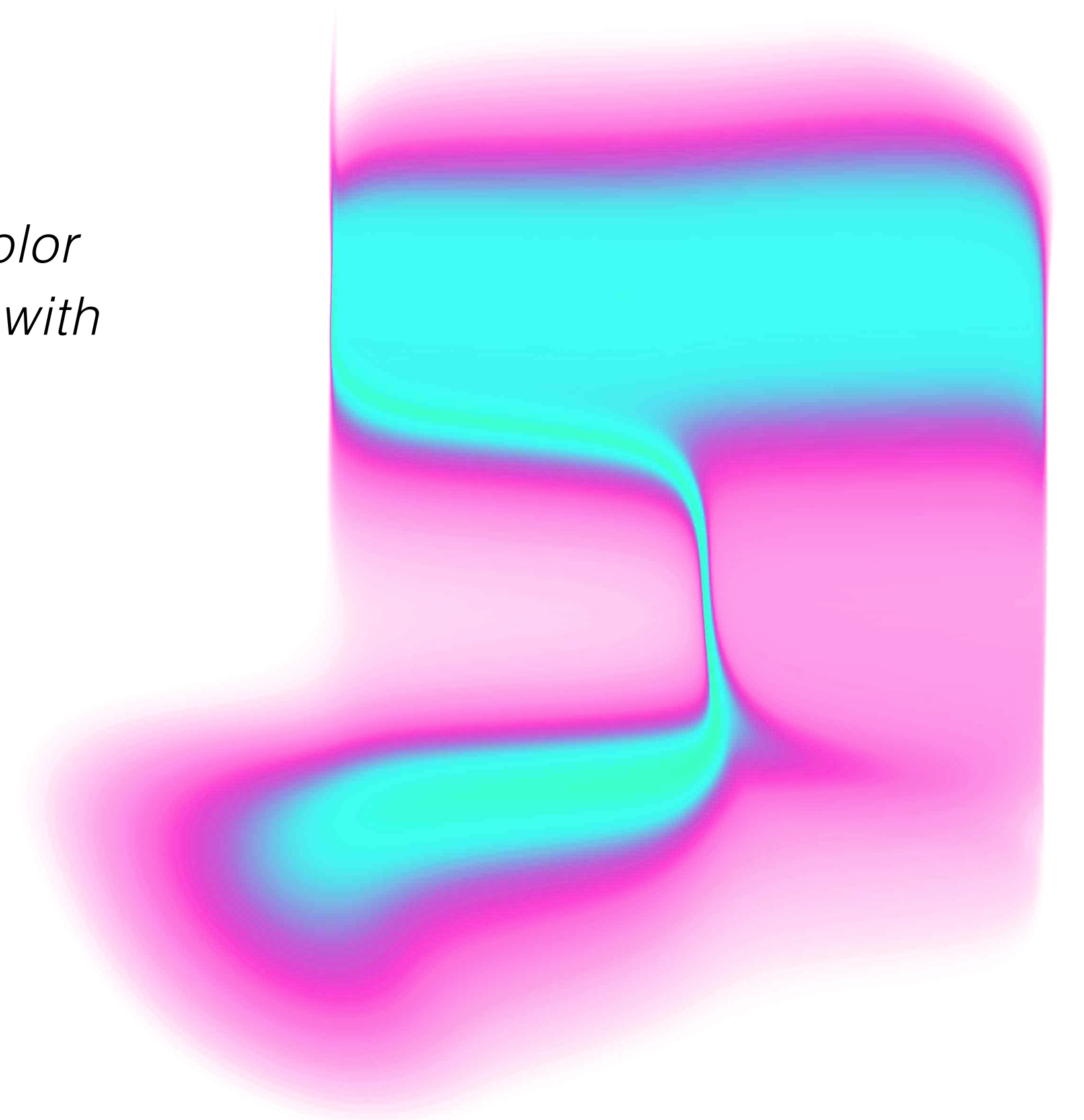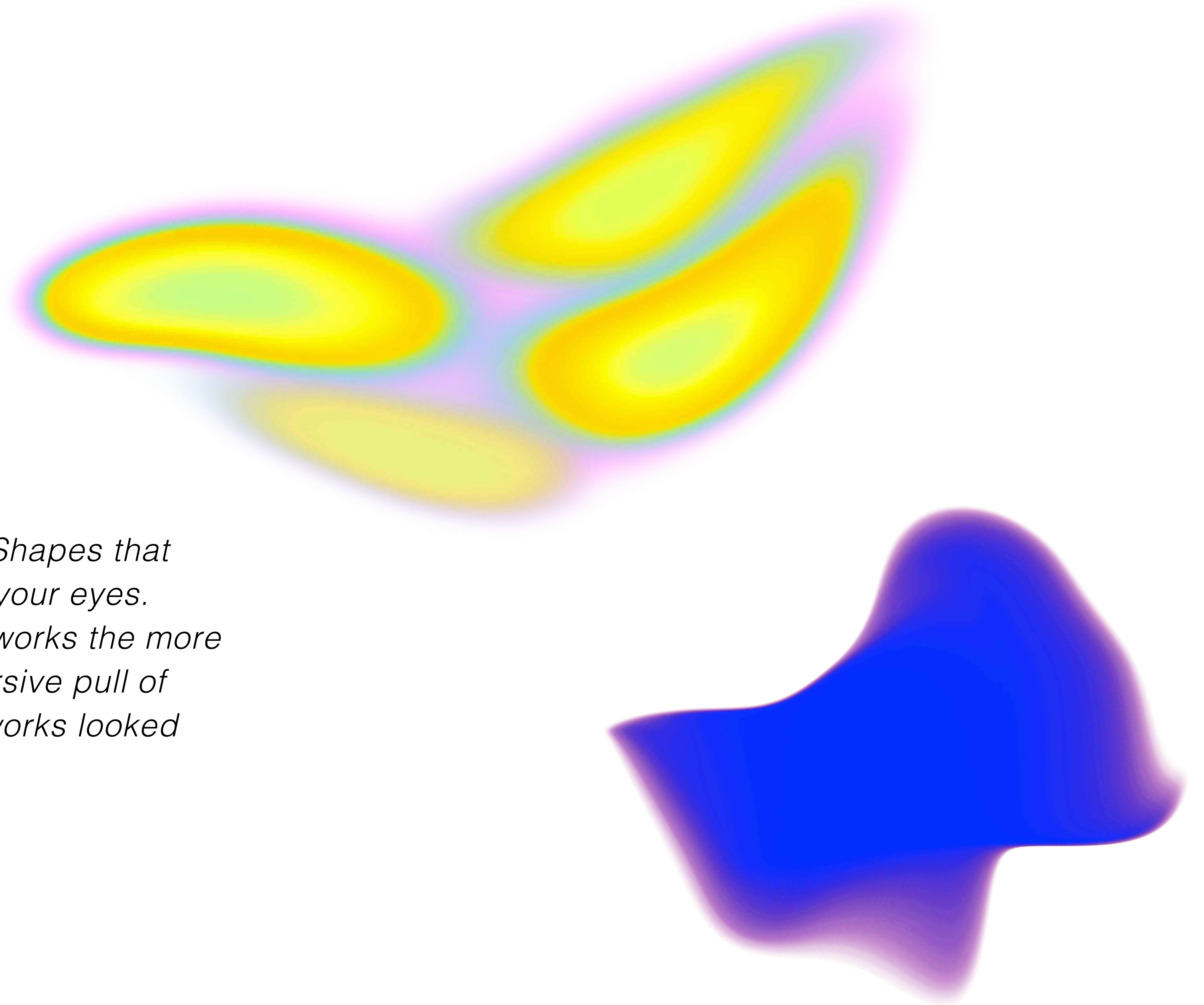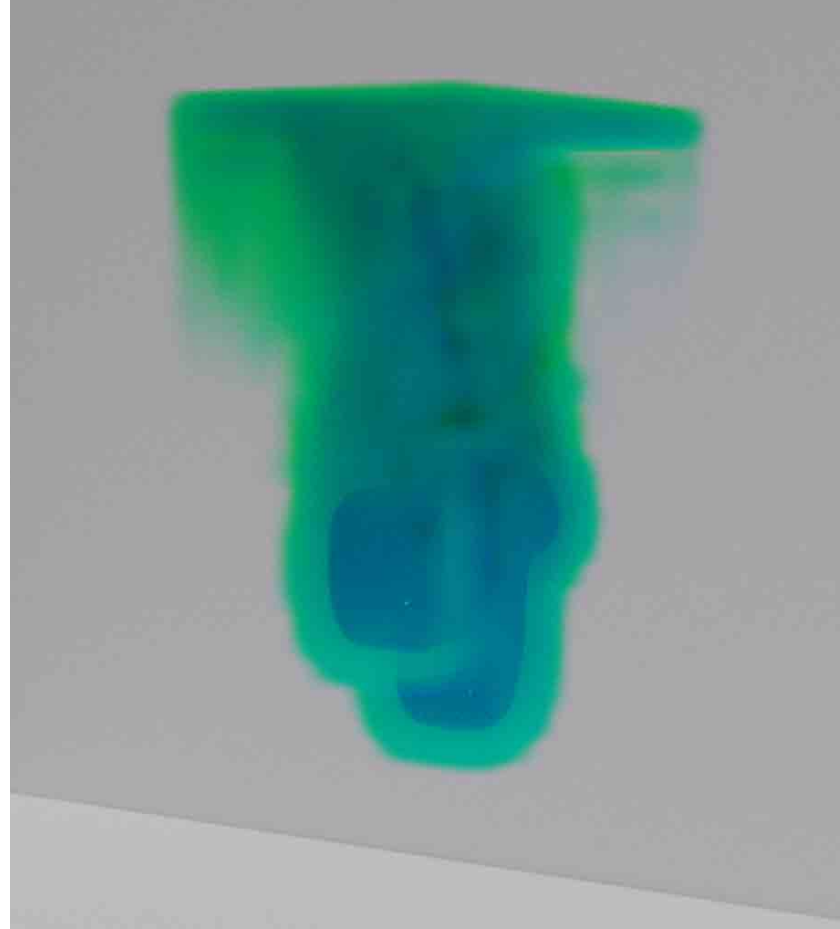
2D Art

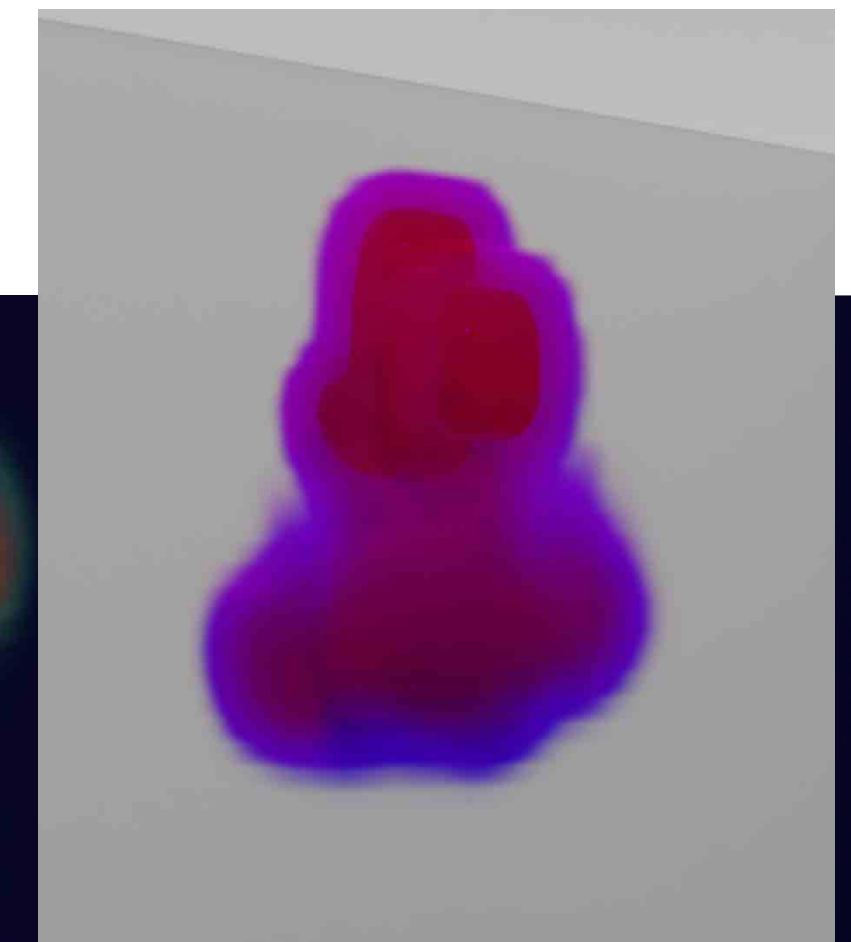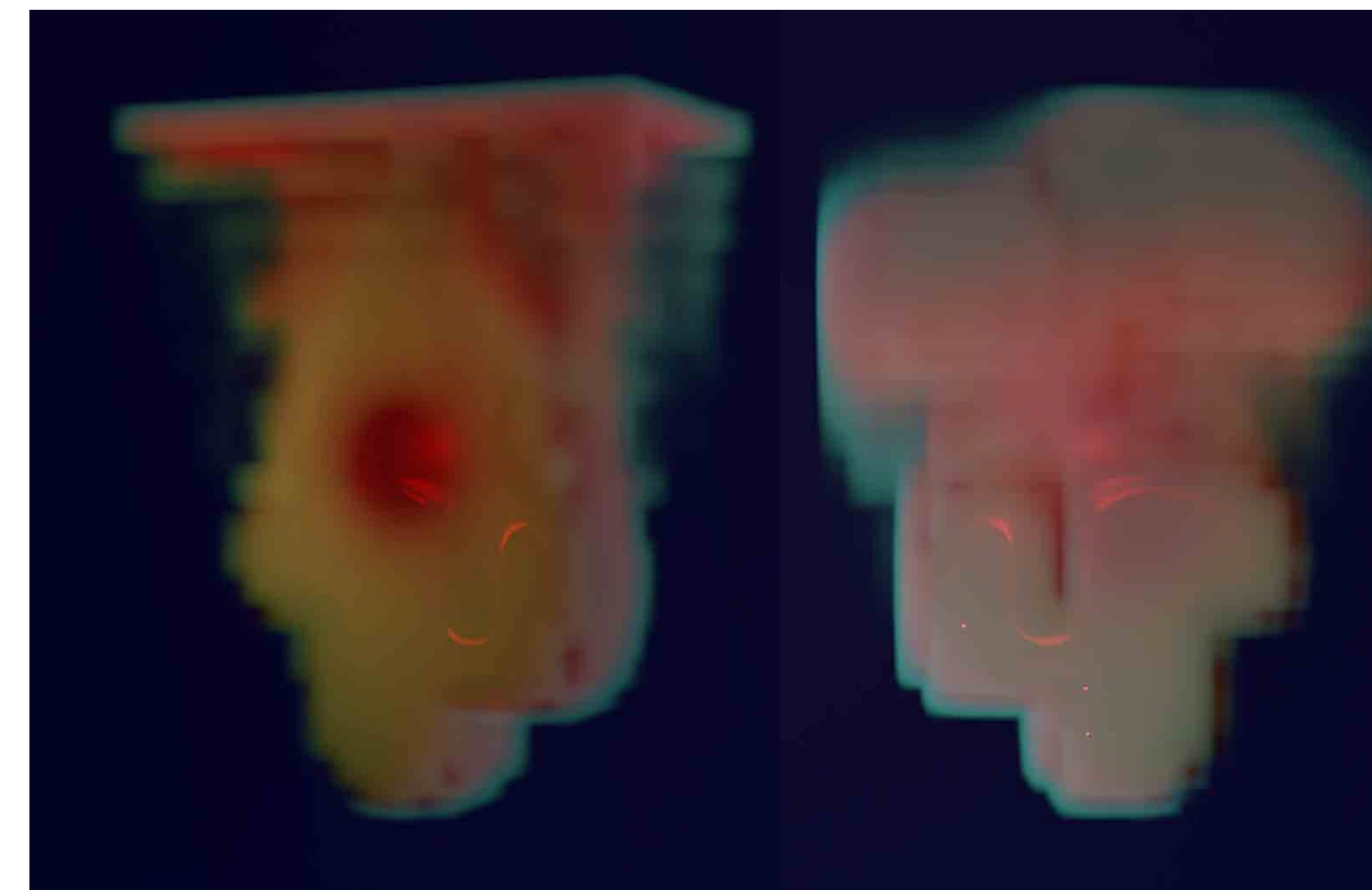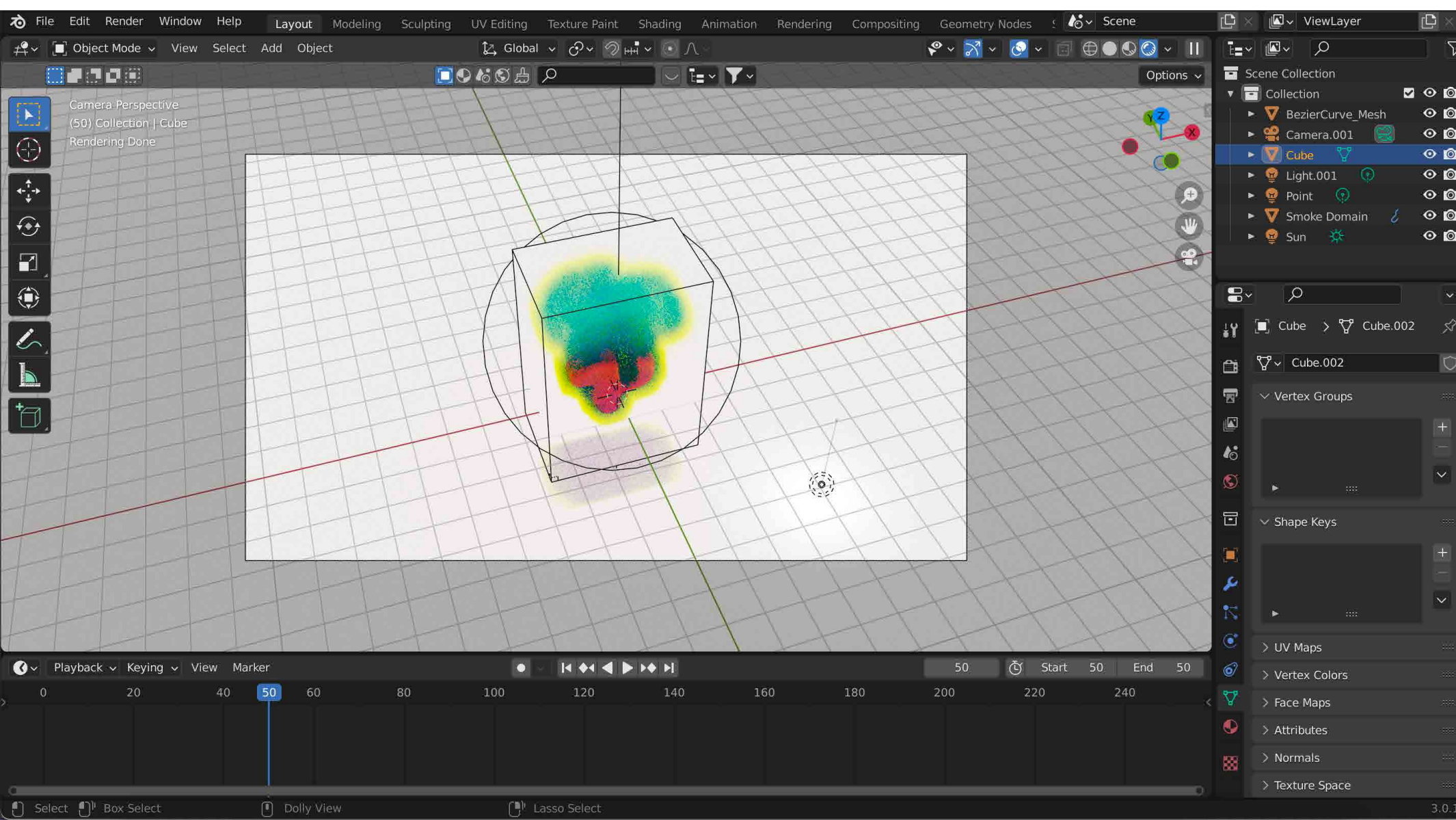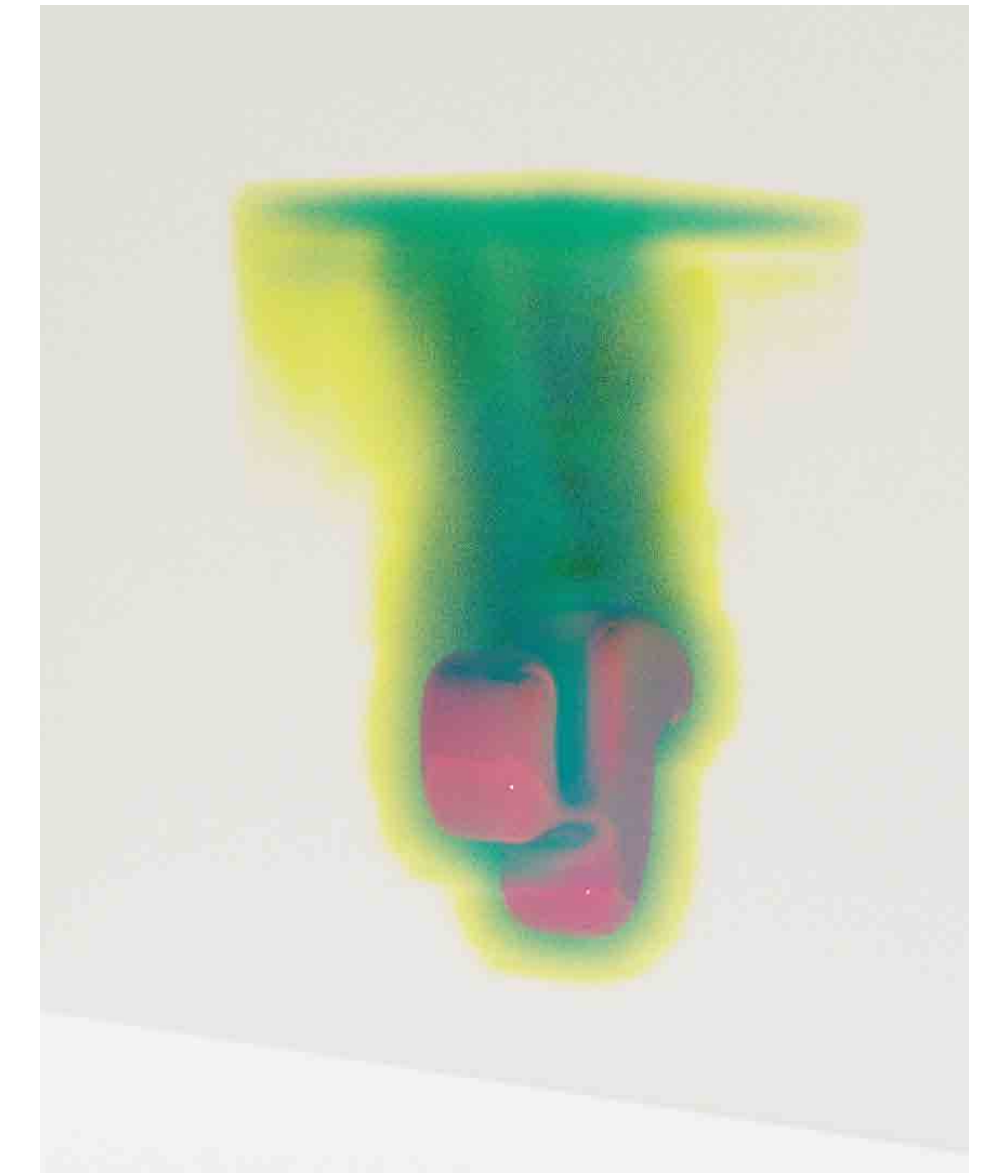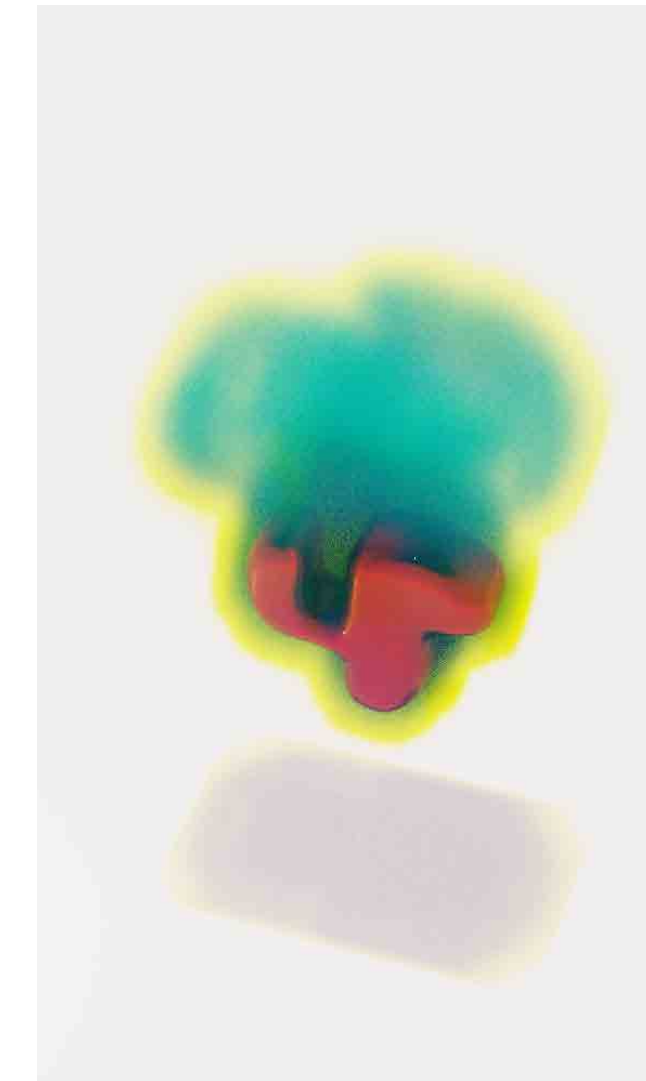*With the idea of creating immersive color compositions, I began experimenting with RGB colors in 2 dimensions.*

I wanted to create sunspots. Shapes that
you only see when you close your eyes.
The longer one looked at my works the more
one was drawn into the immersive pull of
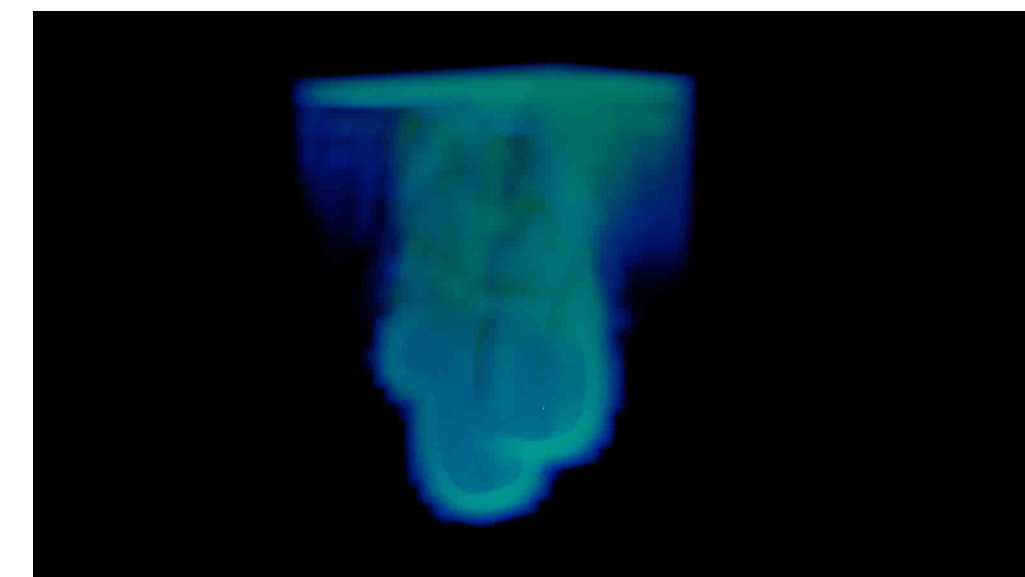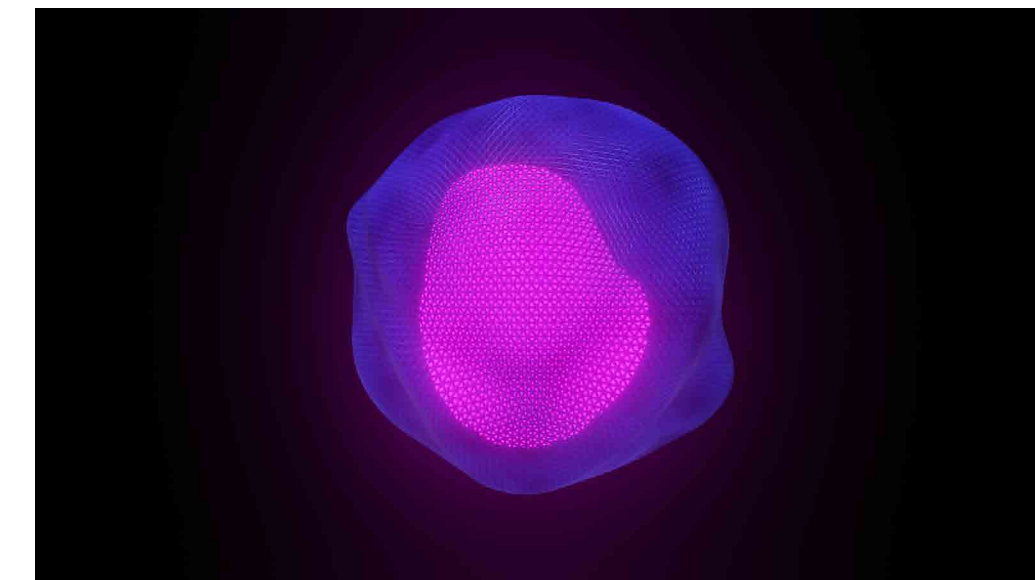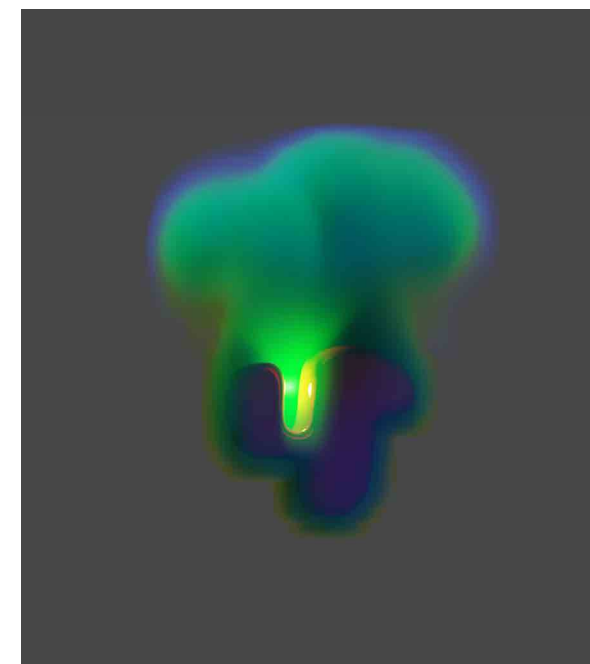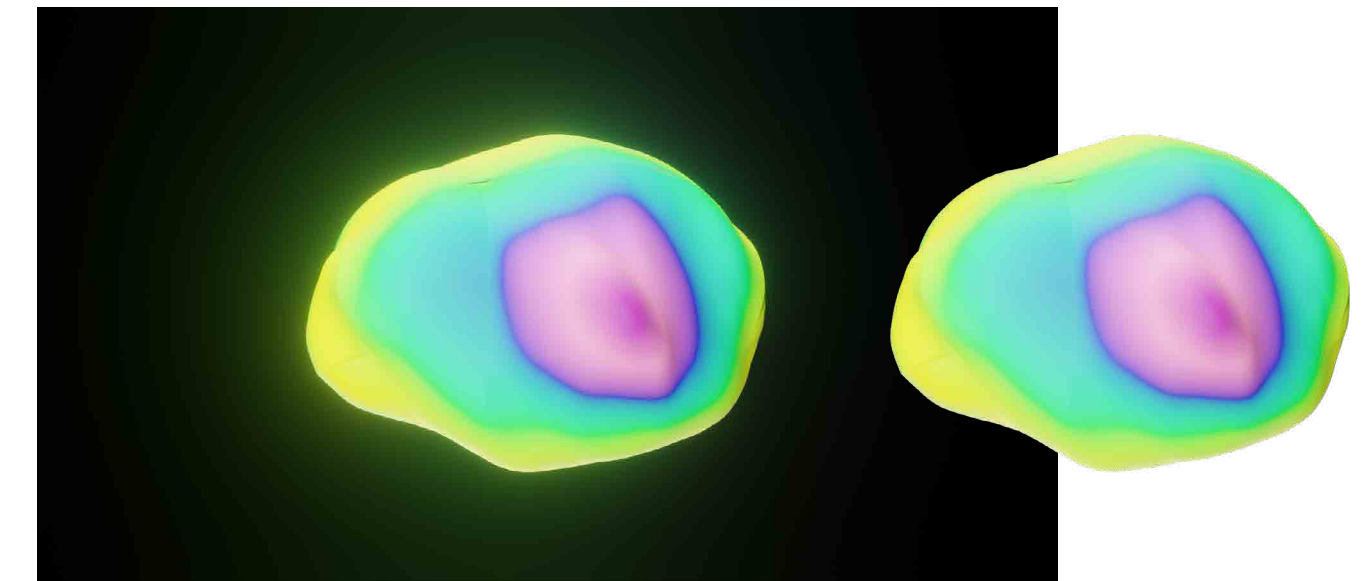the color combinations. The works looked
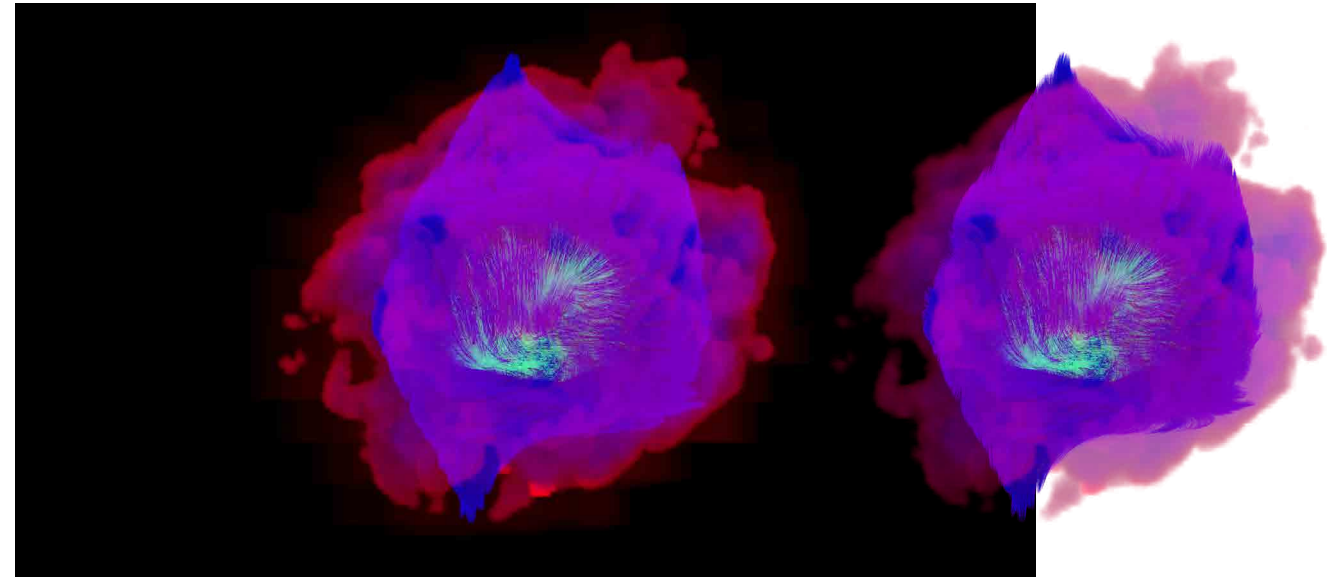**as if they were moving.**

3D Art

I wanted to install my digital art with VR or AR in real space and started to create 3 dimensional sculptures in Blender which had 2D art as a model.
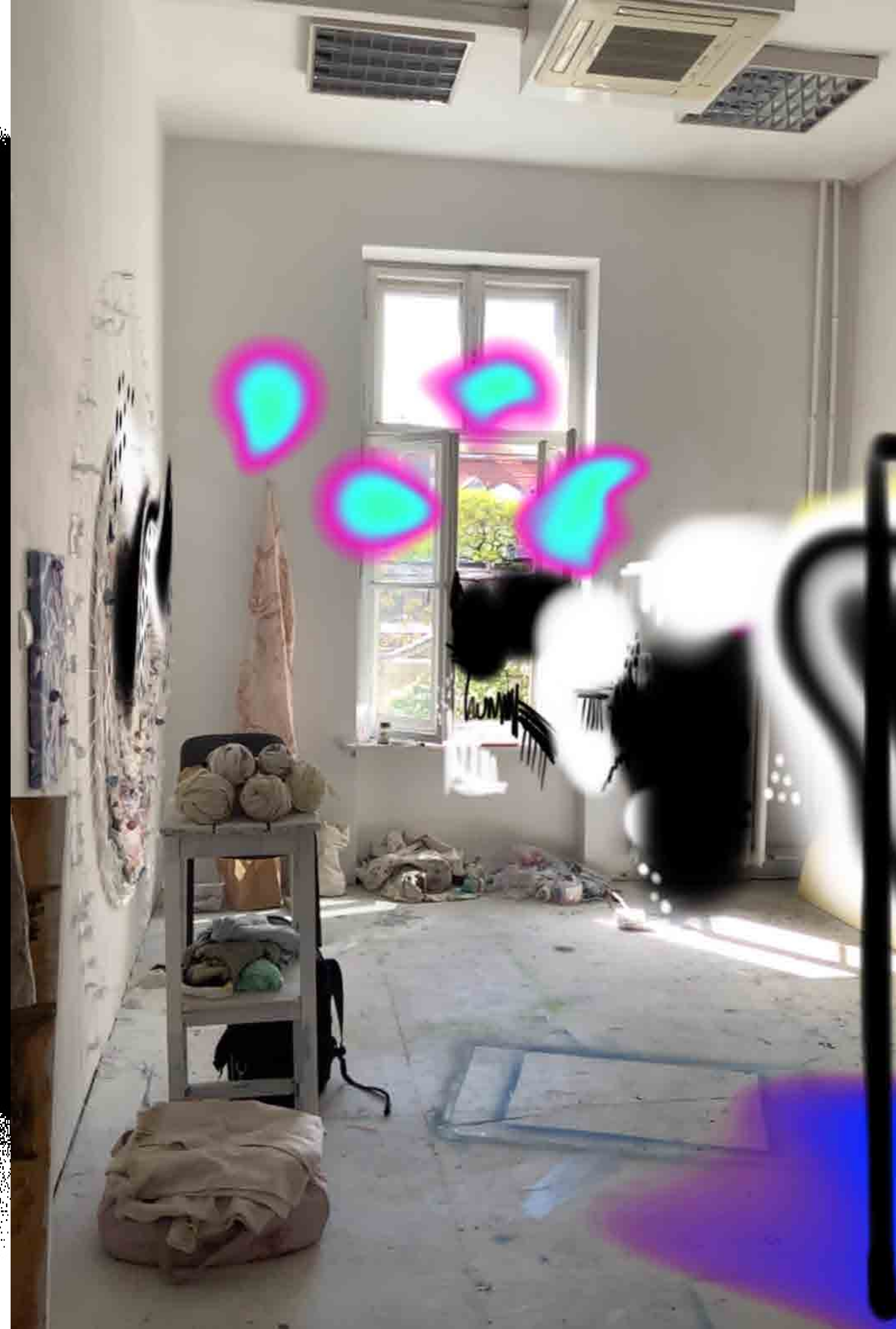
In three-dimensional space
I experimented with **materials,
light, colors** and **structures.**

AR Installation

Unfortunately, there were difficulties exporting my sculptures from Blender to an AR program. Colors, materials and shapes were unfortunately lost. That's why I decided to export 2D versions of them into the AR program, because this way there were no losses.

I decided to present my 2D art in the AR space. Outcome of my work is a **transportable exhibition.**

Click to whatch the Video!