

## WHERE PAST MEETS FUTURE

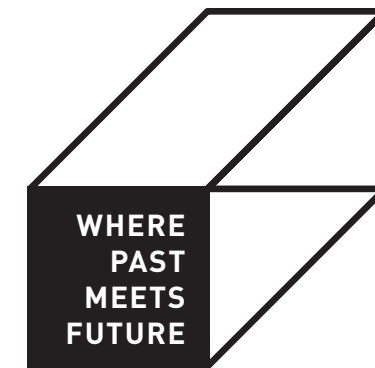


### 1 WHY INTRODUCE THE TRADITIONAL CRAFTS TO THE PUBLIC?

The artwork was made by a person during a particular time period for a particular purpose. Through the practice, we can build strong connections to the culture and people of the past, and learn from the past.

### 2 HOW TECHNOLOGY CAN HELP PEOPLE BETTER UNDERSTAND THE CRAFTS?

Interactive technology helps to customize the activities of particular groups of visitors based on various factors. The complicated process of craftsmanship can be simplified into an interactive activity within an acceptable visiting time.



## PROJECT OVERVIEW

I believe that human beings need to learn from the past, and that history provides excellent source material to inspire innovation in people across time. This importance holds especially true for the crafts from our ancestors. Furthermore, the public has neglected crafts in general as an activity, as consumers rely largely upon mass-produced products. During this era, only a minority of people are still practicing crafts in the real world.

If the public are able to experience a craft by themselves, they will learn it, enjoy it, and remember it for a long time. With this idea in mind, I decided to design an “app” that includes both physical and digital engagement of the craft. The juxtaposition will enable the public to better understand the craft of making and the value of the artwork. Finally, they can share their opinions about the traditional crafts among the community.

## VENUE

Hokōsha Tengoku, Parks, Main Subway Stations  
Ginza area, Tokyo

## PROJECT GOALS

- Create a new way through both physical and digital engagement to understand the traditional crafts.
- Make the traditional crafts generally available to the public.
- Raise awareness of the importance of the traditional crafts in the society.

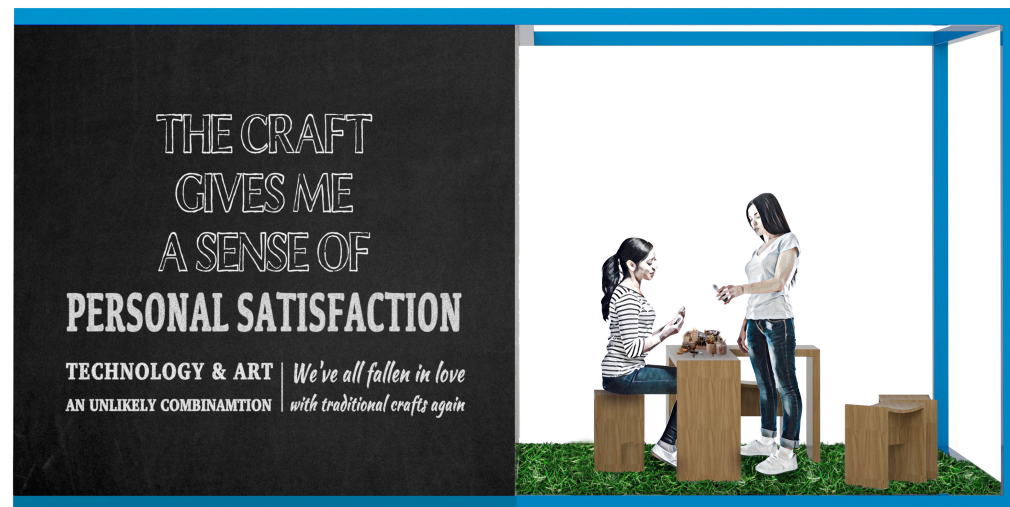


# WHERE PAST MEETS FUTURE

## ACTIVITY DETAILS

*Where Past Meets Future* aims to make the traditional crafts generally available to the public in urban space. To better explain how this "app" works, the crafts of Japanese cloisonné will be taken as an example to explore how citizens/visitors will understand this craft through both physical and digital engagement. Three structures will be placed in the public area to show the process step by step.

### OUTDOOR ACTIVITY



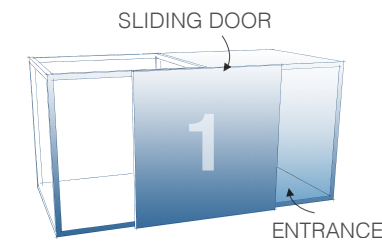
1 Visitors can view the making process of the Japanese cloisonné and learn it from the artisan.



2 Visitors can write down their thoughts about this traditional crafts and view other people's opinions on the blackboard.

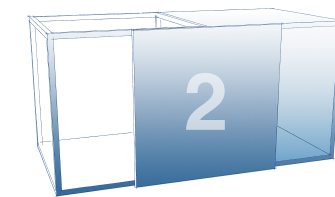
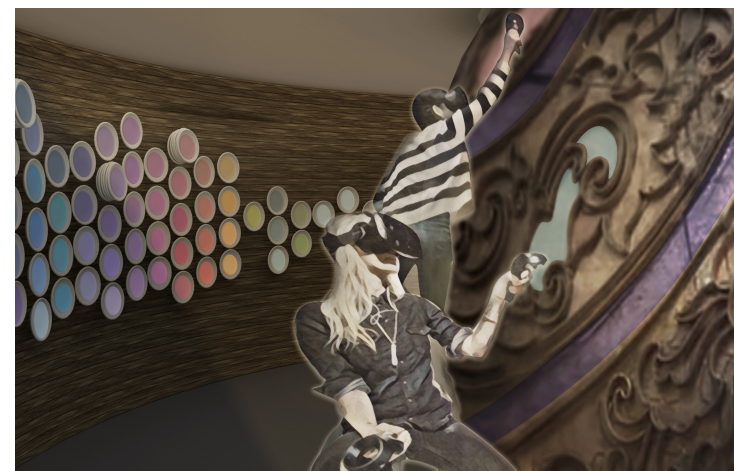
### INDOOR ACTIVITY

3 Visitors can simulate the creation of Japanese cloisonné in three interactive rooms. They can have multi-sensory feelings in different rooms to experience the process.



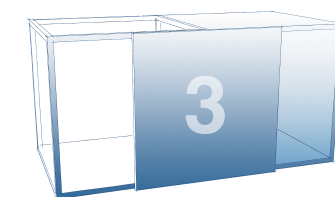
#### ROOM 1- PATTERN CREATION

Citizens first choose a pattern and make it with the instruction from a master outside. Then they can immerse themselves in the mirror room with patterns and imagine themselves walking on the surface of the cloisonné.



#### ROOM 2-ENAMEL FILLING

Visitors can wear the VR device and simulate applying the coats of a color two to three times with Tile Brush. They will also feel the temperature change during the firing process in the room.



#### ROOM 3-POLISH & FINISH

Visitors will polish the giant surface of Chinese cloisonné with body gestures and the rotating animation will be projected on the giant model to show the polishing effect and finished surface.