



Master Thesis Supervisor Report – Practical Part

Thesis Author	Aliaksandra Laurova		
Study Programme	Fine Arts		
Field of Study/Studio	Multimedia and Design / Digital Design		
Form of Study	Full- time	/ Academic Year	2017 / 2018
Thesis Title	Interactive Installation		
Master Thesis Supervisor	MgA. Bohuslav Stránský, Ph.D.		

Intent and goals of the work

Aliaksandra Laurova had a clear intention for her project from the very beginning – to create an interactive installation using current creative coding approaches. While the intention may have been obvious, the resulting form was a great unknown. Though she could rely on earlier experience, the author's aim was to shift her own abilities and work her way a little further out to expand beyond her previous projects.

Workflow

At the beginning of the work, it was very important to carry out a thorough research of existing implementations and then to analyze what the research results in within the project itself. A mind map was created – the structure of all the different approaches in terms of the interactivity of the viewer with the work, the possibilities of visualization and projection, the possibilities of working with the space etc. The subsequent analysis showed which principles and approaches are being overused and where a different perspective would be highly desirable.

Defining the topic became crucial – ideas of the Greek philosopher Empedocles, which then inspired further work. The simple idea allowed the author to choose a highly abstract visual form of the message. The basic principle of interactivity has become a proxemic: between two objects, Love prevails, at a certain distance, Strife prevails over a certain distance (or too up close). The viewer's distance from the projected image determines how the projection will respond.

This stage was followed by a long period of sketching / coding. During this time a number of sketches were made, which underwent further modifications and transformations. In the final stage, the question arose as to how to create a single piece of work from a number of sketches, which will communicate well the chosen topic and offer a strong experience to the viewer. It was also decided that a spatial installation using large-scale projection best fit the objective.

The final phase of the project was focused on the completion of the technological solution and the production of the spatial installation itself.

Evaluation

All along, Aliaksandra worked alone and very responsibly. At all stages of the project, we only met for the consultations when she needed feedback on partial results of her work. From the point of view of project management, therefore, she has demonstrated excellent competencies. At the same high level, she has the ability to find the right topic and make it stand out.

As the resulting installation will only be visible during the thesis habilitation, the final assessment of the result can only be evaluated afterwards. However, it is possible to get a clearer picture from the output as it was presented, and the spatial installation and the large-scale projection should only increase the overall impression. I consider this diploma project a major success and I am very pleased to see creative-coded projects become a part of the Digital Design studio.

I give Aliaksandra a lot of credit for her courage to accept challenges, discover new possibilities and the ability to put in the effort to achieve the goal. I am convinced that this foundation roots help her develop further both professionally and personally. I would be delighted to see her accomplish whatever she sets out to achieve.

For all of the above reasons, I consider the work to be excellent.

Classification Proposal: A – excellent

In Uherské Hradiště 30. 5. 2018

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Master Thesis Supervisor Signature

Criteria assessment:

A - excellent	B - very good	C - good	D - satisfactory	E - sufficient	F - unsatisfactory
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