

PROPHET

Midtermexams I and II

Vizuális kommunikáció - YARVIKFBNF/ENG_ERA

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Assignment I

For my mid-term assignment, I had to create a stage visualisation. This included developing at least two different scenic designs for the stage and producing a minimum of four visual designs from different viewpoints. In addition, I had to prepare all other drawings and sketches that were important for the presentation. All plans had to be organised in a booklet with a consistent visual appearance and exported as an A3-format PDF. I had to upload the final file to the course server on the submission date indicated in the “Schedule of the Semester” section, using the required file name format *LastName_FirstName_FF1*.

During the process, I also had to take part in at least two consultations with the instructor, who confirmed the progress with a signature. Completing the assignment was mandatory, and the instructor would not evaluate any work submitted in the wrong file format or with an incorrect file name. If the work was incomplete or did not meet the required quality, it could be returned for further improvement.

Introducing my Idea

I want to present the female singer Aurora because she has a unique artistic identity that inspires me deeply. Her music and visual world are shaped by nature, mysticism and strong emotions, which provide powerful material for creating an expressive stage design. Aurora often deals with relevant and timely topics such as mental health, the environment and human connection, and I find it meaningful to translate these messages into a visual space. Her musical style ranges from intimate and fragile moments to energetic and epic soundscapes, offering a wide spectrum of contrasts that I can reflect in my scenography.

Aurora's artistic world combines nature and modernity, mixing organic elements with innovative technology. This gives me the opportunity to create a stage that feels both natural and futuristic. Instead of simply showing the performer, her stage can express moods, symbols and narrative layers. This openness allows me to design something immersive that brings her artistic vision to life.



Introducing my Idea

When creating my stage concept for Aurora, I was inspired by her strong connection to nature, mysticism and emotion. Her previous stages use natural motifs, soft mystical light, minimalism and symbolic projections — all elements that highlight her expressive body language. Her posters also combine warm and cool colour contrasts, organic typography and a mystical atmosphere, with Aurora usually shown at the centre. To develop something new, I looked at environmental art projects such as Klaus Littmann's FOR FOREST and Arena for a Tree.

These installations place living trees in cultural spaces, turning nature itself into an artwork and raising awareness of climate change and the loss of natural habitats. Their combination of natural diversity, careful design and strong ecological messages inspired me deeply.

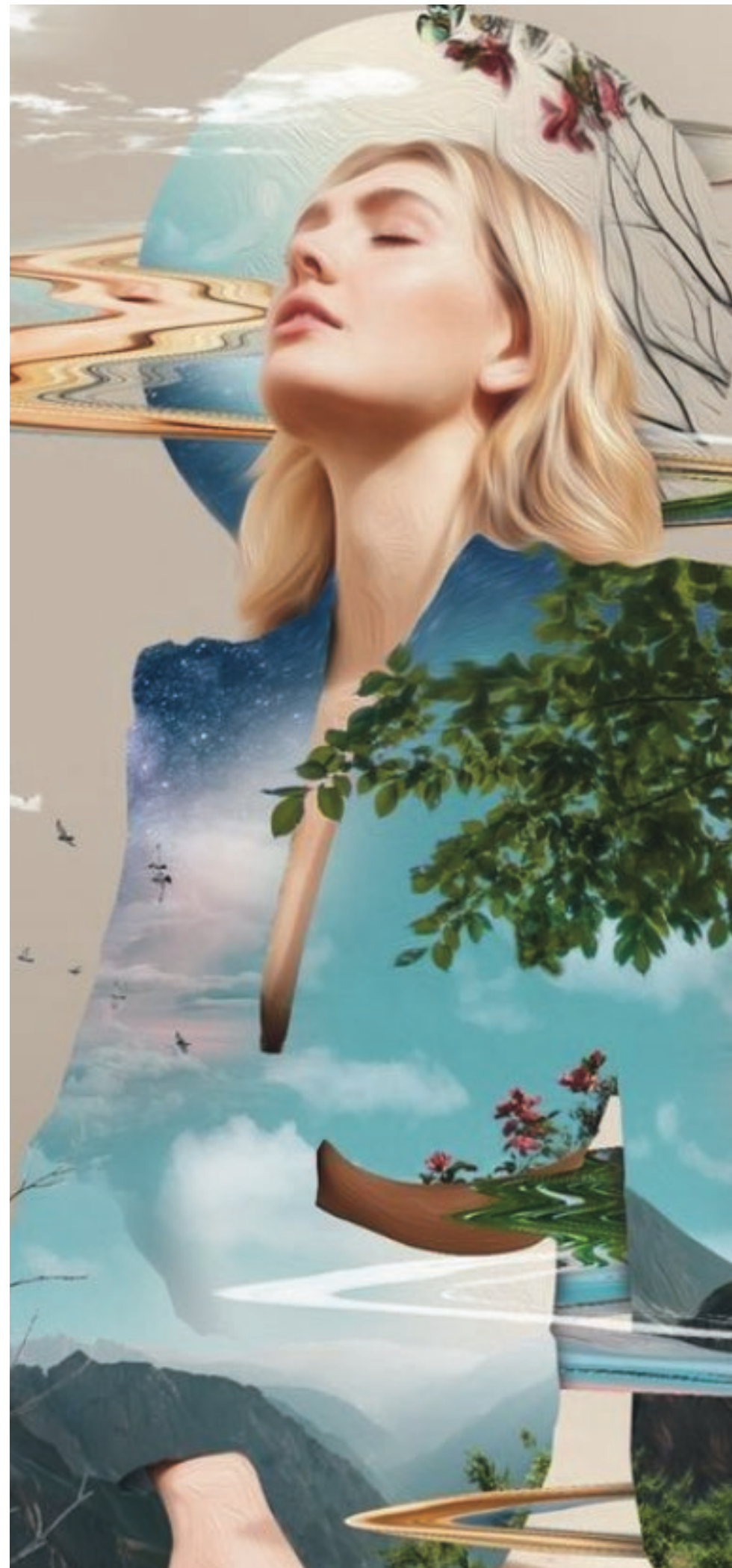
Based on this, I decided to design a sustainable stage for Aurora using natural and reusable materials like wood, plants, recycled fabrics and modular constructions. This reflects her themes of healing, purity and closeness to nature.

For the poster, I chose not to show Aurora directly. Instead, I focus on atmosphere, symbolism and emotions: soft organic colours, clear minimal elements, natural motifs and short lyrical messages. Plenty of white space and simple typography create a calm, emotional and modern design that speaks to a young, sensitive audience. Overall, my concept combines Aurora's artistic identity with sustainability, nature and emotional depth.

My Inspiration for a stage



My Inspiration for a poster



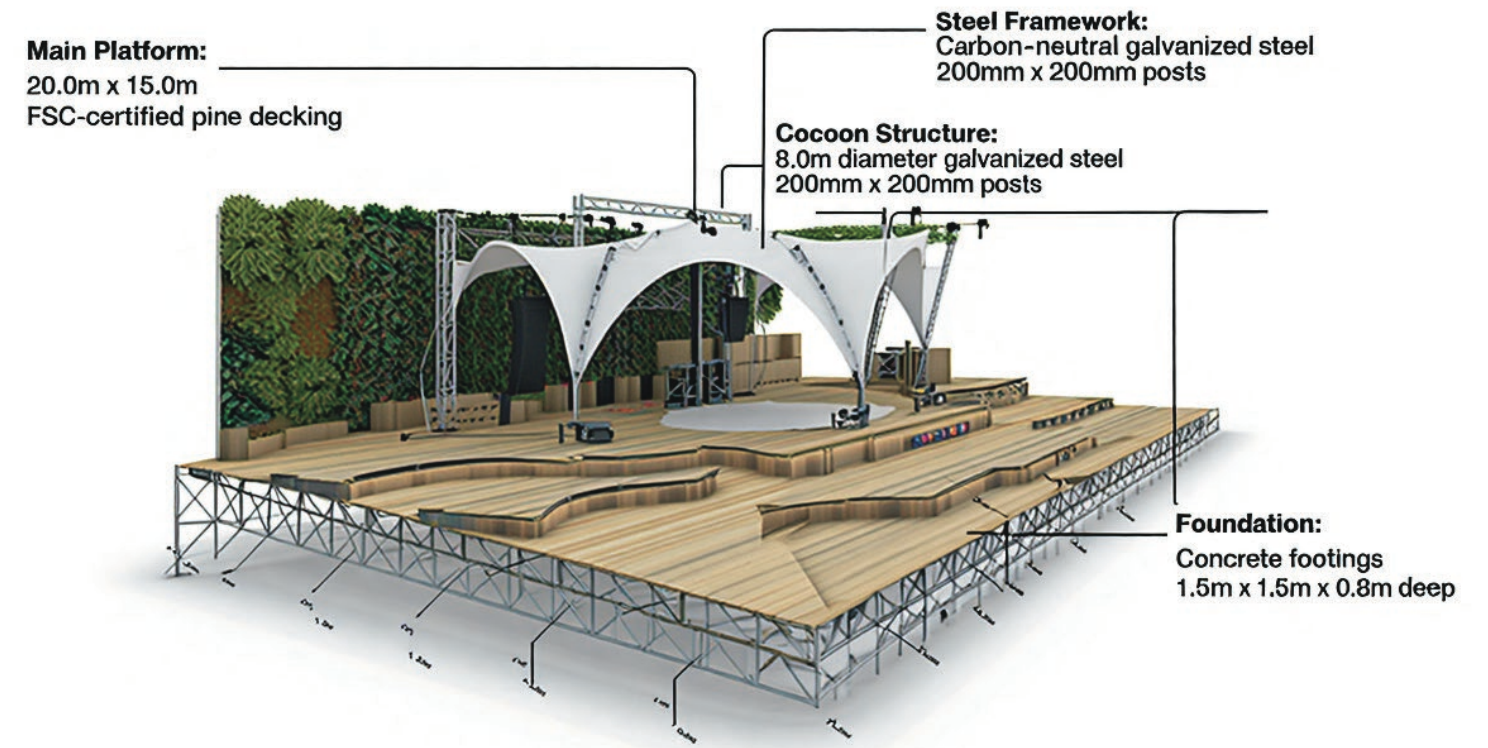
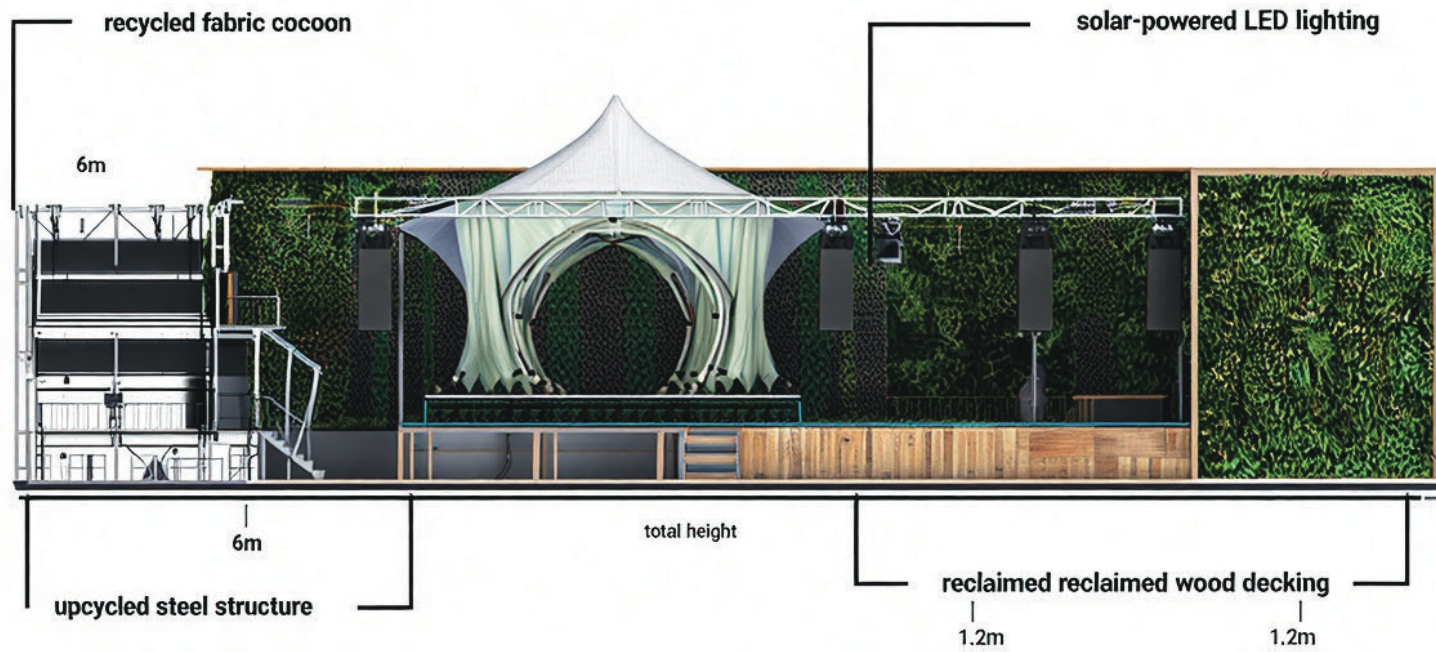


Introducing my design

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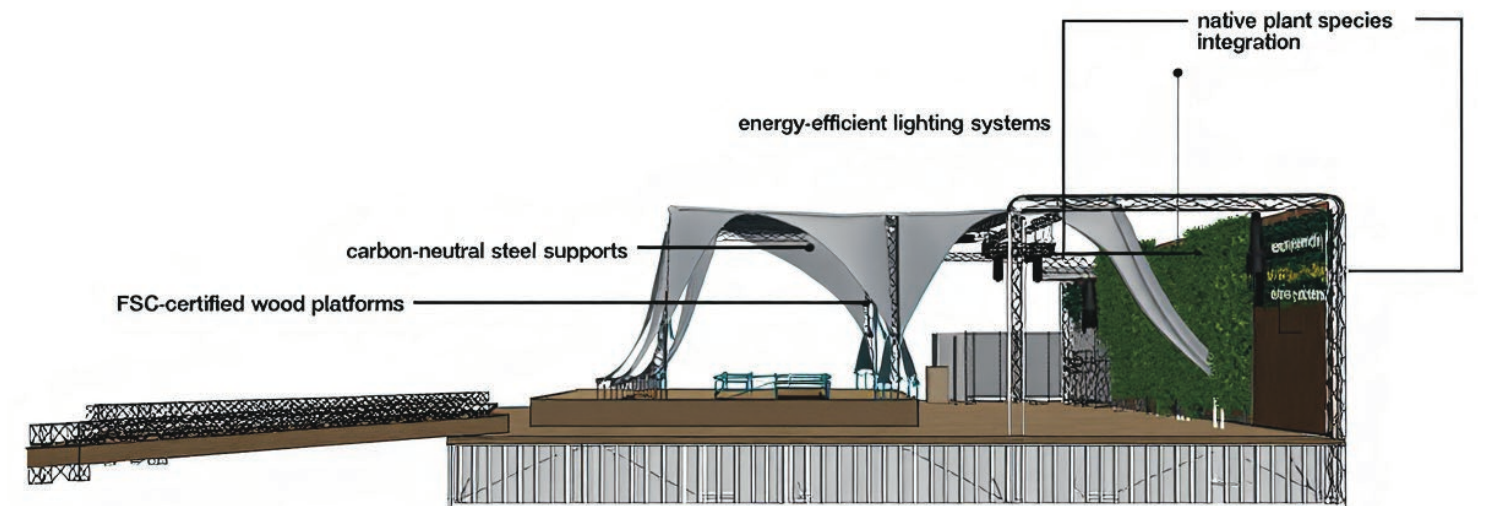
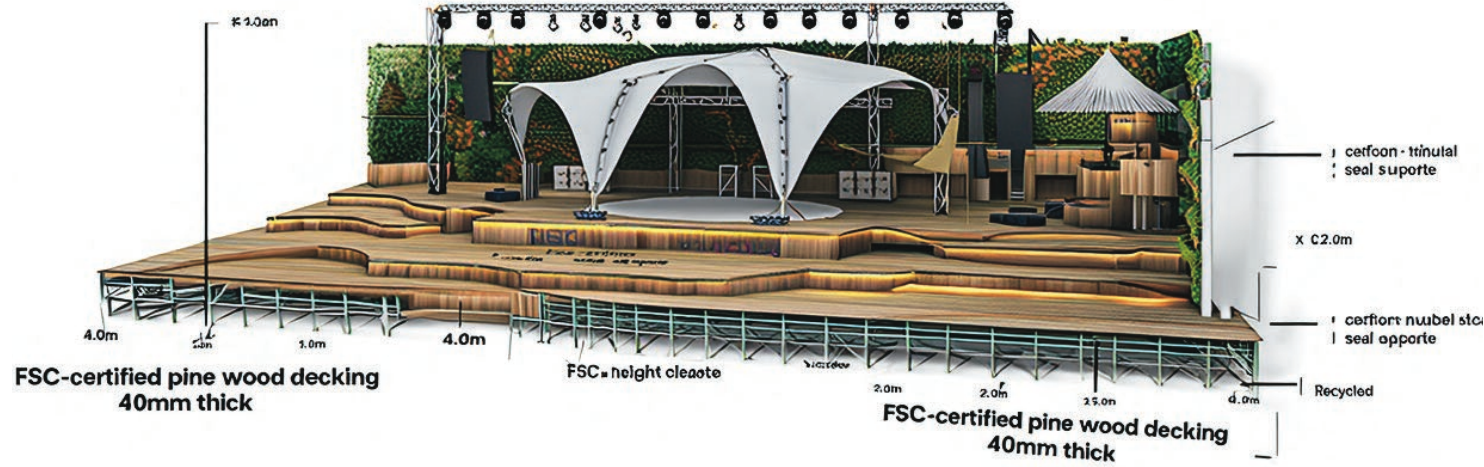
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My first stage



20.0m x 15.0m
main stage platform

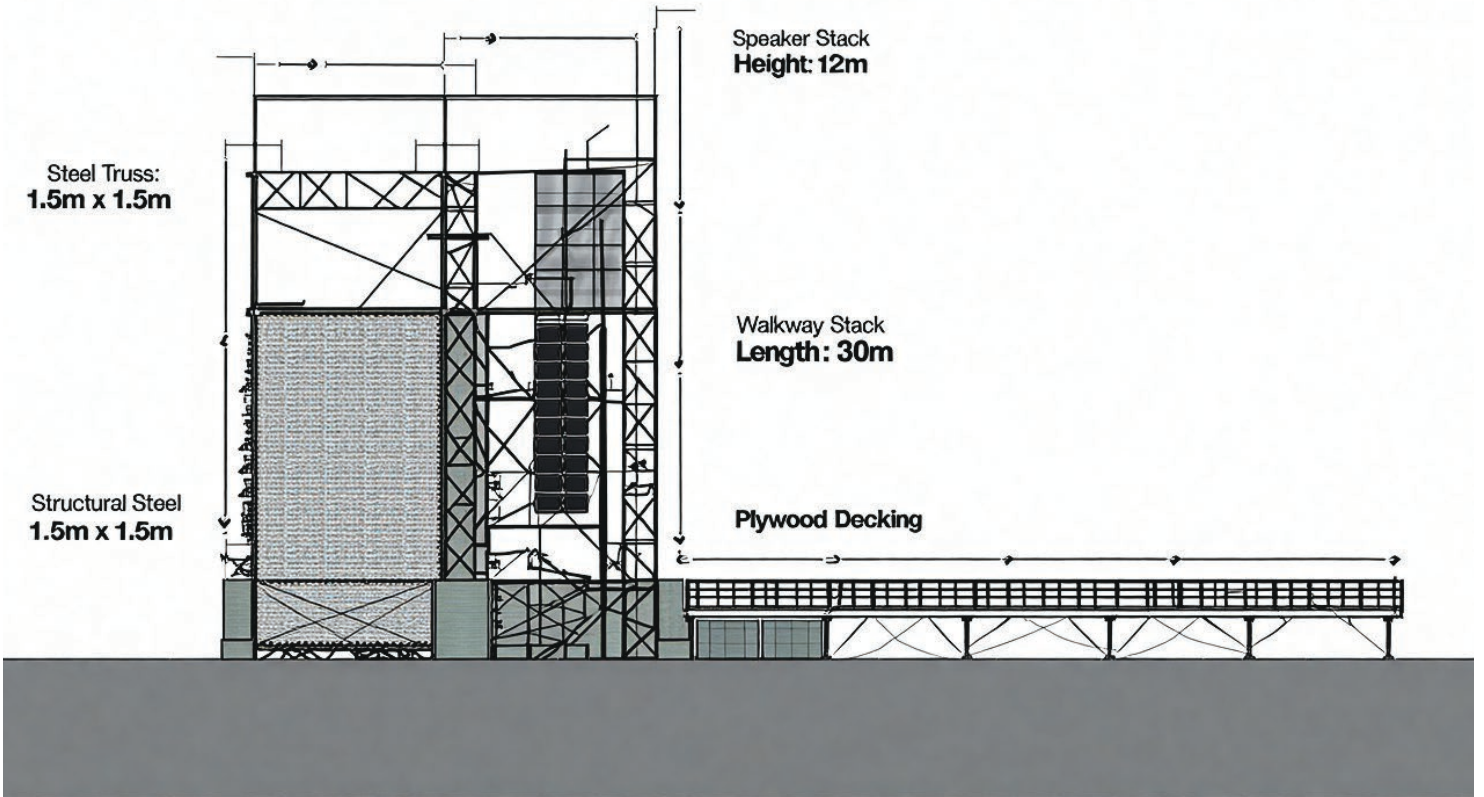
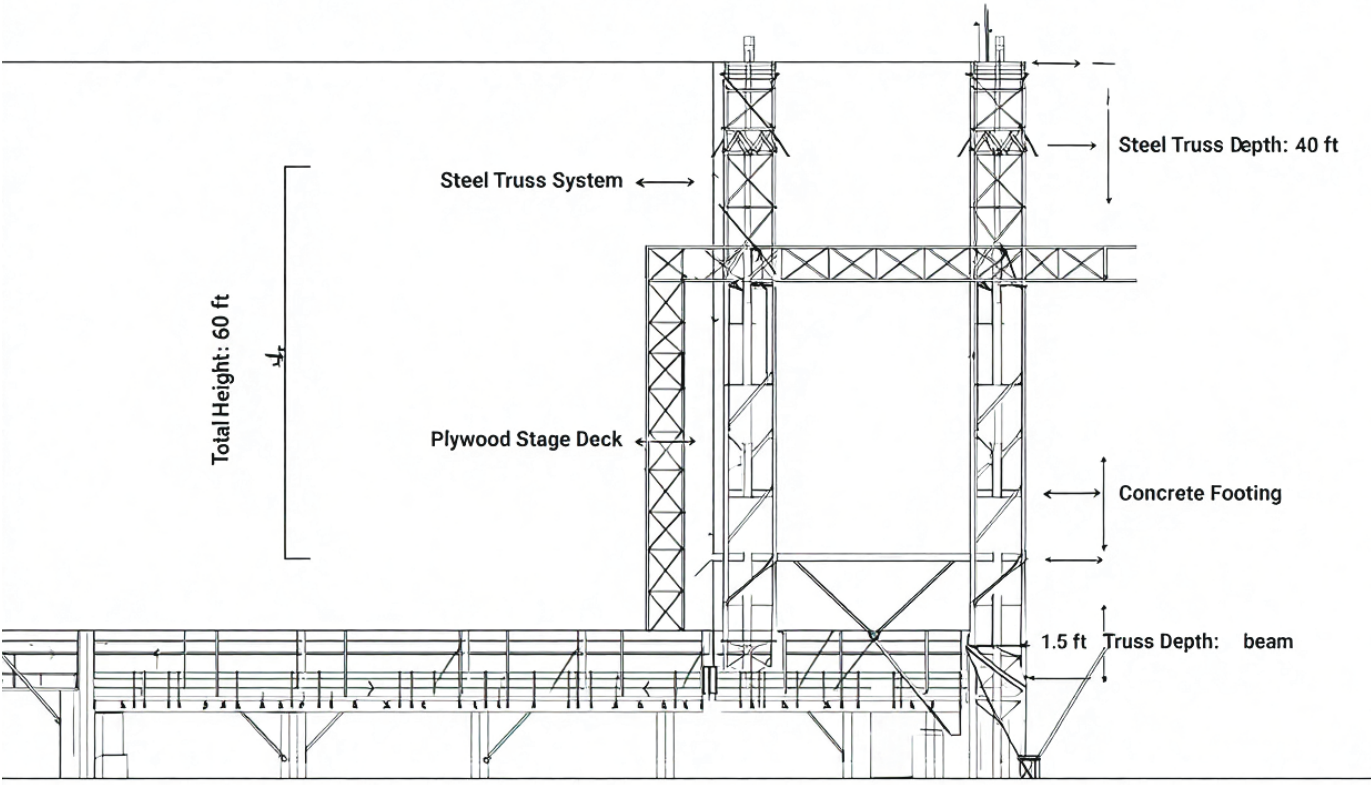
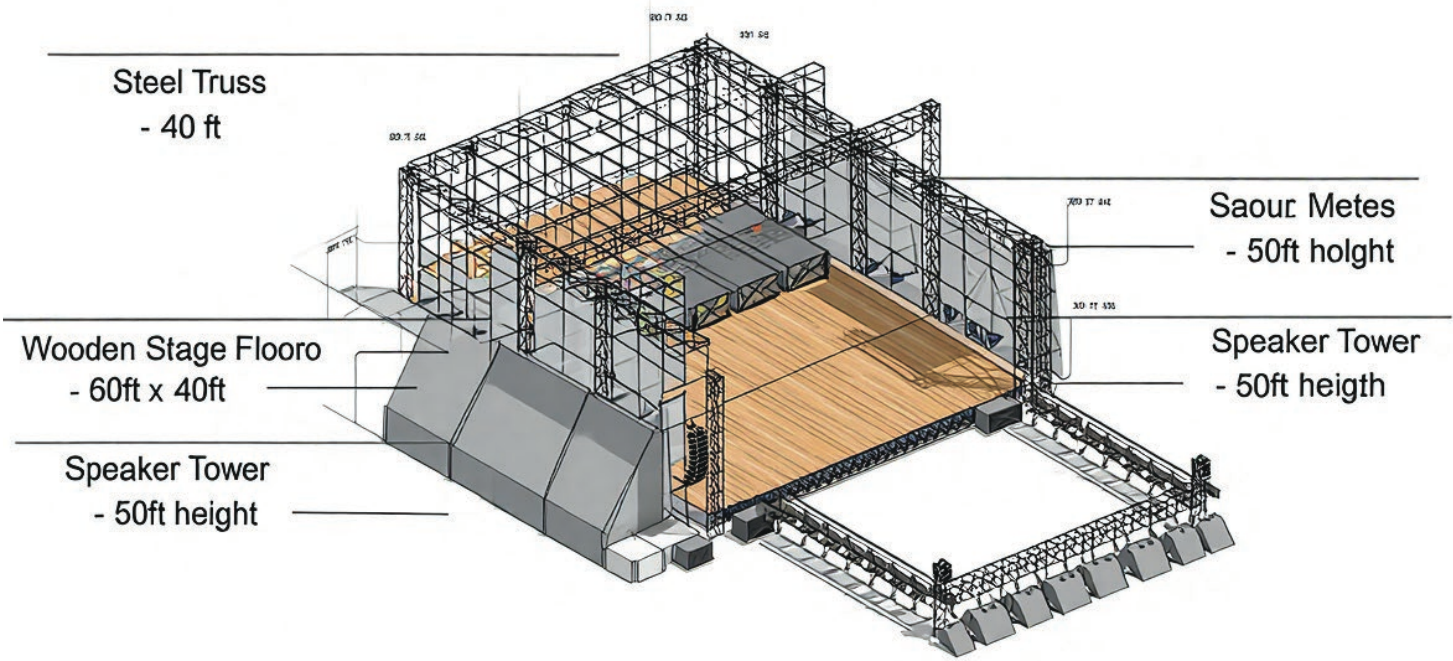
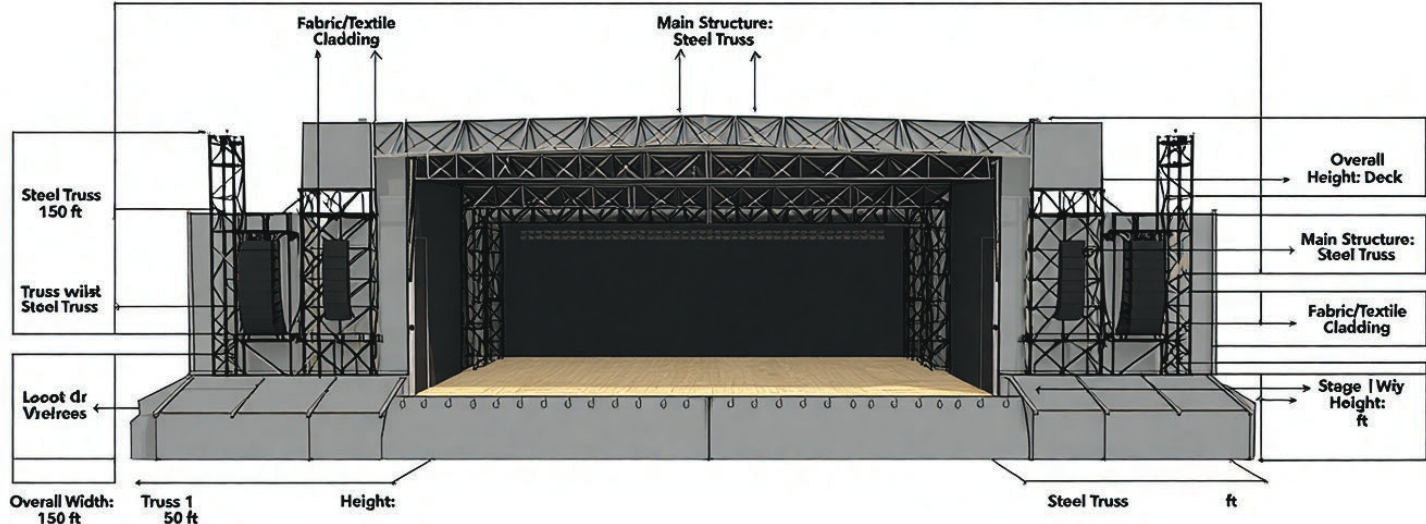
4.0m minimum
height clearance



My first stage



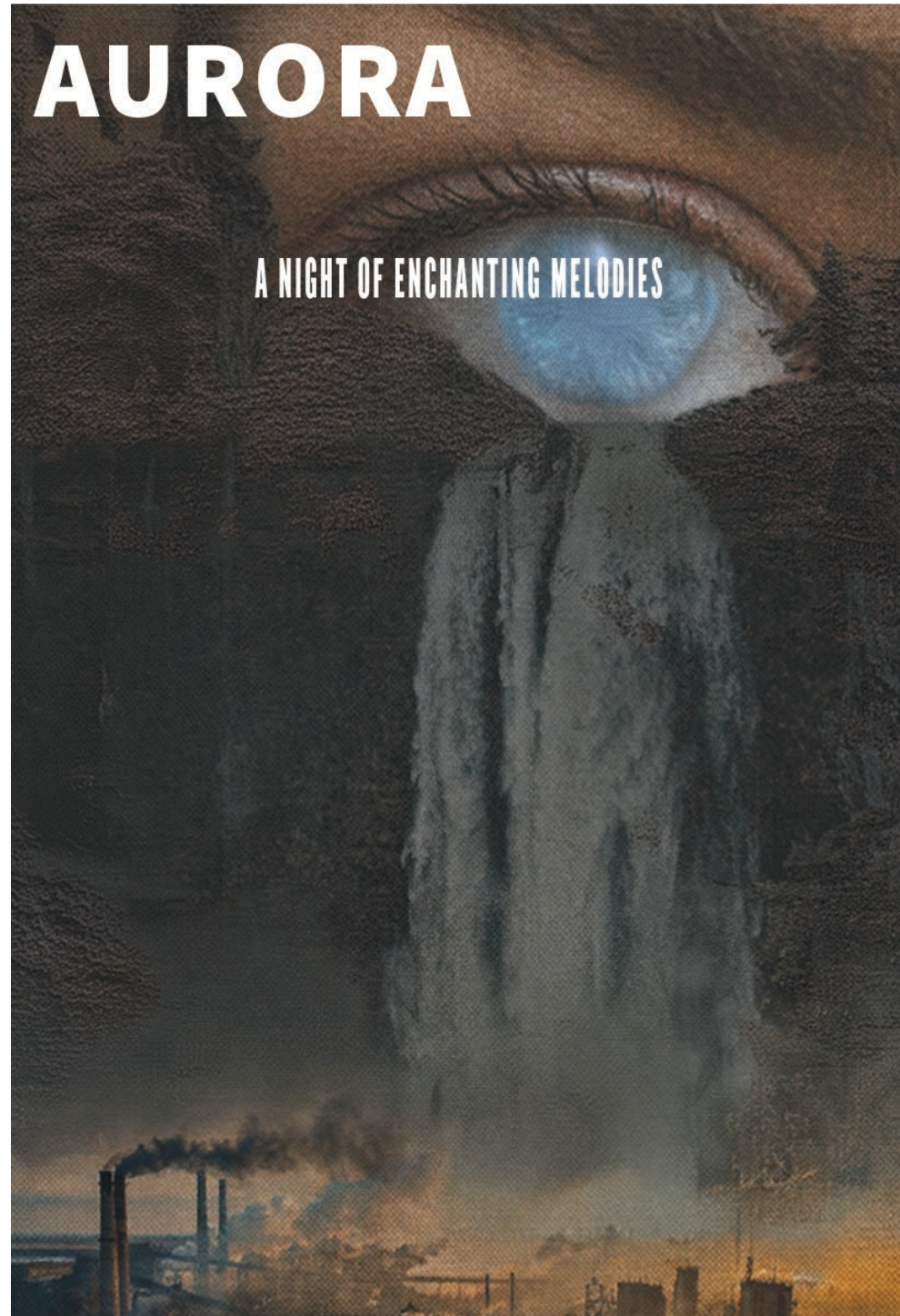
My second stage



My second stage



My Posterideas



AURORA



Assignment II

For this mid-term design assignment, my task was to transform a pictorial form into a series of visual variations. I had to create at least two 3D form variations, three colour variations, and three texture variations of the original form, as well as three visual designs that place the form in different surroundings. In addition to these final versions, I also needed to include the sketches and supporting drawings that were necessary for interpreting my design process. All results had to be organised consistently in an A3-format booklet with a unified visual appearance and exported as a PDF.

The assignment also required a minimum of three consultations with the instructor, each confirming the progress of my work through their signature. Proper file naming and correct formatting were mandatory, and incomplete or low-quality work could be returned for further improvement. Overall, the task focused on developing, documenting, and presenting a coherent visual exploration of form transformation.



Introducing my Idea



For this assignment, I chose this artwork because its minimalist and geometric structure offers a strong basis for transformation. The clear shapes, bold colors, and balanced composition make it ideal for experimenting with form variations. Since the design is visually simple yet expressive, it gives me a lot of freedom to reinterpret it in different ways without losing the essence of the original piece.

Introducing my design

This drawing translates the key shapes of the abstract artwork into three-dimensional form, turning the curved blue element into a sculptural arch and the orange triangle into a sharp, roof-like structure. The interplay of convex and concave lines mirrors the original contours, transforming flat geometry into an exploration of volume and balance. In the second design, I refined the relationship between curved and angular forms to create a more compact sculpture that examines spatial tension, openness, and proportion.

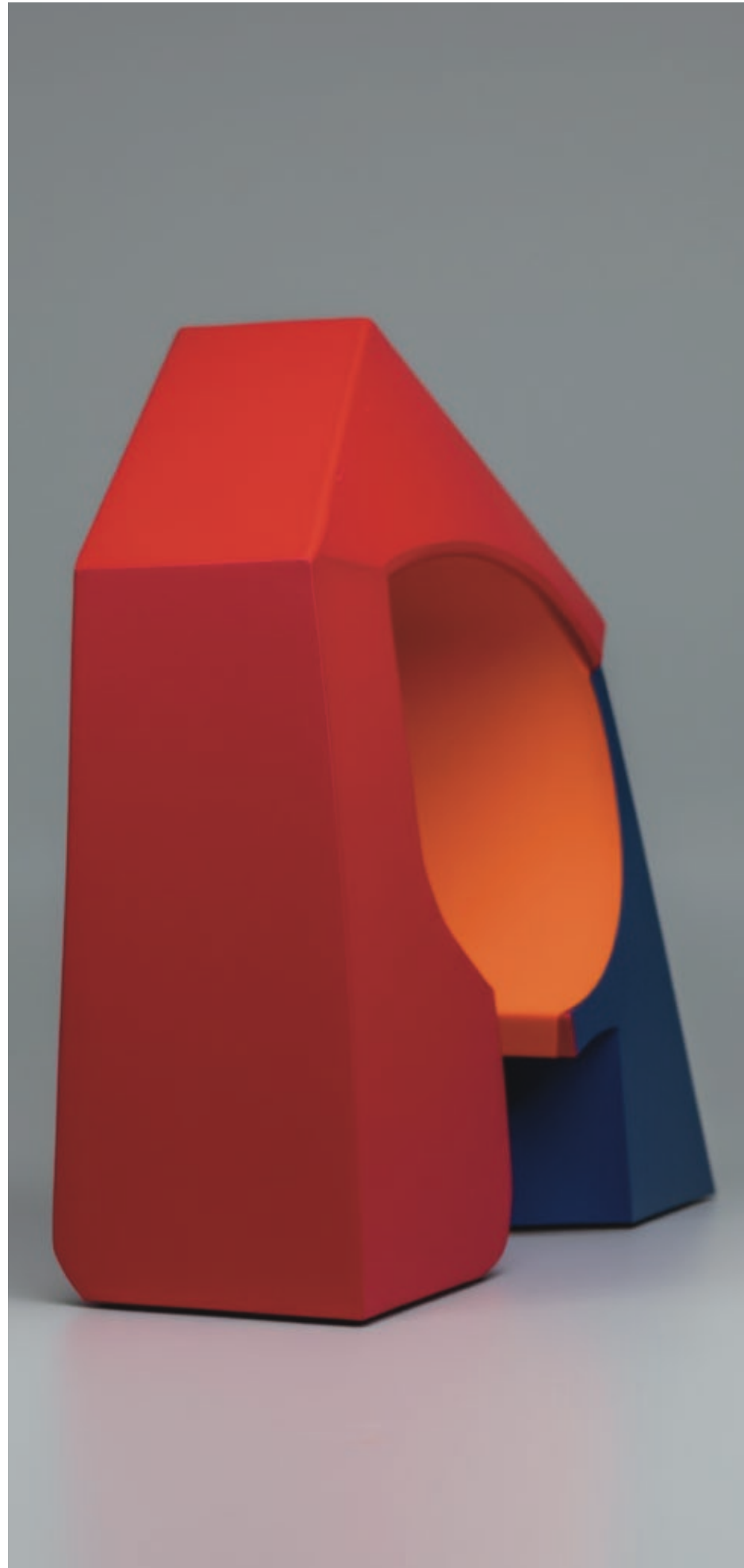


Introducing my design I



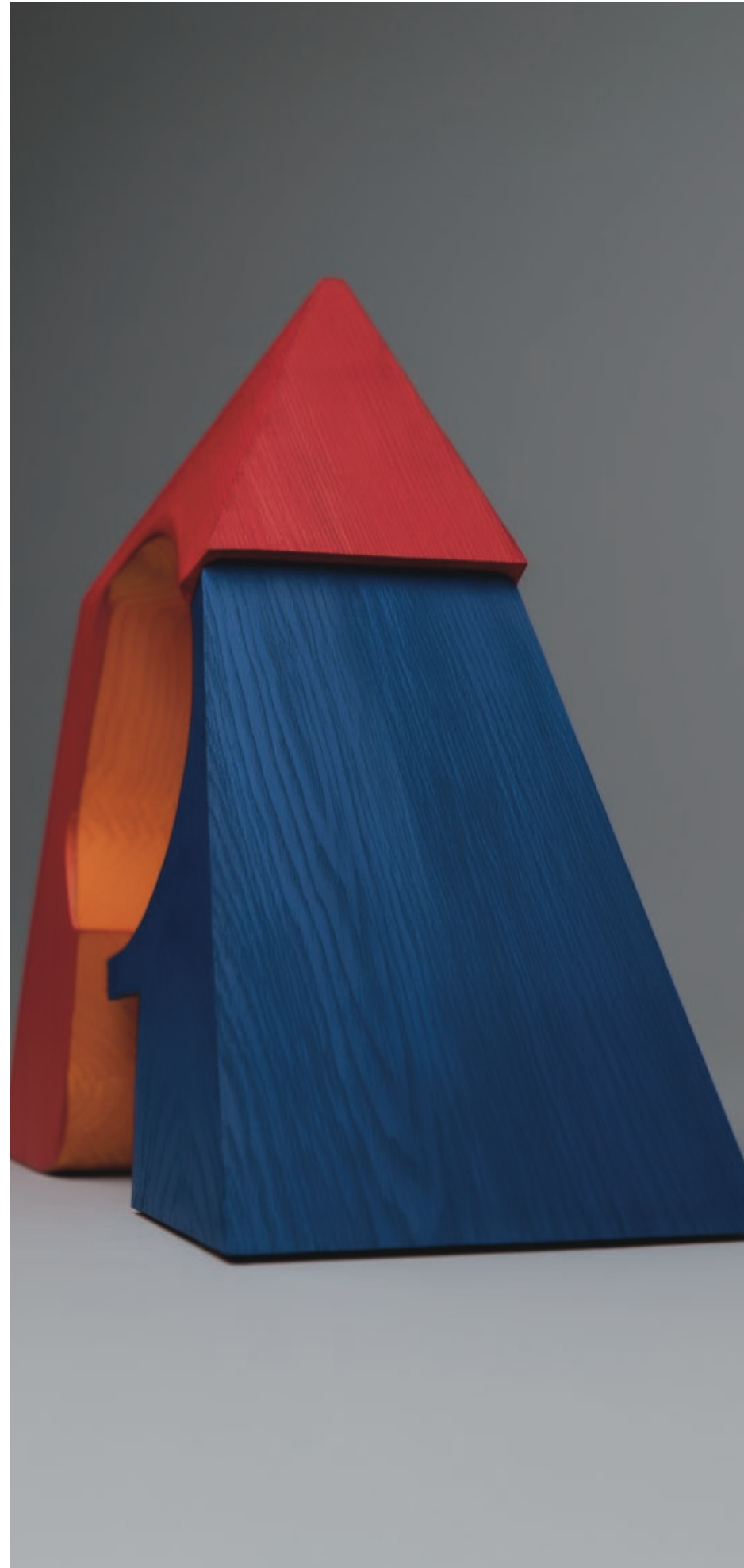
Introducing my design I

I chose these colors because they directly reference the original artwork's bold palette, carrying its vivid contrasts of blue, red, and orange into the three-dimensional form. By preserving these striking hues, I wanted to maintain the energetic and expressive character of the source image. The deep blue provides a sense of stability, the bright orange adds warmth and vibrancy, and the red introduces a strong visual accent. Together, they recreate the dynamic interplay of colors found in the original piece while giving the sculptural form a cohesive and visually engaging identity.



Introducing my design I

I used wood for the first model because it's a sustainable and versatile material that's easy to shape and finish. While working on it, I noticed the form had something playful—almost like a children's toy. That association made wood feel like the right choice: it's warm, tactile, and safe to handle. The natural texture also adds depth to the geometric design, making the abstract shape more approachable and emotionally engaging.

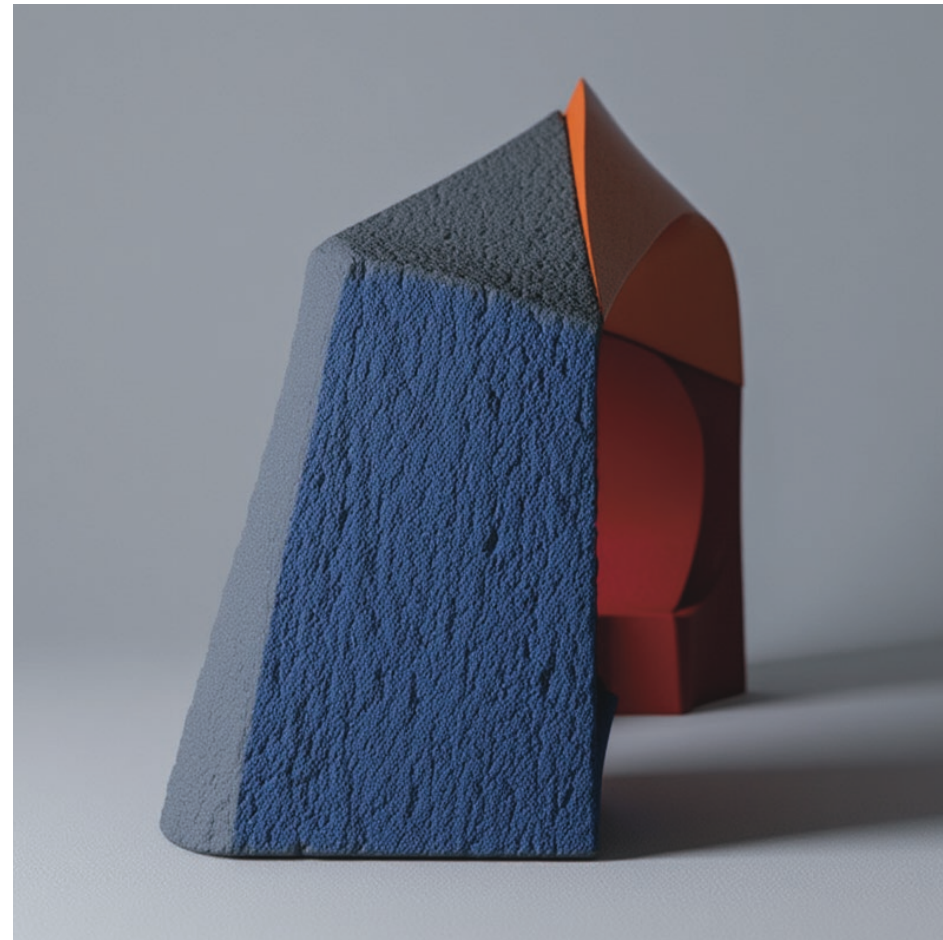


Introducing my design II



In my second design, I transformed the abstract artwork's geometric shapes into a three-dimensional pavilion. The curved line evolved into an arch, while the triangular form became a roof-like element, creating a structure that balances openness and shelter. I chose stone as the material for this model because of its durability and weather resistance, imagining the piece as something that could exist in a public space such as a playground or park. The pavilion invites interaction—people can sit on it, climb through it, or explore its surfaces. Using stone adds weight, permanence, and stability, allowing the abstract design to become both functional and sculptural.

Introducing my design II



final results Midtermassignment II

