

DEPERSONALIZATION

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COLLINS - VISUAL PROTOTYPING (ART 494) - DIGITAL CULTURE

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ABSTRACT

Using the 3D modelling program Meshmixer, a 3D model of a human head was used as a base for various modification and “glitches”. This model was then sliced using Fusion 360—these slices were then cut out of plywood using a laser cutter and assembled.

RESEARCH QUESTION

How can I use glitch art to represent and bring attention to a mental illness of which few people are aware?

PRELIMINARY RESEARCH

At this time, very little research has been done on Depersonalization Disorder. Because of this, firsthand accounts of the disorder and how it affects individuals were used to form this visual representation.



PROCESS

The original idea for this project was to explore several mental illnesses that most members of the general population would be at least somewhat familiar with. This transformed into the more refined topic of Depersonalization Disorder.

Initially I had planned on 3D printing the finished model—however, this would have imposed certain size constraints, which led to the decision to use laser cutting ultimately.

CONCLUSION

I feel that through this project I was able to achieve an accurate representation of a complex and somewhat mysterious disorder. It's important that people understand mental illnesses in order to relate better to the people around them, and the ability to see an affliction that doesn't manifest physically provides a unique perspective.