

ABSTRACT

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PRE-ESSENCE TO ART: THE STAGING OF ART EXPERIENCE THROUGH SPATIAL PRESENCE WITHIN THE VIRTUAL REALM

(XVIII + 136 pages: 58 images; 4 appendices)

This project is a research and exploration of ideas formulated into Pre-essence; through its deliverance of spatial presence by the staging of art experience within the virtual realm. The study starts by gathering references that reveal how humans first experienced raw emotion internally before responding to the external stimulant. Then the project delved further into human aesthetic experiences explored through different kinds of spatial narratives and interventions.

An exhibition is later conducted as an examination of human art experience through the spatial intervention by Pre-essence that took place within the virtual realm, in delivering the existing works of three artists: Sastia Naresvari, Natisa Jones, and Luqi Lukman into the virtual exhibition to be experienced by the public as an experiment of a quantitative data research on art experience as outlined by information explored within the project. The project addresses how human beings experience art through space, narration, presence, and interpretations through multiple disciplines and the implementation of this through experimentation.

The work itself prompts the reflection on how the journey before being in the presence of art may work as an imaginative platform to subject using regarded works as resources to guide the project exploration. In the hope, Pre-essence may present considerations to keep in mind in the practice of interior design, the learning, and the perception of existing works.

Reference: 18 (1972-2011).

Keywords: Pre-essence, Aesthetic Experience, Spatial Narrative, Virtual Realm.