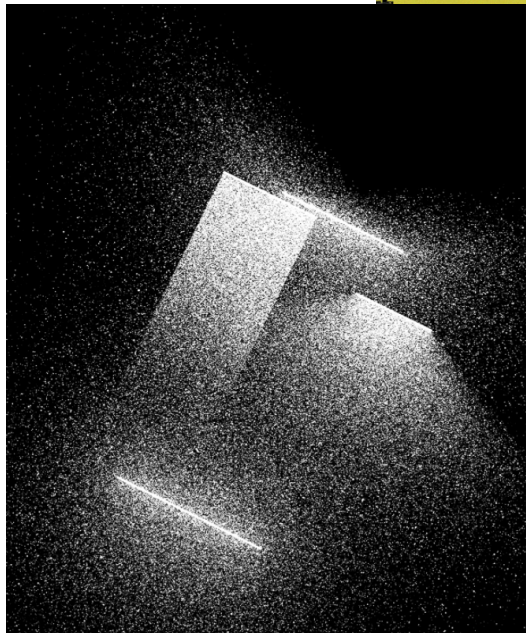
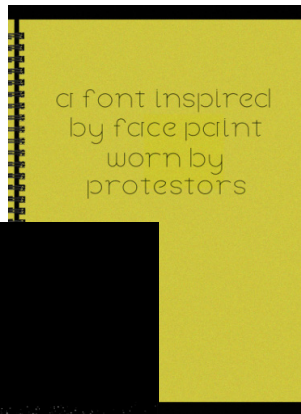
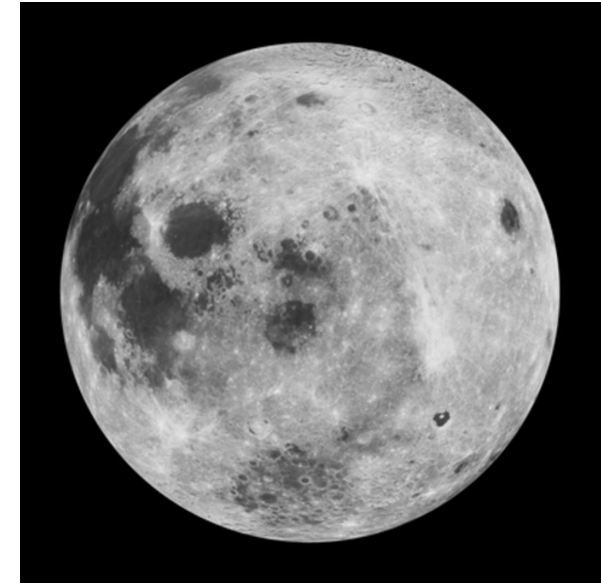
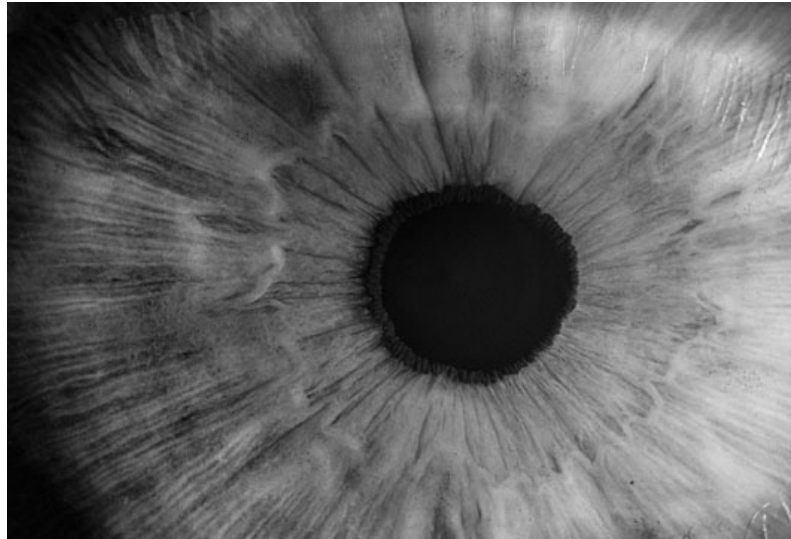


Hiding In Plain Sight

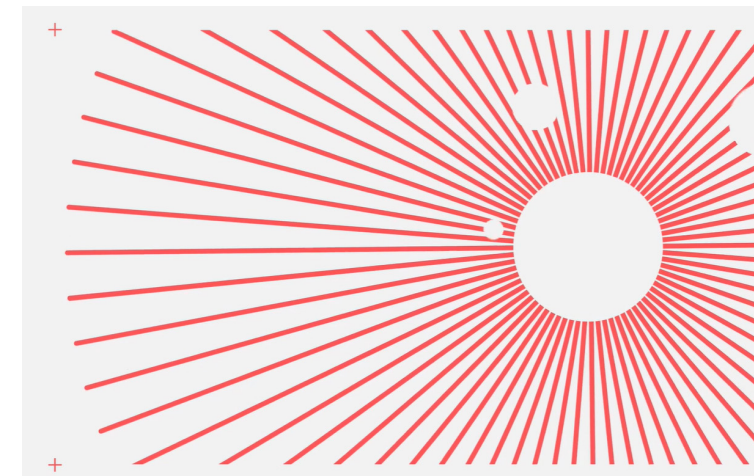
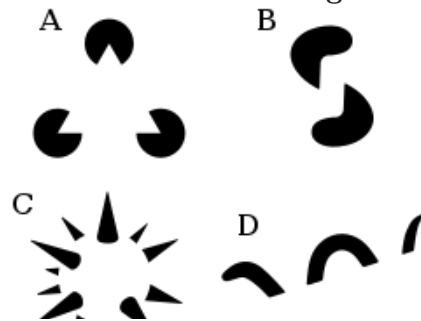
Focus on how LP is different to all other forms of pollution, mainly in it's visibilty of results/change

Subverting around every corner, but especially the first one

Potential to be print-based and use peel off/tearing elements to reveal further information



Gestalt theory of proximity & using negative space



Look Up, Look Out

What is above you?
What do others see?
What's blocking your view?

Socially Generated FOMO
Give & Take away to help ensure
emotional response

Deliverables would focus on the
verticle, looking up, elongation.

Disrupting outcomes that focus on
the artificial interffering with the
natural

What's
—Blocking—
Your View?

Look
UP
Look
Out

getting people to pause,
and consider LP & what it
is doing to them



GLARE

Personal focussed

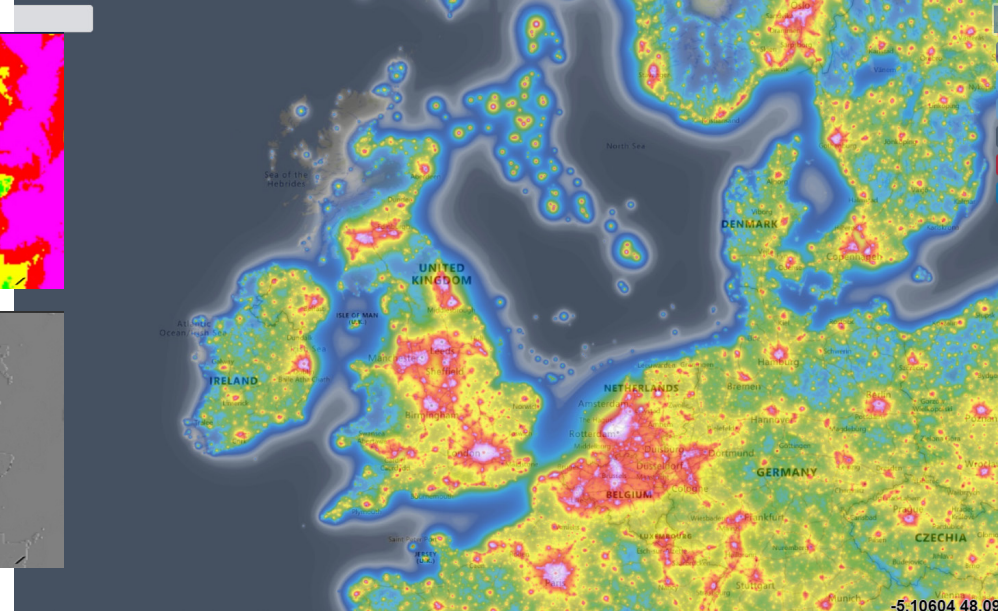
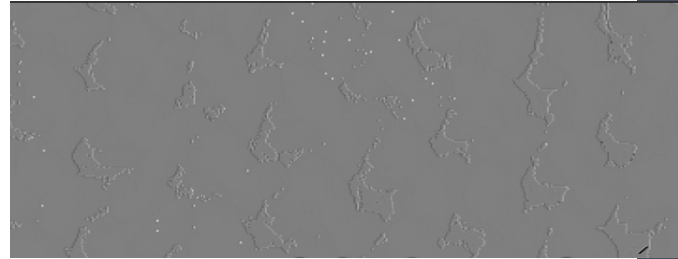
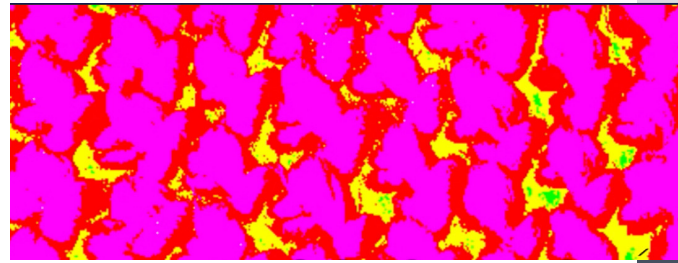
Experiential (UX?)

Motion RGB Based

What did YOU miss?

What will YOU do?

What will YOU leave behind?



Painful?
Restless?
Uncomfortable?

What are you missing?

What
Are You
Missing?

Blind
to the
Future



Highly Saturated,
bright visuals/
patterns causing
optical discomfort,
and bringing the
experience of inability
to experience sights
due to sensitivity to light