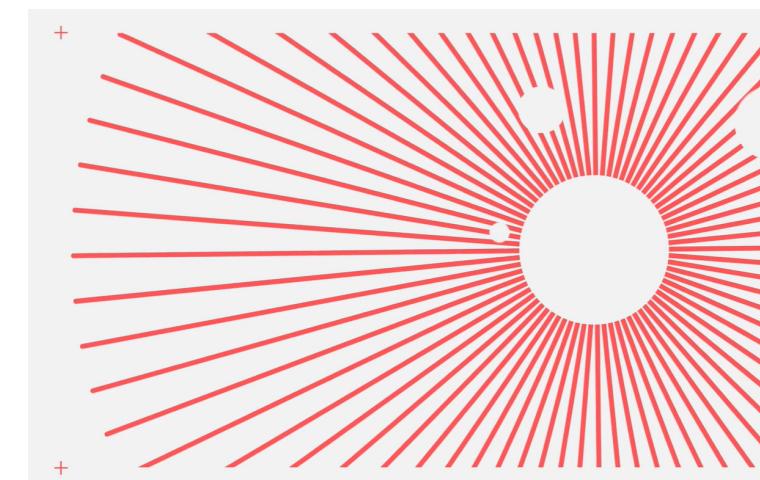
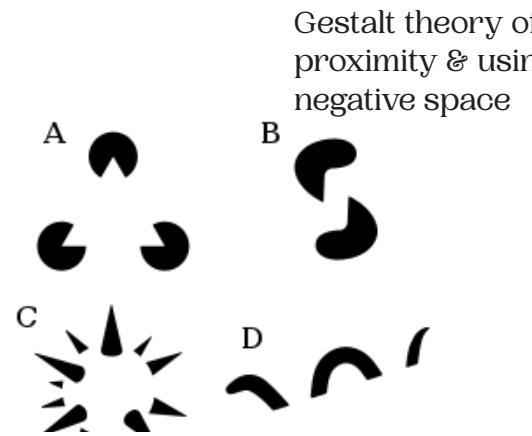
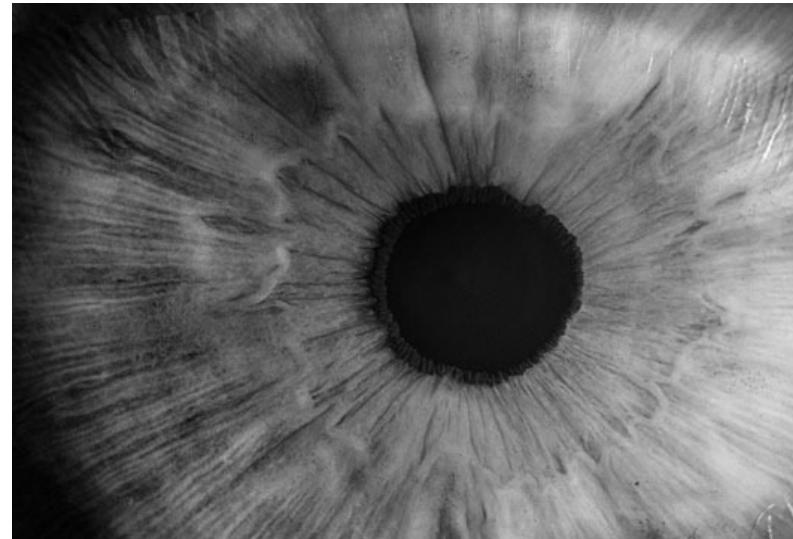
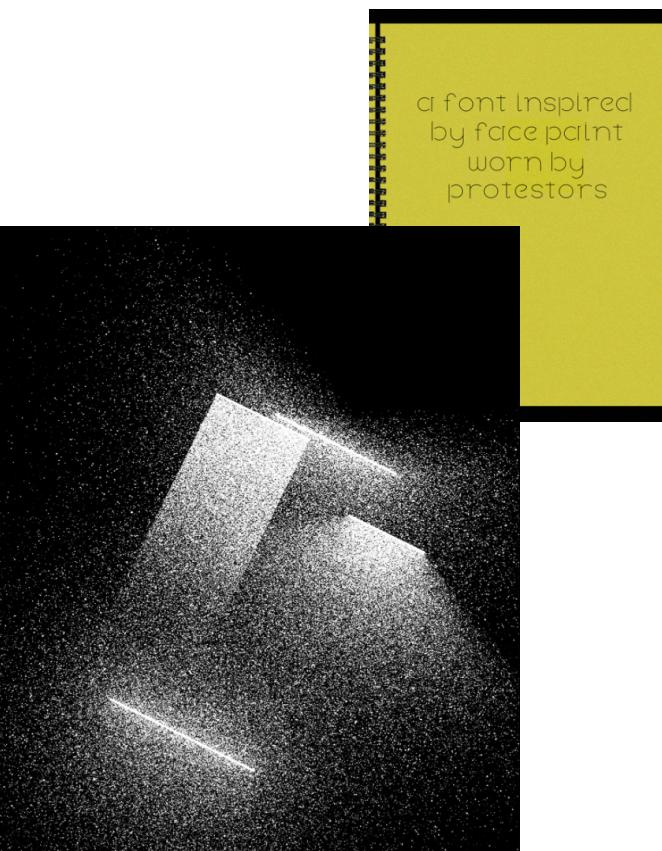


Hiding In Plain Sight

Focus on how LP is different to all other forms of pollution, mainly in it's visibility 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



Look Up, Look Out

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

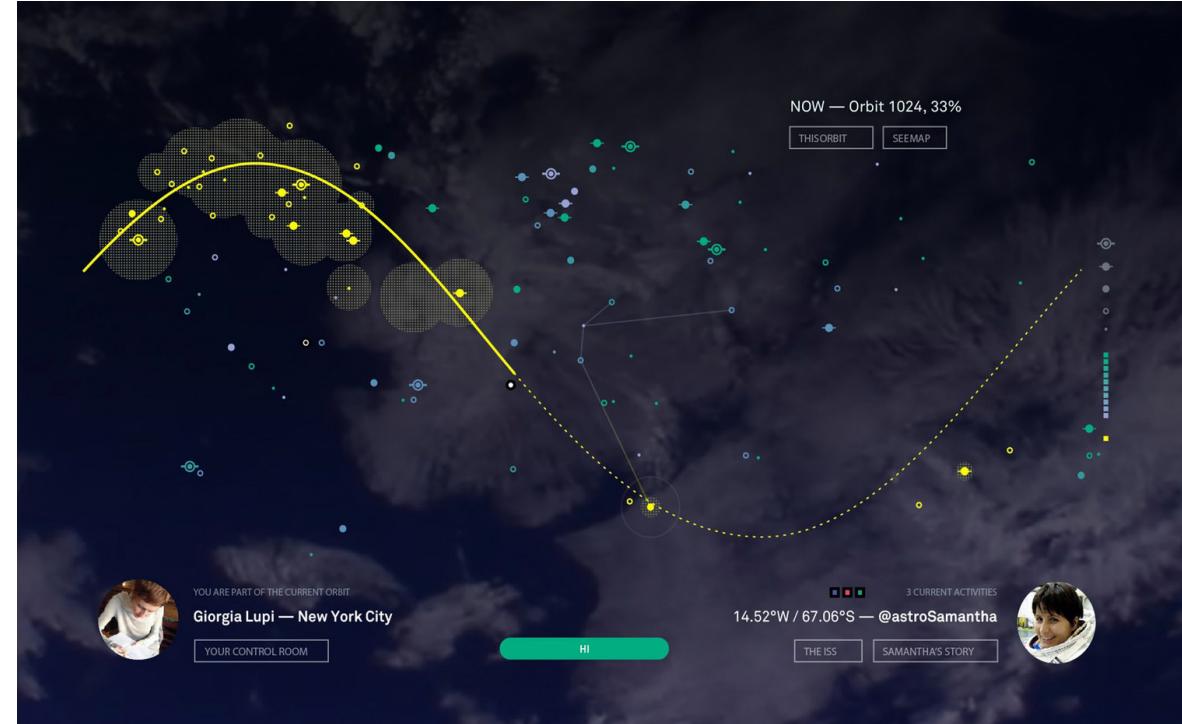
Socially Generated FOMO
Give & Take away to help ensure
emotional response

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

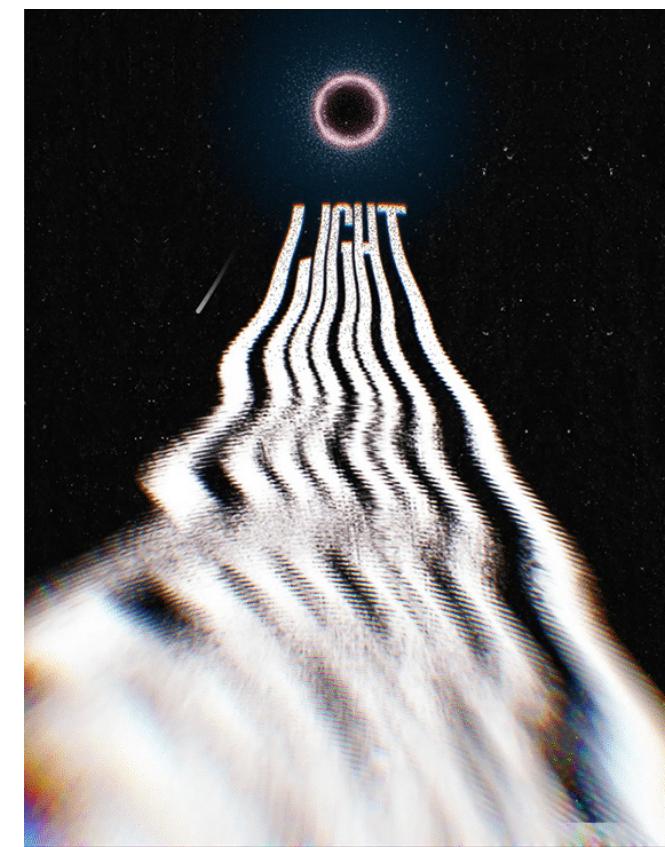
Disrupting outcomes that focus on
the artificial interfering with the
natural

What's
Blocking
Your View?

Look
U
P
I
I
—
—
—
Look
Out

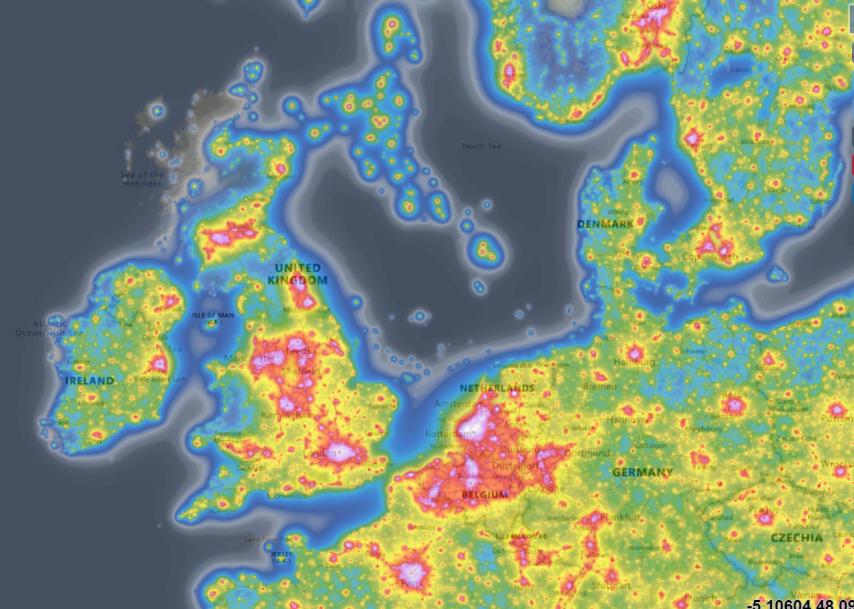
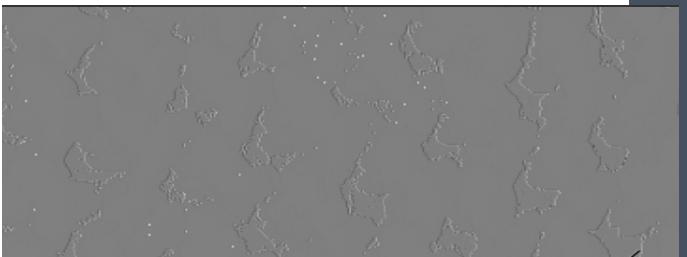
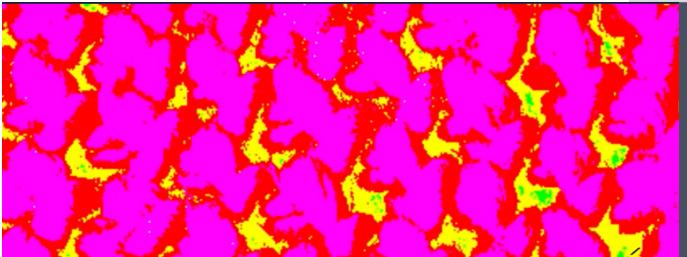


getting people to pause,
and consider LP & what it
is doing to them



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