MULTIVERSE

Inspiration

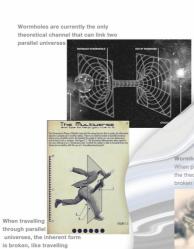


·There are many interpretations of the concept of that there are many Earths or solar systems in this vast universe, and in all of them there is a me, but our stories may not be the same but we are all me.





·Every I in the world is connected to each other, and it is quite possible that we could meet each other just by crossing a wall.



through a wormhole

When passing through a wormhole, according to the theory of quantum mechanics, the entity is broken up into different forms

In which time is divided into very small

units, with infinite time and space

Hypercube

Scene 2

STAR TREK

Scene 1



In this case it is the use

of gravity to deliver the



DEVELOP

Inspiration Collection

I was inspired to design a table and chair set, combining the concept of parallel universes and Star Trek to create its look.

In this table and chair set the connection between the different universes of "me" and "me" is illustrated.





Design inspiration



Table fluid morphology extraction

So the appearance of this table and chair se

is a cube that serves as a vehicle for the connection between "me" and "me

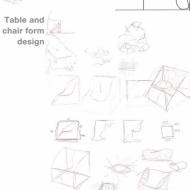
The wormhole is a means of connection and the wall ear be used as an exit point for the wormhole, representing the 'me' and 'me' connection with the liquid medium flowing out of the wormhole

Gravity can be used to transmit

messages in the hypercube







MODEL

Sample

















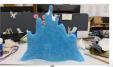








Table model making process















Painted model

After sanding I used electroplated spray paint for colouring and also needed to ise a mirror marker to achieve











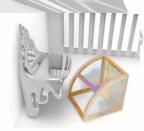


FINAL OUTCOME

Final modeling display







Meaning

This work shows different universes of me connecting with me, I use the medium of the wormhole outflow as a table top to represent another person coming to find me and the chair part is that I sit on this I can reach a space I can use gravity to communicate with another me.

Sizes and Final

Melting table





Hypercube chair



