

DE550 Master Project

IM

By:
Patrick Grung

Tutor:
Toni Kauppila

USLO

UNDRE

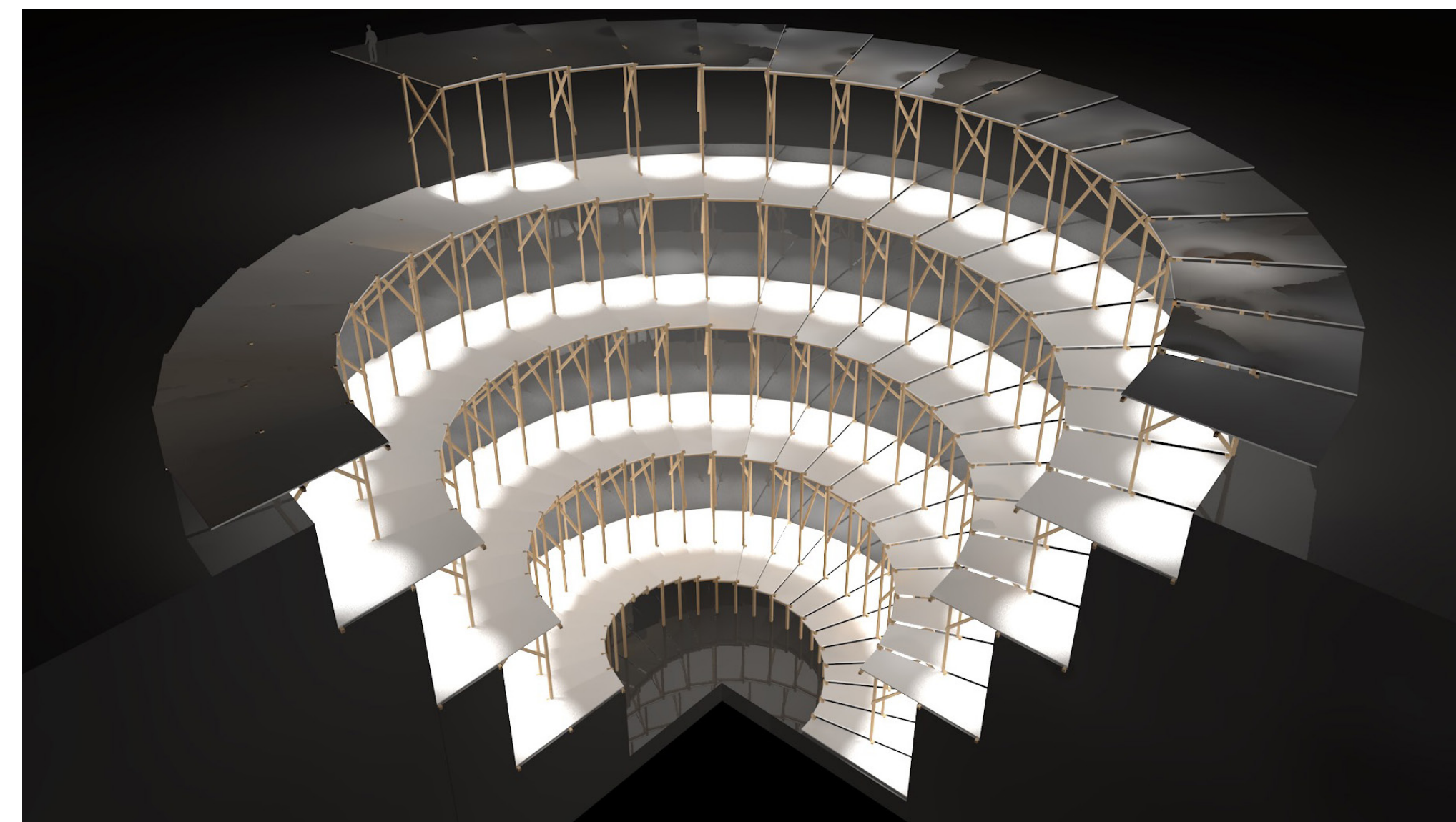
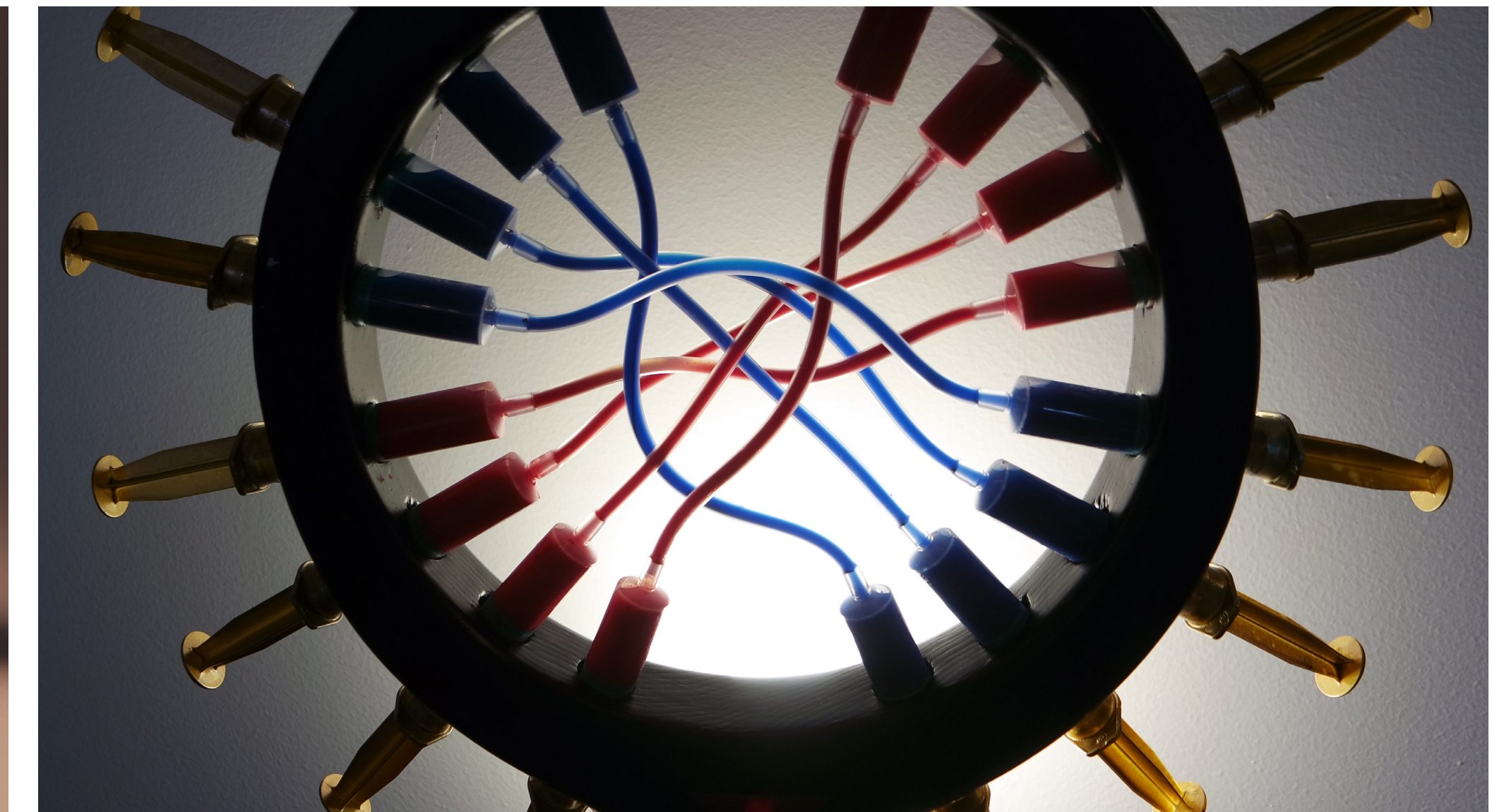
A fictive story of empathy

My Project

I wanted to see if I could place immaterial value on my design objects, with the help of storytelling.

What you will see and hear.

Background
Three groups of empathy
Antagonist
The Braselet/
The Septer
The Monument
The Film



Background.

I have since I was little been fascinated by the open drug scene in Oslo.

When I was a child my dad took me to see a movie in Oslo, we parked the car and we walked towards the cinema. My dad asked me if I wanted a winer (hot dog). When we stood at the counter my dad asked for three winers. I did not understand how the last winer was for, but when we got outside my dad gave the winer to a beggar which was sitting outside the kiosk, they smiled to each other and we moved on.

This was the first time I contemplated that the world is bigger than my family, that I was a part of something bigger, apart of a world. This is my first memory of empathy.

12 years ago, I started to do voluntary work for the drug addicts in Oslo. Then I started to work weekends at some of Oslo's shelters. And I still work there. I have seen a lot of uncomfortable, painful and sad things.

But I have also seen a young man go from heroin to getting a job, wife and a child. Or a fifth-year old man (which in the eyes of the system is a lost cause) going through rehab, and after six years of struggle he finally got to celebrate Christmas with his daughter and granddaughter.

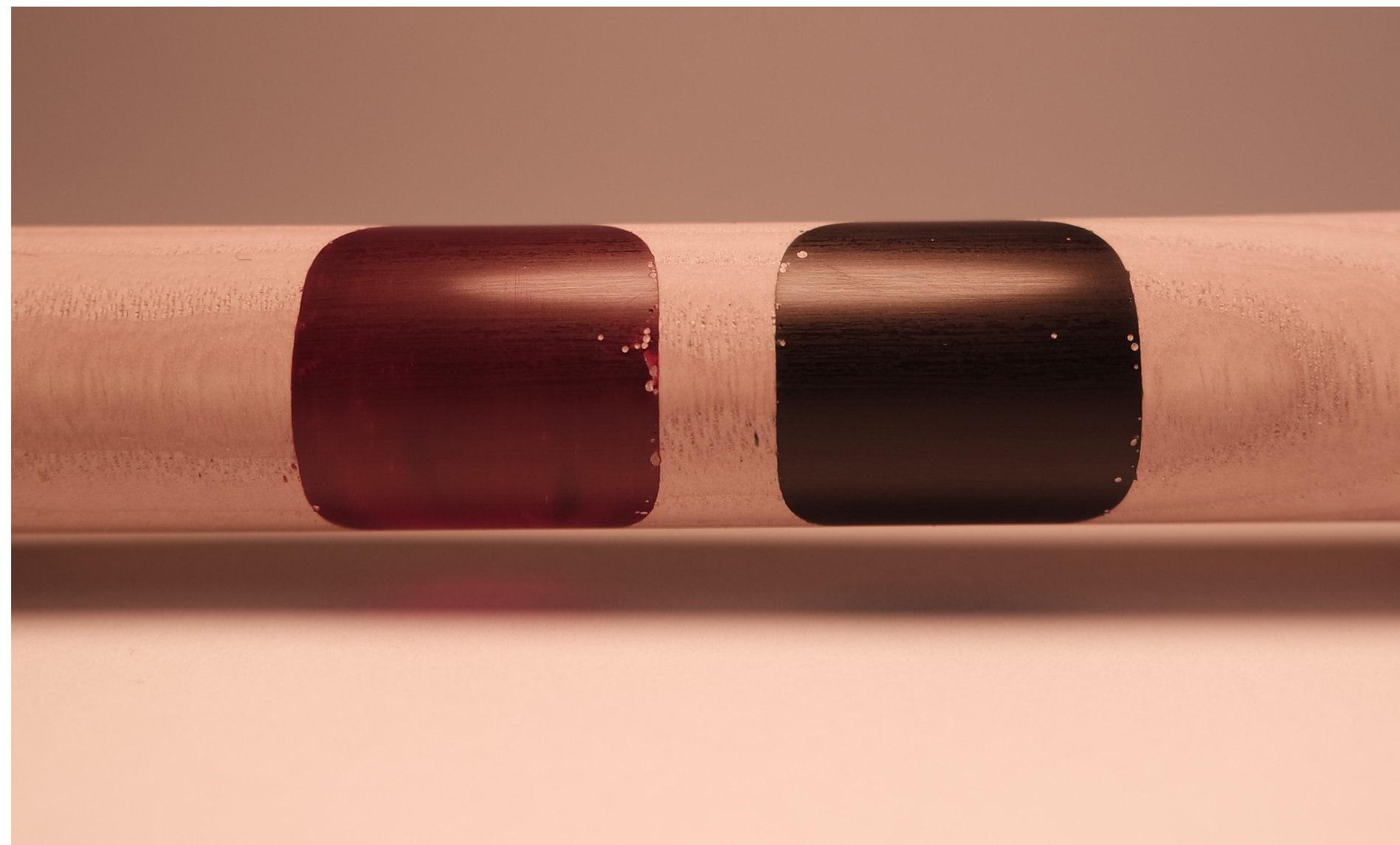
When I talk to people that have managed to get out of the drug scene and have entered society, I realise that these people have a knowledge of life that I do not. They look at themselves and the world in a different way.

When a person goes from having nothing and nobody, from being so addicted to a drug that he could kill to get hold of that drug. A drug that makes you go insane. When a person goes from that, to become a normal person, that is a journey that demands so much from you. That journey is what I want to honour in my master project.



“They are not a problem; we just don’t understand the resources they are.... jet”
Hans Olav Mørk. Gate prest

Three groups of empathy

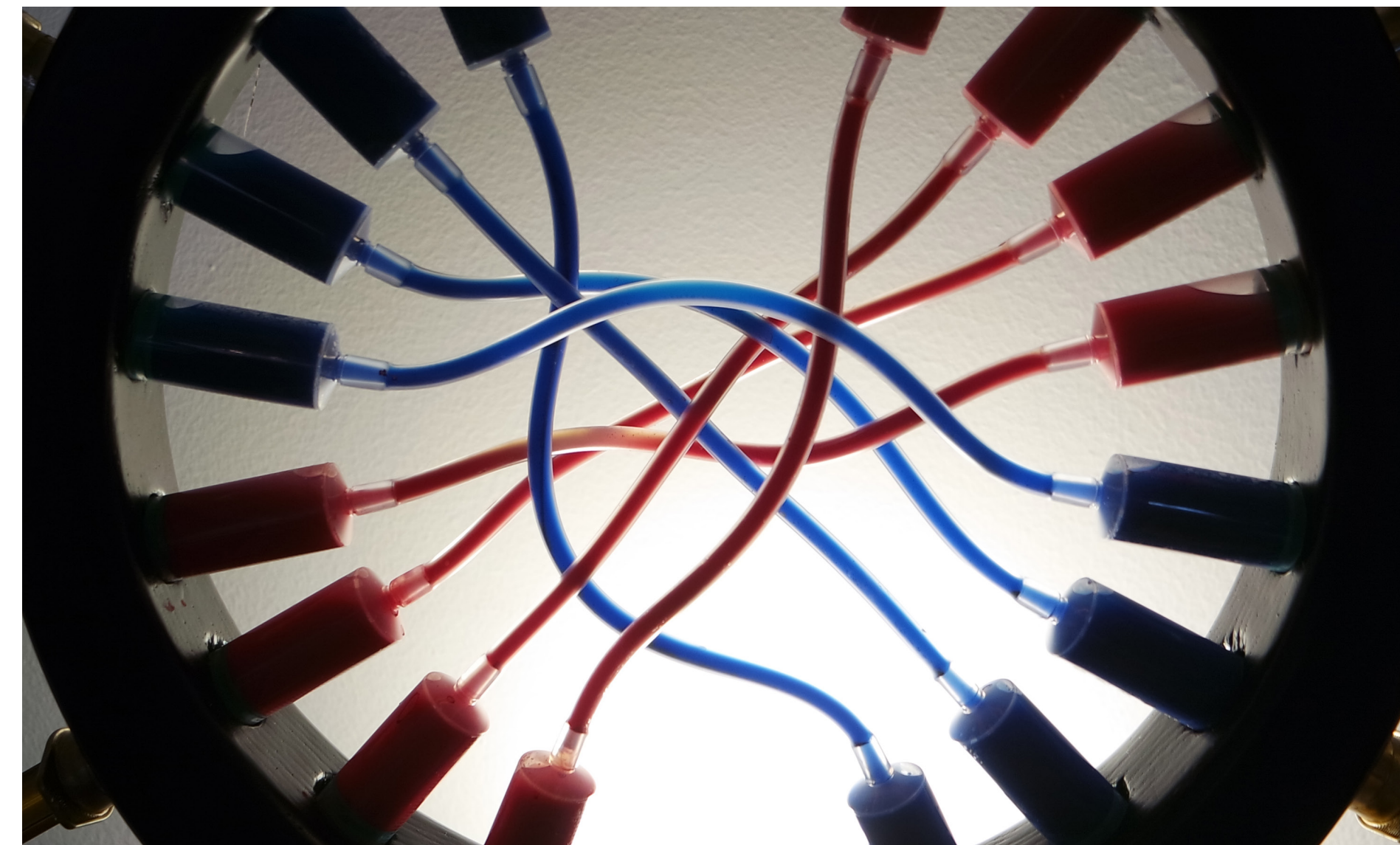


Personal:

The first group is the empathy we have towards yourself. Mental issues like depression, anxiety and self-loading is a big problem in our society. We are not treating us self with the care that we should. We are absorbing the pressure from everyday life and we are placing this on our shoulders. When I am in my darkest moments, I try to ask myself if I ever would treat others the way I am treating myself.

*"Sometimes you're ahead,
Sometimes You're behind.
The race is long, and in the end, it's only with
yourself."*

baz luhmann:
everybody's free

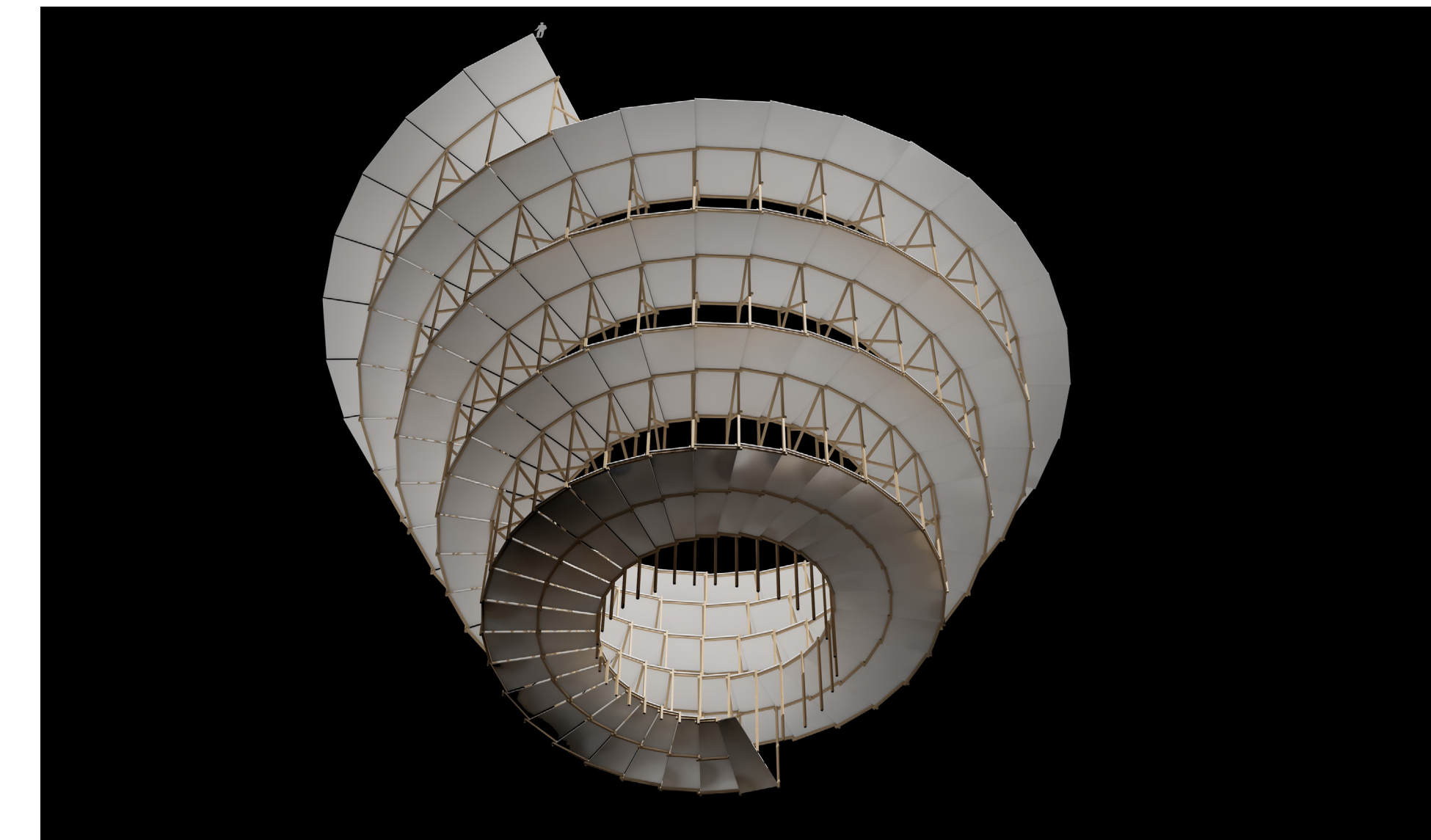


Interpersonal:

The second group is the empathy we have towards others close to us. The love we have for the people round us is essential for our own wellbeing. At least for my part I sometimes need to remind myself that I am a part of herd and that I do have some responsibility for the health of this herd.

"Ta vare på flokken din"

Per Fugelli:



Societal:

The third is the empathy we have towards groups of people. We can often feel discomfort towards other groups of people. But usually this feeling of us against them is based in fear, fear is something that we can control. We need to use our oversized brain and place us self in other people's shoes.

*"God forbid you ever had to walk a mile in his
shoes
'Cause then you really might know what it's
like to sing the blues"*

Everlast:
What it's like

Antagonist

When I started to make this story, I found it difficult for my story to have any meaning.

I started to read about storytelling and I quickly understood that what my story was lacking was a villain. I needed an antagonist.

So, I looked in to may researches, and found out that the one that cause me harm in my project and one that cause harm to the less fortunate ones is the same.

Thon treated me with very little respect and waisted my time in this project. Thon has also bad relationship with the less fortunate ones.

So this is my childish way of revenge



The Good Samaritan (Luke 10:25-37)

25 And behold, a lawyer stood up to put him to the test, saying, "Teacher, what shall I do to inherit eternal life?" 26 He said to him, "What is written in the Law? How do you read it?" 27 And he answered, "You shall love the Lord your God with all your heart and with all your soul and with all your strength and with all your mind, and your neighbor as yourself." 28 And he said to him, "You have answered correctly; do this, and you will live."

29 But he, desiring to justify himself, said to Jesus, "And who is my neighbor?" 30 Jesus replied, "A man was going down from Jerusalem to Jericho, and he fell among robbers, who stripped him and beat him and departed, leaving him half dead. 31 Now by chance a priest was going down that road, and when he saw him he passed by on the other side. 32 So likewise a Levite, when he came to the place and saw him, passed by on the other side. 33 But a Samaritan, as he journeyed, came to where he was, and when he saw him, he had compassion. 34 He went to him and bound up his wounds, pouring on oil and wine. Then he set him on his own animal and brought him to an inn and took care of him. 35 And the next day he took out two denarii[a] and gave them to the innkeeper, saying, 'Take care of him, and whatever more you spend, I will repay you when I come back.' 36 Which of these three, do you think, proved to be a neighbor to the man who fell among the robbers?" 37 He said, "The one who showed him mercy." And Jesus said to him, "You go, and do likewise."



There is a first time for everything, and this is the first time I have reference the bible

But this story is what I am trying to communicate in my project.

You do not pick your next neighbour, you become his neighbour by the way you treat him.

The Braselet, the gift.

Jewellery is an identity marker. All the effects that jewellery has on us human beings are quite cool. Jewellery can place us within the social hierarchy. You can also tell a bit of your life story with the help of jewellery. A jewellery can work as a reminder of where you are and where you have been.

Therefore, I want to make a bracelet as a reminder to have more compassion towards yourself.

In my story this bracelet is a gift from the King to the drug user. The bracelet will represent the journey that the drug user and the King have gone through together.

Red and blue blood together.



References/ Inspiration

Humans use jewellery to mark changes in life, they are closely associated with ceremonies that we have.



A wedding ring is the obvious example of your belonging in the world and your goals in life.

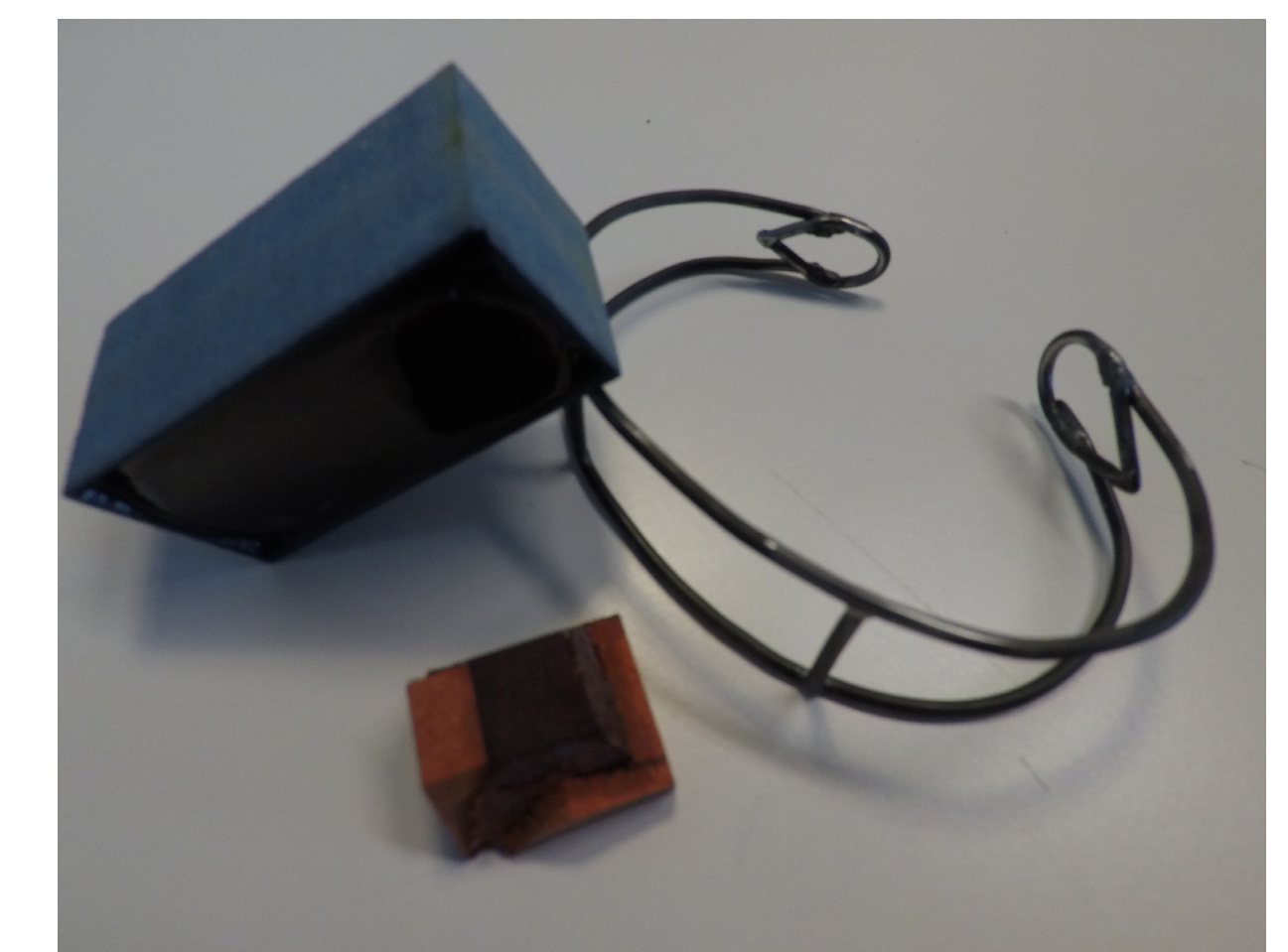
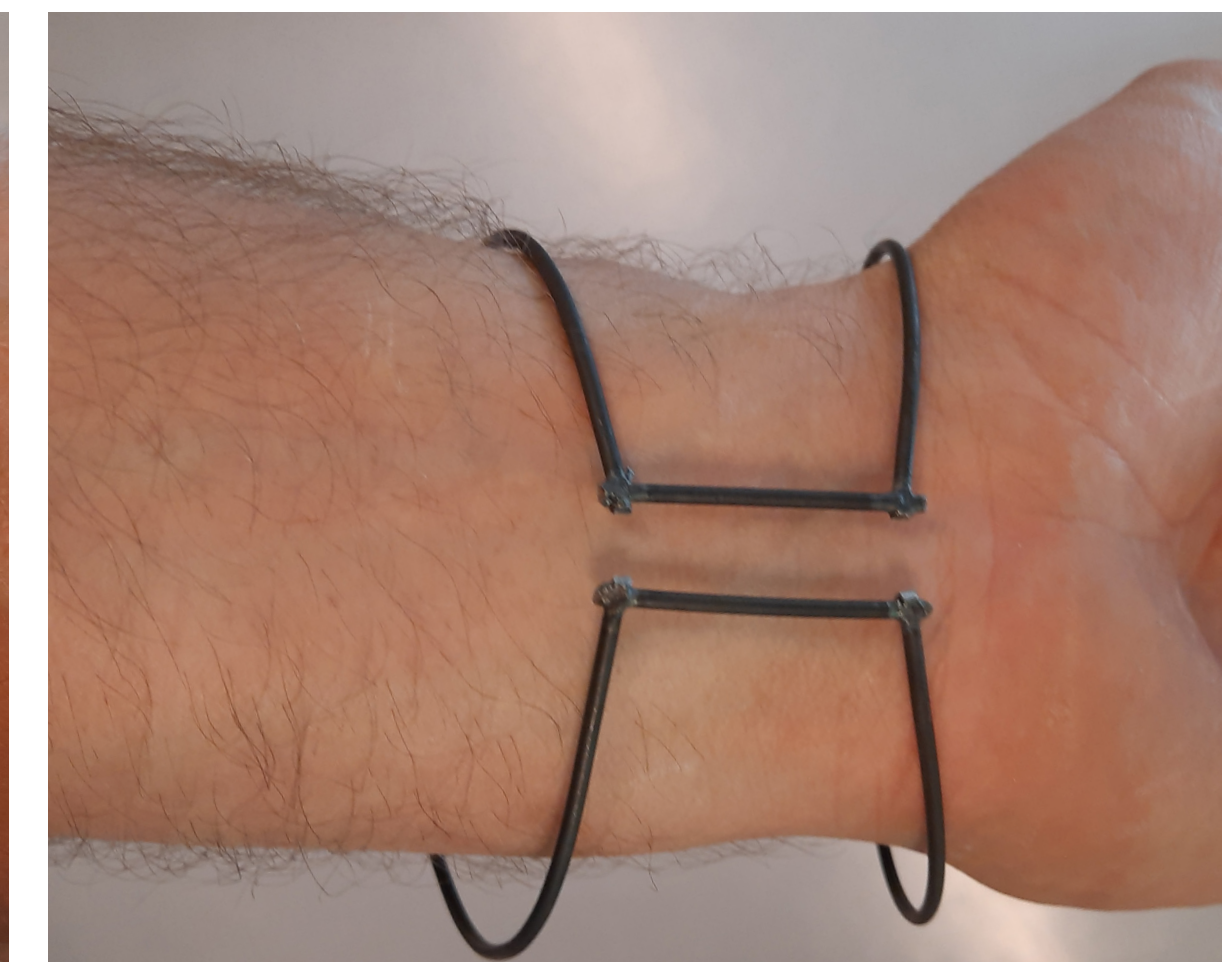
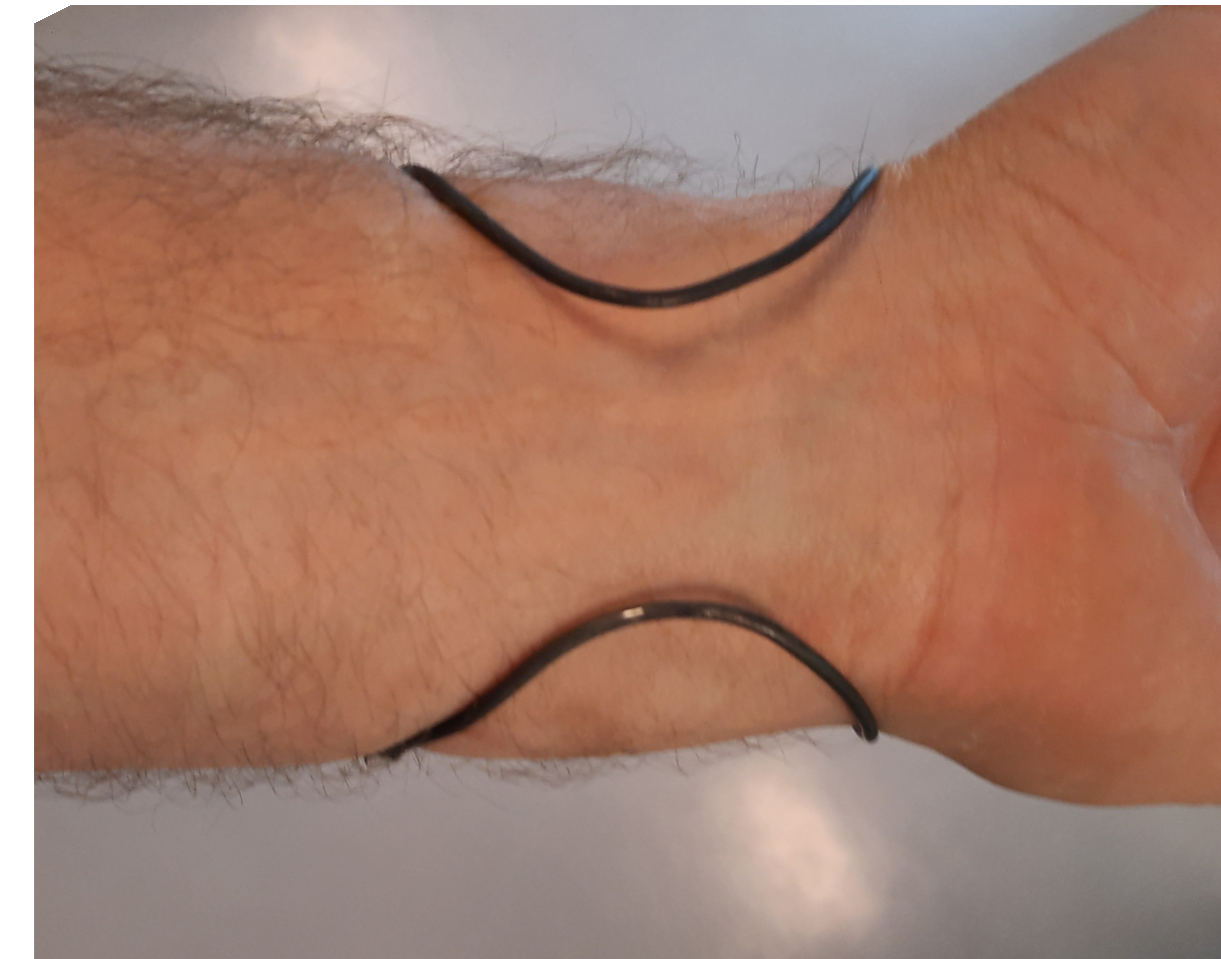
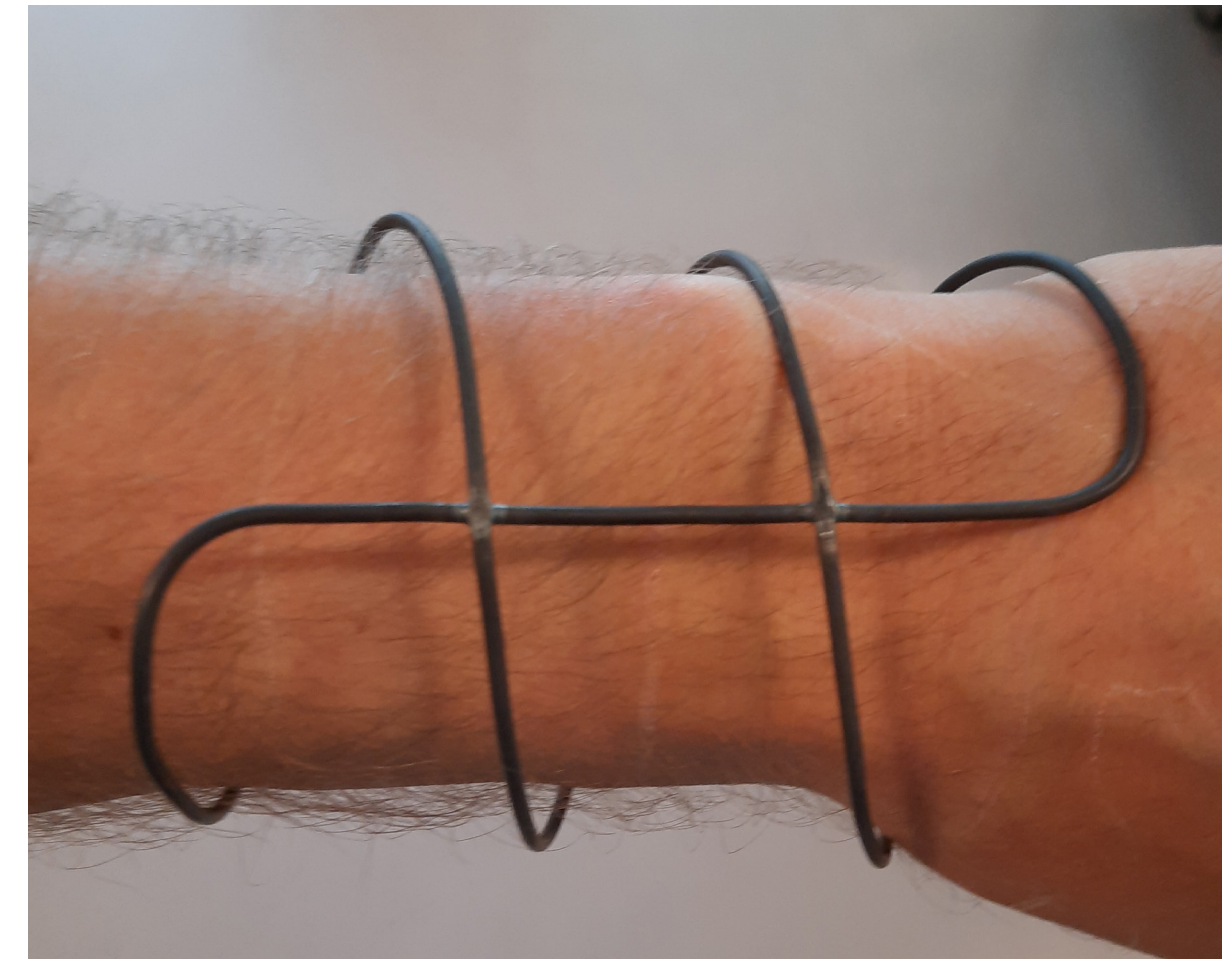
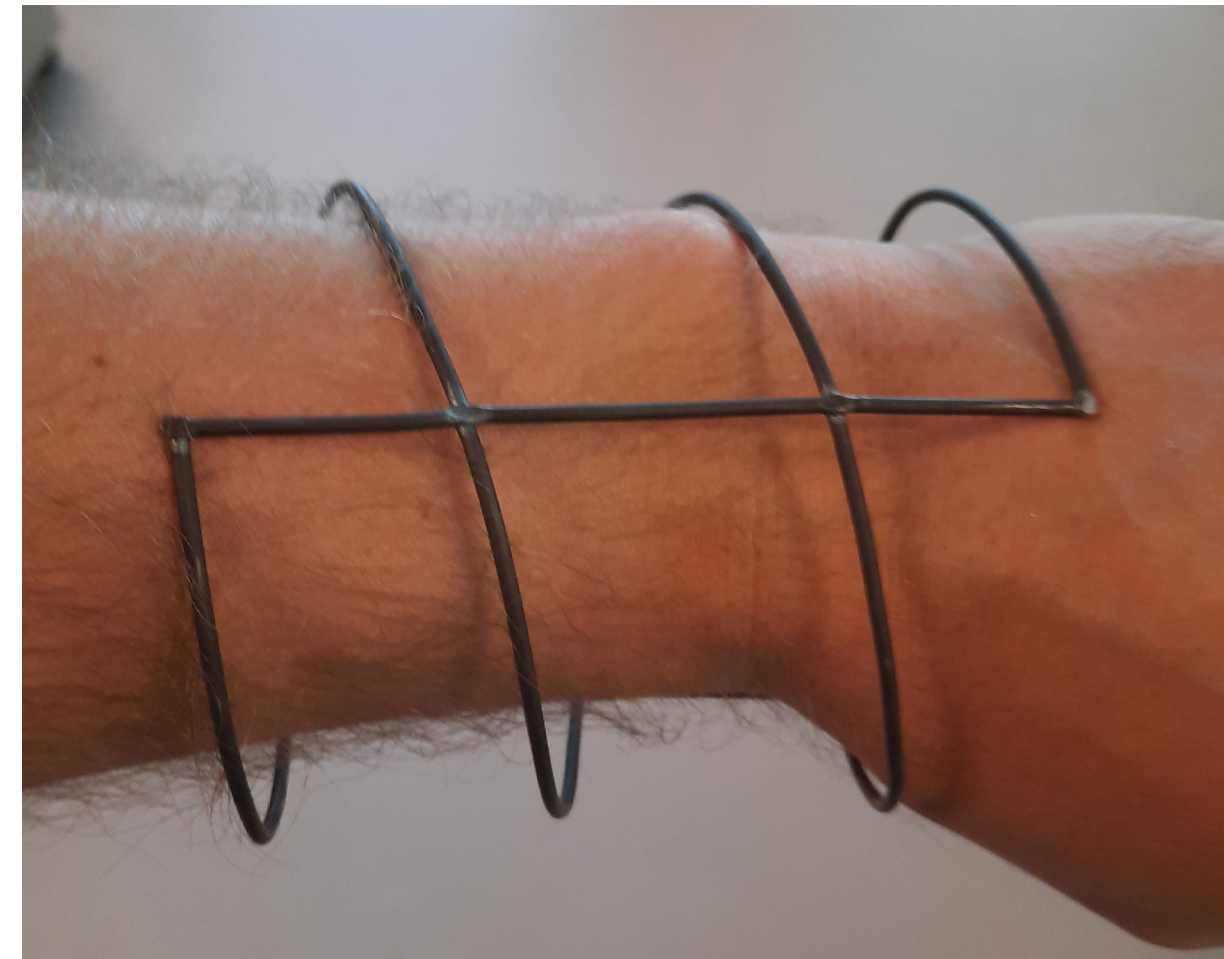


The freemason ring is a symbol of that you belong to a group that sees something about your place in the social hierarchy.

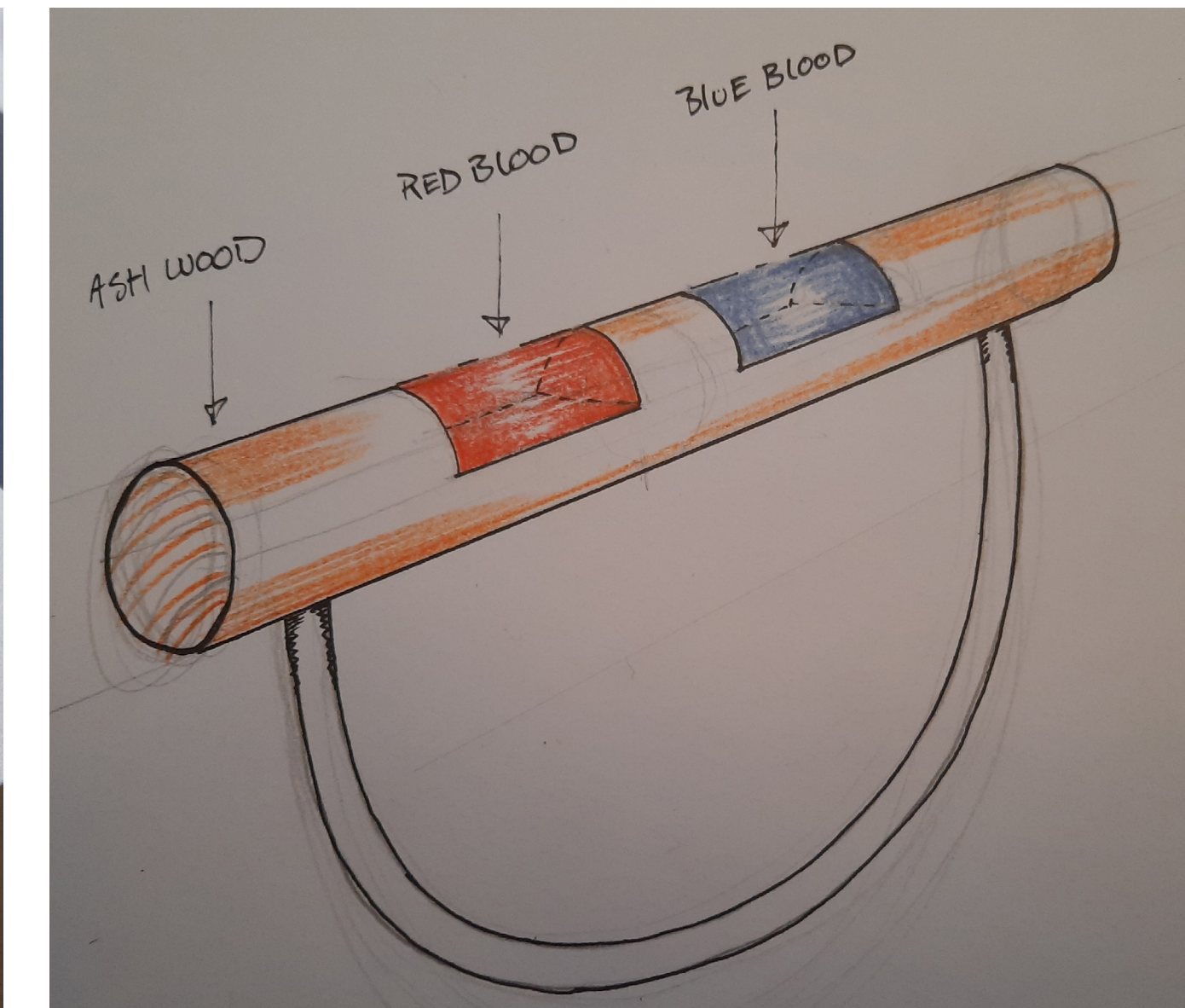


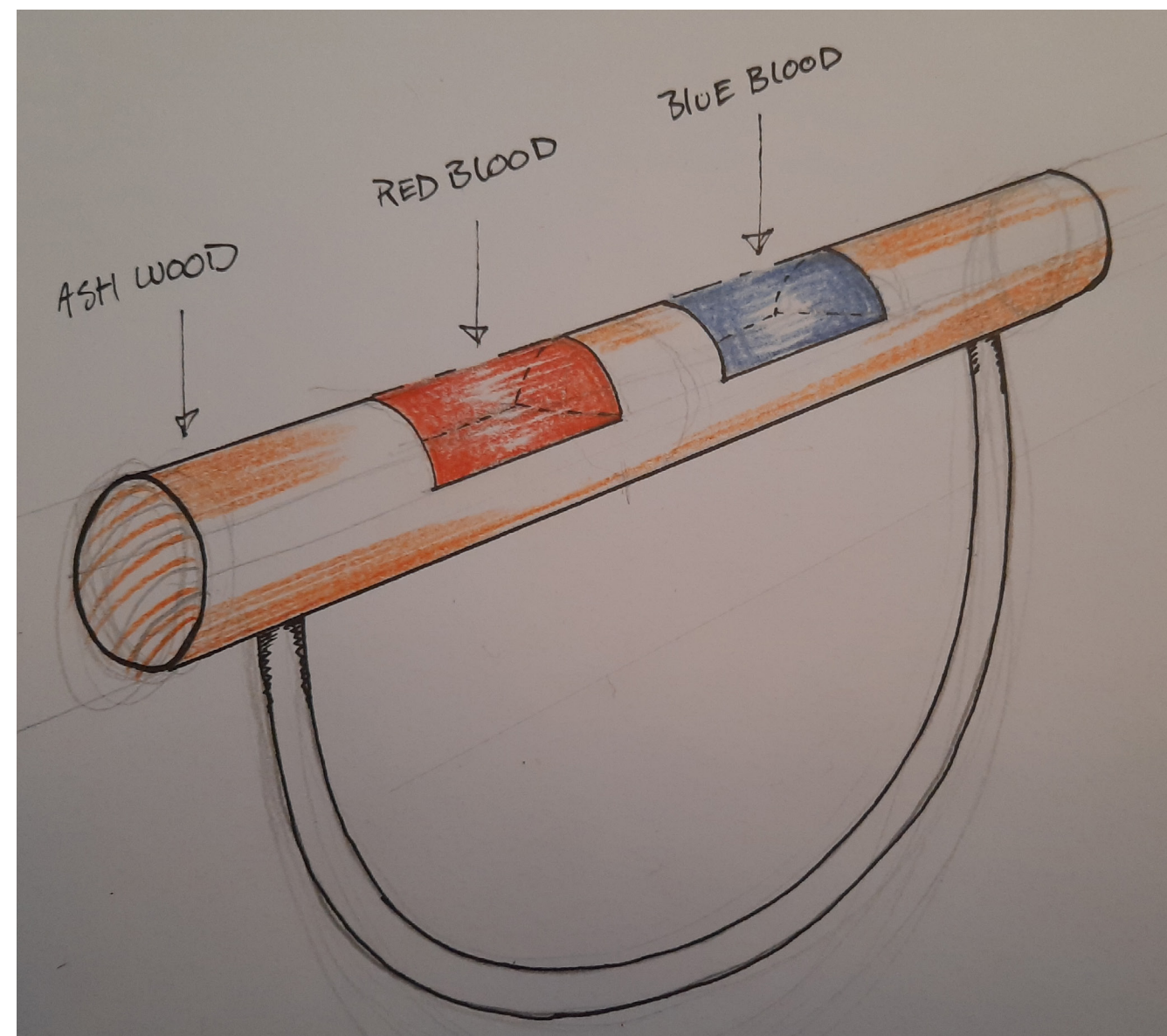
St Olavs orden is recognition that a member of society gets from the king if he or she has done a great deed for the country.

The Braselet (Prosess)

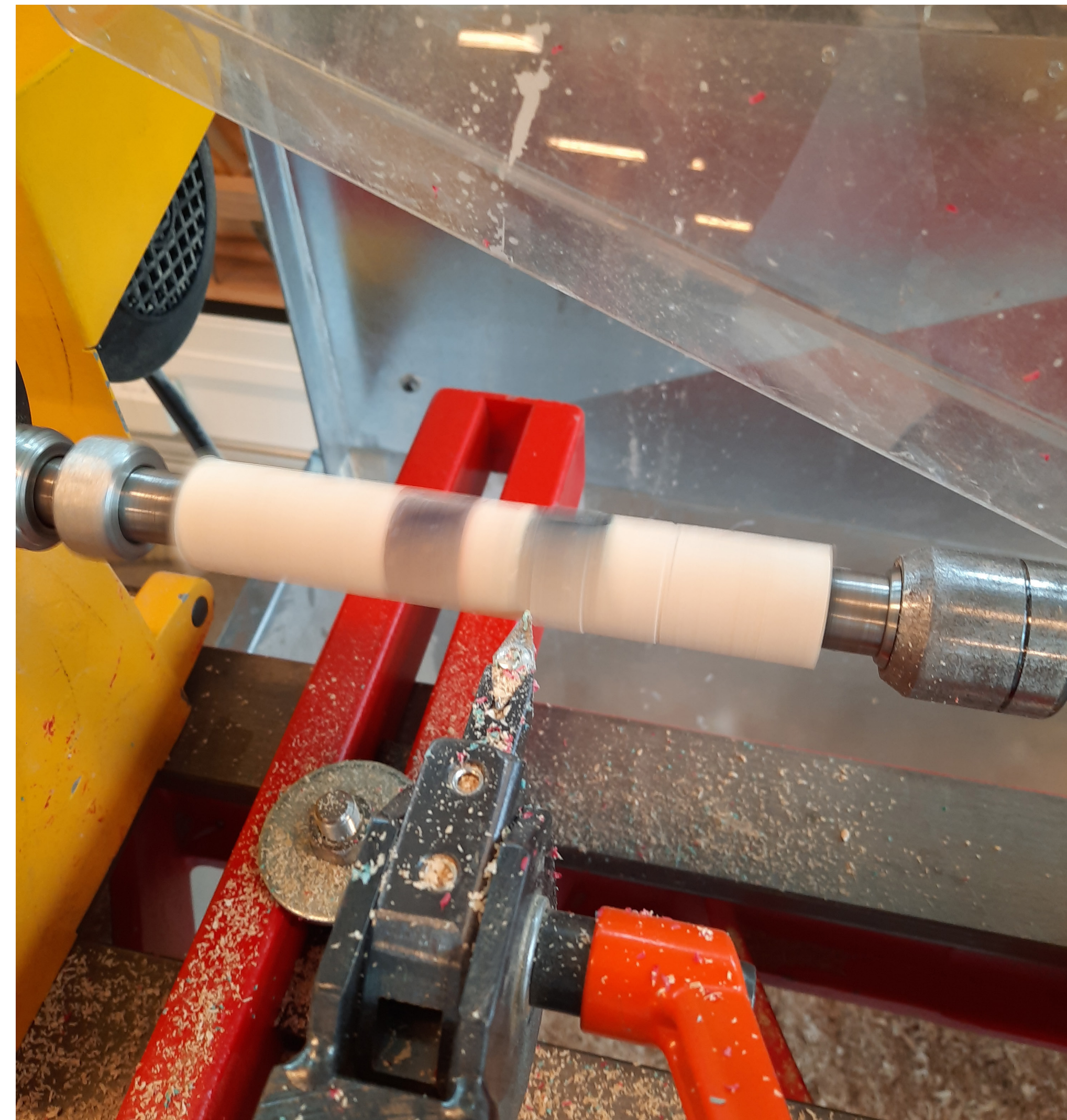


The Braselet (Prosess)





The Braselet (Prosess)



The Septer and King Christian.

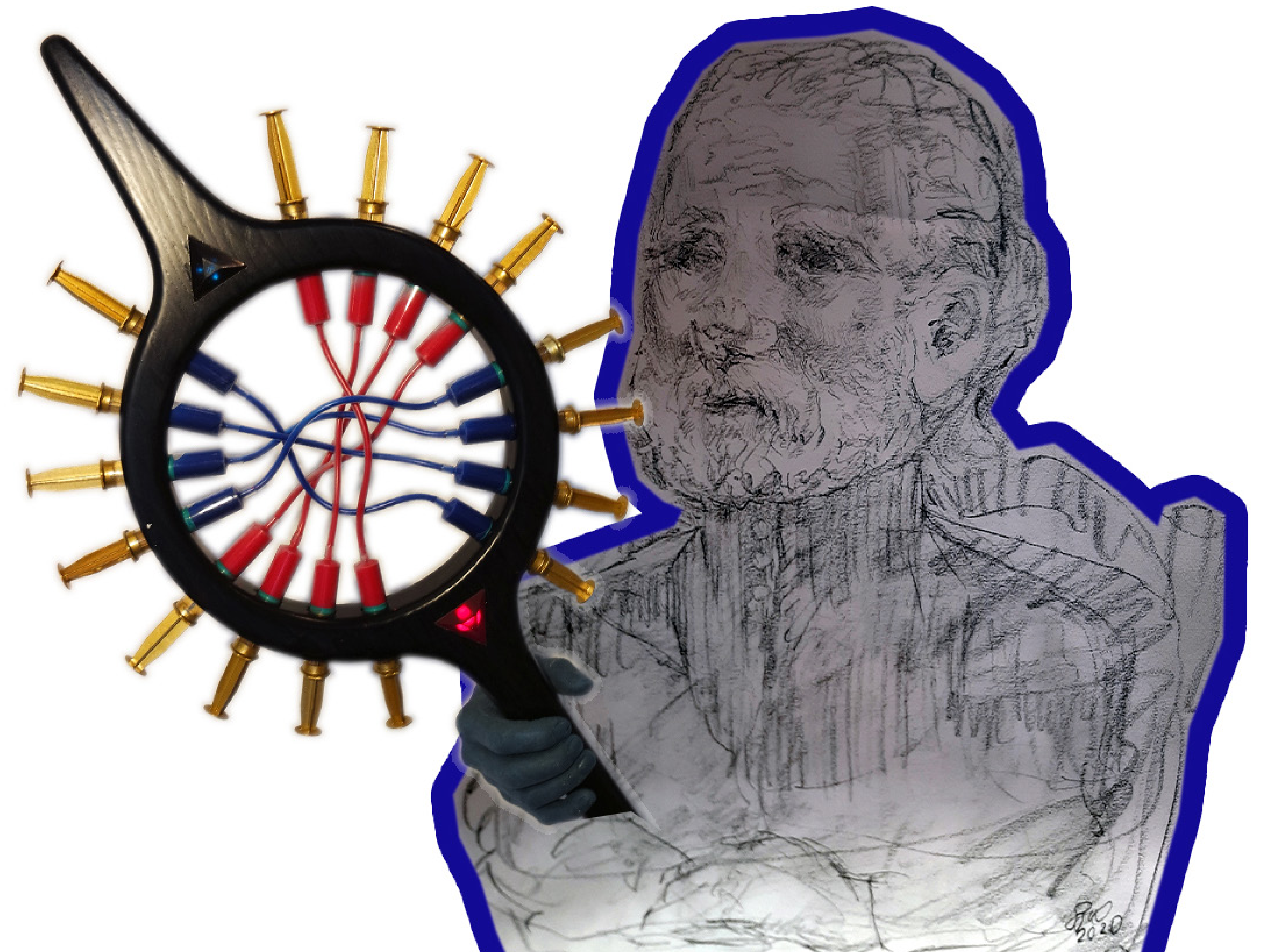
A septer is a part of the royal heirlooms. It is an object that symbolizes the royalties and their close relationship with the church. The septer is often displayed in religious ceremonies.

Knighting is a ceremony where the monarch honours a citizen. In history the citizen distinction was usually a heroic act in wartime. In modern history the knighting has been done to all kind of individuals. From musicians to football coaches

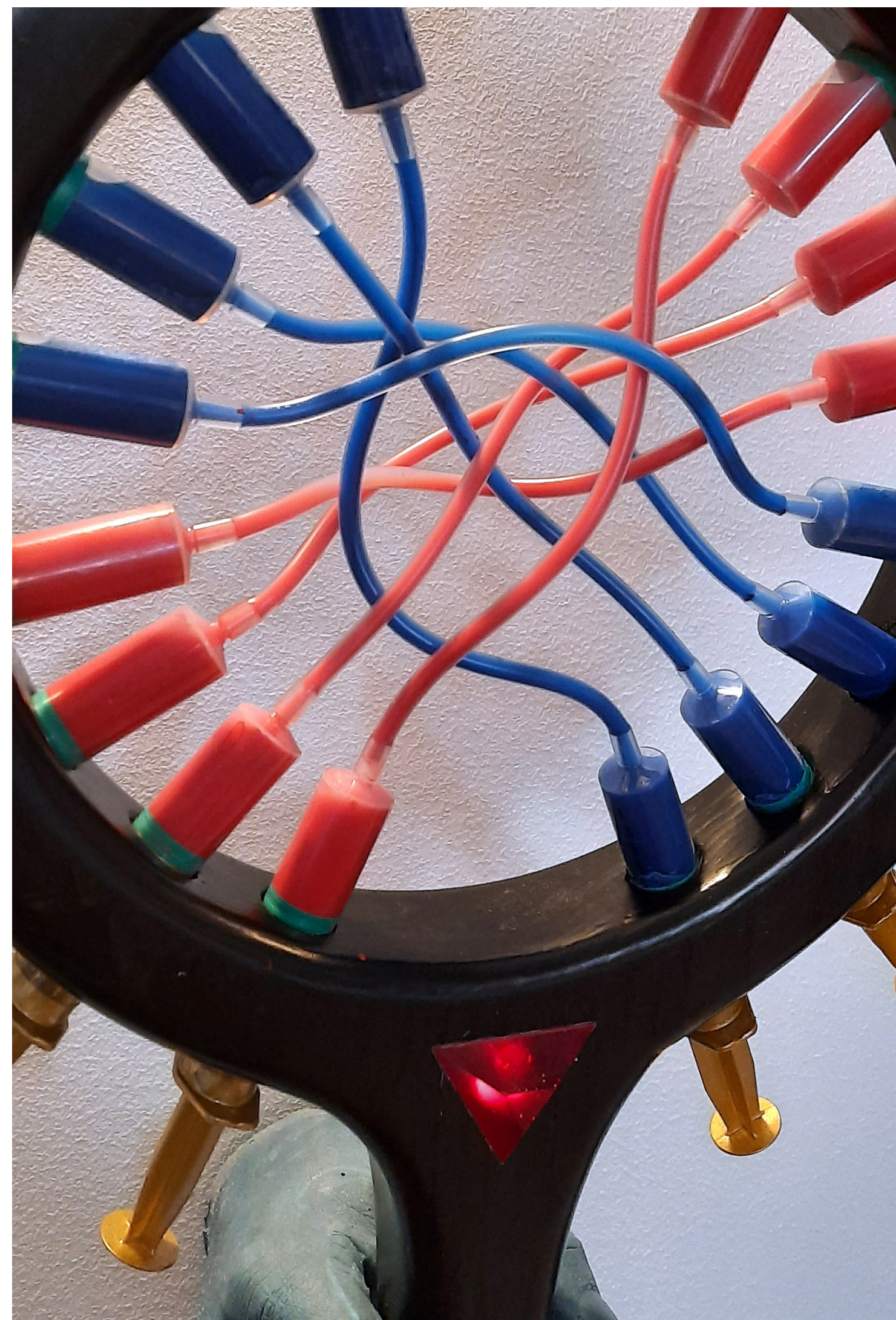
The knighting ceremony is done with a sword, to represent that the individual that is being knighted are becoming a weapon of the state.

In my story, the septer is taking the role of the sword, and in stead of the individual becoming a weapon, the individual becomes a force of good.

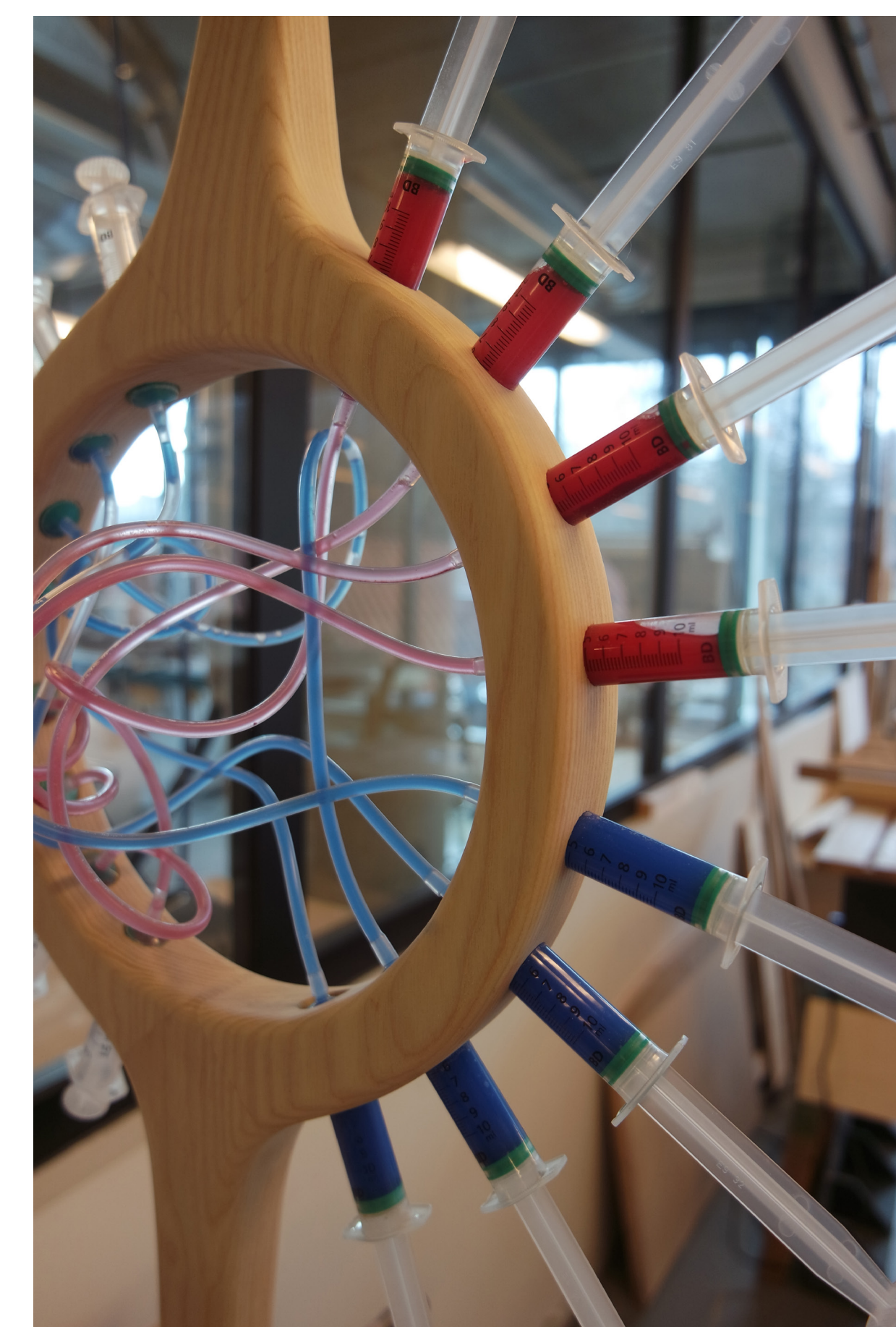
King Christian is the character in my story that goes through the changes. He is the one that experience downfall and victory. Christians story is also the one that the design objects are based upon.



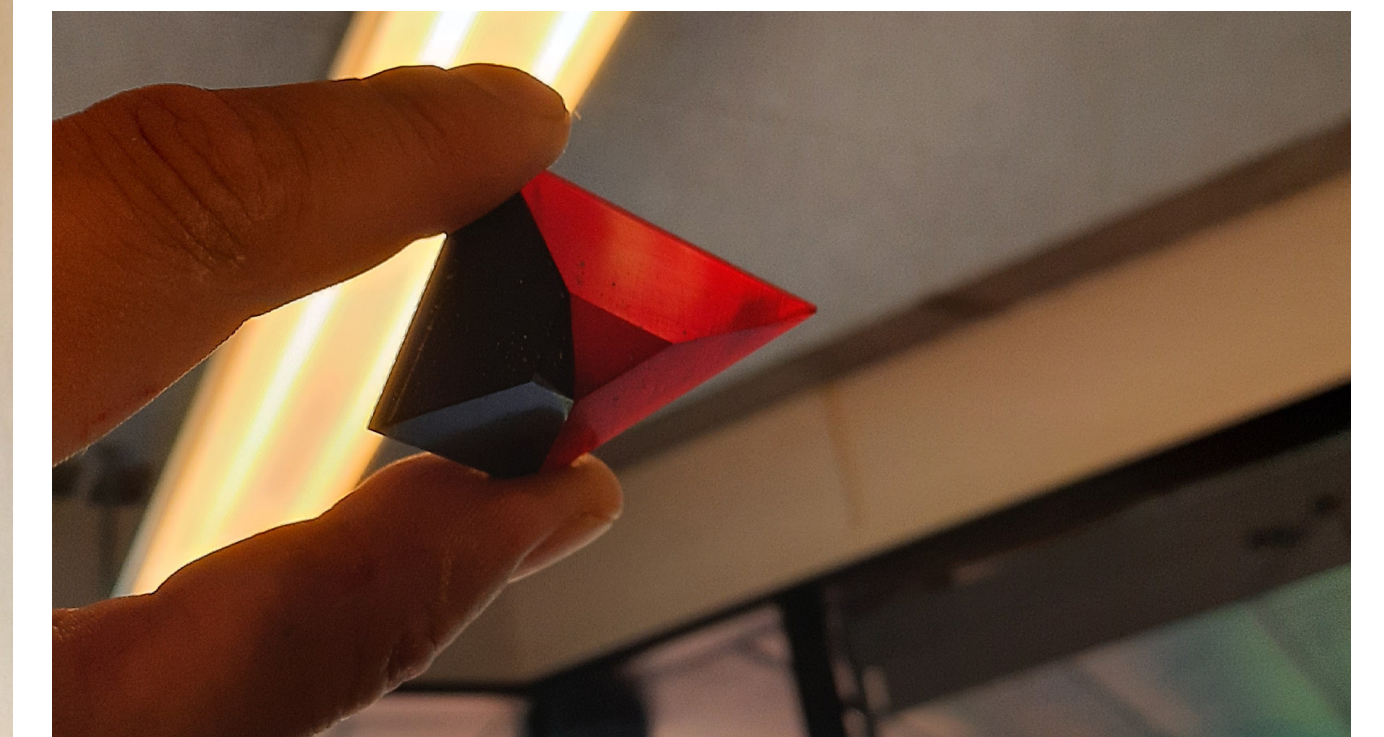
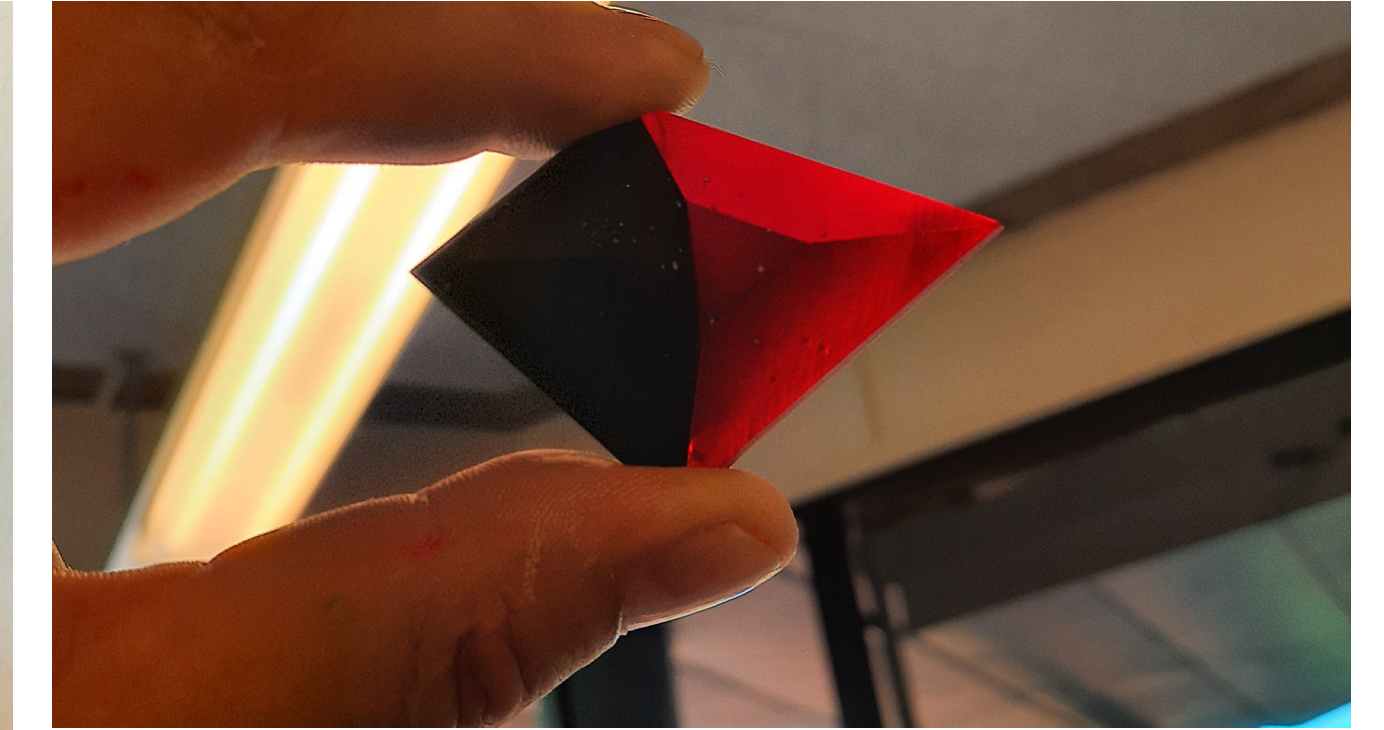
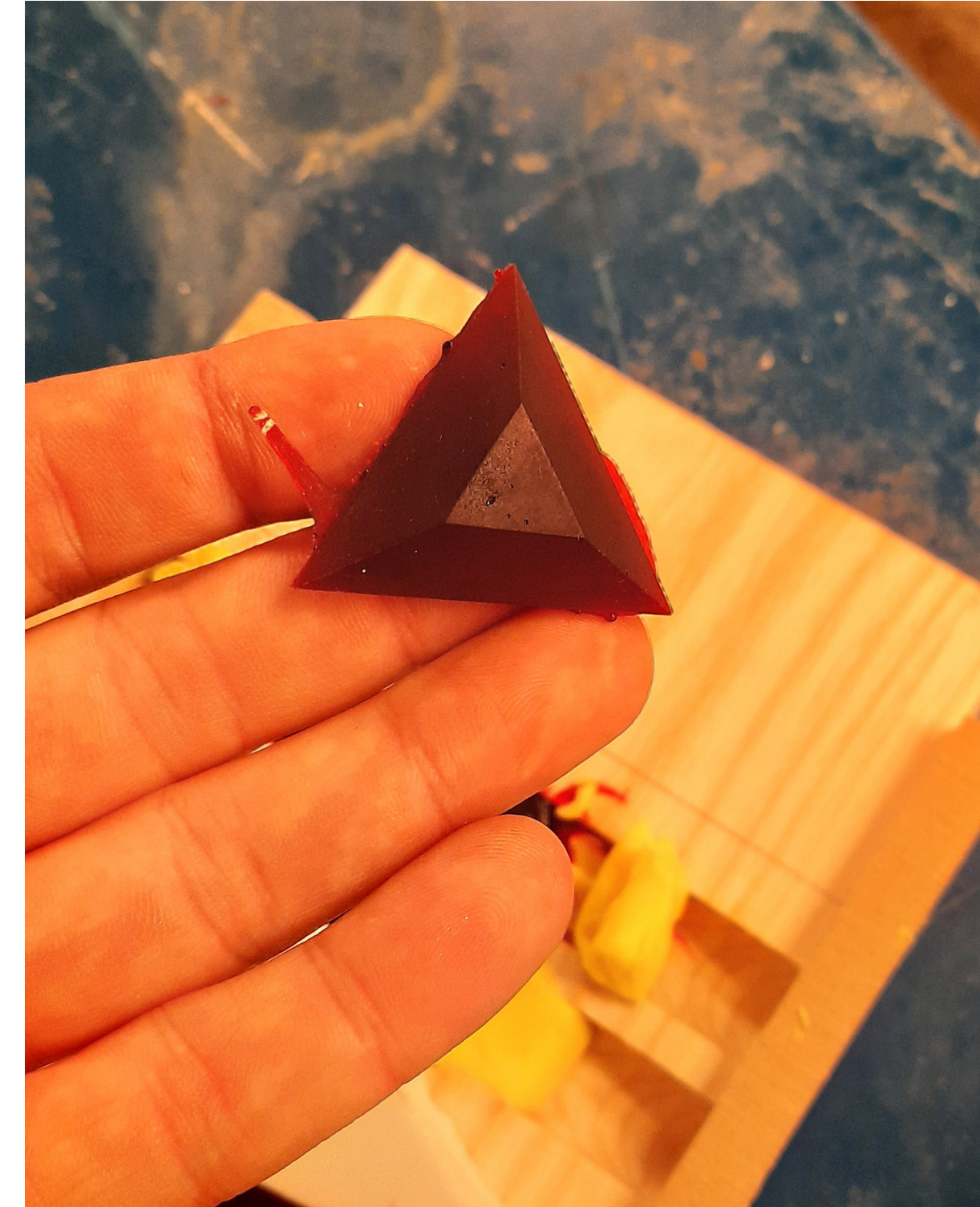
This drawing was a gift to me from one of the users of Bymisjonen Aktivitetshuset. I have named him King Christian



The Septer (Prosess)



The Septer (Prosess)



The Monument

In my story I travel in to the underground of Oslo, in the underground I meet the King that has been driven out of his power and his castle by Olav Thon and his capitalistic evil plan to of making the castle in to a shopping mall.

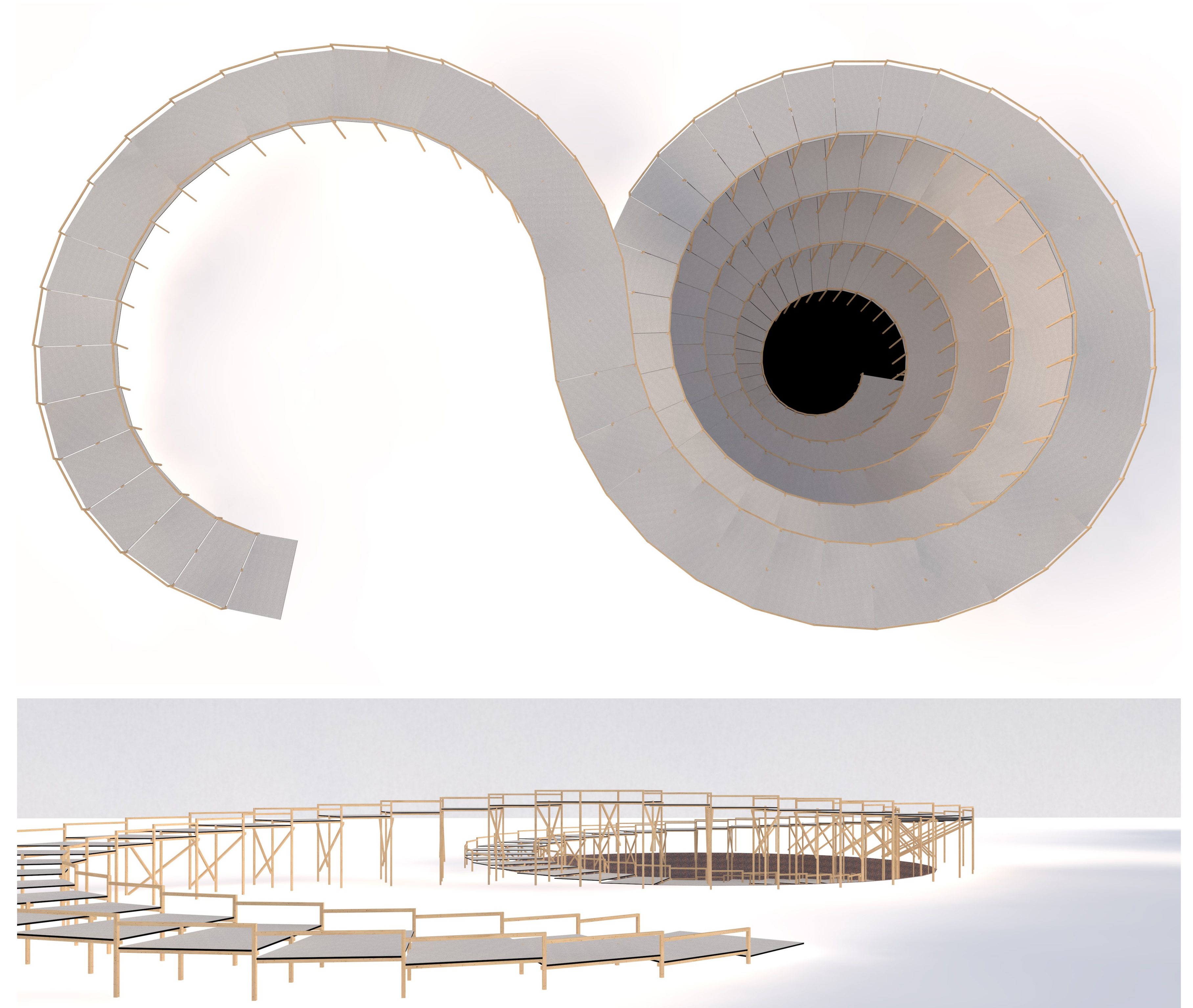
The King has joined forces with the drug users of Oslo which also have been driven out of the streets and down into the underground by Olav Thon.

The king and the drug users need to become more empathic towards them self and each other and they are now planning their enter in to society again. That is where I come in. They want me to design there entre into society.

That is my design task.

<https://youtu.be/EAjCeRAYEeA>

<https://youtu.be/yLVWA6jDMEs>



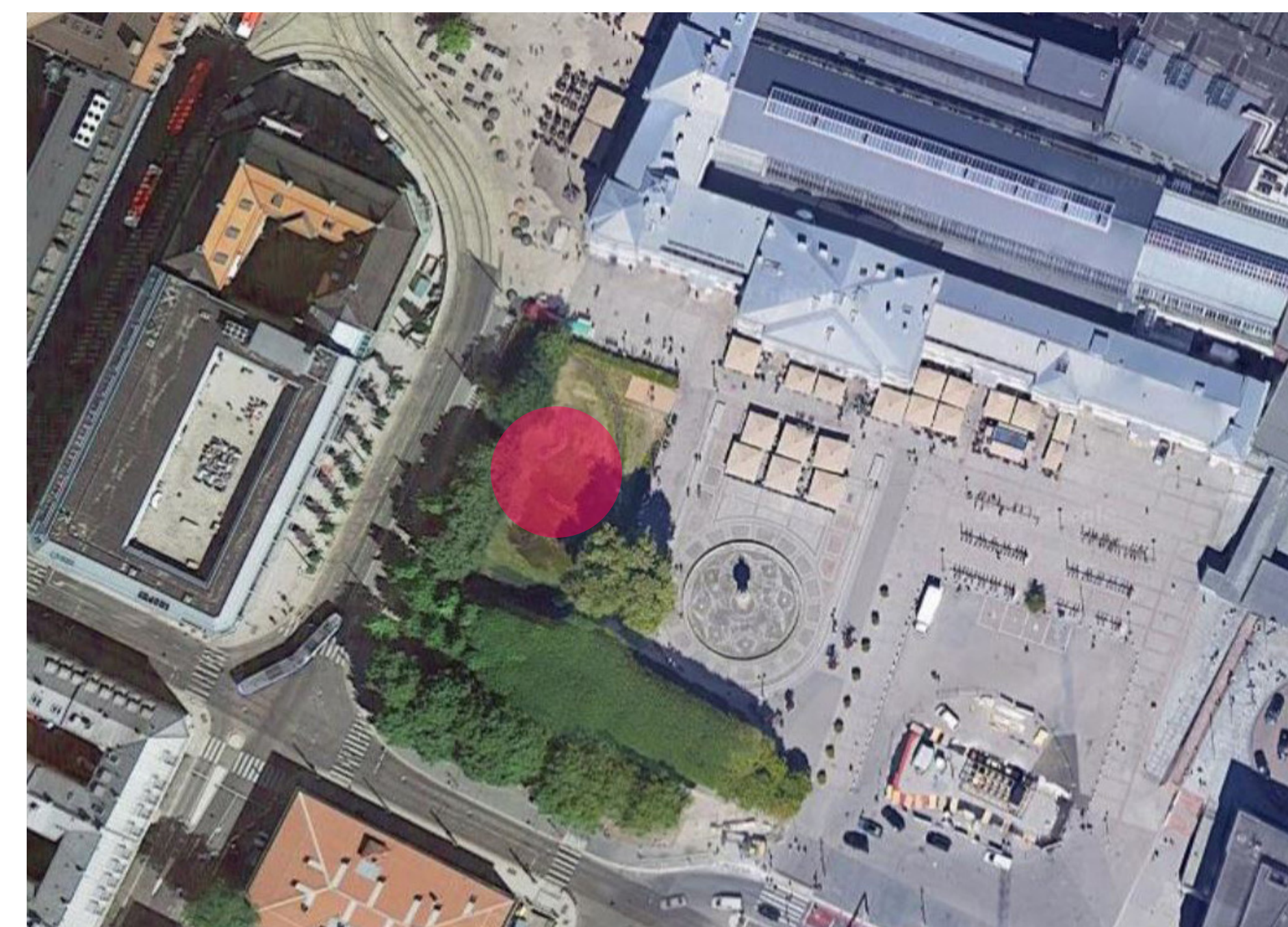
Christian Fredriks Plass/Plata

I have chosen Christian Fredriks plass as the site for my monument. The reason for that is because of the history that this place has.

First: Christian Fredrik is regarded as the first king of Norway, depending on how you look at it.

Christian Fredriks plass also known as Plata was for many years were the open drug scene in Oslo was located. Plata was a political and social problem that Oslo was having difficulties handling. A lot of people have died at this place do to over-doses, in this time period Norway had the biggest population of heroin users in the EU(per capita).

According to the monument that is at Plata now, this was the location for the open drug scene in Oslo from 1998 to 2004.



The Monument

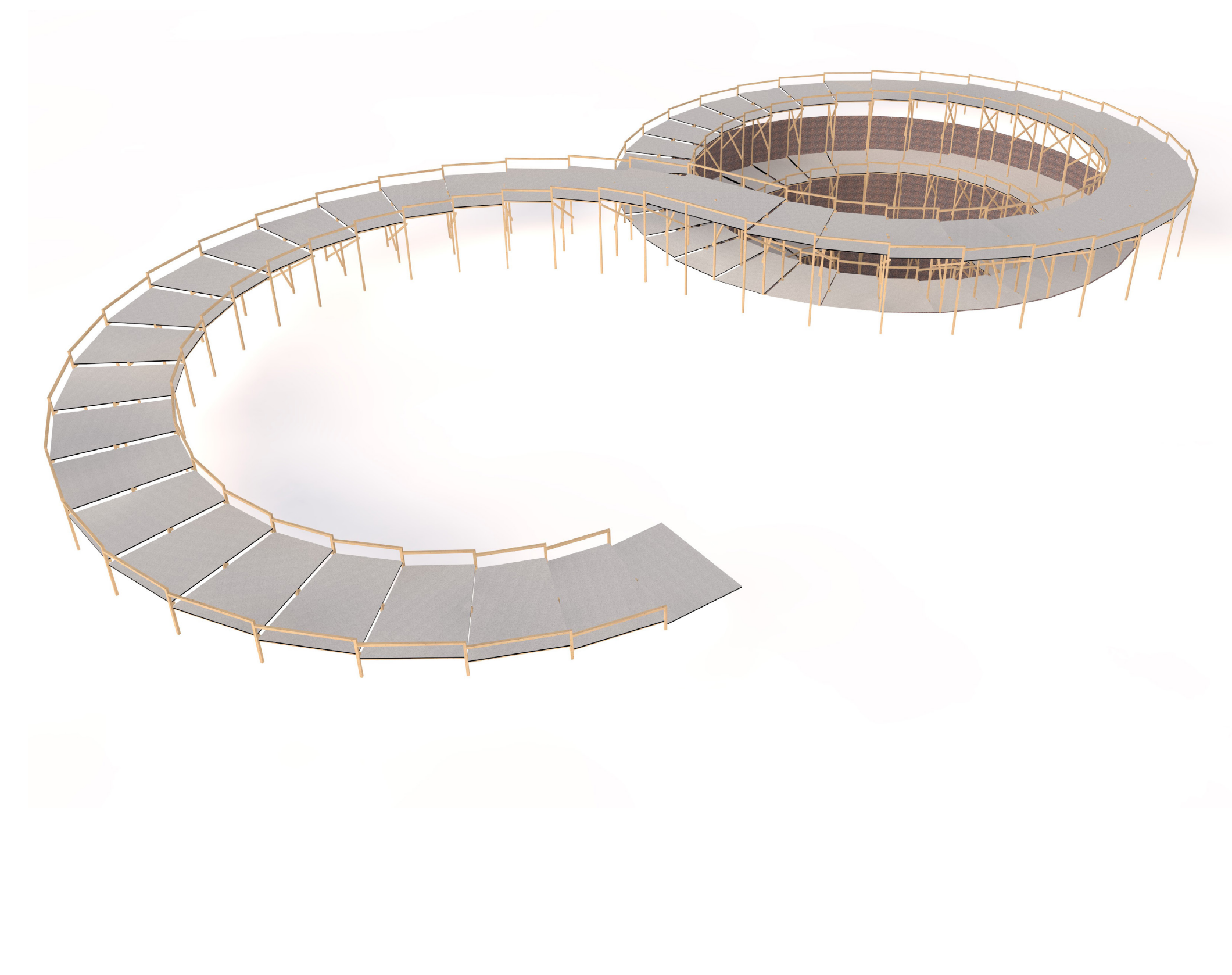
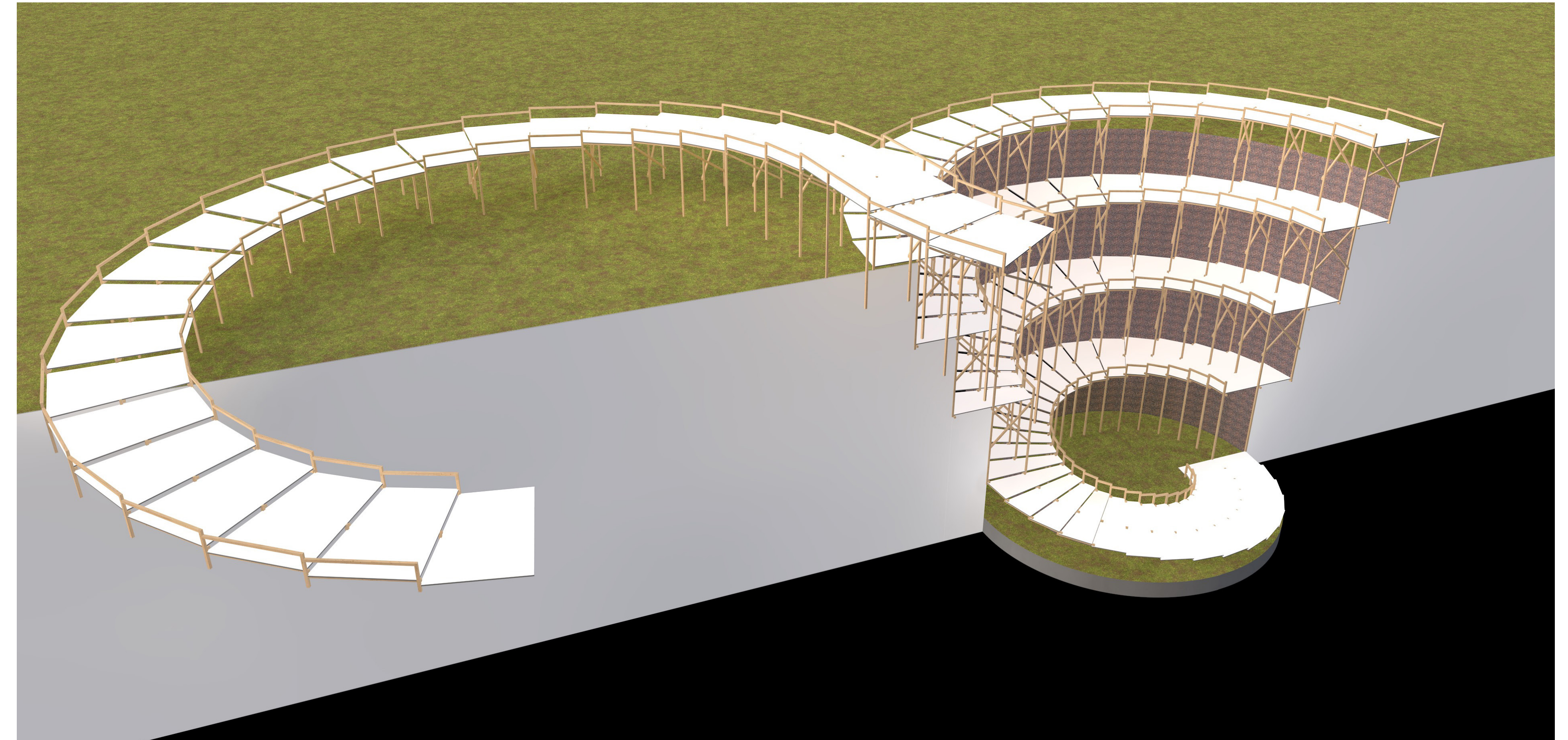
Since we are in the underground, I wanted the entry ceremony of the king and the drug users (from now Knights of good) to come from below.

I wanted to make a construction that is simple to make and repetitive. And I wanted it to be a construction that comes from within and expand into a embraceive construction.

Animations:

<https://youtu.be/EAjCeRAYEeA>

<https://youtu.be/yLVWA6jDMEs>



References/ Inspiration



The Steilneset Memorial. Vardø.
Peter Zumthor.



Guggenheim Museum New York.
Frank Lloyd Wright.

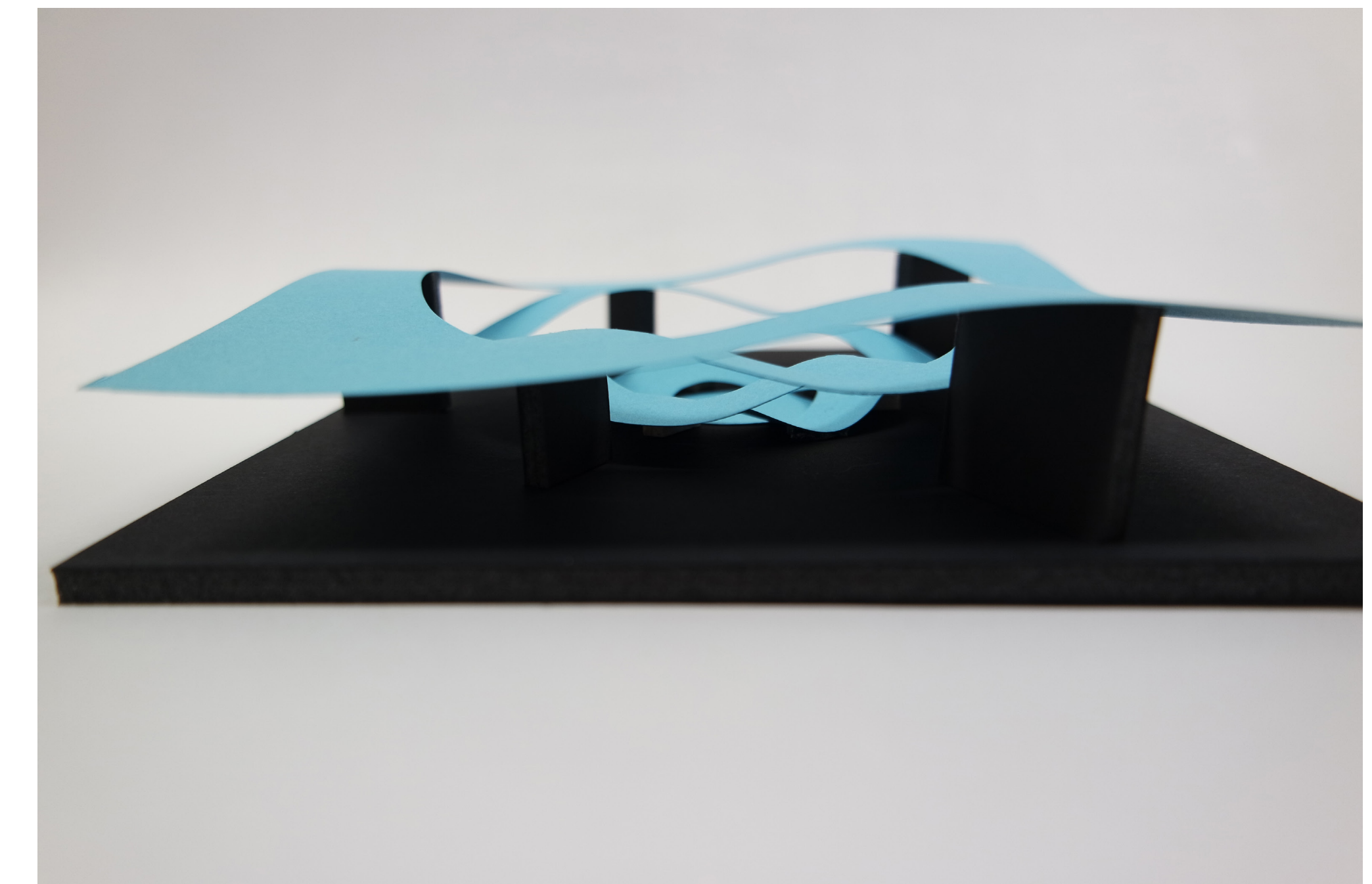
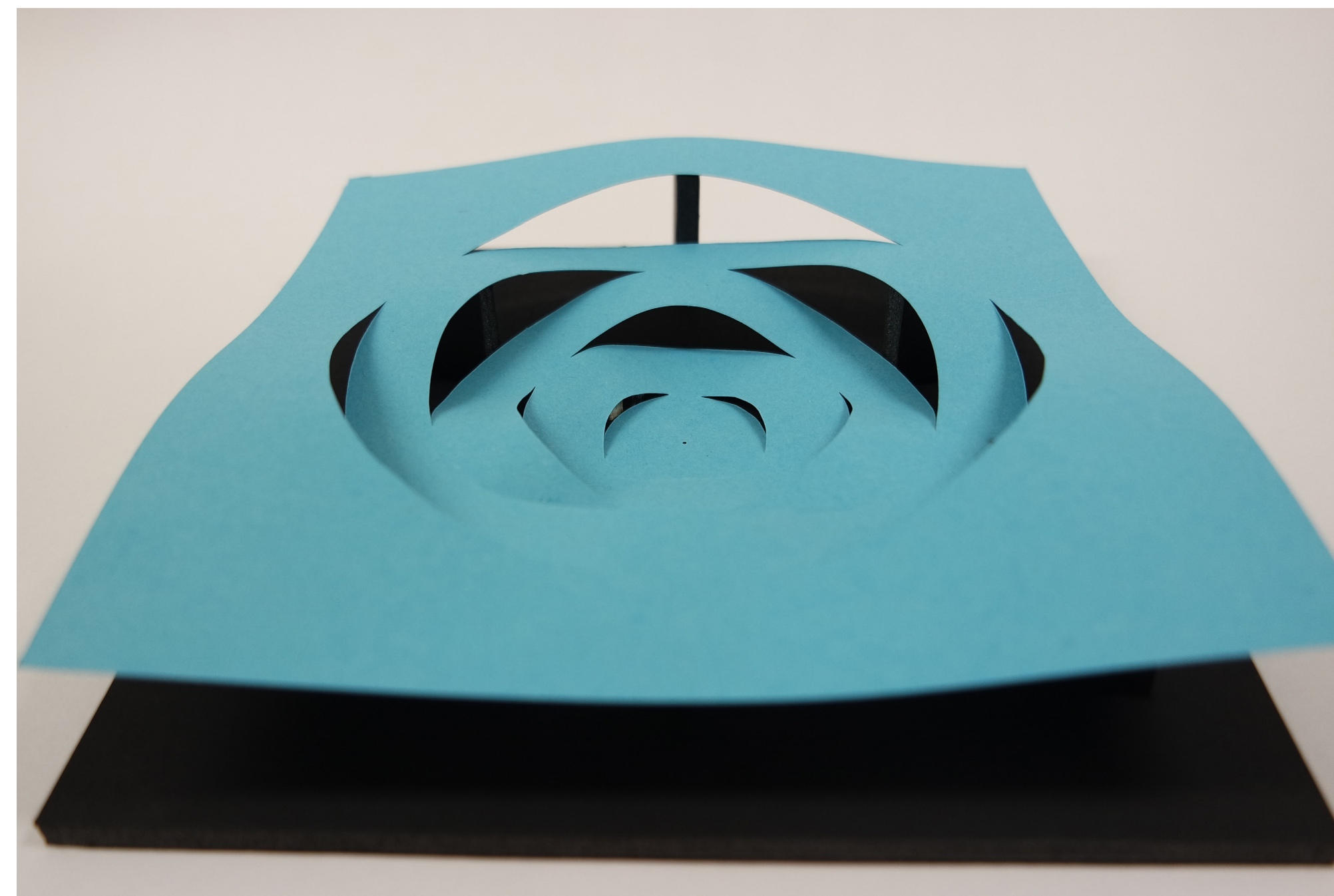


Mercedes Benz Museum. Stuttgart
UN Studio,

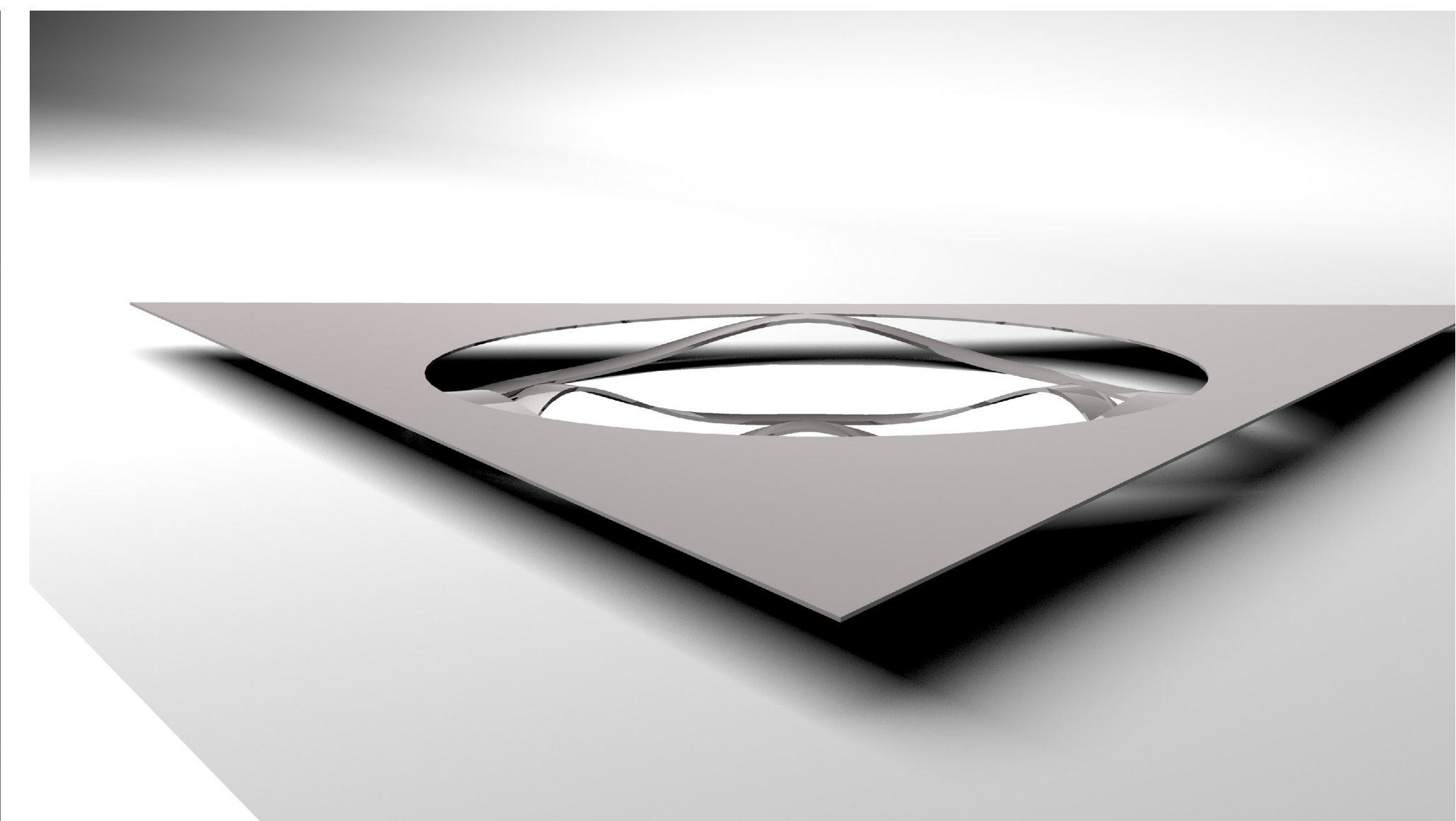
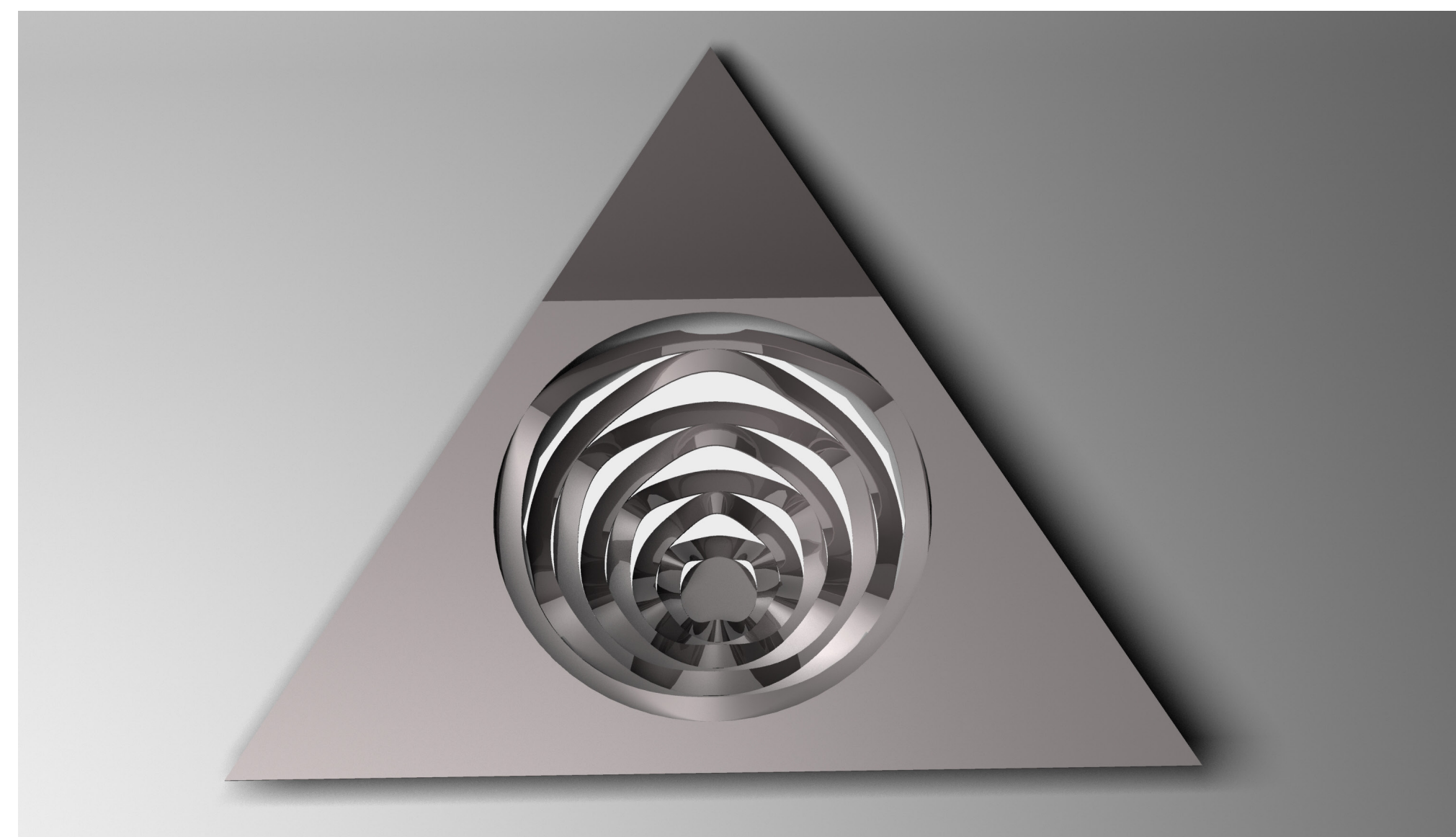
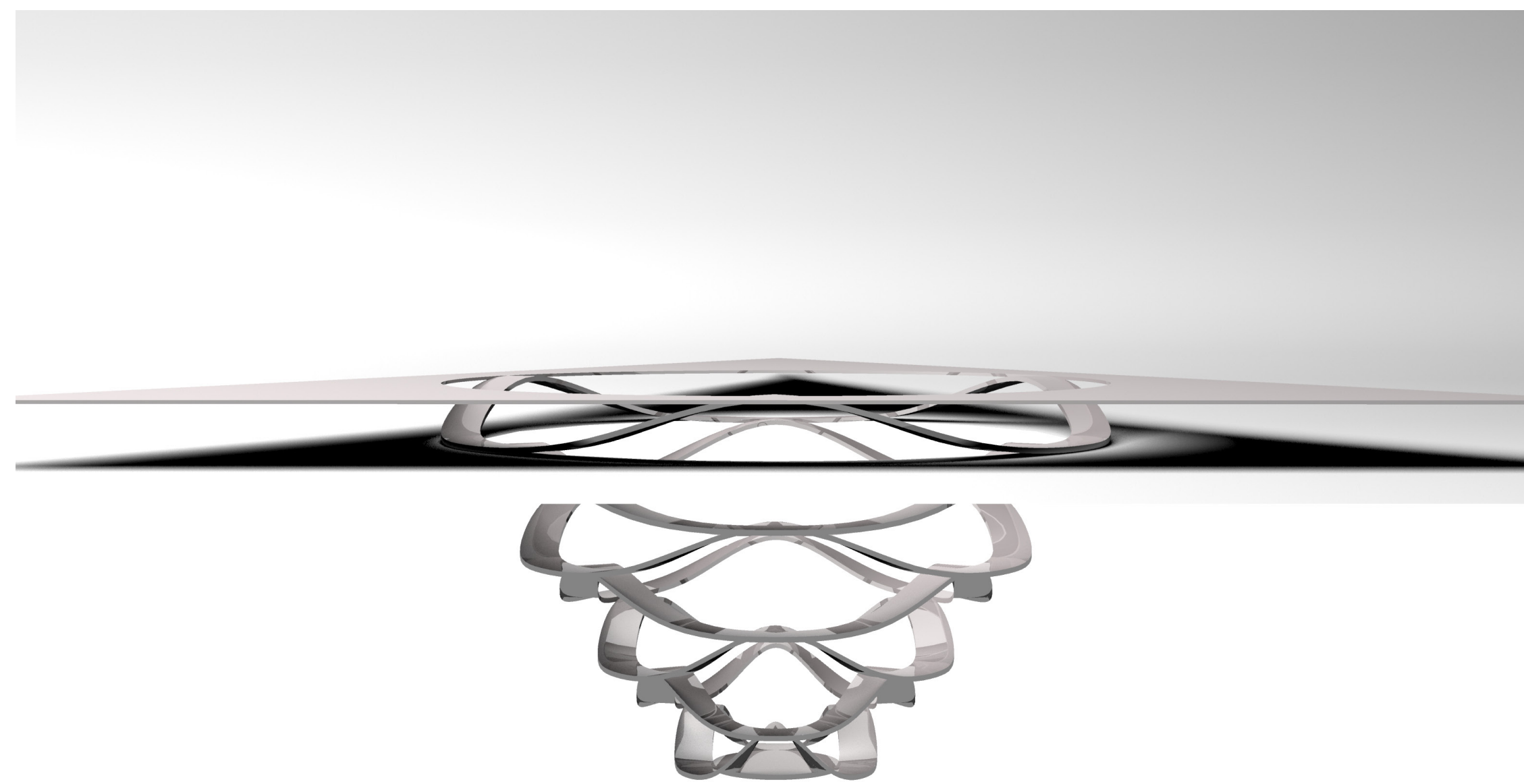
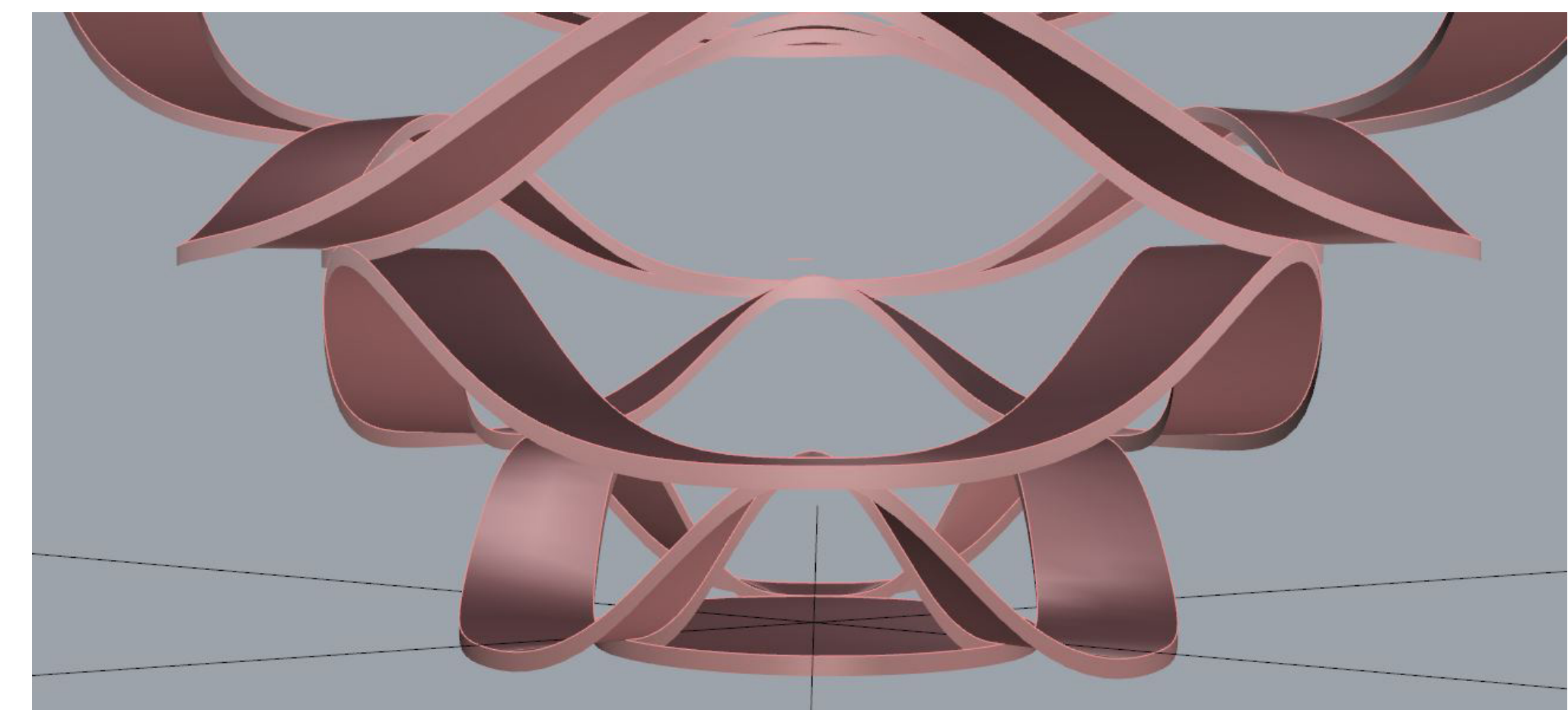
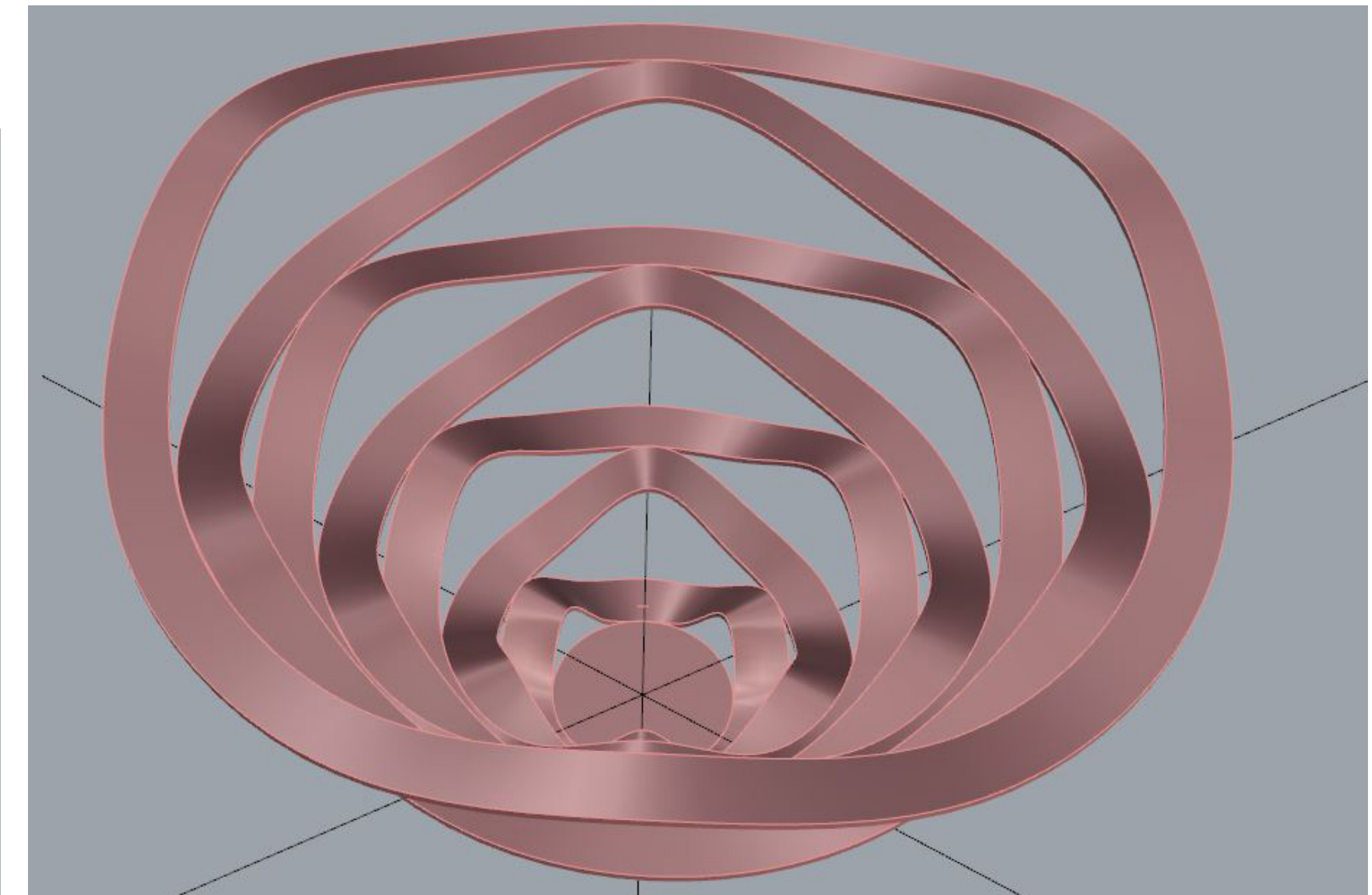
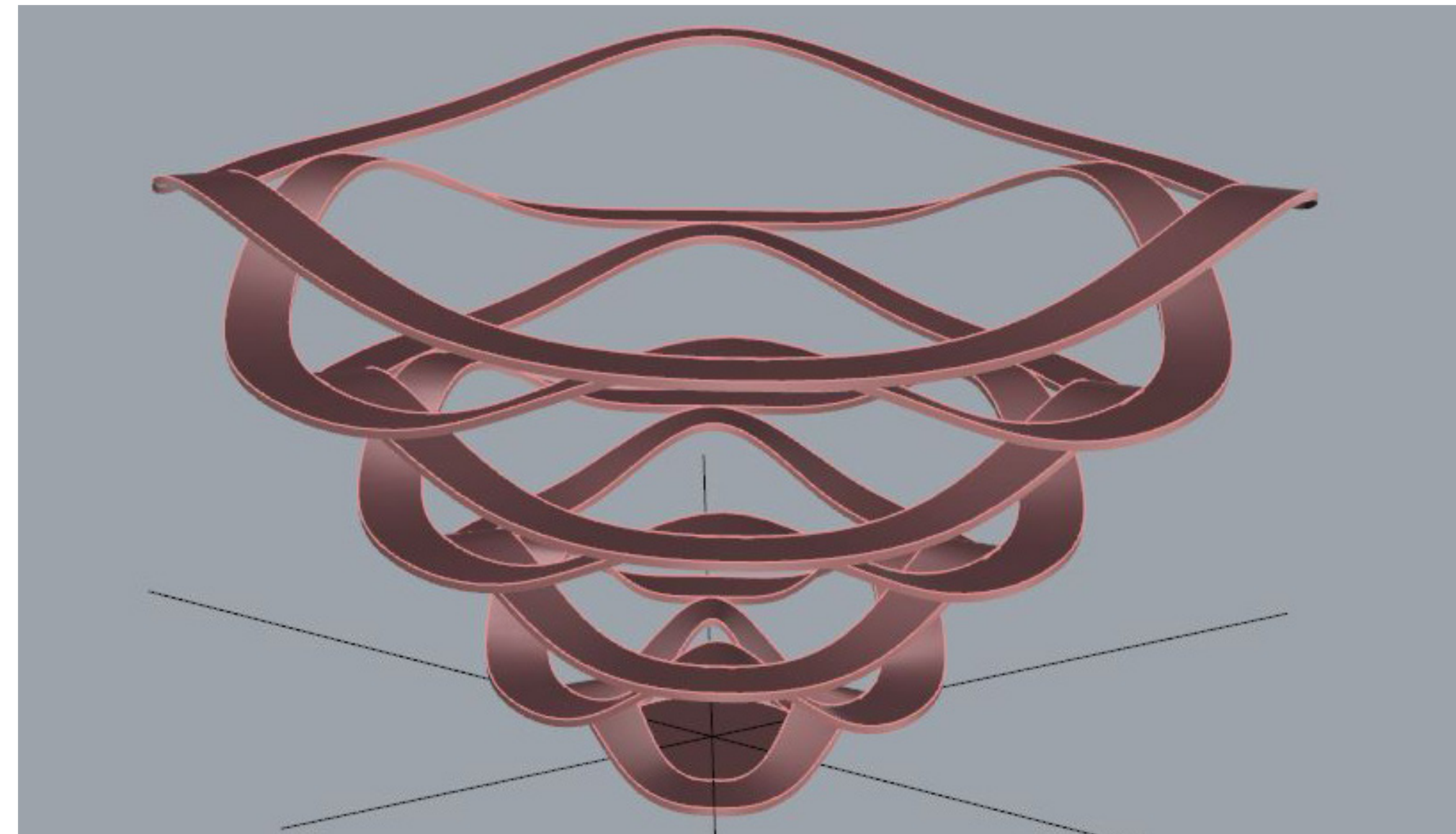
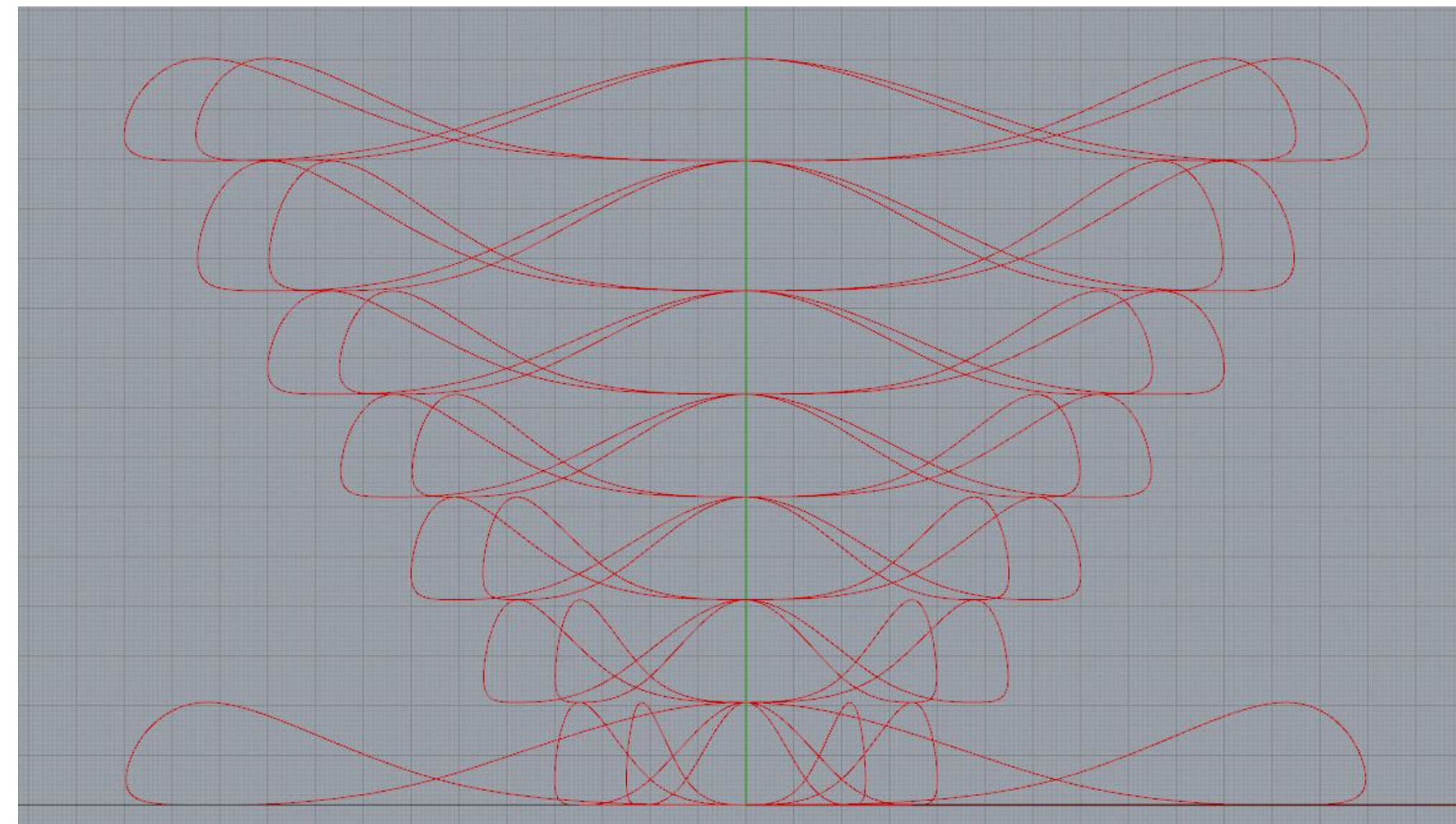
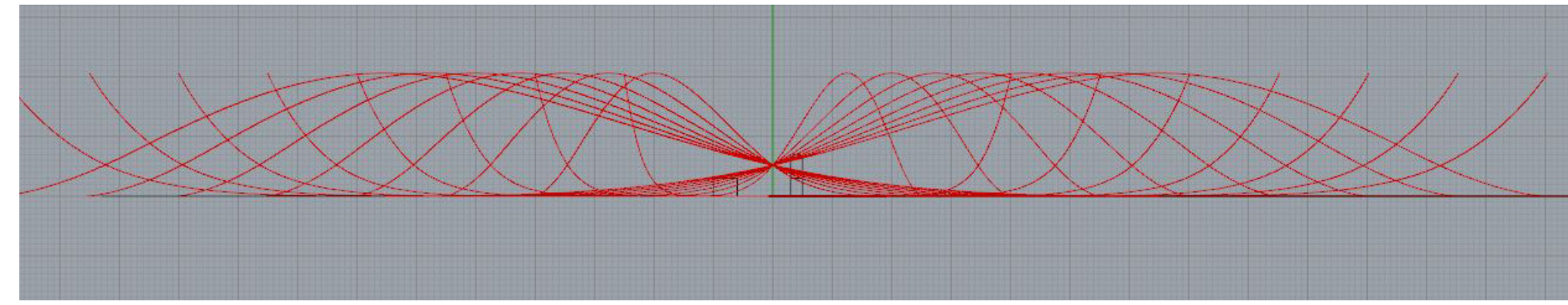


Danish Pavilion in Shanghai.
BIG.

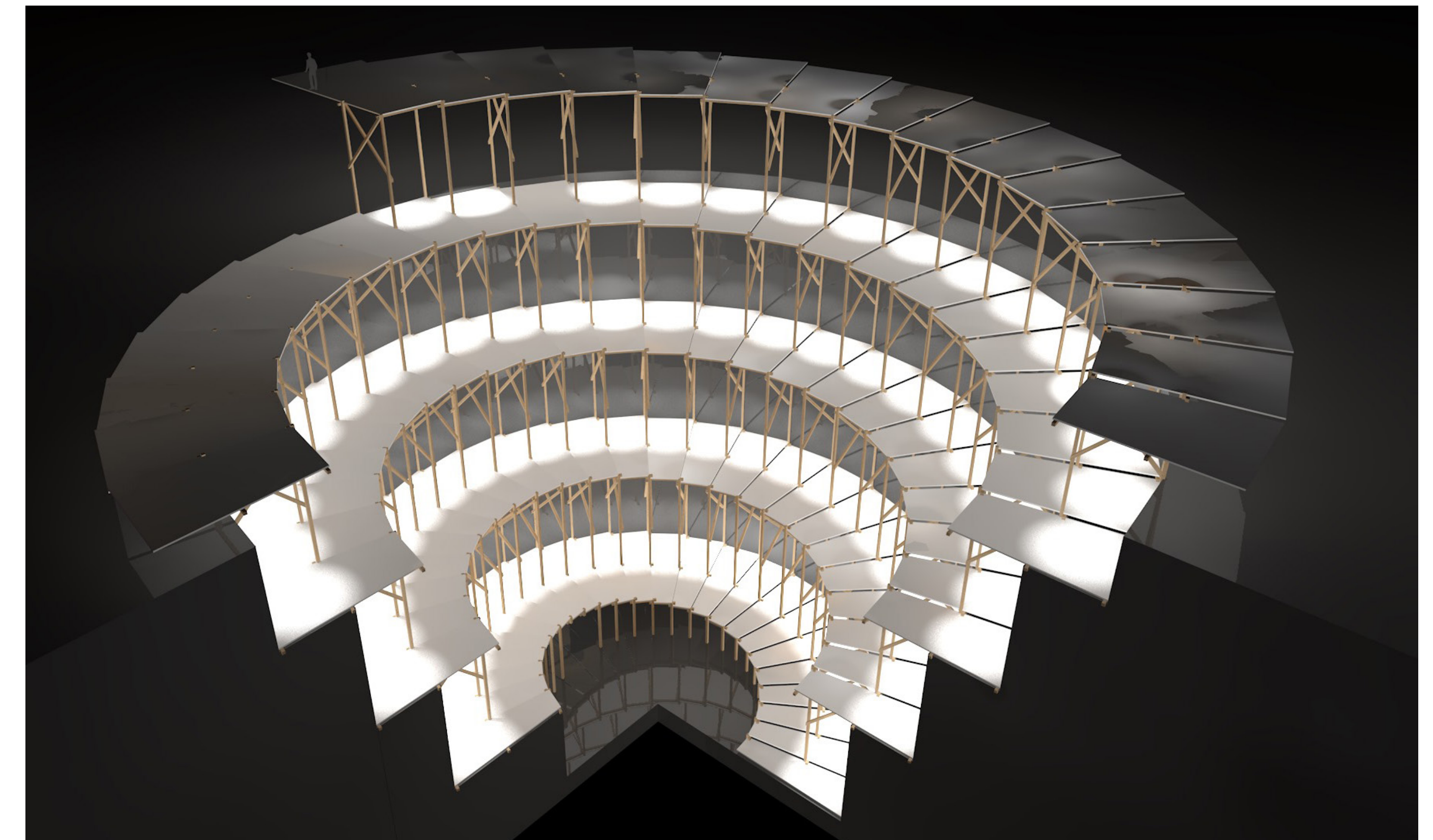
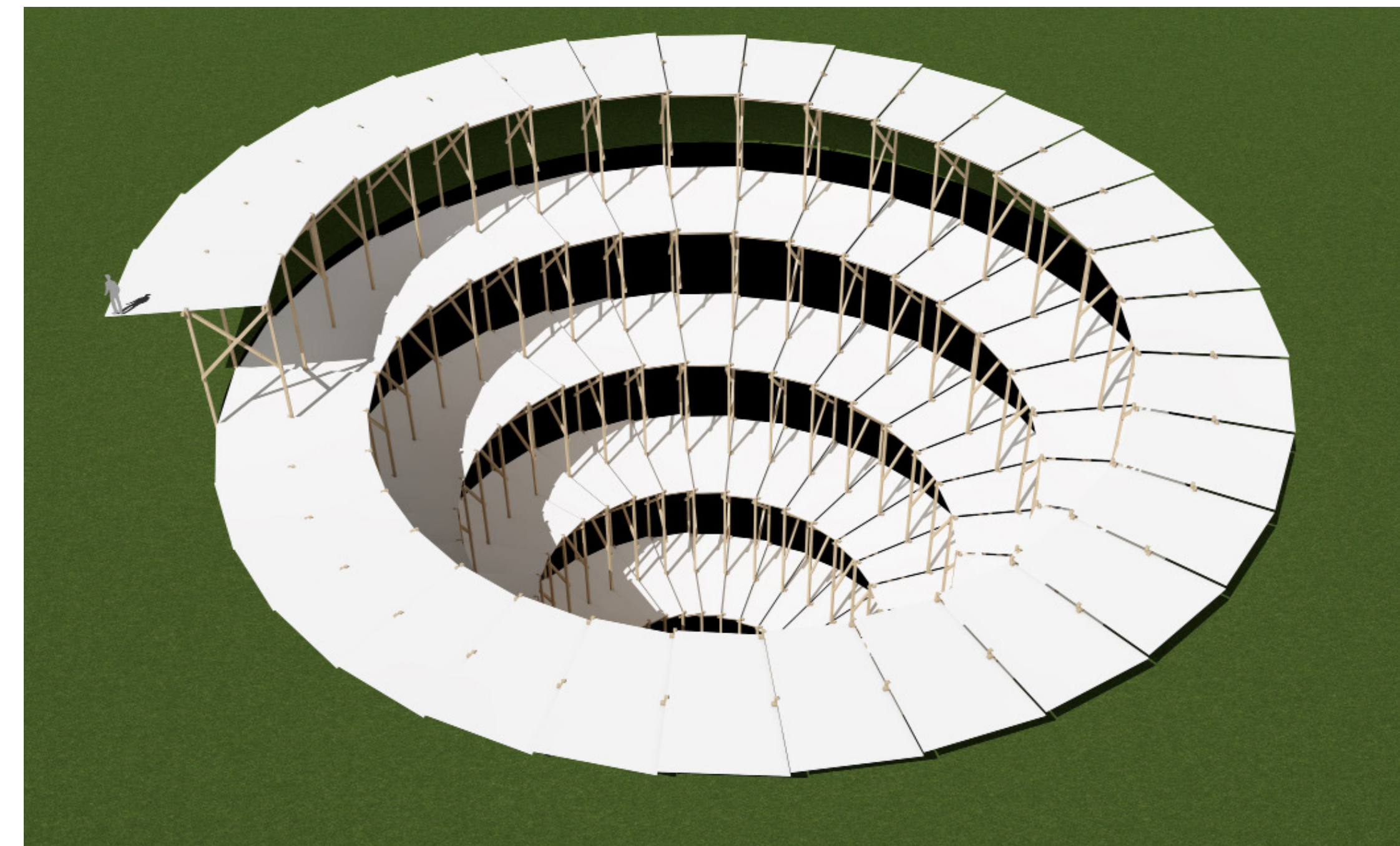
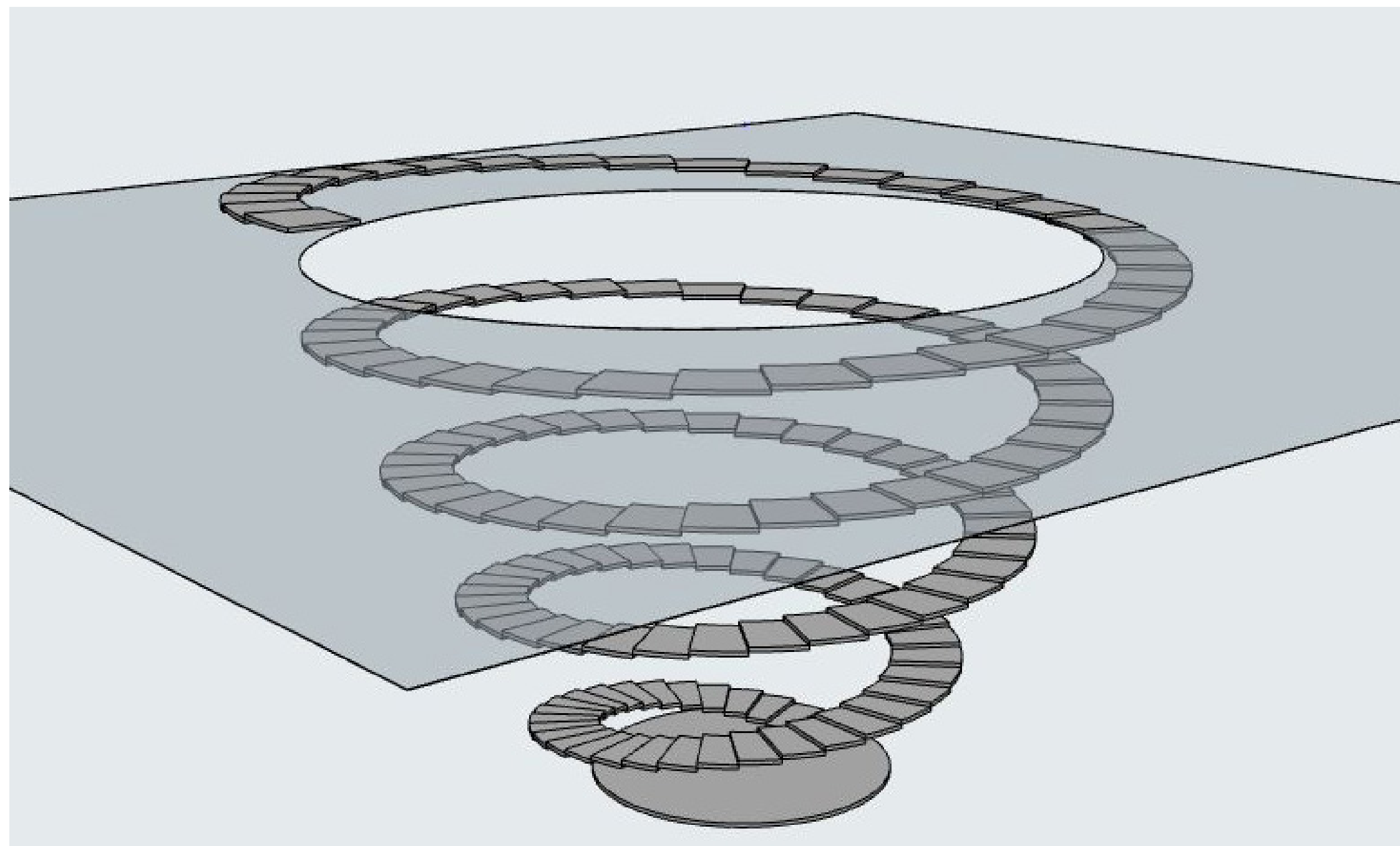
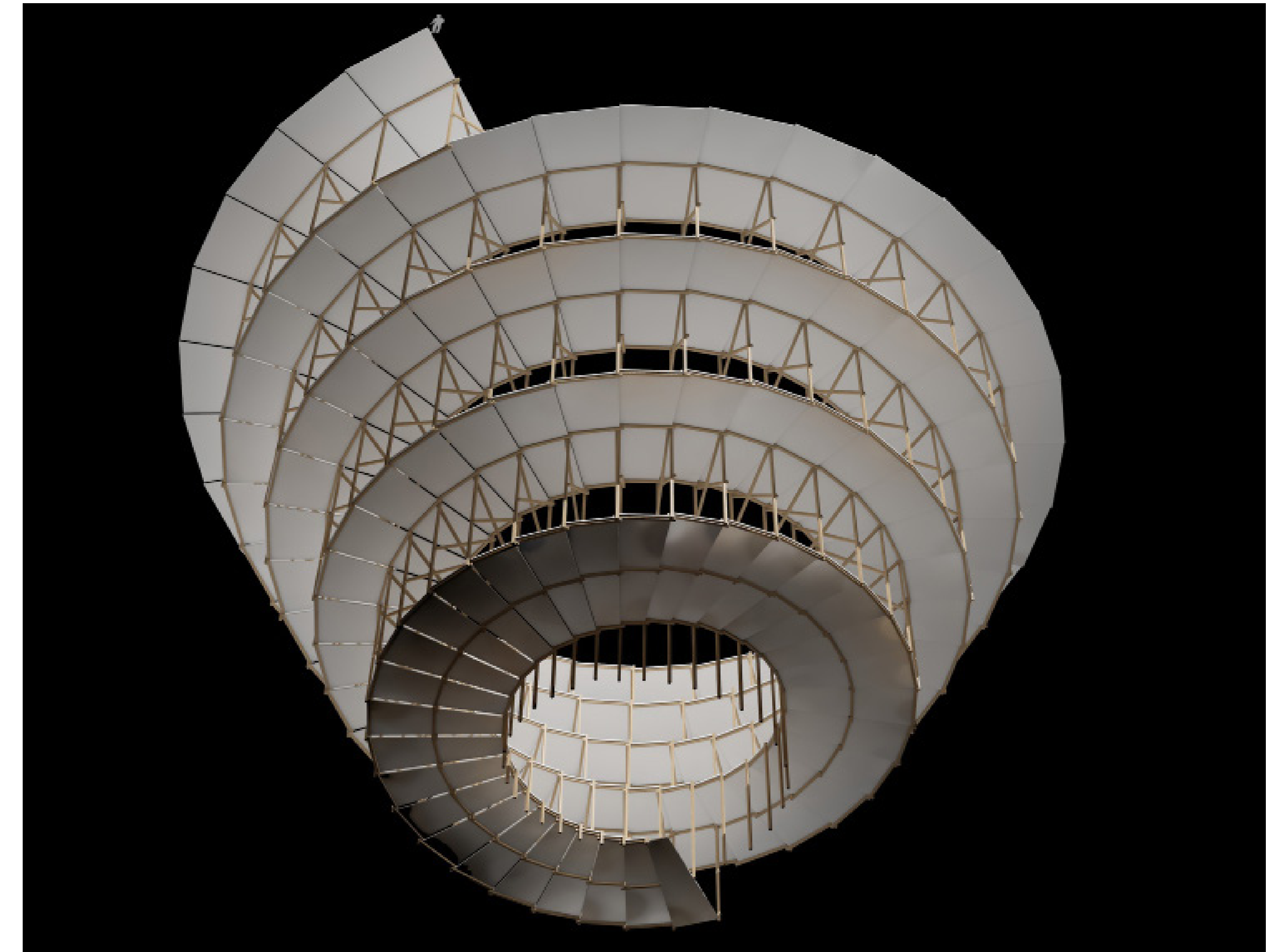
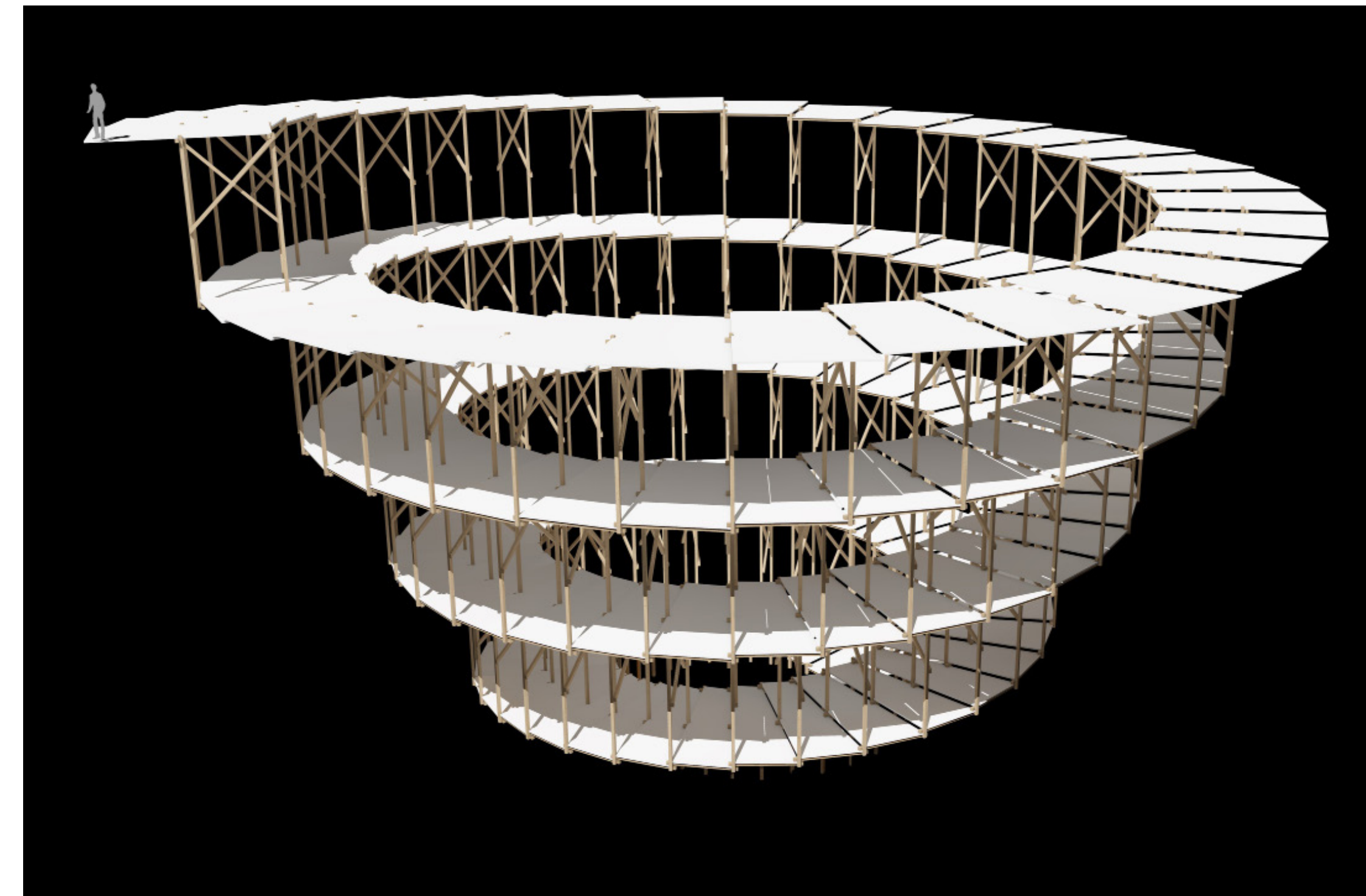
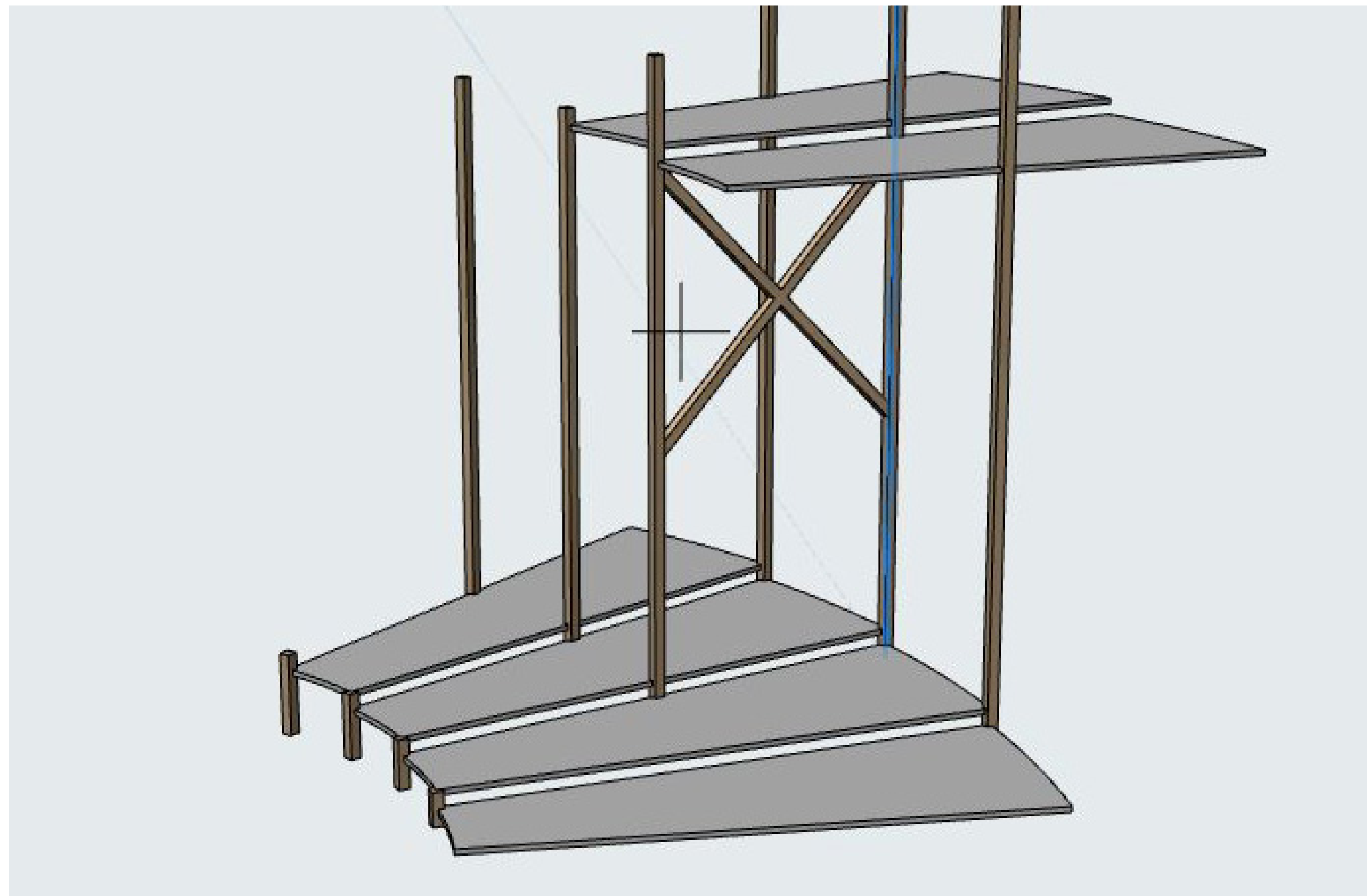
The monument (Prosess)



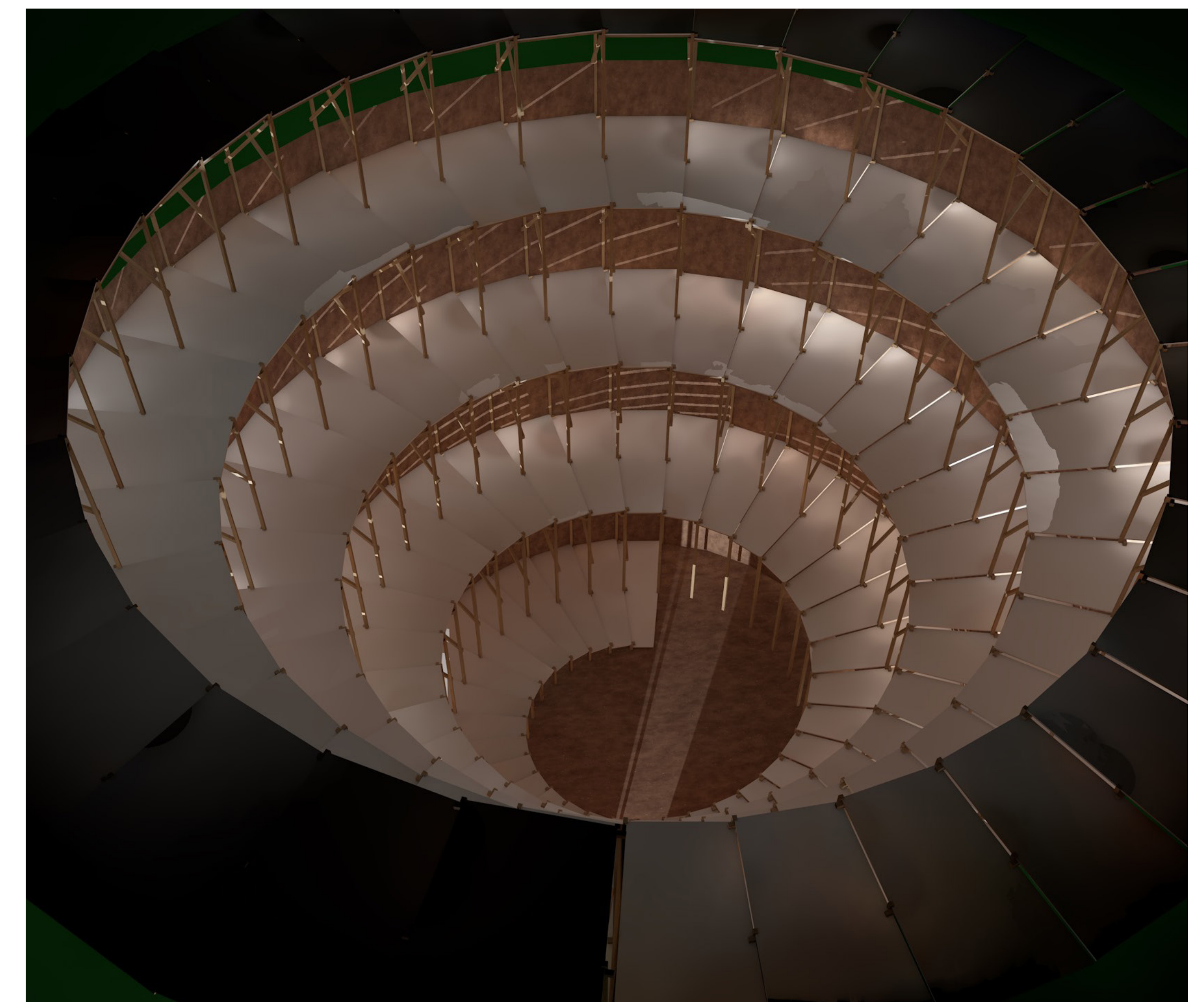
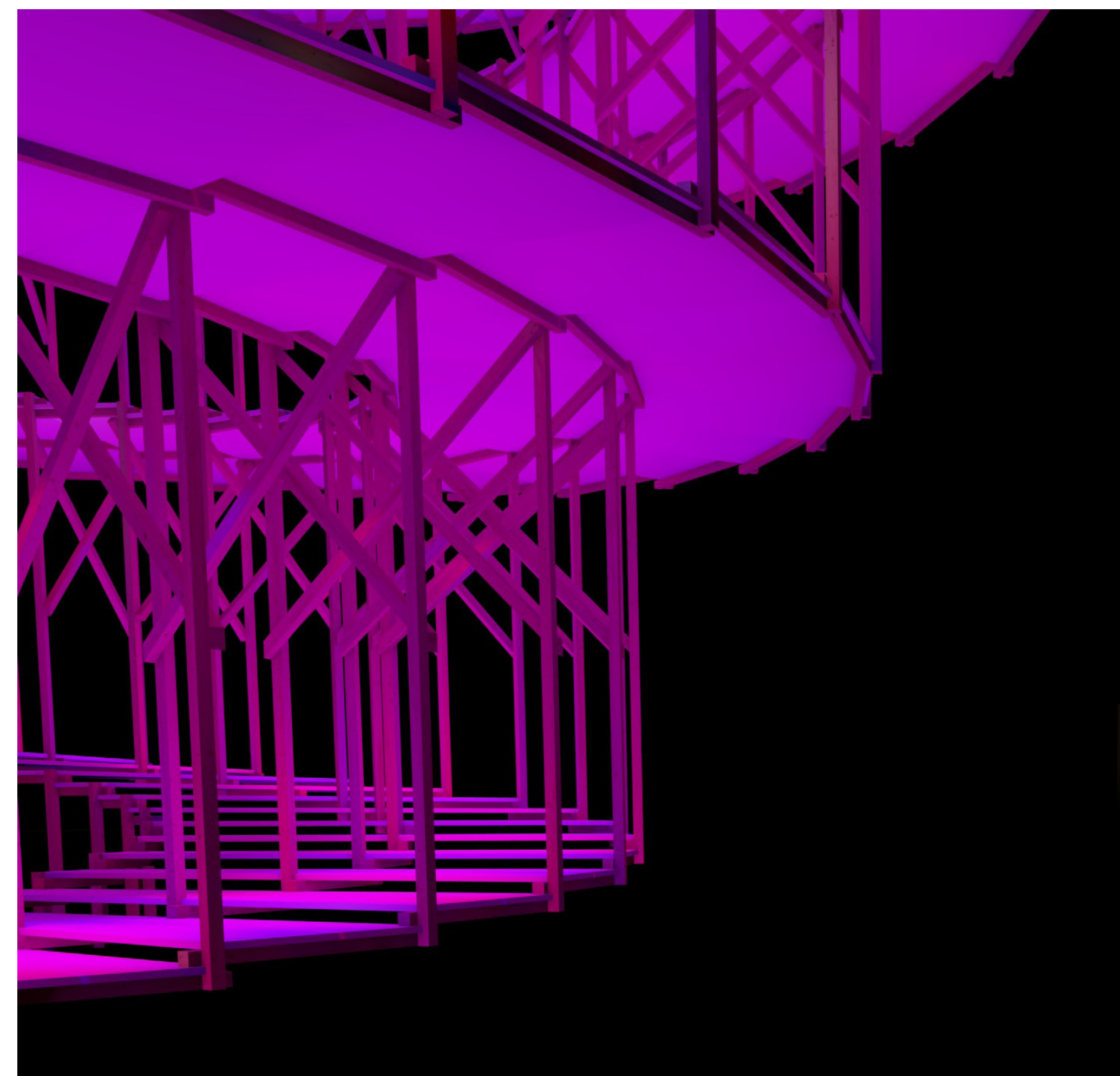
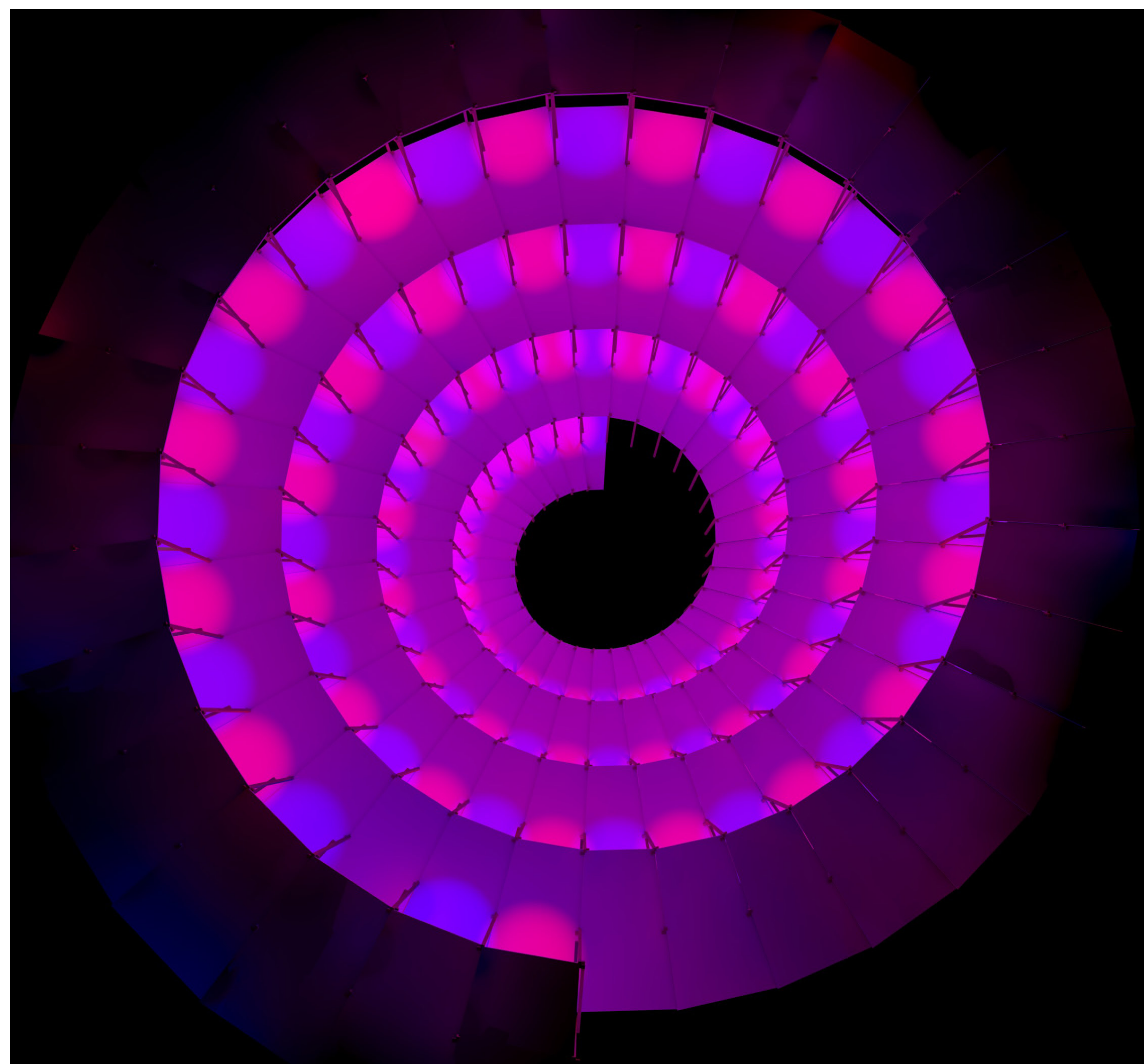
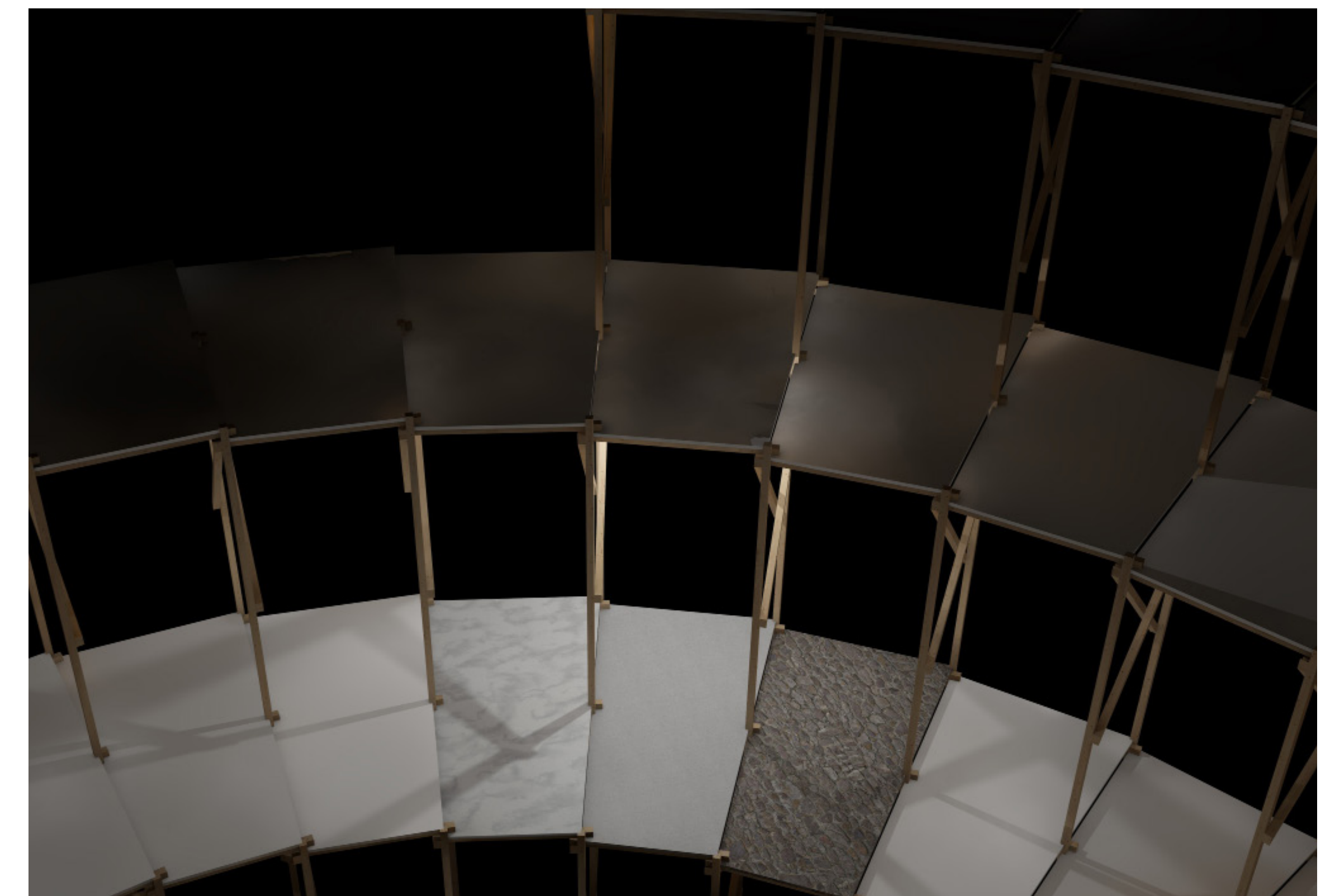
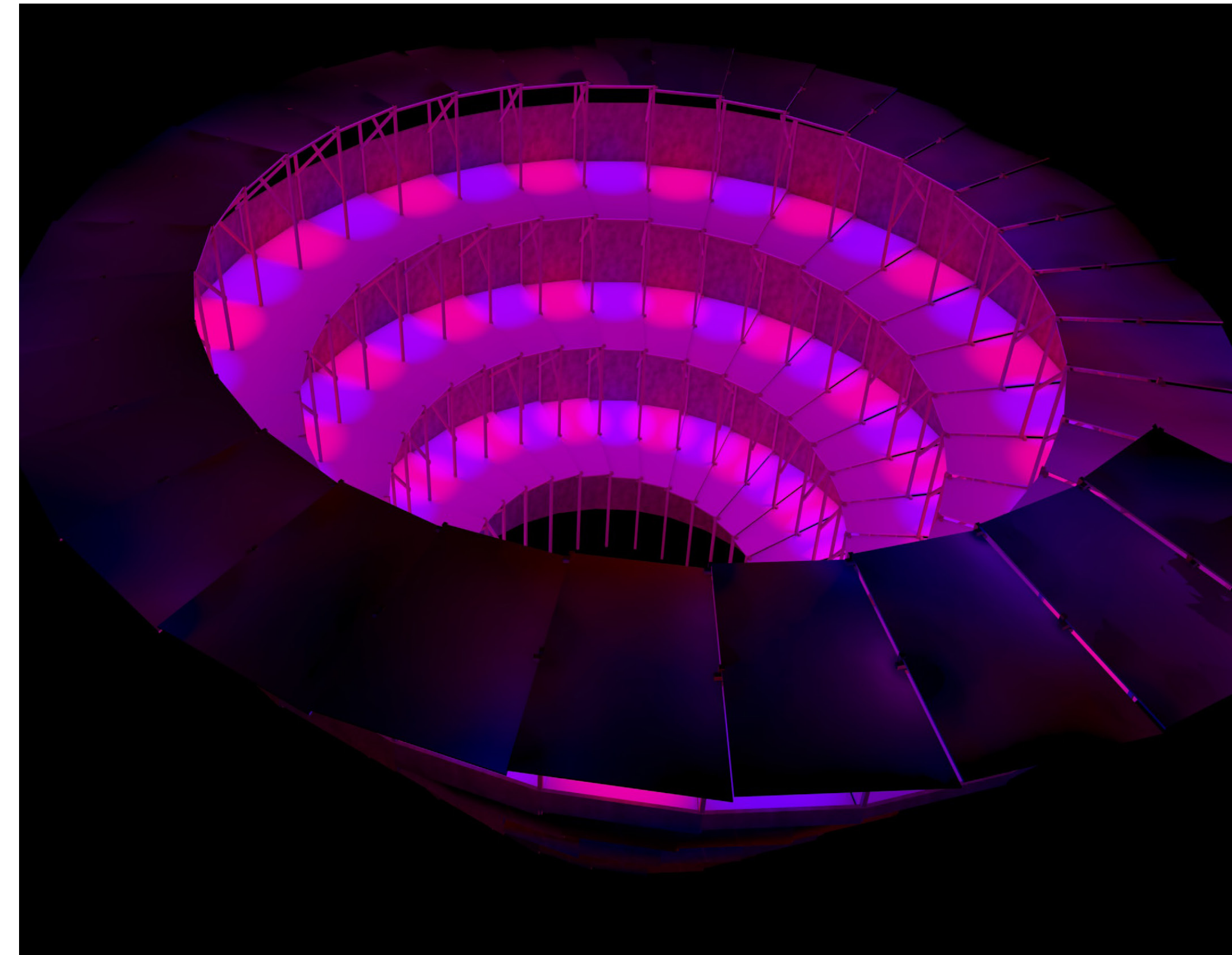
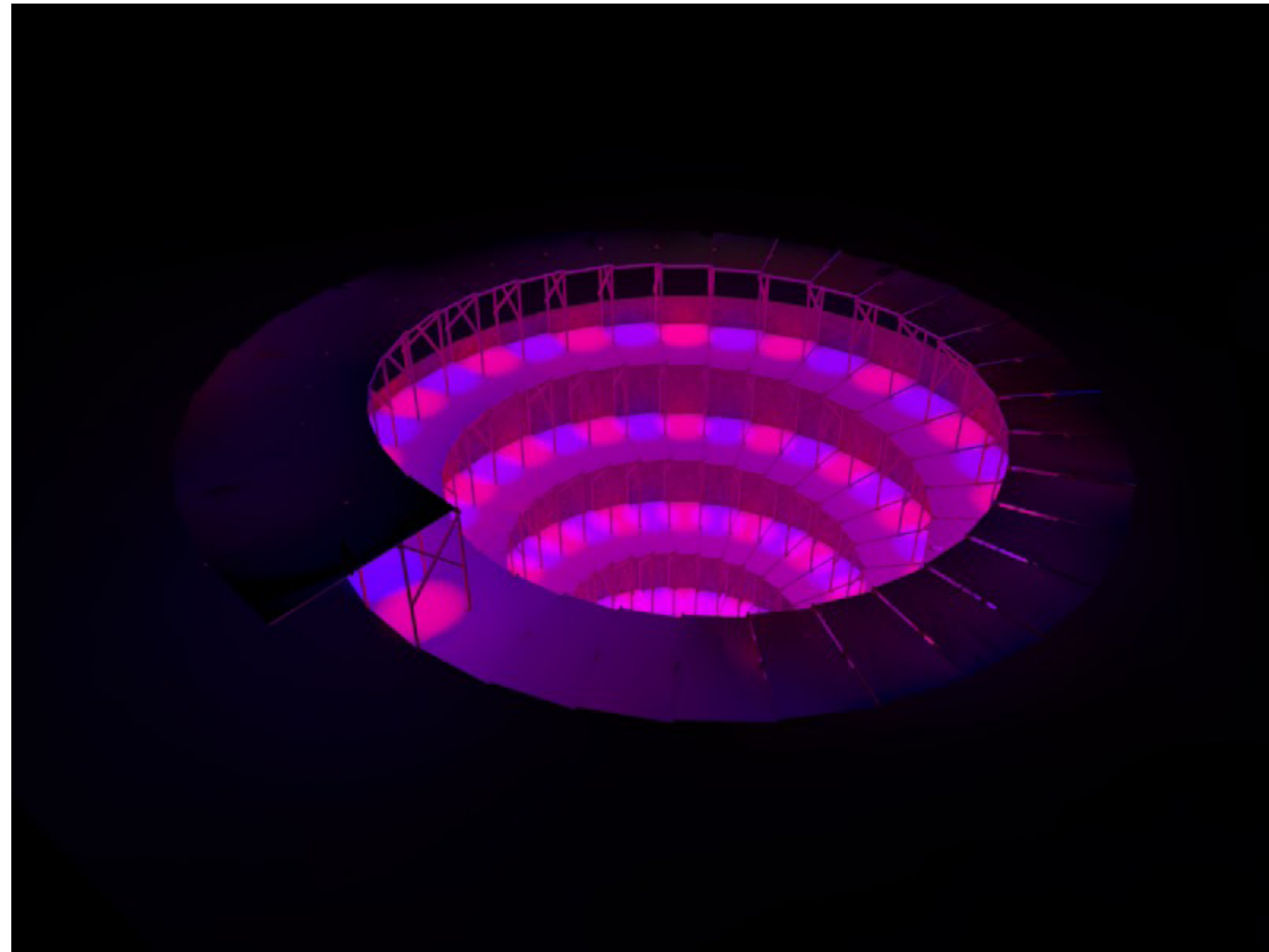
The monument (Prosess)



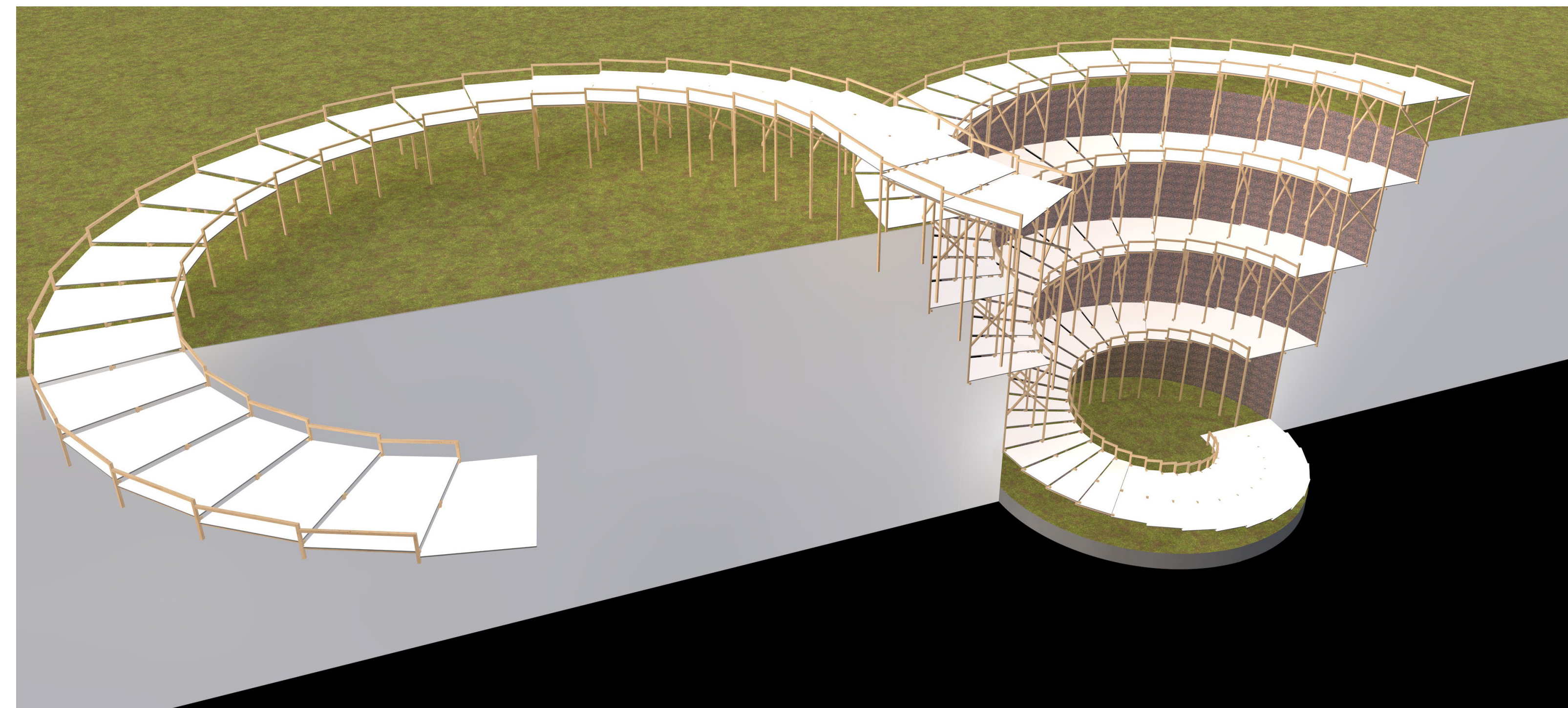
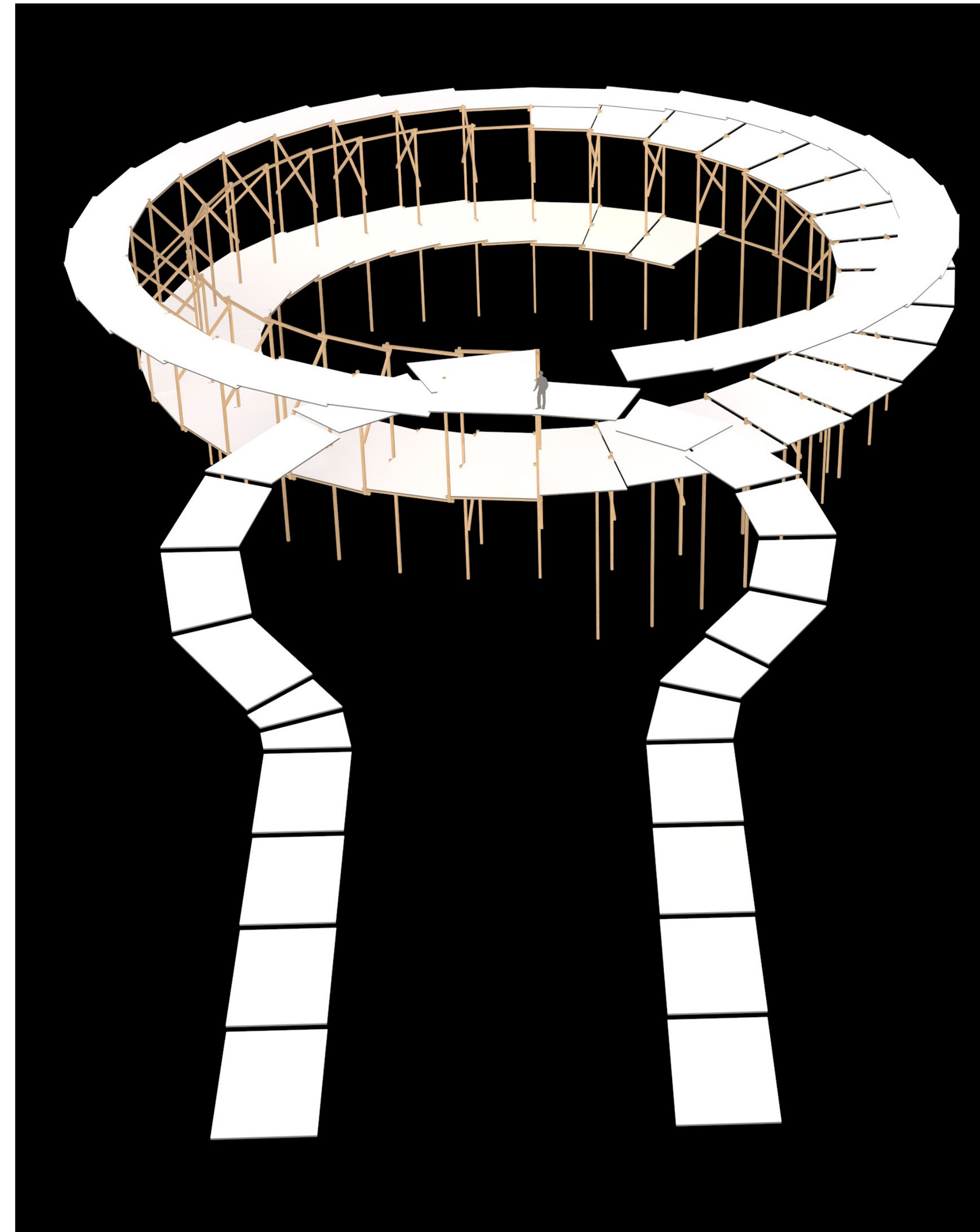
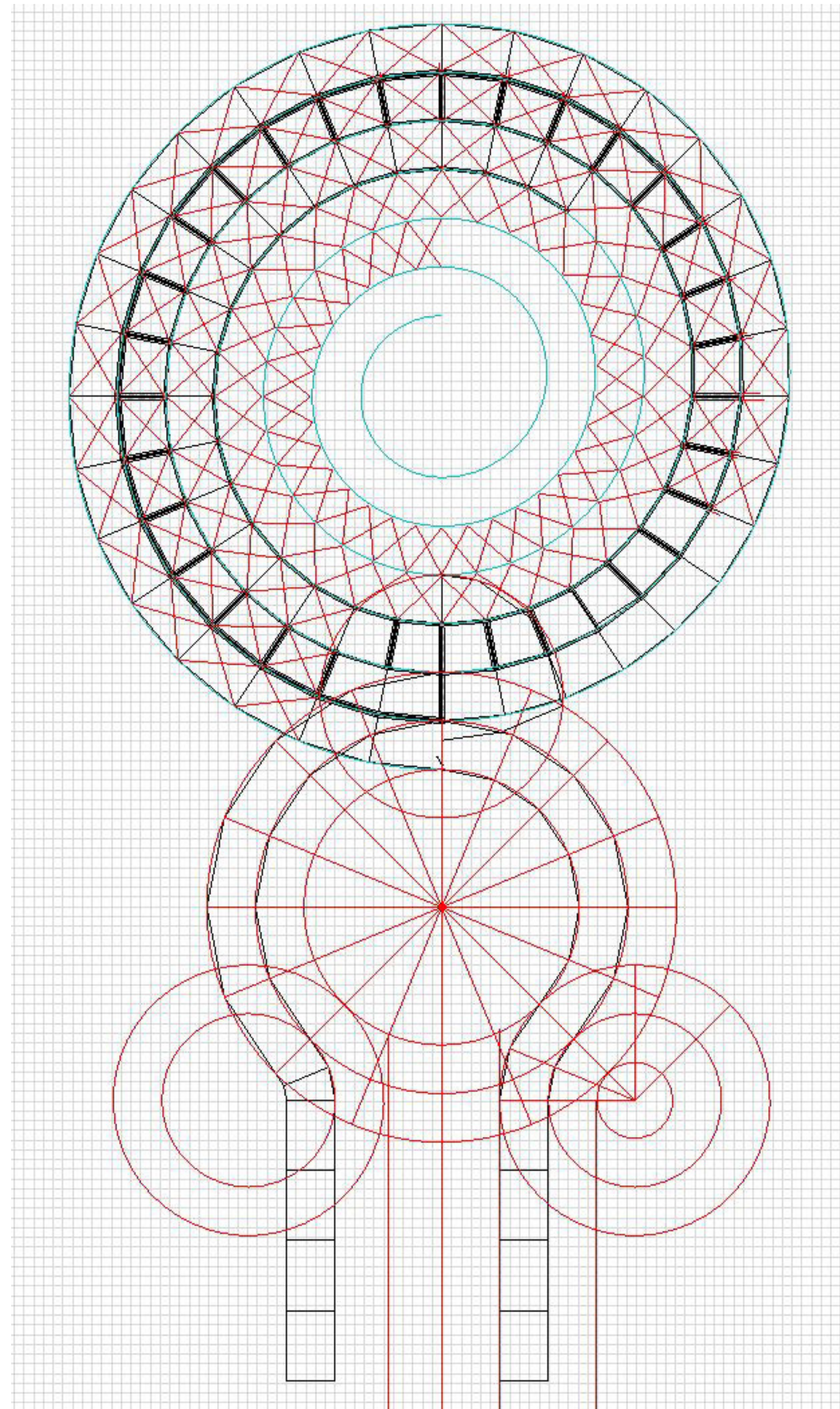
The monument (Process)



The monument (Prosess)



The monument (Prosess)



Storytelling and film.

I do believe that we as design students can learn a lot from film and the way the stories are built up.

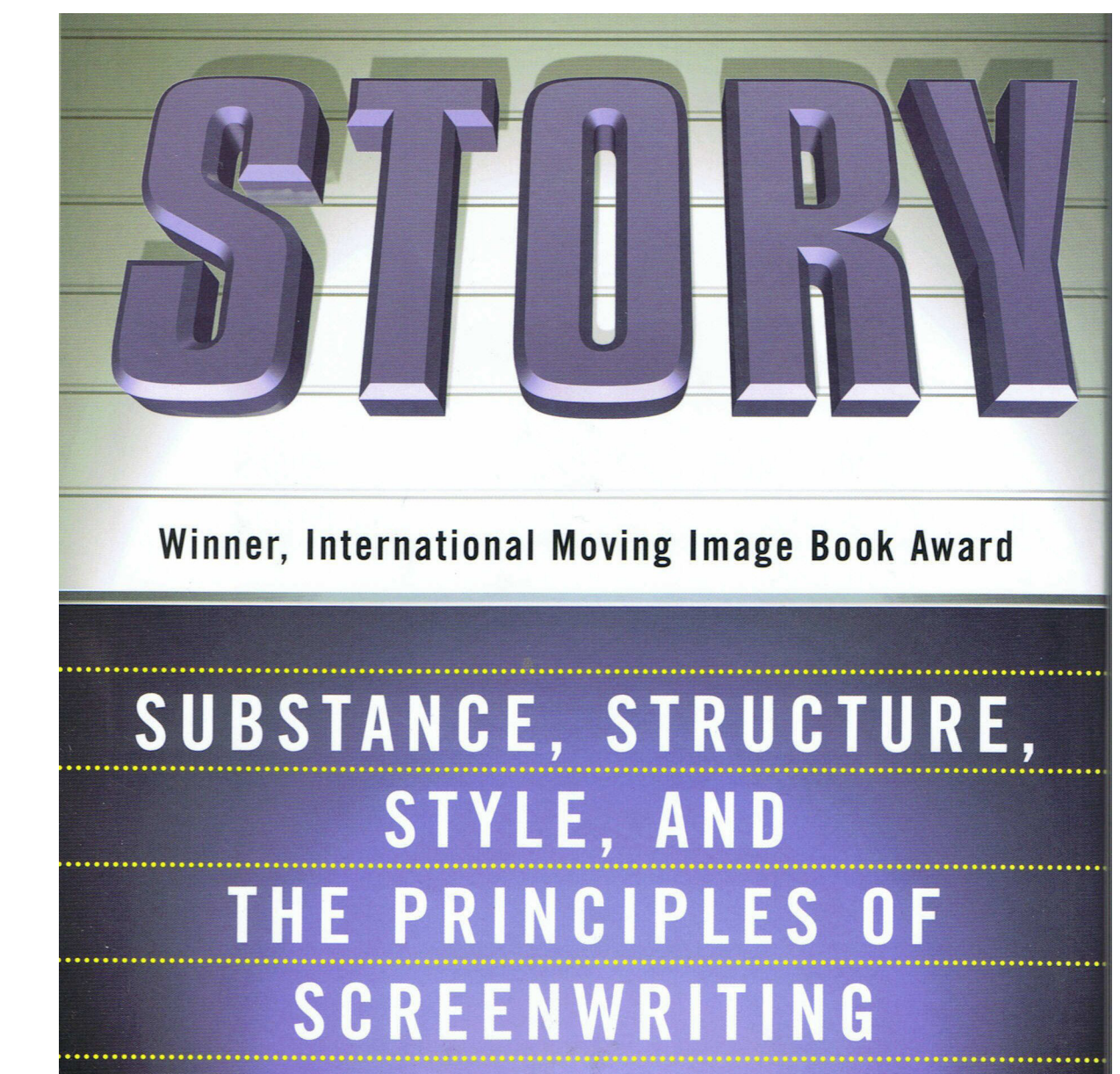
We as designers want the spectator to understand everything about our design project. This can be difficult because we humans have a short expansion span and we want to get to the point as fast as possible. I am talking from a personal perspective, but when I am at a design exhibition, I get very drawn to the works that have a film. The film gives me a peace so that I can understand the project.

I have also experienced that in meeting with clients that I need to explain something complicated to, that if we just talk and show pictures, we often get interrupted and the presentation gets fragmented.

A film has a unique power to communicate the content without interruptions.

I think if I continue working on filmmaking this can give me an advantage in my professional life.

A good story will captivate the spectator and keep you focused on what you are seeing. I think we as designers need to be aware that what we present has a narrative that captivates the spectator.



Storytelling and film.

I was very insecure about how I was supposed to tell this story. For a long time, I looked at this story as something that happens outside of me and that I am just a narrator of this story. Or that this story was a fairy tale that I told my child. I was struggling to find a good way of telling it.

I have a friend that I meet in the pub sometimes. But I have not seen him for two months now and I am looking forward to seeing him again. I know that he will be curious about my project and I would be forced to tell him about it. So, I started to practise on how I would tell it to him the story. I realised that I liked this way of telling the story

So welcome to the pub,
I have a story to tell you.



At my presentation you will see the full movie that I am currently working on. Here are some snapshots photos from the movie.

The lonely sun

18.01.2020

What is this?

Treasure fund in the clay at Storgata.



Picture: Mystery's treasure chest found in Storgata.

Early Monday morning the construction workers on the new tram line at Storgata discovered a treasure in the clay of the building site. The pressure seems to have an unknown origin and experts do not know when or where it comes from.

One of the workers told The Lonely Sun that the treasure chest had a green glow round it, like it was radiating and pulsing.

The treasure was quickly transported to the TEB (Treasure Examination Bureau) that just now have given a press release. The treasure found in Storgata contains sculptures and object that we have not jet managed to identify them. These objects are unique in our nation history because they are not like anything that has ever been created or found in Norway before. This treasure chest is a mysterie!
The treasure contained strange objects that will be examined further during the days and weeks



Picture: One of the objects

The Lonely Sun will keep you updated on this case

