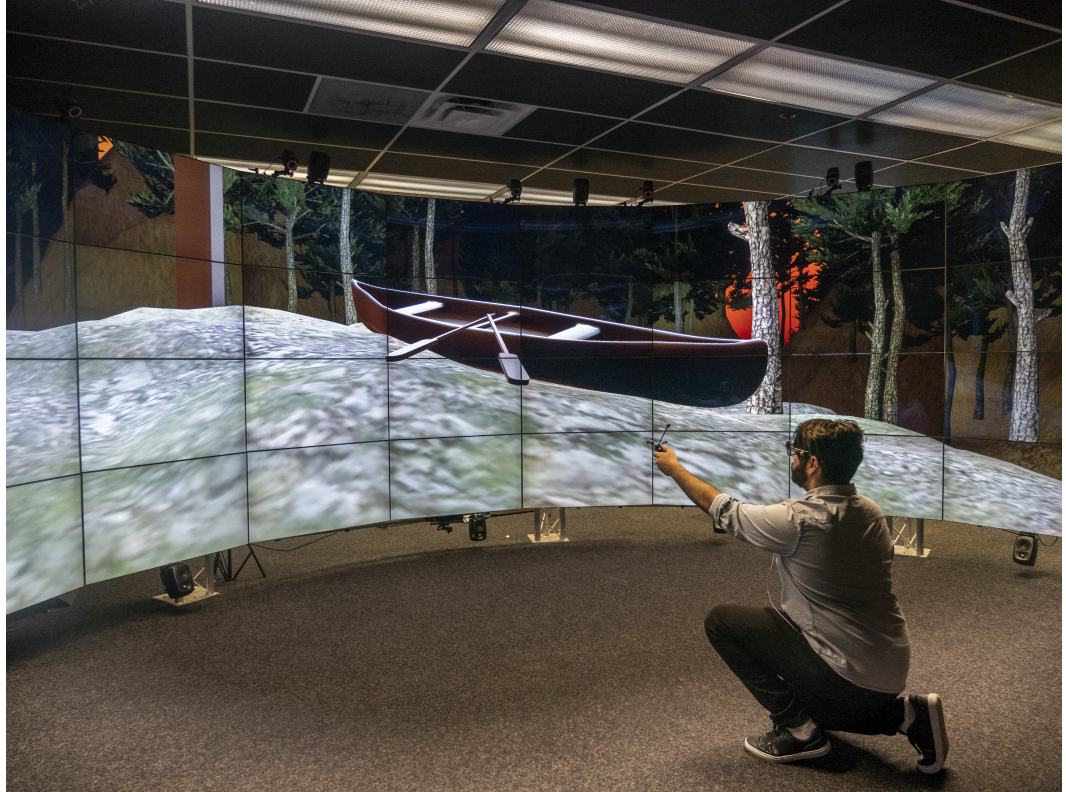


# Cesar Phillips

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## *From my Mind's Eye*



*From my Mind's Eye* is a virtual reality narrative, where viewers can experience personal memories of the designer in an interactive art museum. The viewer is taken into three Scenes—a boat, a cathedral, and a bedroom—each correlating to a specific memory of the designer, where they can hear the designer's own voice.

The project emulates the sensation of jumping from thought to thought, as most tend to experience in their everyday lives, but are not consciously aware of the majority of the time. Each scene depicts an area or an object that has significant emotional weight or relevance to the designer, and is meant to give visual context and understanding to the narration that is given simultaneously. Each thought that the viewer experiences are the designer's views on his family, his upbringing, his environment, and how that all influences the person he has become as an adult.

The project's goal is to generate empathy and understanding—not only between viewers and the designer—but among all living beings. In being given access to private thoughts and memories of another, the hope is that viewers relate this to the vulnerability and honesty within themselves. In recognizing the distinct moments and obstacles that have defined oneself, the viewer begins to understand the complex process of human growth, and as such can form a palpable sense of compassion and understanding with regards to the challenges that have shaped and created the people that inhabit their everyday surroundings. Becoming a more conscious, empathetic person in turn helps one another in understanding differences. Therefore, they can help in finding more productive manners of managing and resolving conflict. Once human beings are willing to be vulnerable, understanding, and honest with one another, the collective human race can evolve past violence.