

Sustainable Materials Management

Sustainable materials management (SMM) is a systemic approach to using and reusing materials more productively over their entire life cycles. It represents a change in how our society thinks about the use of natural resources and environmental protection. By looking at a product's entire life cycle, we can find new opportunities to reduce environmental impacts, conserve resources and reduce costs.

Abstract

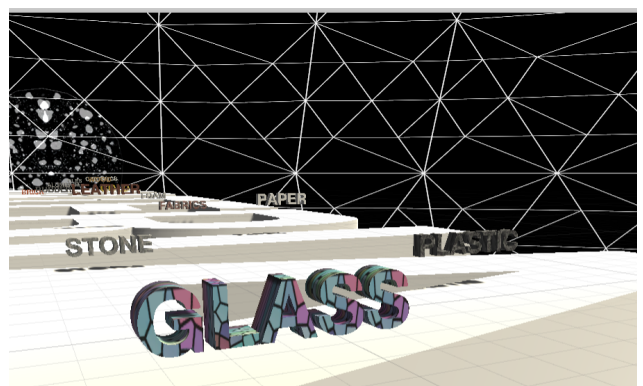
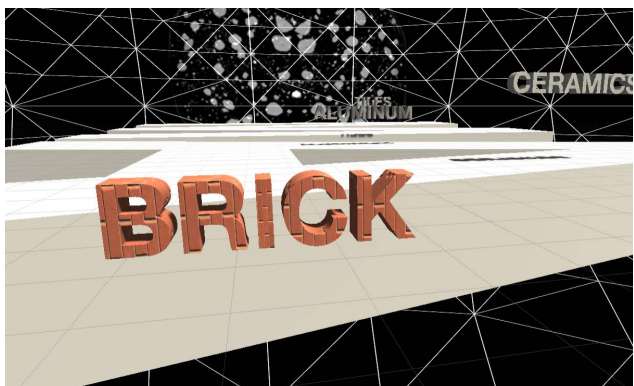
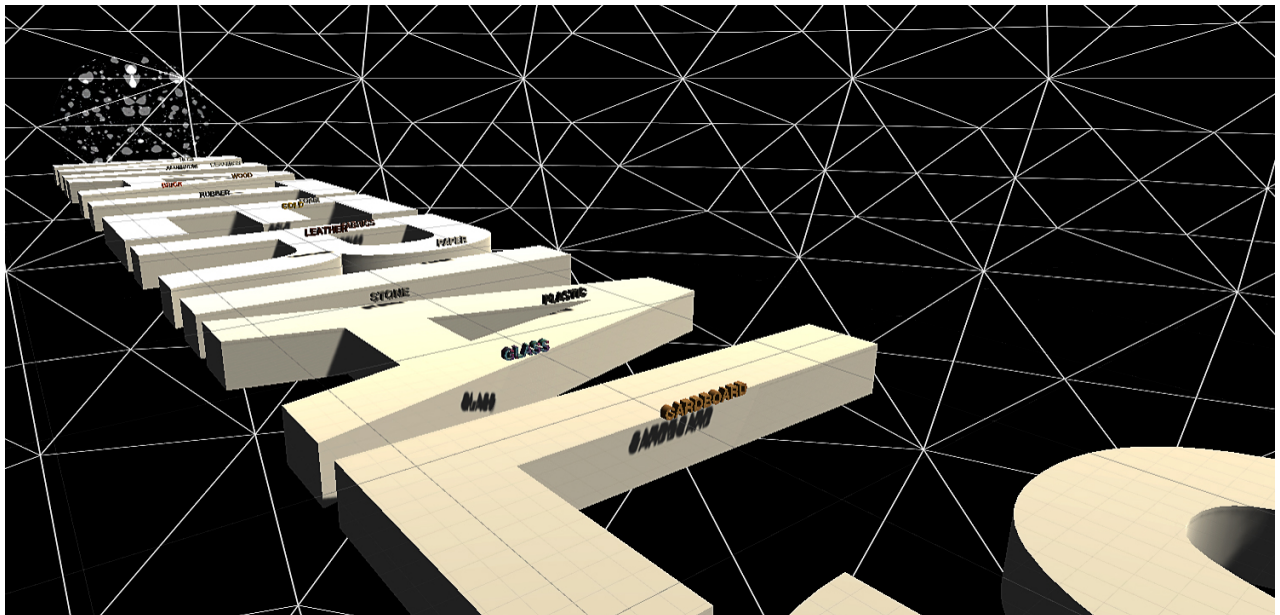
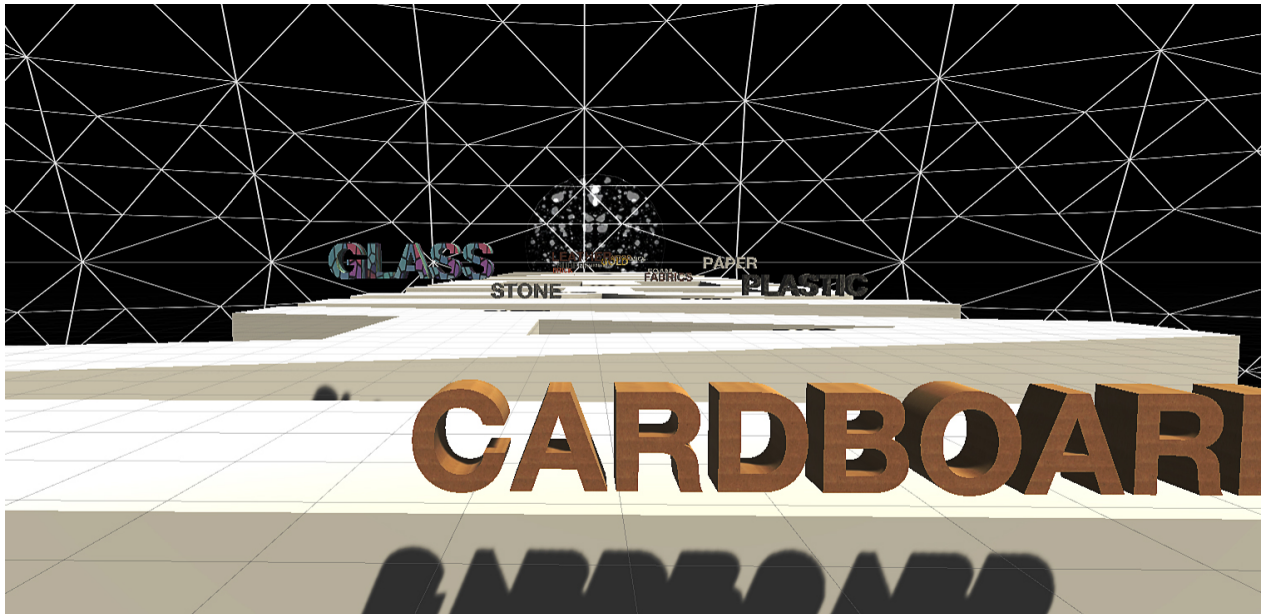
My concept aims is to identify degradable and recyclable materials to teaching people environmental awareness by materials journey, and the project will make user to trigger different effects to identify the materials and enjoy the learning process.

Scenes & Intervention

The user fall from a high altitude into a game. In the process of falling, they will see a huge text "material" and hear an exciting background music. The user will hear a command "start" to indicate that the journey has begun when he falls to the bottom. Then, user will walk through on a road that full of the materials vocabulary, and those text are floating. As the user walking, he needs to find and judge the correct sustainable materials. When he passes by the sustainable materials vocabulary, he will hear "wow" to encourage him and explain his judgment is correct. When he passed the unsustainable material vocabulary, he will hear "oh no" to indicate that his judgment was wrong. However, these texts are floating a little high and some low, so the user can jump high to trigger the audio effect to confirm whether his judgment is correct or not. In addition, I set the material letters in a 3D form, and those letters texture are correspond to the material such as the texture on word "cardboard" is cardboard, which is makes people understand this material better. When the user walks through to the end, he will see a huge rotating ring and hear the audio "one more down". The ring is a portal that takes user back to the beginning to restart the material learning journey If they are not judge everything correctly by once. Moreover, this is a journey that helps people learn what are the sustainable materials at an entertaining activity and raise their environmental awareness.

MATERIALS

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Reference

The Next Point of View

thenextpointofview.com

Augmented Reality & Motion Typography

https://www.behance.net/gallery/84742591/Augmented-Reality-Motion-Typography?tracking_source=search_projects_recommended%7Cvr%20typography

Pollution

<https://www.nationalgeographic.org/encyclopedia/pollution/>

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<https://www.epa.gov/smm/sustainable-materials-management-basics>