

nikola petković

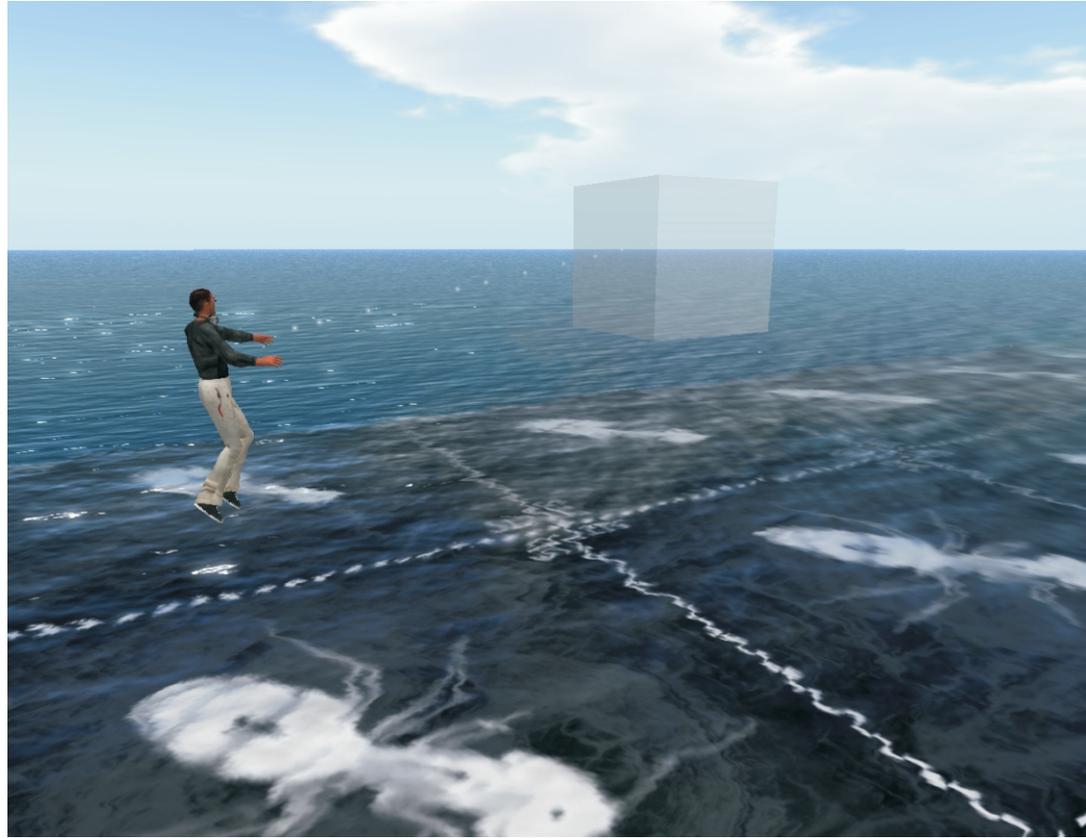
mind mapping

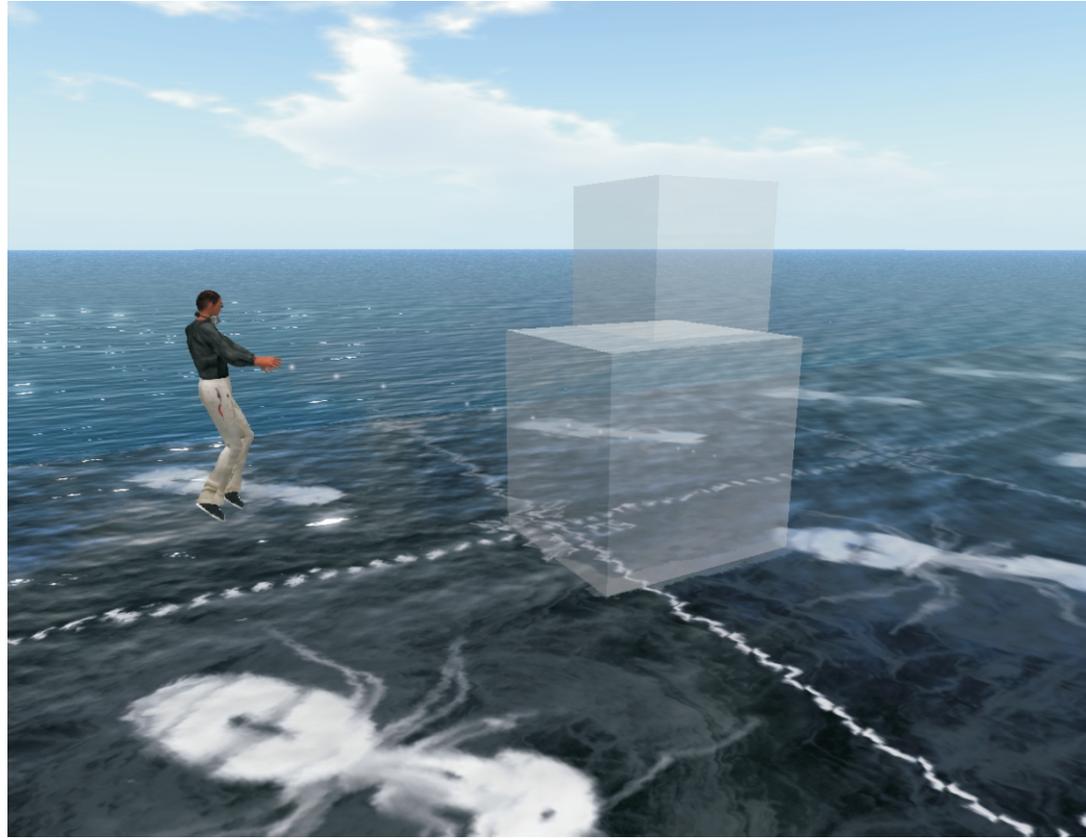


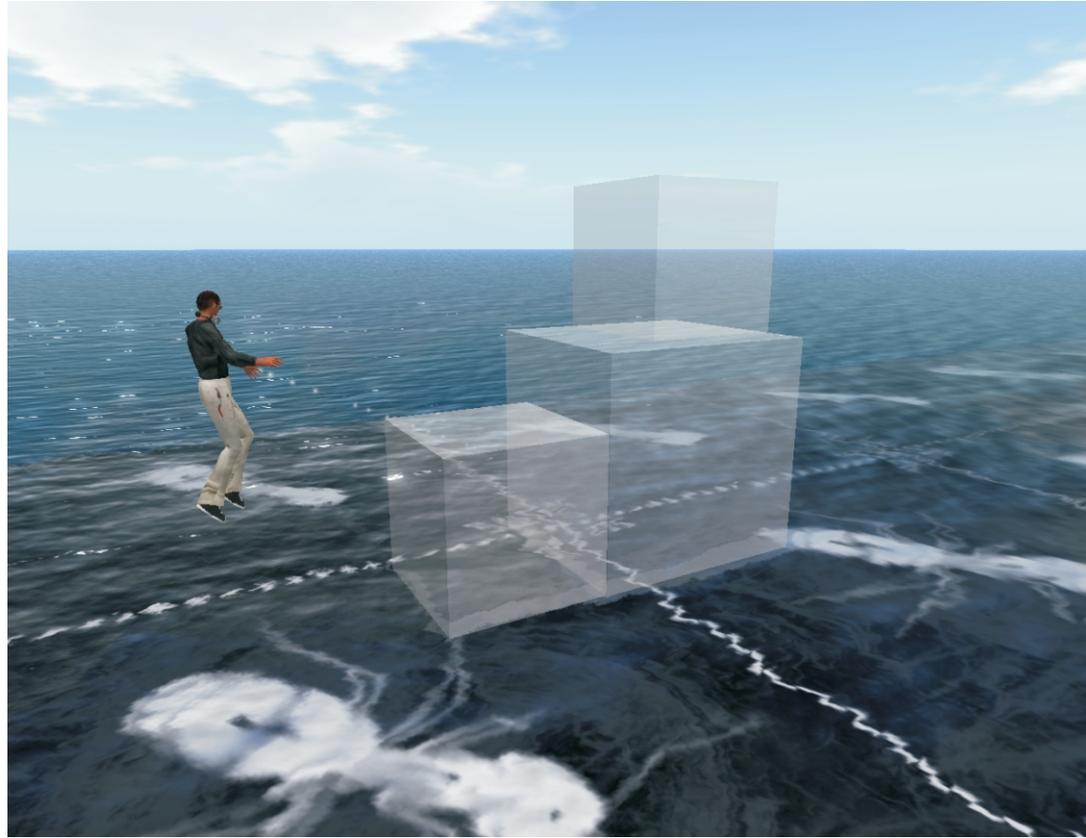
wohnexperiment

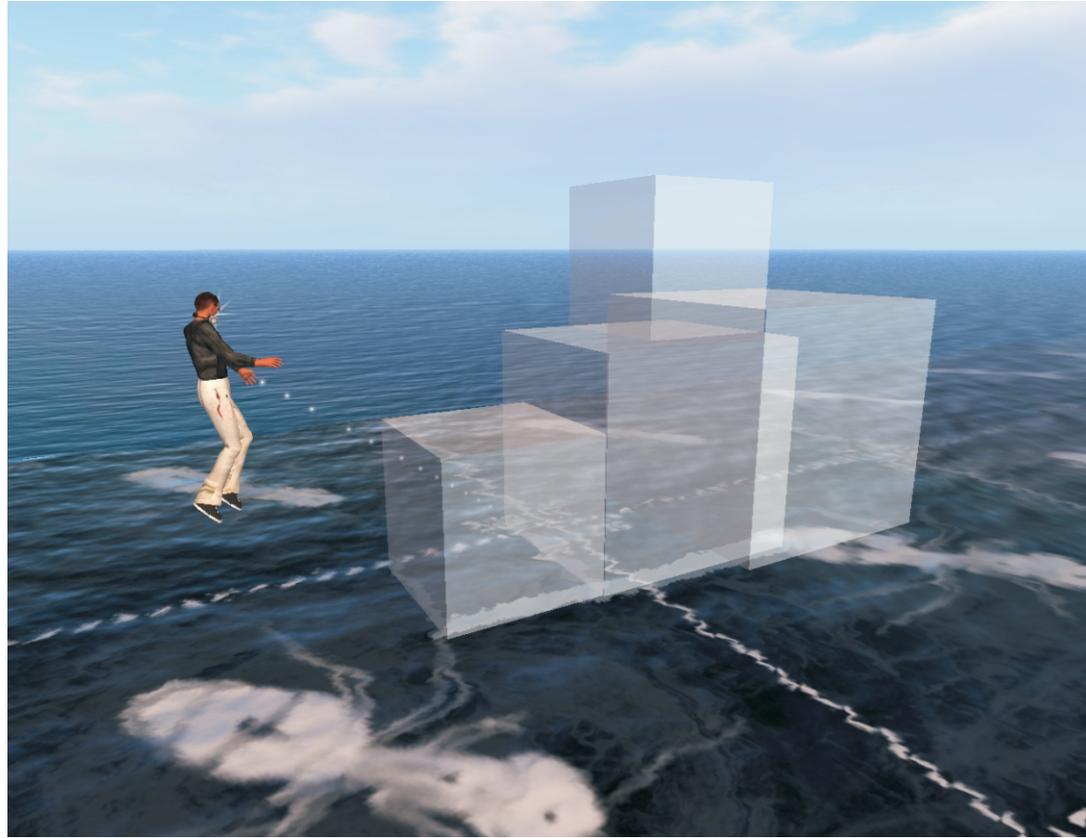
animate\_methode

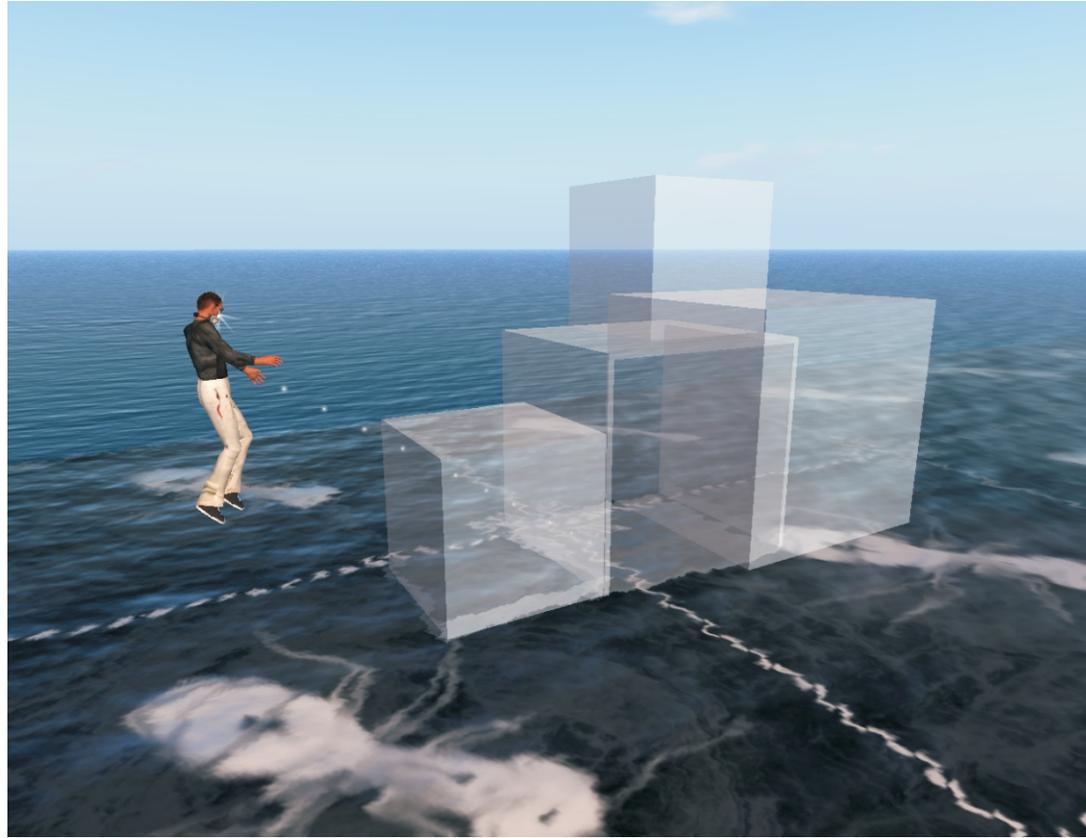
second life\_platform

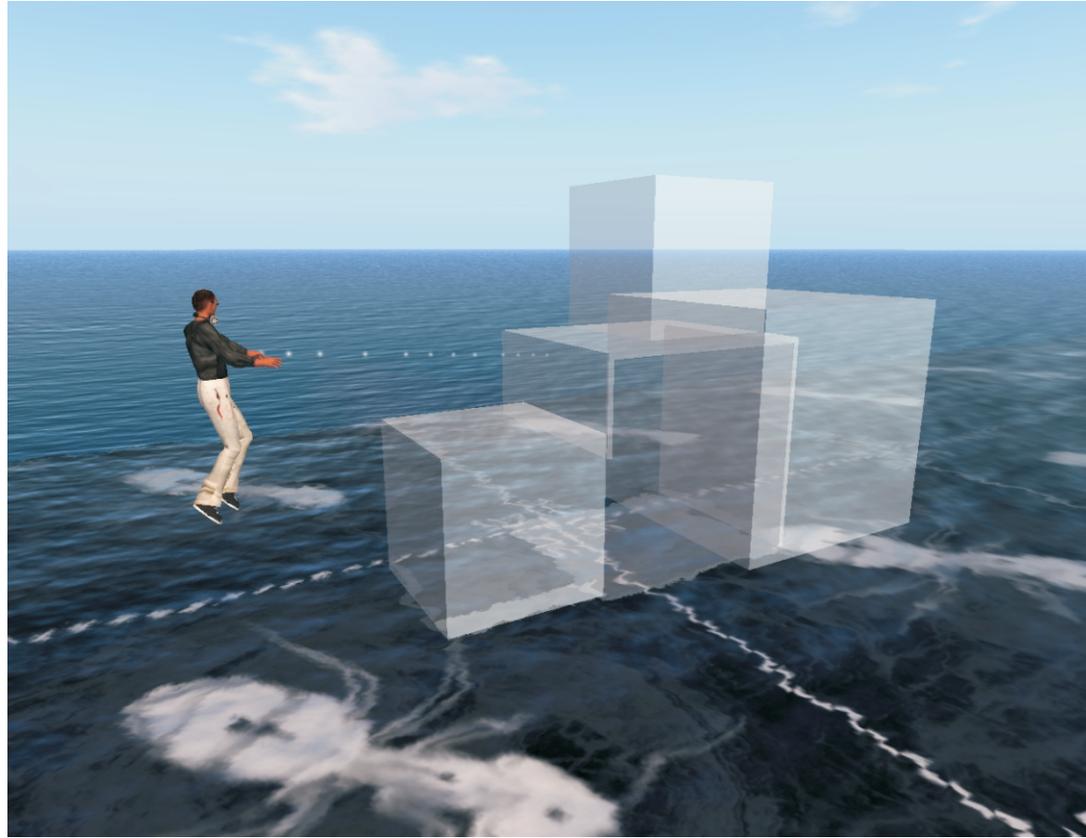


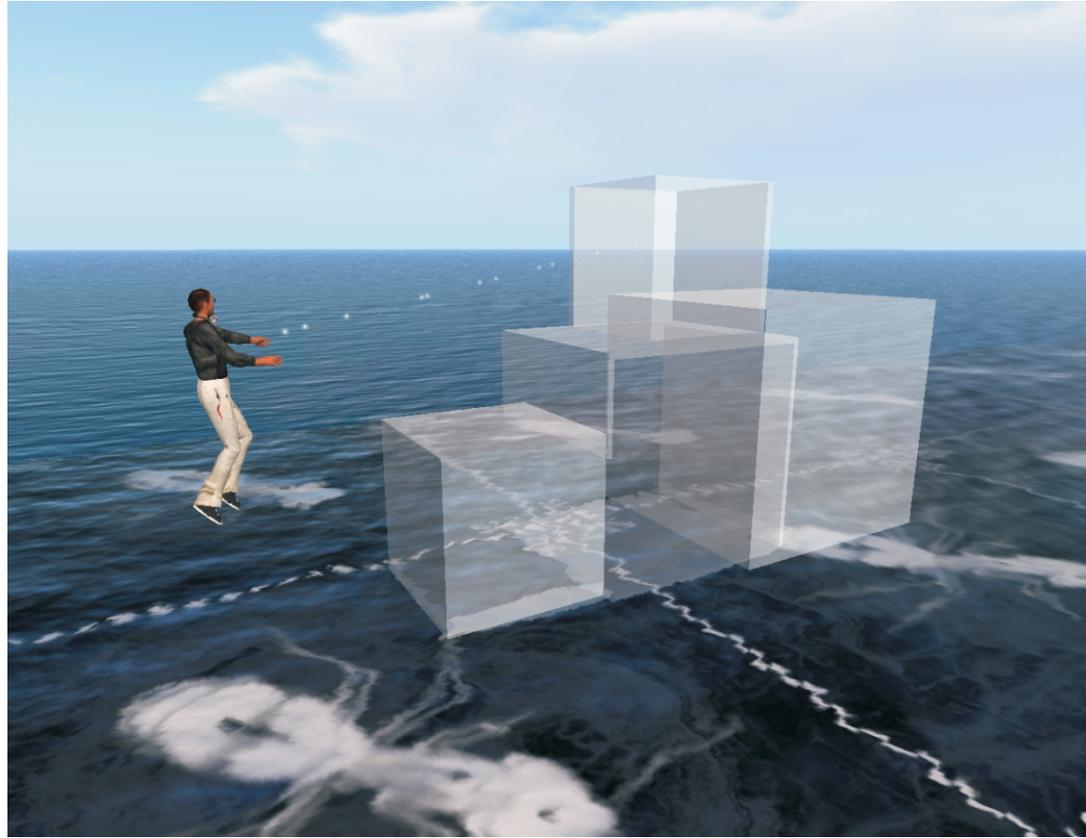


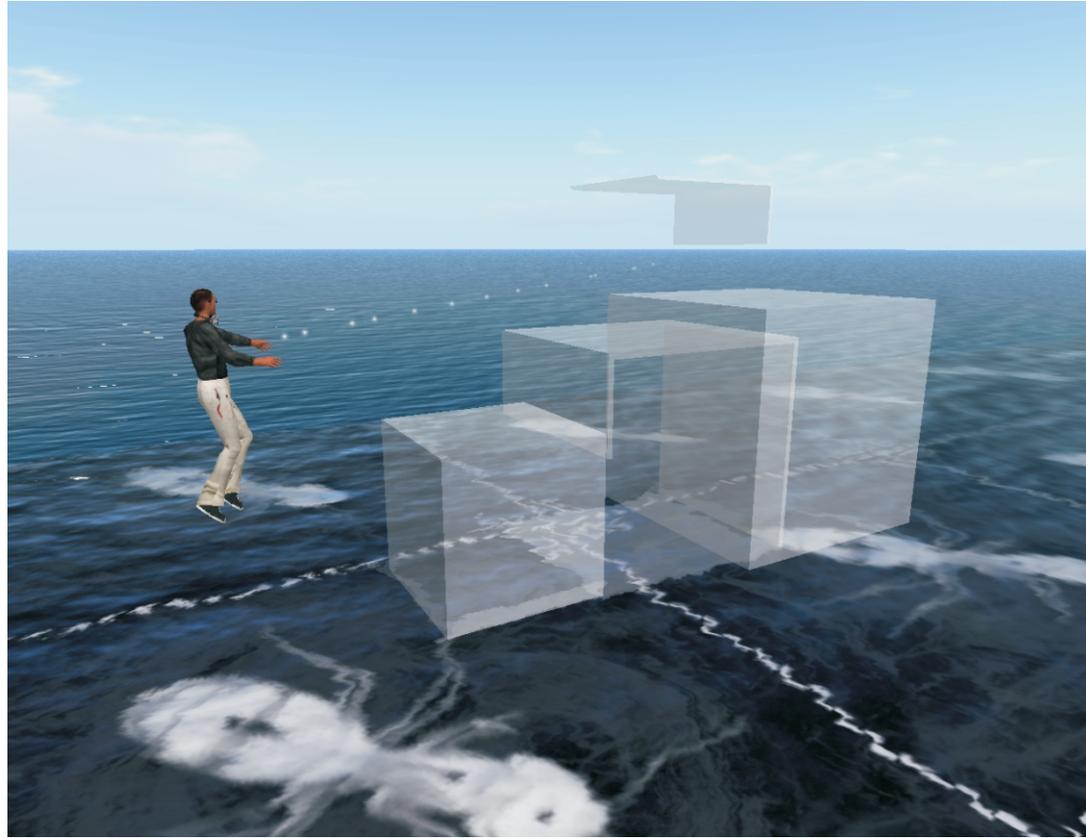


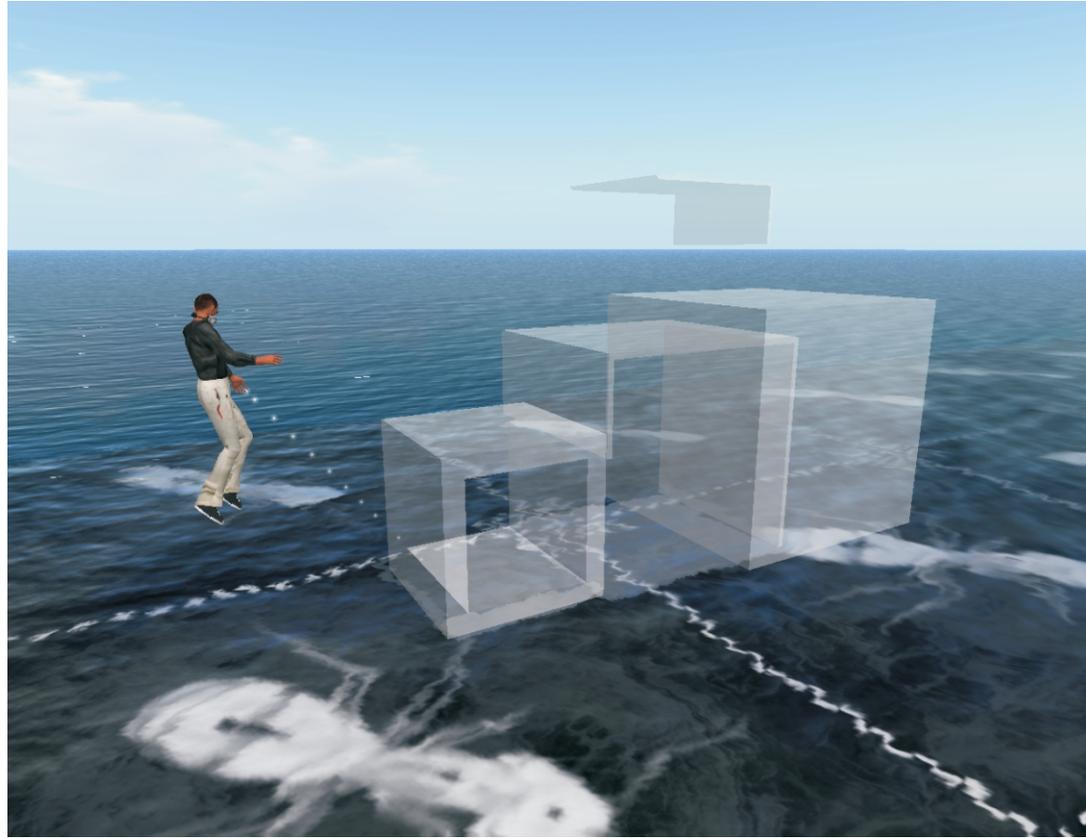


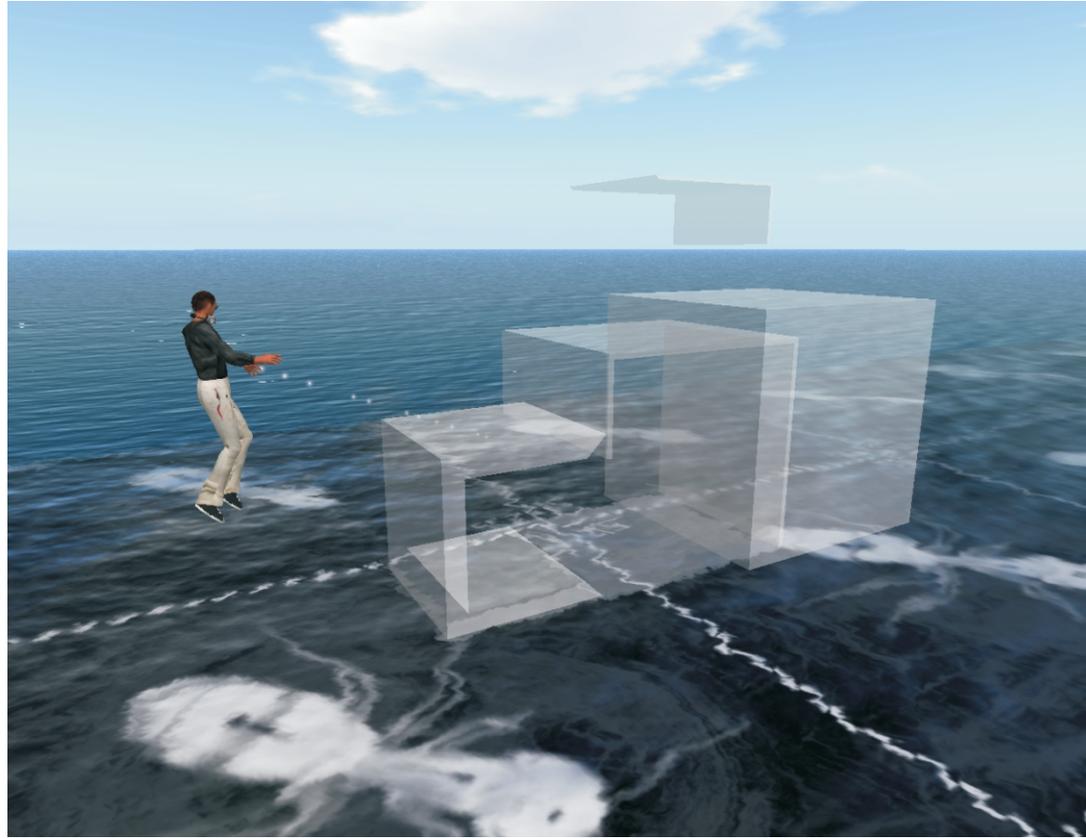


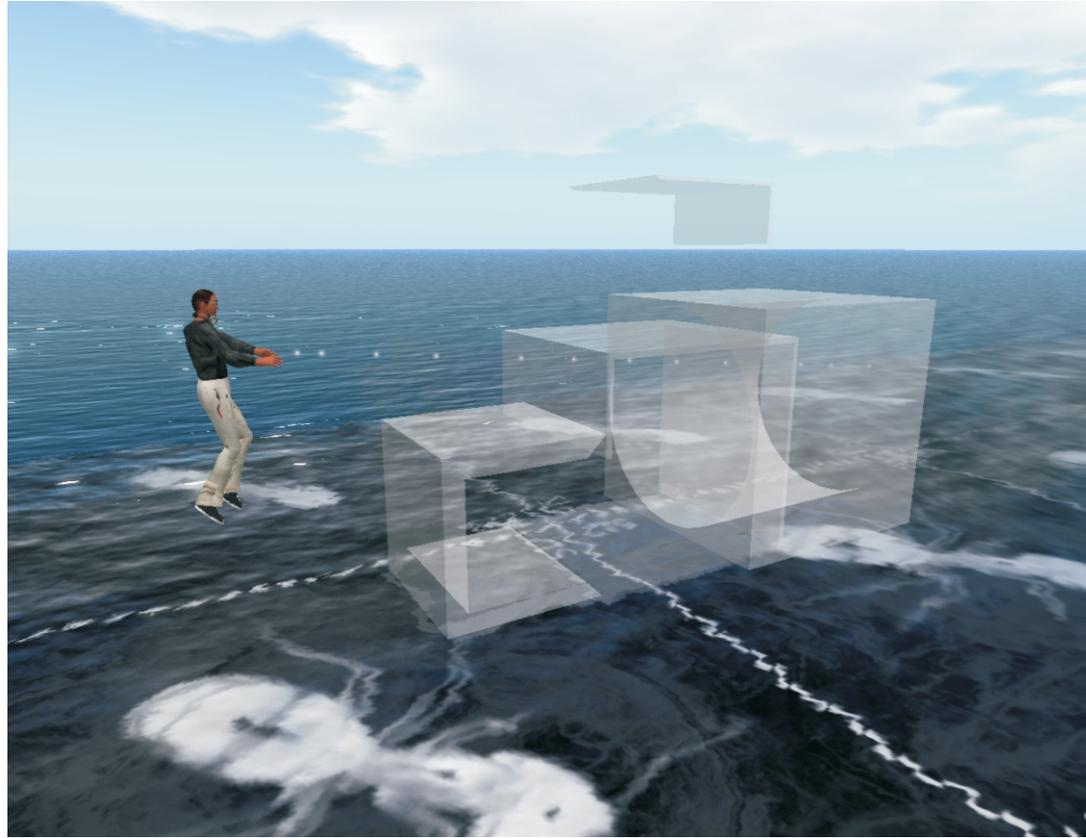


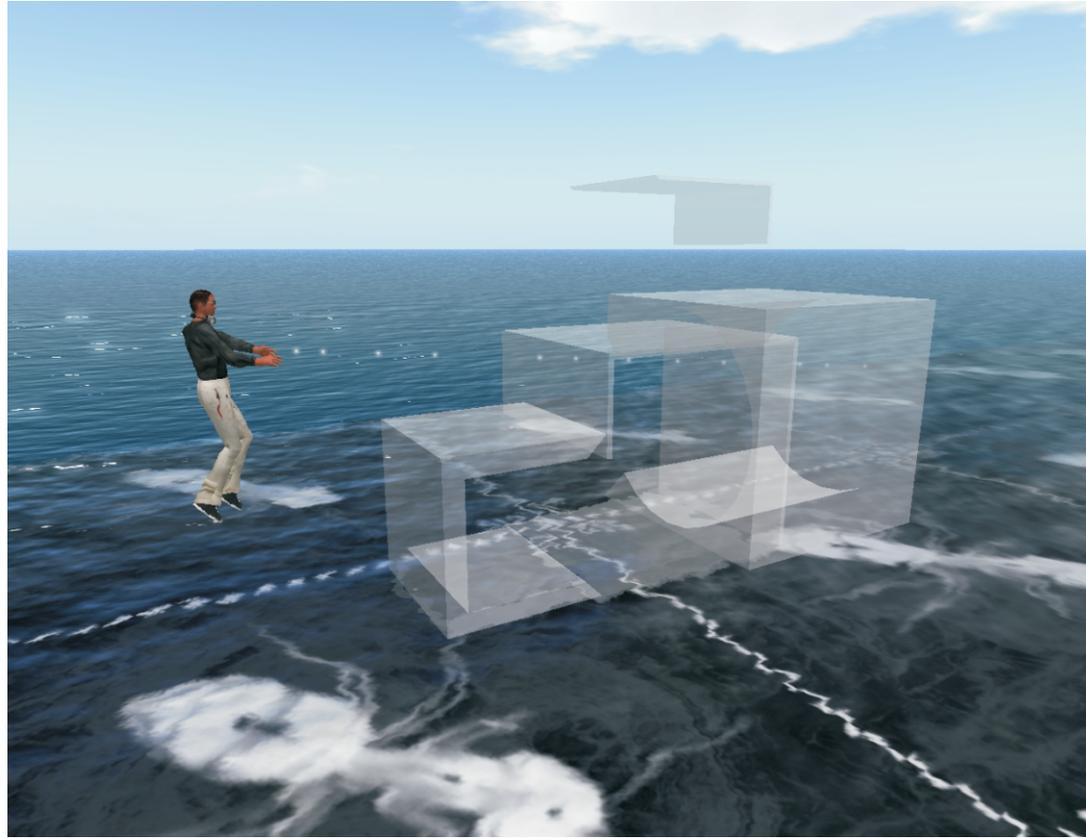


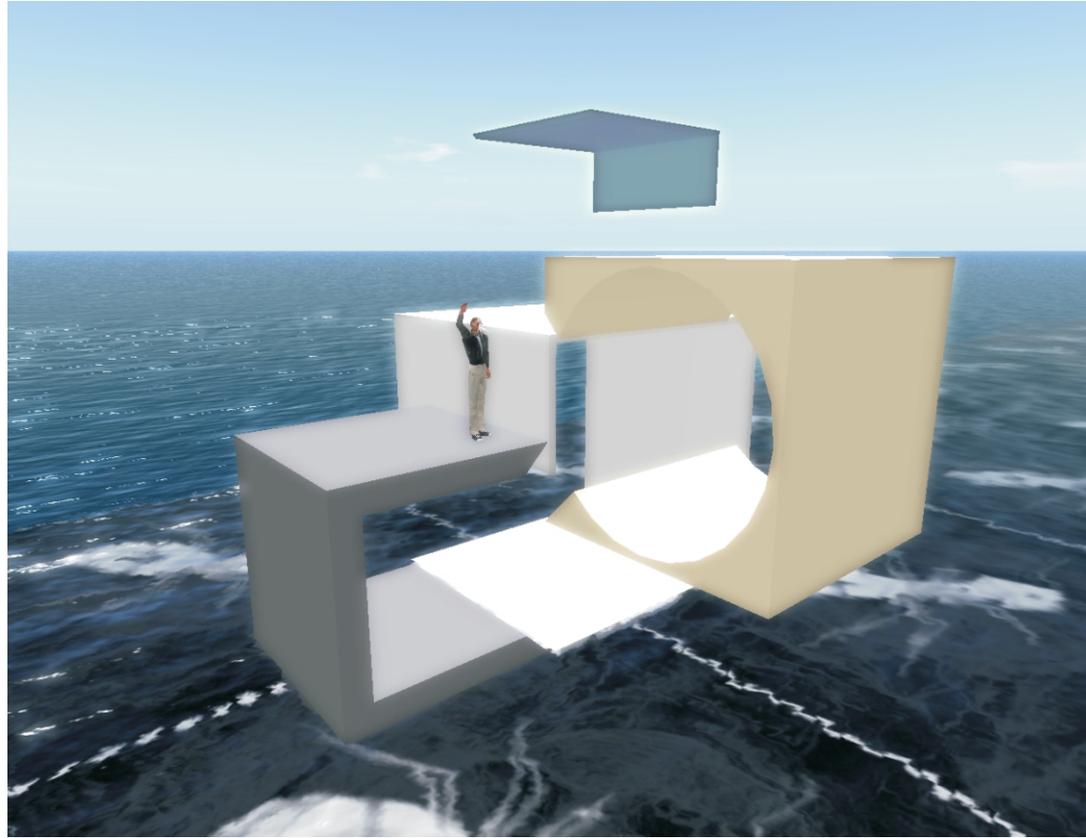


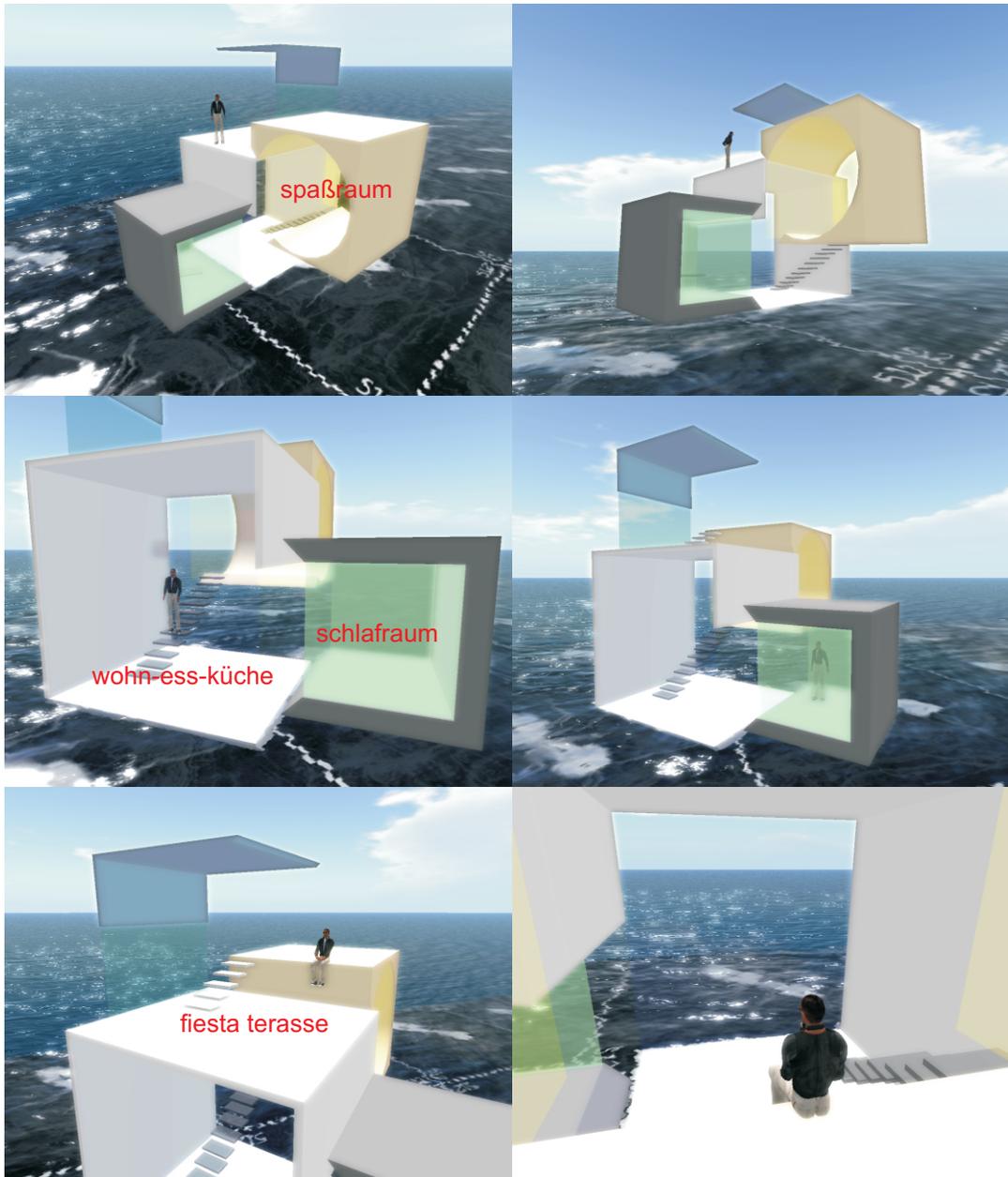












den entwurf habe ich im second life gemacht, mit 'animating method'. vom mind mapping habe ich die haupteinflüsse genommen, die in der check-liste eingetragen sind, und durch diese, eine wohnung, b.w. ein haus für mich selbst entworfen. das resultat ist, eine lebendige, transparente, leichte, helle struktur, die von den würfeln organisieret ist, und mit verscheidenen farben bemalt ist.

visit das haus im second life auf ortlos insel 'nikola\_tesla\_wohnlabor'