



between the fictions and the viewers. I think it re-establishes their desire to make people think for themselves and to hold their own opinions on each scenario displayed.

In fact double which in turn prompts very real emotion to be communicated back from the audience as they begin to imagine themselves in each situation. Although the models and animations draw the audience into creating a believable world. They showed us that what they suggested was not just a collection of images and ideas for each section. Reading through the range of mixed emotions towards this idea really shocked me - it seems that people were either really interested and for this idea, or totally against it. There was no in-between. This is so clear and precise, like it was being told back to me by someone who had been through the experience.

all four first hand. This illusion was brought back down to earth in a very short amount of time, however I'm still impressed with just how pure and unadorned each story with their own imagination to fill in the gaps of each story.

