

The artwork "*Movement*" is an interdisciplinary project that combines Oceanography and Augmented reality with Acrylic painting to explore the impact Whale Sharks have on the environment. The art style is impressionism, with movement as the main art element. The work has been inspired by Elizabeth Bowman. "*Movement*" aims to raise awareness on the impact of Whale sharks in the ecosystem.

In "*Movement*", I include Oceanography, Augmented reality and traditional acrylic painting. I haven't created any works regarding water or sea animals and I wanted to challenge myself. So I started researching Oceanography. Whilst researching I was really intrigued with the Whale sharks. I applied movement with the fishes, the waves and the oar. This is to represent life. Whereas, the stillness of the whales portrays its decline in the population. The focal point of the artwork is the human on the boat. The lack of movement displays the loss of humanity/ humanity failing its oceans. By placing the human in the centre and drawing the audience, it relays the message that they are responsible for their actions. Another theme I utilised was sound. The sound was played on two different devices. One in the laptop of the waves crashing. This helped make the audience feel fully immersed. The other was on the audience's phone via the Artvie app. The sound of the Whale sharks calling reinforced my overall message. The audio, movement and contrasting colours lead to harmony in the work.