

FAB LAB ARMENIA EDUCATION FOUNDATION

THE HANDS CAN TELL A LOT

ANOUSH ARSHAKYAN FABRICADEMY 2024 - 2025

WAY TO FLY: ANOUSH ARSHAKYAN





Body is object – a material entity, shaped, directed, and acted upon by external forces, ambitions, or desires, existing as a tool through which actions and intentions are realized.



A LIVING DOOR OF THE MUSEUM: MARINA ABRAMOVIĆ AND ULAY

Body is interface, acting as a boundary and connection point that mediates interactions between the self and the external world, transforming physical presence into a channel for communication and exchange.



FUTURE SURVIVAL KIT: LUCY MCRAE





Body is host—a vessel that carries, integrates, and interacts with external elements, transforming itself into a living platform for wearables, environments, and technology.

ANTONY GORMLEY: FEELING MATERIAL

Body is space—a vessel that contains not only physical form but also the emotional, psychological, and sensory experiences that shape our existence. It is a site of memory, constantly shaped by time and environment, holding traces of everything it encounters.



YAMAHA AI: FROM DANCER TO PIANIST

Body is medium, acting as a bridge between emotions and action, where feelings are translated into physical movement and gestures, transforming internal experiences into tangible expressions.



PORTRAIT OF WRINKLES: GAVID GALSTYAN

Body is archive—a landscape of time where every wrinkle, scar, and mark is a fragment of an untold story. Skin breathes, stretches, and wears the weight of experience, a canvas of fleeting moments and lasting imprints. It is both memory and metamorphosis, holding the echoes of what was and the possibility of what will be.





THE STORY OF MEMORY

As a child, I watched my grandmother's hands—wrinkled, veined, and full of stories. I traced their lines, fascinated by how skin records time. This curiosity grew into a deep appreciation for the body's silent storytelling—every crease, scar, and wrinkle holding a memory.

The Hands Can Tell a Lot is an interactive scenography, a conversation with time, capturing the ephemeral yet permanent imprints of life on our skin.

... In the context of interactive scenography, this concept allows the body to become an active element in shaping and transforming the performance environment, blurring the line between performer, space, and audience.





E-TEXTILE EXPLORATIONS

Inspired by the sensitivity of a spider's web, this project uses a **flexible sensor** made from conductive thread to detect tension and deformation, transforming physical movement into auditory feedback and dynamic Neopixel light responses.

WIRELESS WIFI CONNECTION

Using WiFi, an ESP32-C3 reads flex sensor data and transmits it wirelessly via ESP-NOW to another ESP32-C3, which controls servos based on sensor input. This enables real-time, wireless motion control for robotics and wearable tech.



BIOPLASTIC ORIGAMIS

Bioplastic serves as a flexible, ecofriendly skin that, when paired with origami-inspired folds and motor control, enables remote shapeshifting structures for soft robotics and interactive design.

TIMELINE

Jan - Mar 2024

Creating sensors and Testing of remote control.

| Fab Lab Armenia

Prototype development and testing in collaboration with contemporary dancers and artists.

| Fab Lab Armenia

First public presentation as Fabricademy final project.

| Fab Lab Armenia/ Art Space

Apr - Dec 2025

Continued testing of remote control and physical space preparation.

Final adjustments and setup with ongoing collaboration.

Preparation for larger space testing.

| Art Space or Gallery

End of 2025

Final public presentation after all adjustments and setup.

Art Space or Gallery



THANK YOU!