

*Application
submission for*

KL ILLUSTRATION FAIR 2026

Presented to the KLIF Team & Panel of Judges

*– Bibi Chew, Sean Lee, Loreen Eva & Didi Pirinyuang,
Sky & Rong, Fariz Hanapiyah & Terces Pok*

Created by

SUM PROJEK

Prepare for

KLIF TEAM & PANEL OF JUDGES



1.

WHO WE ARE

our team ⁰⁵

why we started ⁰⁶

the experiences we want to create ⁰⁷

2.

OUR TINY IDEAS

a note ⁰⁹

same life, new eyes. ¹⁰

overview space planning ¹¹

exterior

wall A – same life, new eyes. ¹²

wall B – fun is a perspective. ¹⁴

inside

Room 1 – tiny gallery ¹⁶

Room 2 – why can't we eat a cloud? ¹⁸

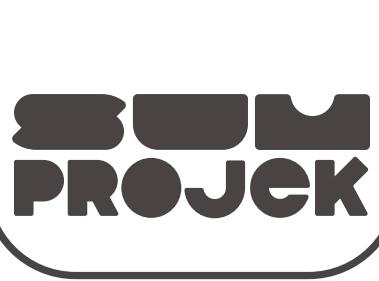
WHO WE ARE

our team

why we started

*the experiences we
want to create*





WE ARE BUM PROJEK

*Thank you for taking the time to
imagine this journey with us.*



our TEAM

*we are tiny design and illustration
studio with big curiosity.*

*As young parents, we're learning to
see the same life with new eyes.*



EDDIE
Director, Designer
*Ideas and big-picture
thinking*



WEARN
Planner, Illustrator
*Space planning
and illustration*



CK
Programmer
*Digital and interactive
planning*



YI
Botanical Specialist
Local plant expertise

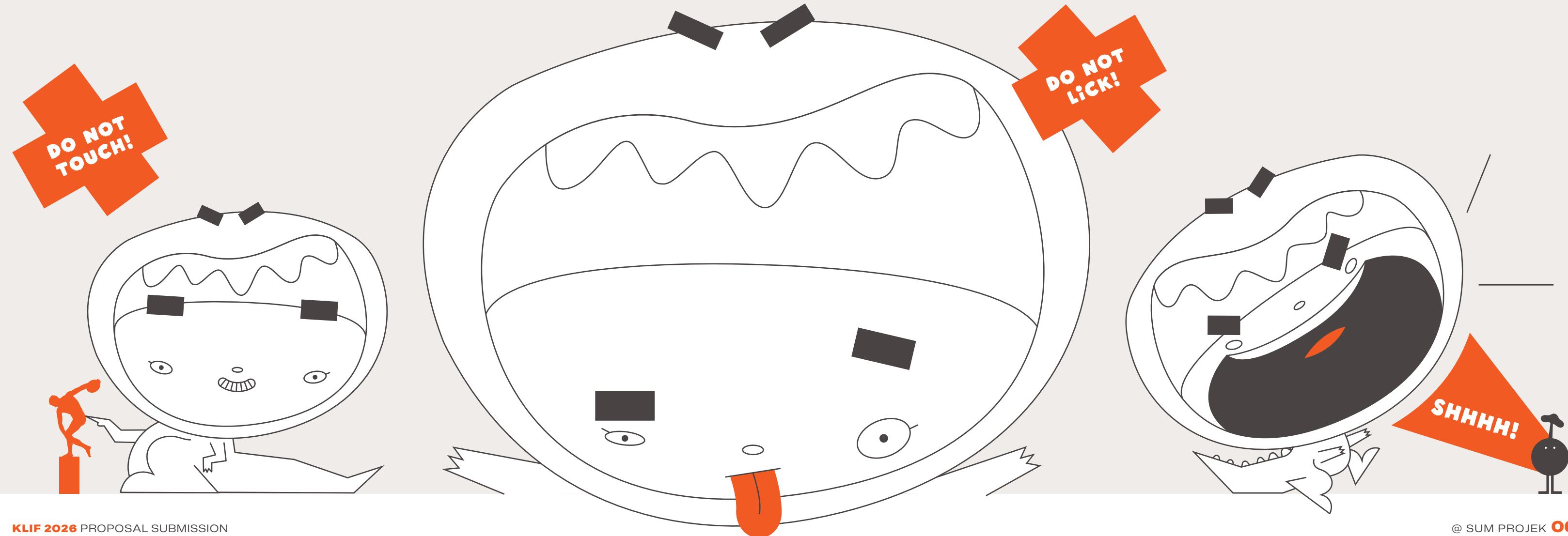


OUR BOSSES
Chief Inspiration Officer
*The smallest team member
with the biggest ideas.*

why WE STARTED

*Art-loving parents know this feeling:
serious galleries + kids = instant stress.*

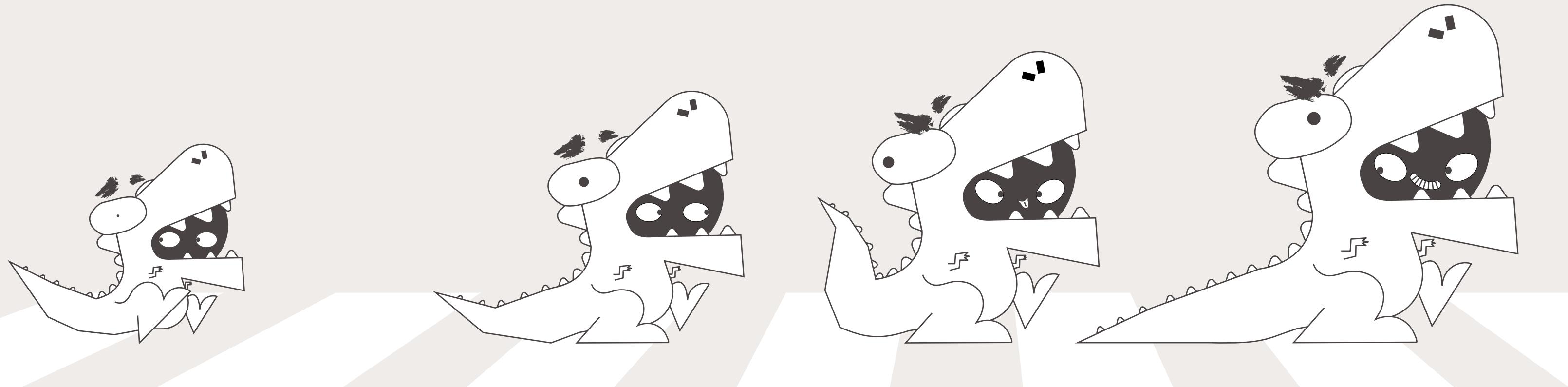
*Everything turns into “Shhh,” “Don’t touch,”
“Stop licking things.”*



the experience WE WANT TO CREATE

We hope to create playful art experiences where kids and adults explore, laugh, and grow curious together.

What looks like an ordinary gallery reveals tiny adventures up close – peek-in frames, cloud spaces, and illustrated worlds waiting to be discovered.



OUR TINY IDEAS

a note

same life, new eyes.

overview space planning

exterior

wall A – same life, new eyes.

wall B – fun is perspective.

inside

Room 1 – tiny gallery

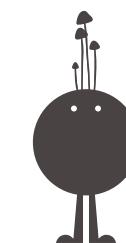
Room 2 – why can't we eat a cloud?



A NOTE *on our tiny ideas*

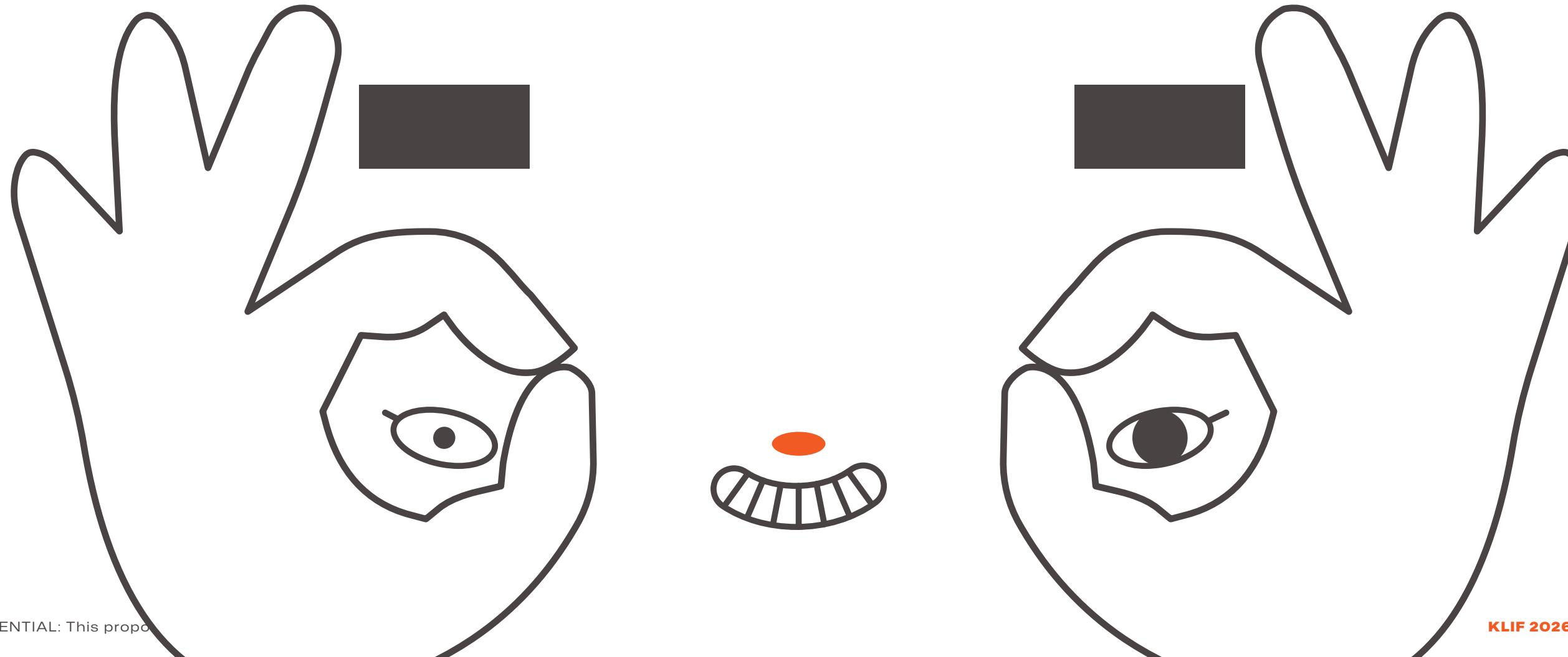
*All artworks are created specifically
for each exhibition space.*

*Concept sketches and layout plans are presented to show
the artistic direction, spatial experience, and storytelling
approach. Final artworks will be uniquely adapted
and produced for the assigned space.*



*A world that looks ordinary...
until you step closer.*

SAME LIFE, *new eyes.*



EXTERIOR

Wall A

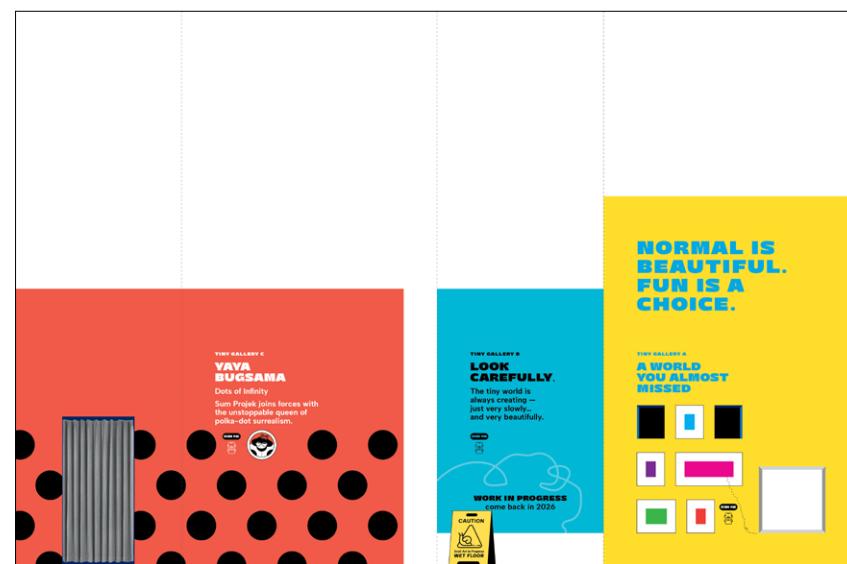


Wall B

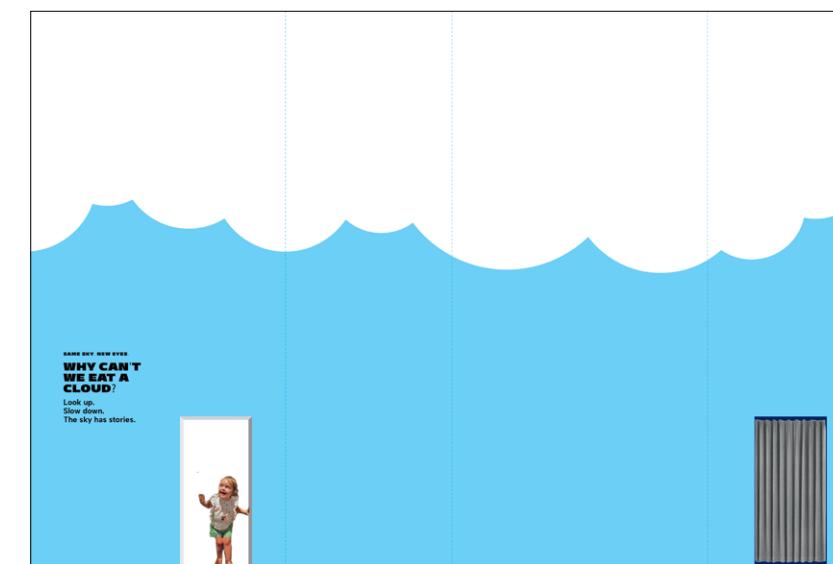


INSIDE ROOM

Room 1



Room 2



This project includes all interactive features:

Enter the frame

For visitors to "enter" the tiny world.

Peek-in frames

Where the viewer becomes part of the artwork.

Head-in giant moment

Put your head inside the frame – you become the giant.

Ant Meeting Zone

Visitors observe ants "having a serious meeting."

Snail Artist Progress Wall

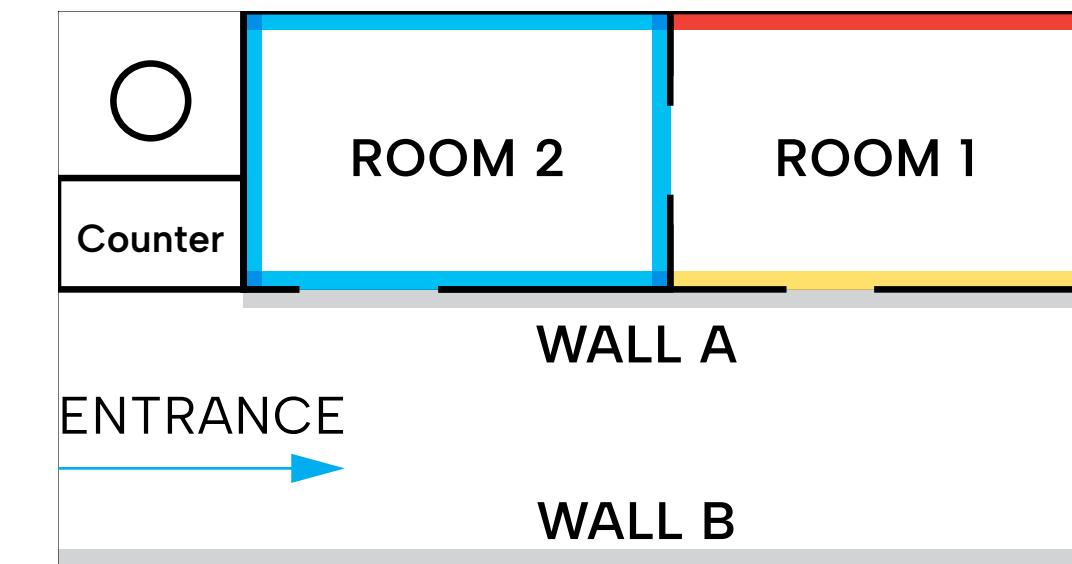
A wall "still wet" because the snail is painting (slowly).

Yaya Bugsama Collaboration

Playful dotted fashion concepts for tiny creatures.

Cloud Spoon Wall

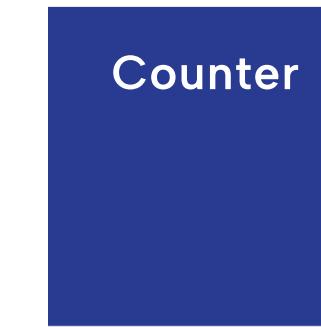
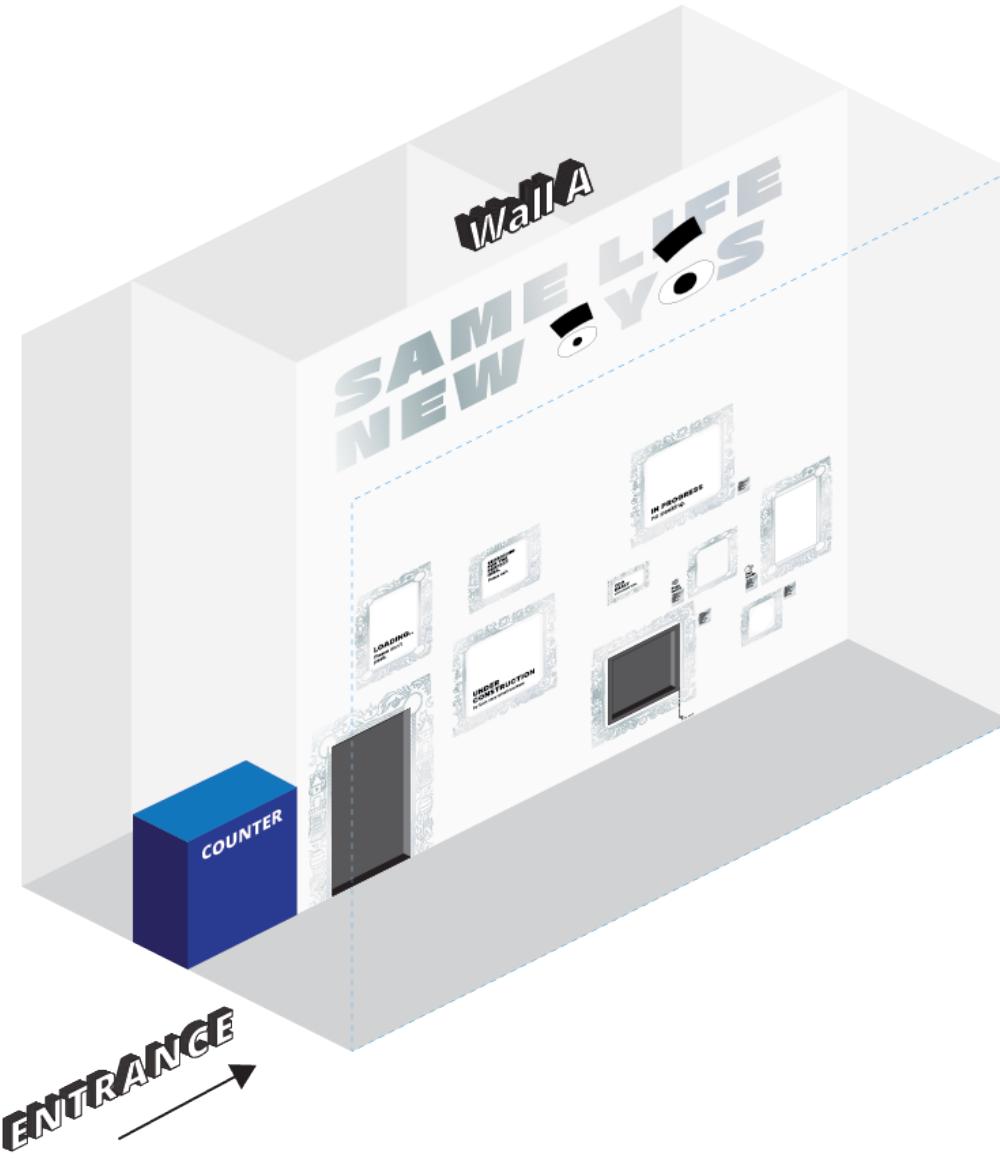
Where clouds become something you can "taste."



5.6m x 5m

EXTERIOR - WALL A**SAME LIFE, NEW EYES.**
an ordinary gallery

A gallery that looks normal, but the art lets you play. Small doors, peek-in frames, and art you can enter. Kids explore. Adults become giants.

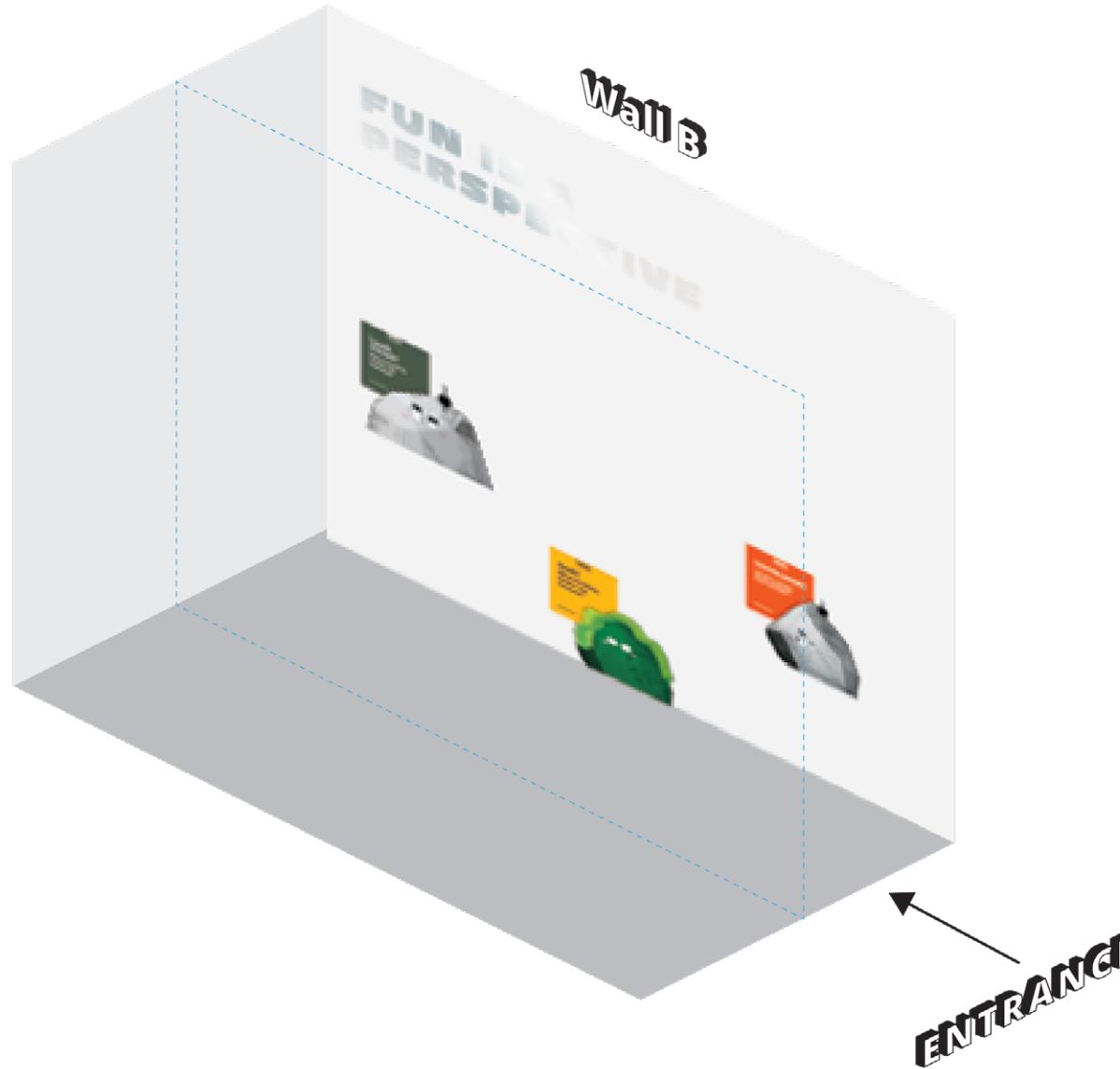


EXTERIOR - WALL A**SAME LIFE, NEW EYES.**
an ordinary gallery

*Every artwork will be freshly illustrated, reimaged, and tailored to the exhibition space.



- 1 Hand-painted illustration frames.
- 2 Peep inside. Become the giant.
- 3 Feel inside. You create the apocalypse.
- 4 Follow the ants. Step into the frame — enter a tiny world.
- 5 A tiny door into the cloud space.

**EXTERIOR - WALL B****SAME LIFE, NEW EYES.**
fun is a perspective

Inside the Stone: A Geological Gossip Club
A stone garden installation inviting kids to bend, peek, and discover the hidden world beneath our feet.



EXTERIOR - WALL B**SAME LIFE, NEW EYES.**
fun is a perspective

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1 **Look closer!**
Who's under my tummy?
– Worm pathways
(Fun Facts + Play)



2 **Look!**
Who's hiding under my tummy?
– Beetles resting
(Fun Facts + Play)



3 **Come peek!**
What's under my tummy?
– Roots growing
(Fun Facts + Play)

INSIDE - ROOM 1

TINY GALLERY.
a world we almost missed.

Look closer — small things become big stories.

Tiny Gallery A: A World We Almost Missed

Follow the ants.

What looks empty at first begins to move.

Lines form. Paths appear. Tiny decisions unfold.

Trace the ants' journeys — the wall transforms into a playful tiny gallery when you zoom in.

Can curiosity begin with the smallest things?

Tiny Gallery B: Look Carefully

Some art takes time.

Snail-made artworks, slow interactions, and subtle changes reward those who linger.

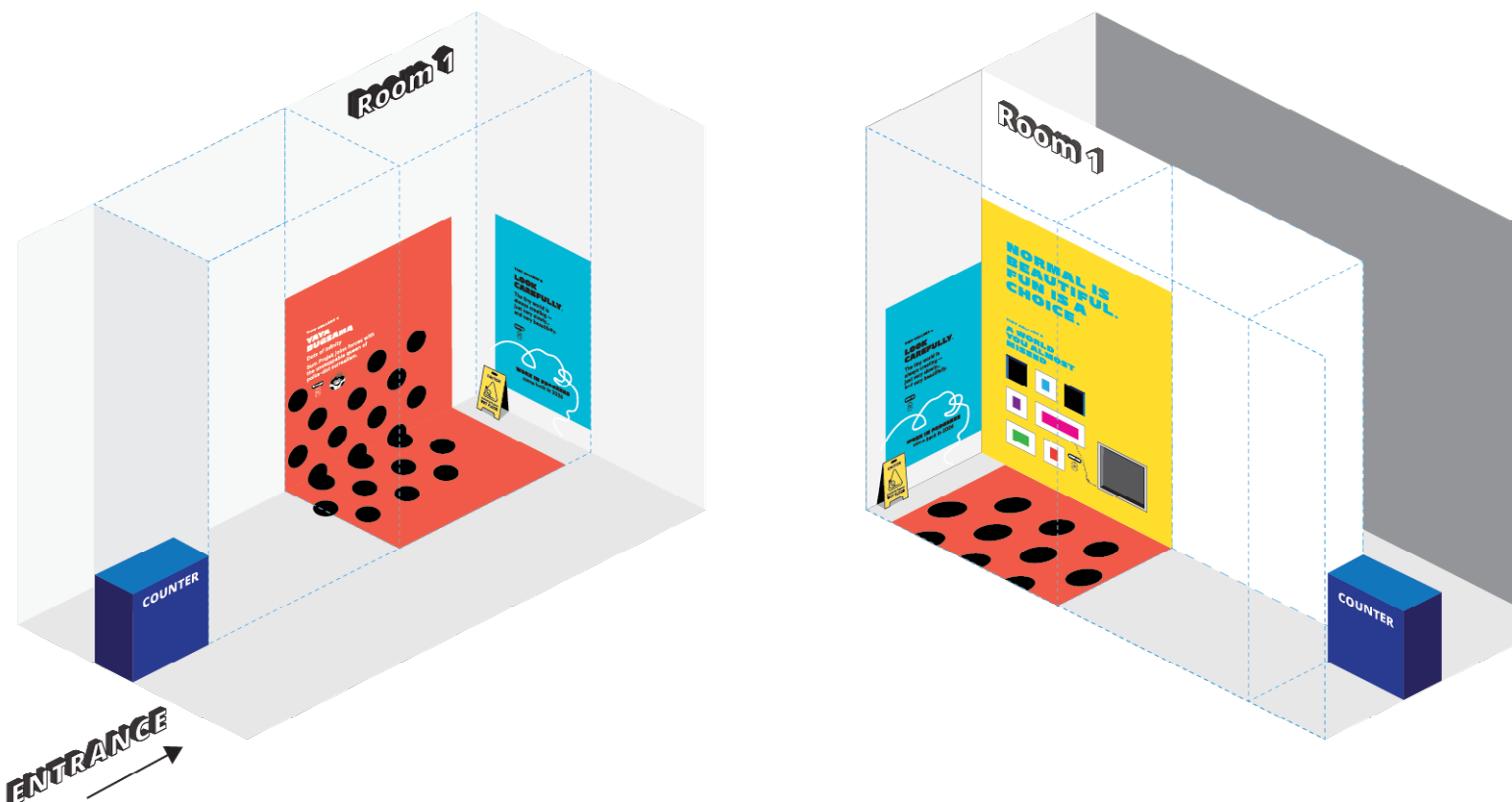
This gallery celebrates slowness, curiosity, and the joy of waiting — gently reminding us that looking longer can change what we see.

Tiny Gallery C: Yaya Bugsama

A playful collaboration with the Nature Dots Queen.

Polka dots bloom across the space — on bugs, walls, and unexpected places.

Is it decoration? Is it nature? Is it play?



INSIDE - ROOM 1

TINY GALLERY.
a world we almost missed.

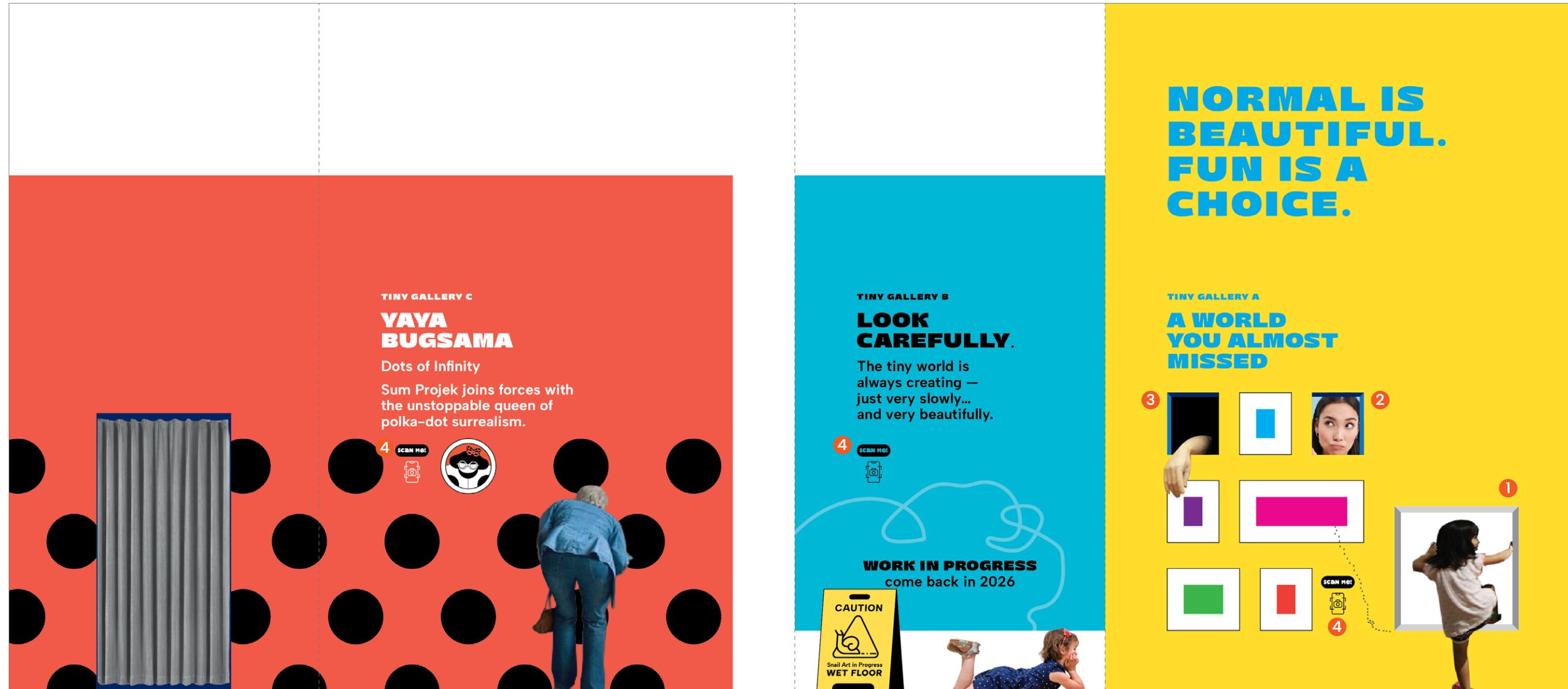
*Every artwork will be freshly illustrated, reimagined, and tailored to the exhibition space.

R1-Wall 4

R1-Wall 3

R1-Wall 2

R1-Wall 1

**Tiny Gallery C**

Collabs with Yaya Bugsama — the master of dots. Imagine the surprises Yaya Bugsama will bring to the show — let's keep it a secret till we see you!

Tiny Gallery B

Look carefully. Our Snail artist is still on his way...

Tiny Gallery A

A world we almost missed. Follow the ants. Shhh... the ants are meeting. The secret reveals itself when you arrive.

1 Enter the frame — you become the art of the tiny gallery.

Entrance/Exit from/to Wall A



2 Feel inside. (from Wall A) You create the apocalypse.



3 Peep inside. (from Wall A) Become the giant.



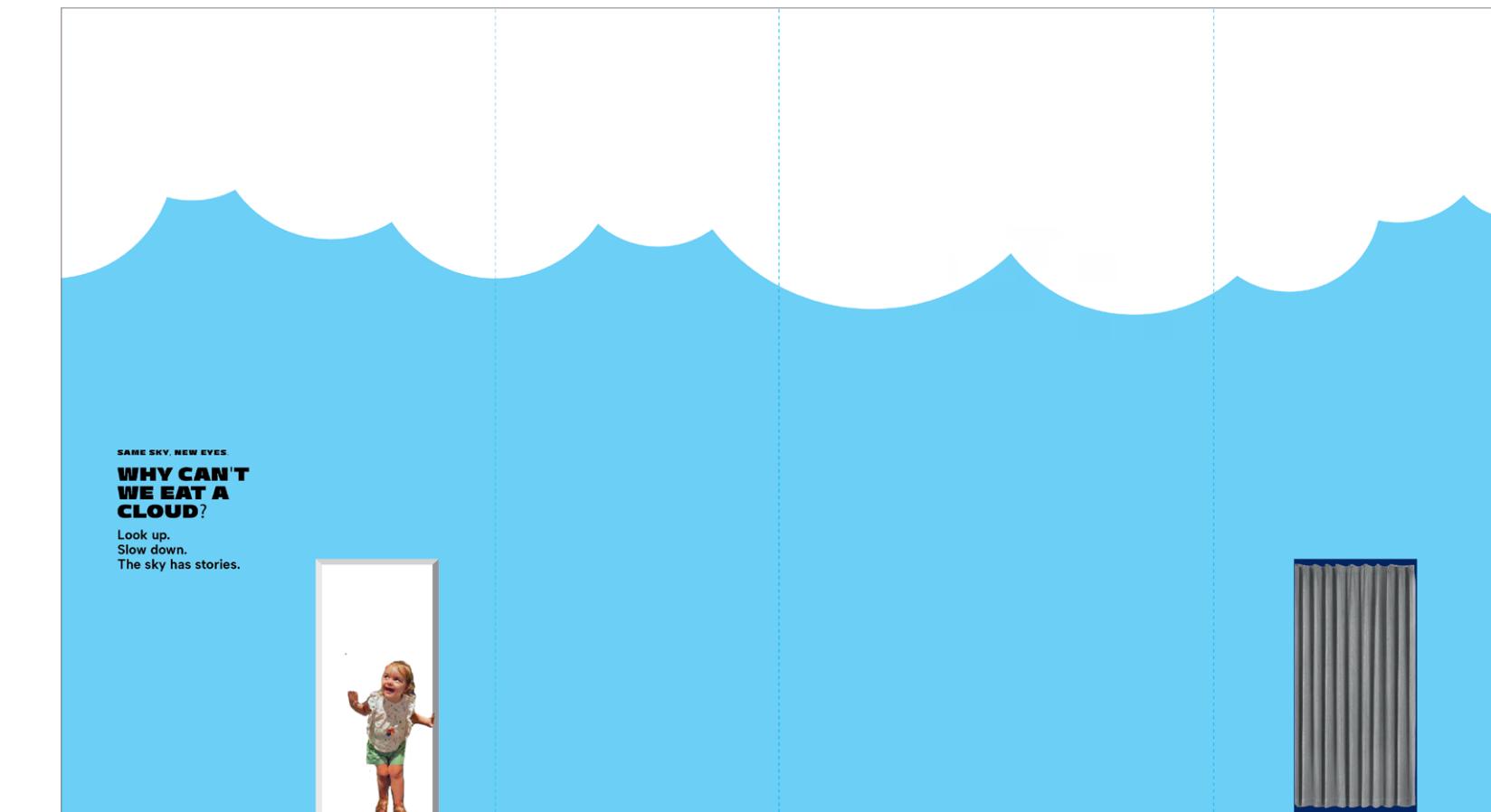
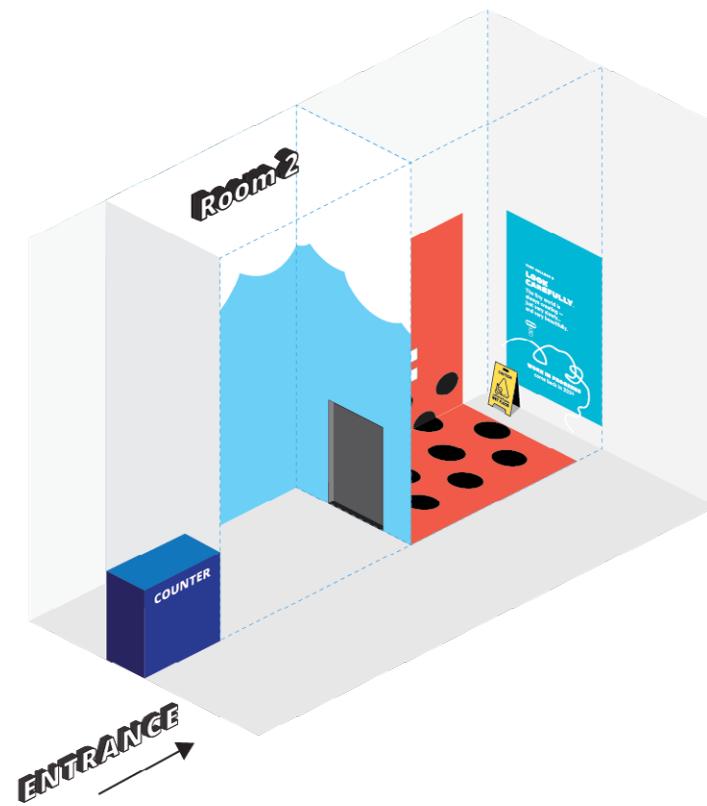
4 Scan me! Little nature facts for little eyes.

INSIDE - ROOM 2**SAME SKY, NEW EYES.**
why can't we eat a cloud?

Through playful illustration, clouds become imaginary treats — inviting visitors to wonder, guess, and smile.

Then they (the kids) discover a simple truth: clouds are made of tiny droplets you can see, but never eat.

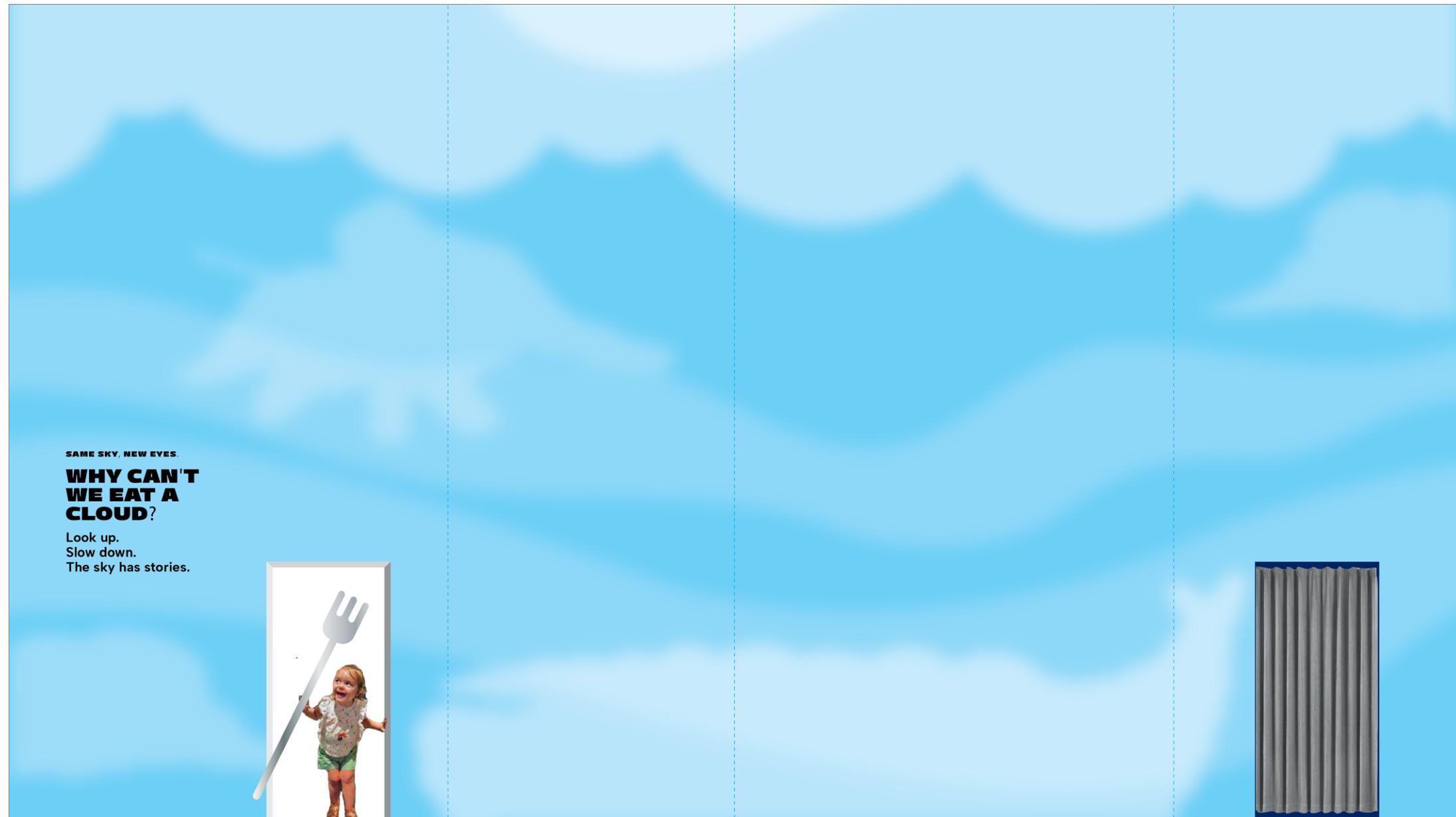
Curiosity leads. Learning follows.



INSIDE - ROOM 2**SAME SKY, NEW EYES.**
*why can't we eat a cloud?***Cloud "Tasting" Menu (Site-Specific Artworks)**

To be served when we meet – currently catching clouds...

- Spicy Storm (caught)
- Blueberry Rain (caught)
- More to come



**Every artwork will be freshly illustrated, reimagined, and tailored to the exhibition space.*

Thank you for reviewing our proposal.

*We look forward to the opportunity to create
a tiny world in your space.*

THANK
you.

Email
arlo@sumprojek.com
wearn@themadq.com

mobile
+60 16 225 0486