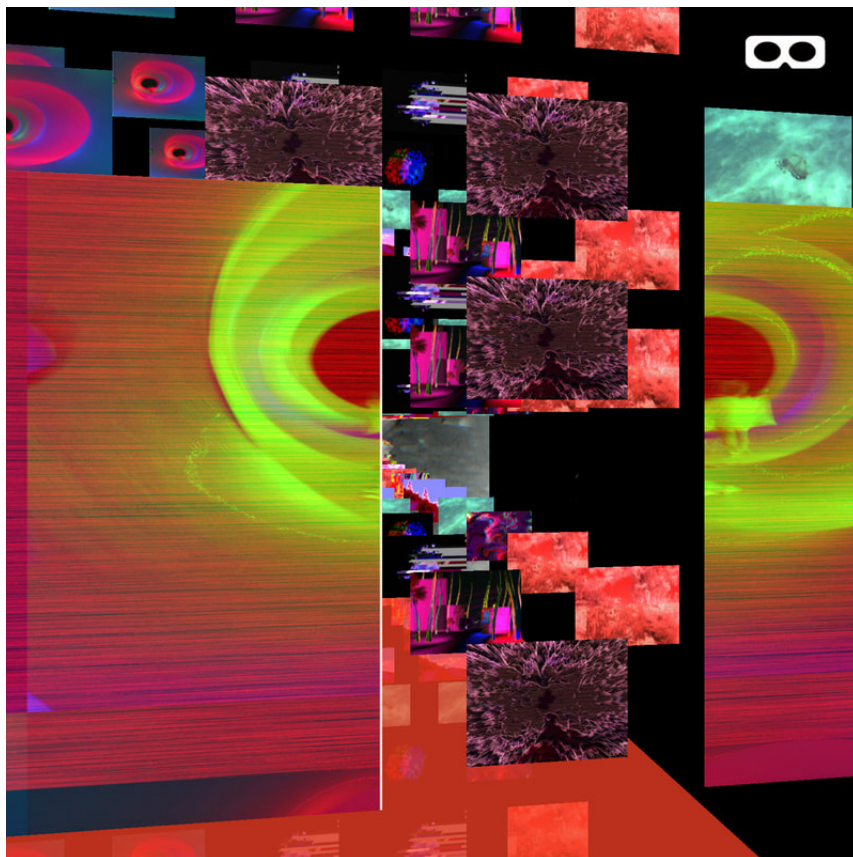
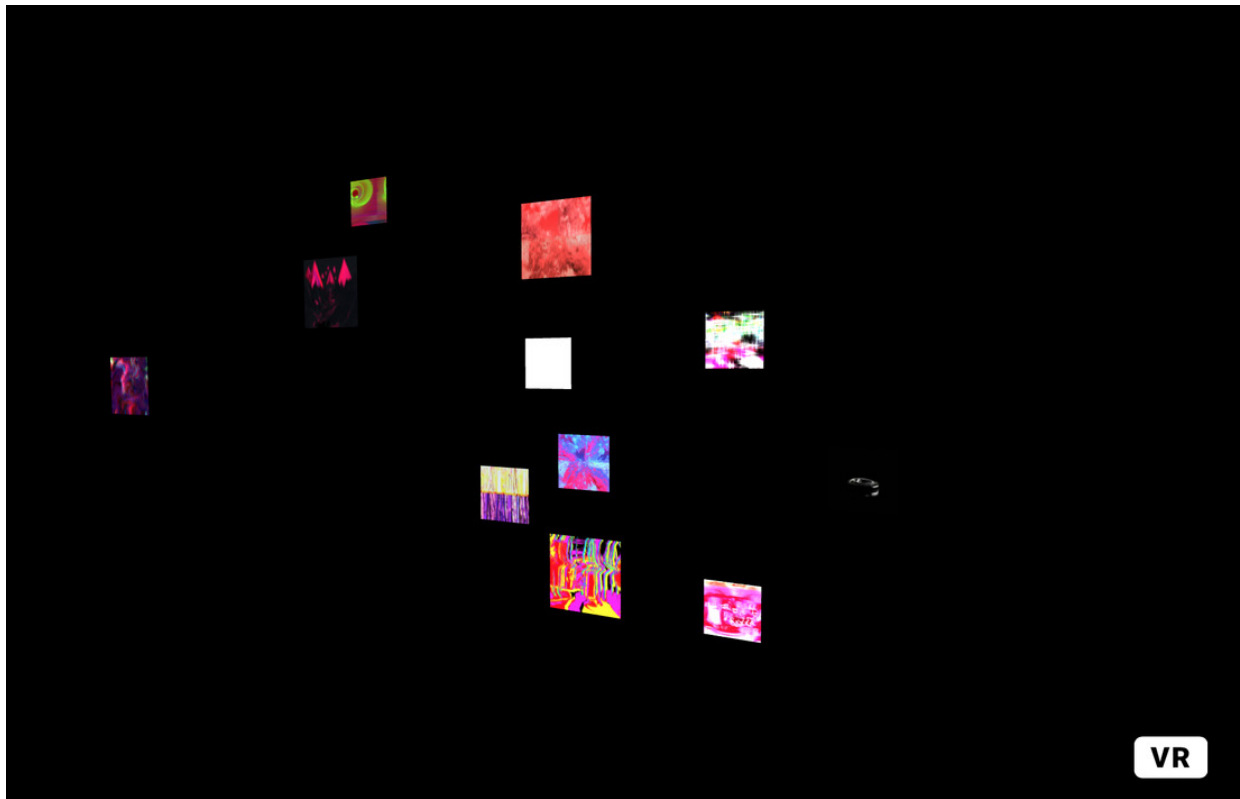


(site to be updated) NEW COLLABORATION with Nina Wong Zhao and Abi Pert

Emotional Map with Ambient Sound Forest: net.art & codification (U7 project), Underwater and Infrared photography through VR (A-Frame)




Individual project for the collaboration: experience of navigating through glitched infrared photographs, underwater photographs, landscape photographs and C4D rendered landscapes & “Damian” soundtrack”.

The individual projects within the group 'emotional map' were based on three emotions. My assigned emotion was fear. Every glitched photograph represents fear through themes, textures, and colours.





Emotion:
Fear

1

looped



main theme:
Damiano The Snake (C4D)

TROPICAL
+escapism + orient
Romanticism
references/
Technoromanticism / neo-fut AI
images nature-human-machine interaction / Adan Ferris
glitches

1)
<https://intermediadreams.glitch.me>

glitched summer images, memory loss (nature of human mind and digital space)

EMOTION: FEAR
visuals:
'dangerous' colour pa red, pink, black, purple (yellow). leafy tones present for nature

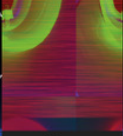
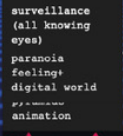

sound editor, textured, reverb and mixed effect for glitches referring to memory loss and internet machinery interaction

(for every environment/concept),

ex. snake 1 soundtrack etc. low hiphop beats & synths w techno and robotic sounds

3rd world 'isle of music?' or create main concept song together

surveillance (all knowing eyes)
paranoia feeling+ digital world
animation

PLAN

map

initial group plan


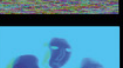



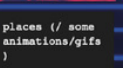
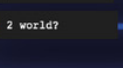
group shared plan doc

Google Docs Create a new document

insert images >

places (/ some animations/gifs)

2 world?

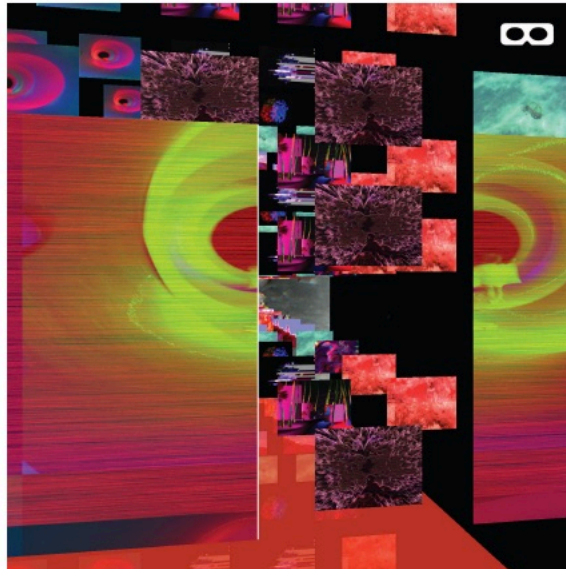
PROCESS/

'Emotional Map': Net.art and codification

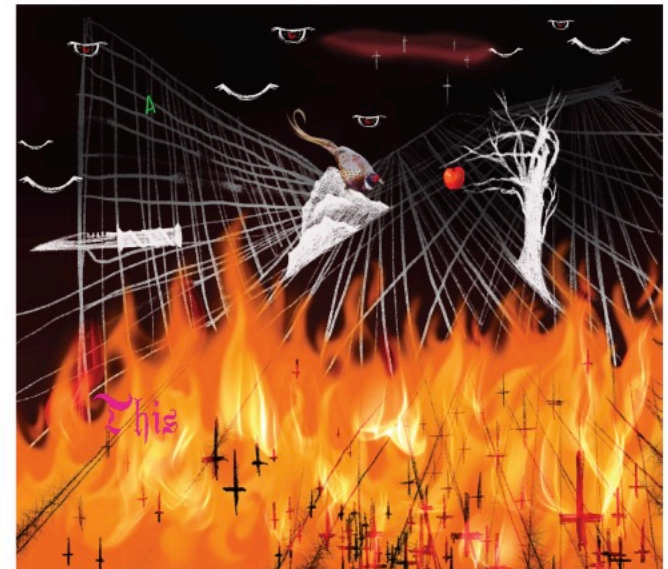
[*Collaboration Project Proposal*] In a time of isolation, emotions have become more saturated than ever. Uncertain with life's path, we ask for the digital cosmos to guide us, whether it being horoscope, soul number, tarots, etc. DnD emotional map is a 2010 style web page in the format of an explorer's map. It contains a portal to various emotions the viewer might experience in the moment and like astrology webpages, it aims to give you an answer to your feelings via multiple artistic experiences.



MISTRUST (Abi Pert)



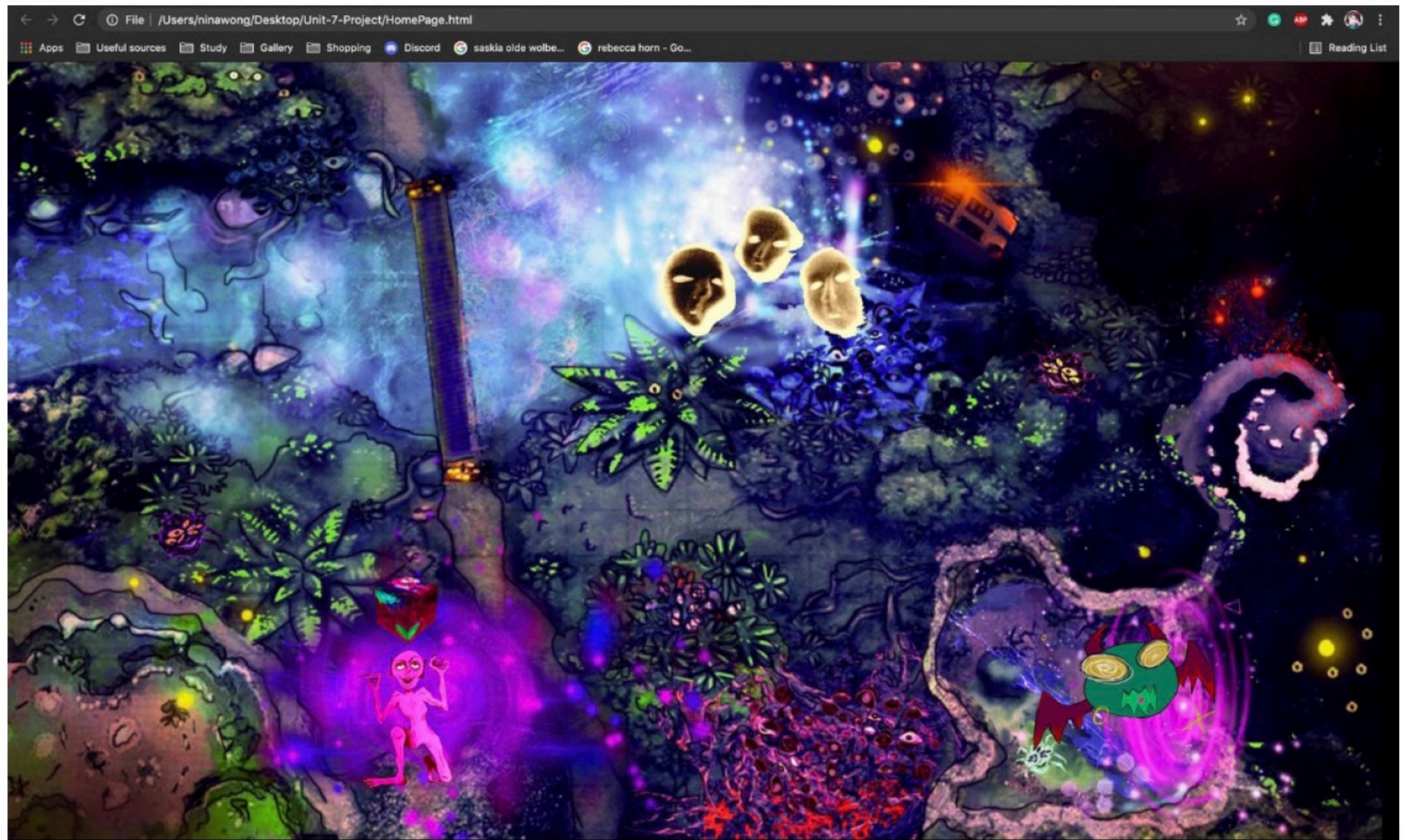
FEAR

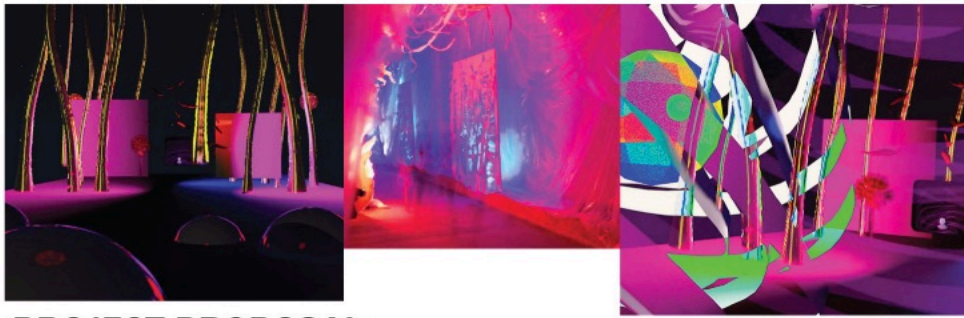


ANGER (Nina Wong Zhao)

The HTML page is built of a home page, where the collaborative map design takes place; several icons are displayed on the map indicating multiple emotions. By clicking the icon, the viewer will be taken to a page with works showing the contributor's understanding of the chosen emotion. Hidden icons and different sounds are placed within different pages, providing playfulness to the overall work and more dynamic to the map in 'Dungeon and Dragons' game style.

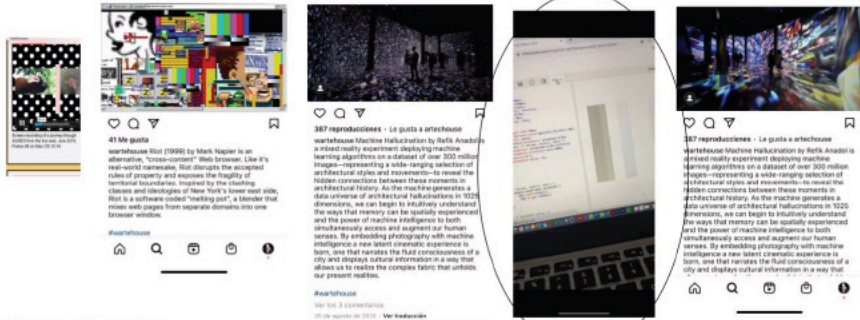
A further interaction aspect is the use of Virtual reality (A-Frame) for the site created by me, 'FEAR' (masks icon). To make it more clear for the audience, (based on post event feedback) instructions were added.



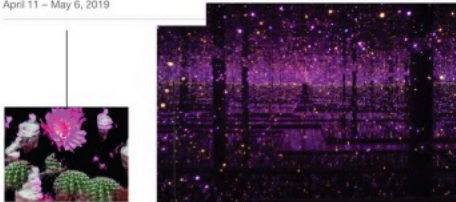


PROJECT PROPOSAL:

1. Infinite animation (endless window effect representing dream segments) with incorporation of composed songs or robotic sounds / loops in Logic.
concept: the unconscious mind and 'memory palace'



HITO STEYERL AT SERPENTINE
Hito Steyerl: Power Plants
April 11 – May 6, 2019



YAYOI KUSAMA:
INFINITY MIRROR ROOMS + USE OF SOUND
maze

Hito Steyerl's
Power Plants

posthuman themes, AI use

There is a need to:

- Have a narrative
- be like a maze, as if the dreamer had just woken up from a dream and can just remember 1 second fragments (many different images loading into the servers perhaps 1. without you being able to control it or 2. clicking style Olia Lialina-some sort of thread guiding the narrative)
- create hybridity from the ensemble of 'dreams' (images)

bits= unconscious thoughts

automatic colours

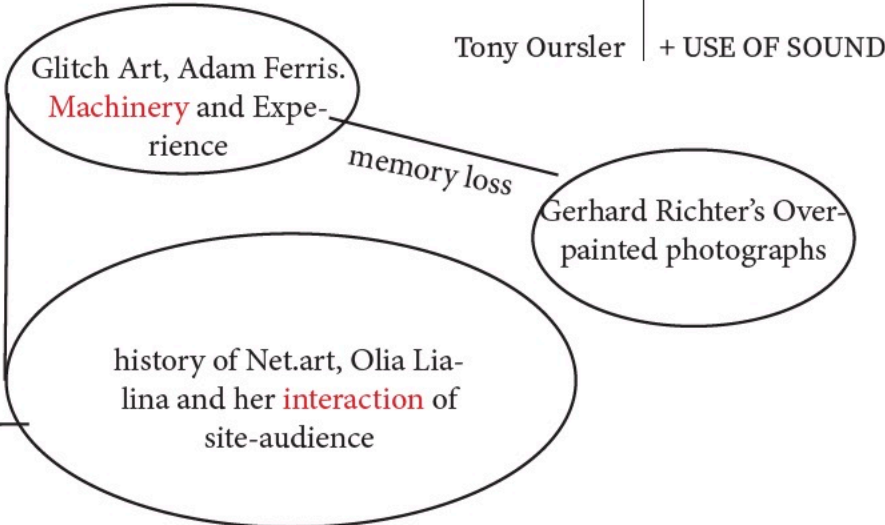
perhaps use of AI to continue images

images layered on top of each other like graffiti

sound echo= no time/ space



different images combined together/ use of projection mapping or creating a physical space open



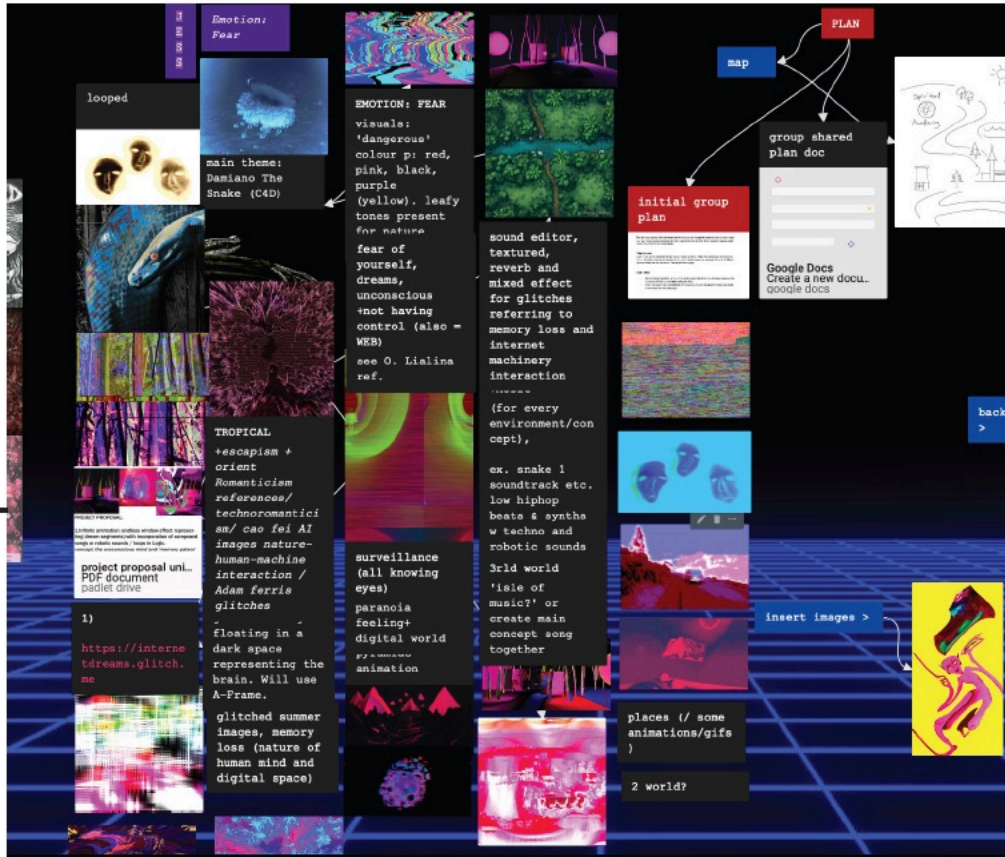
history of Net.art, Olia Lialina and her **interaction** of site-audience

Coyne, R. (1999) Technoromanticism . Cambridge, Mass.

Emotion: Fear

1

Collaborative
padlet notes
and process



Δ To create my site (EMOTION: FEAR) I used Virtual Reality (A-Frame). I glitched my infrared photographs, landscape photographs, underwater photographs and Cinema 4D built landscapes. All make an allusion to environmental problems and biodiversity loss. I then created ‘Damian The Snake’ soundtrack, with gothic elements such as gothic bells, a heart beating or heavy breathing all sound perceptions, which appear as symbols in Romanticist poet Bequer’s stories and relate to fear. I combined it with glitchy sounds that I imagined a robotic snake in a posthuman world would generate. For this work, I also combined Glitch Art with the emotions of Romanticism and ideas of ‘Memory Loss’ and the brain, related to the loss of biodiversity I captured in my photographs and the loss of digital content and mistakes that can occur in robotic systems, as well as in human systems. Δ

**PROCESS/
RESEARCH**