

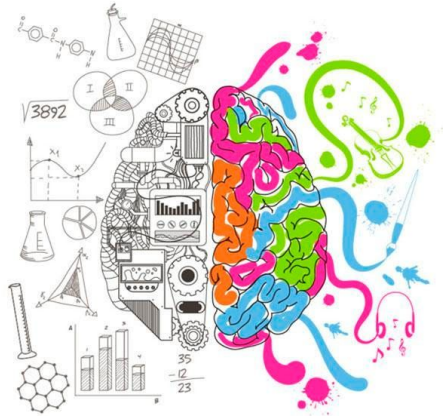
Onism

Being Digital 10aT3

Who we are

Bi Xiaobo

Innovation Design Engineering
Industrial design & engineering



Alexander Van Der Byl

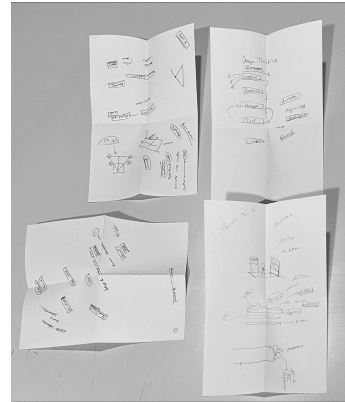
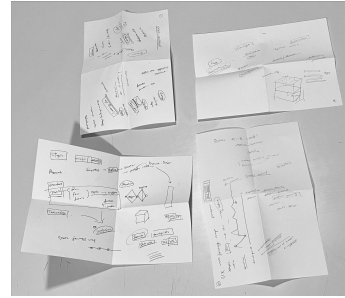
Photography
Portraiture and Urban Landscape

Sofia Xenia Economou

Digital Direction
Fine Arts, Archaeological Illustration

Problem Solving v.s. Responding to the world

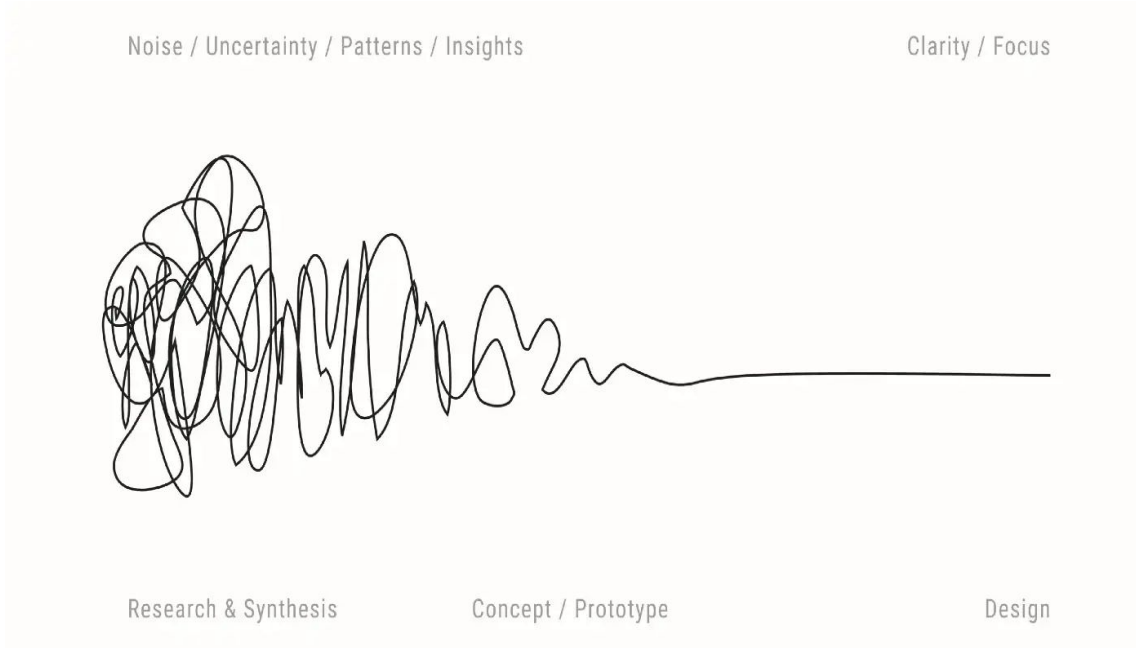
First Meeting



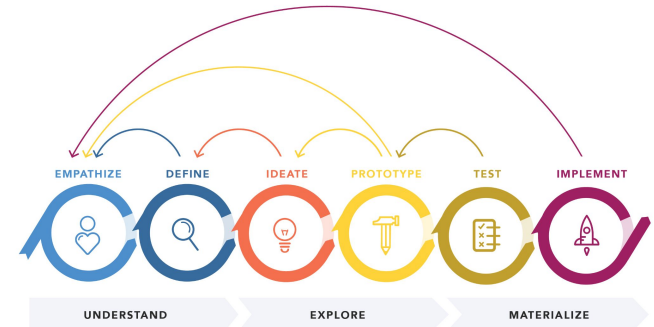
Different Mindsets and Methods

Shared interests: tech, lidar, surfaces

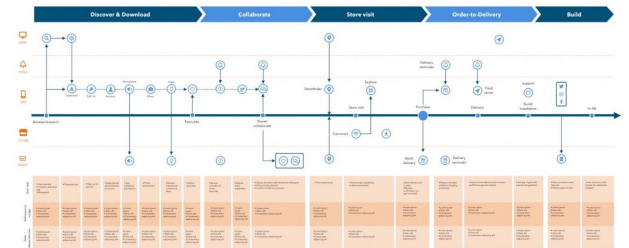
Designer & Engineer



Design Process

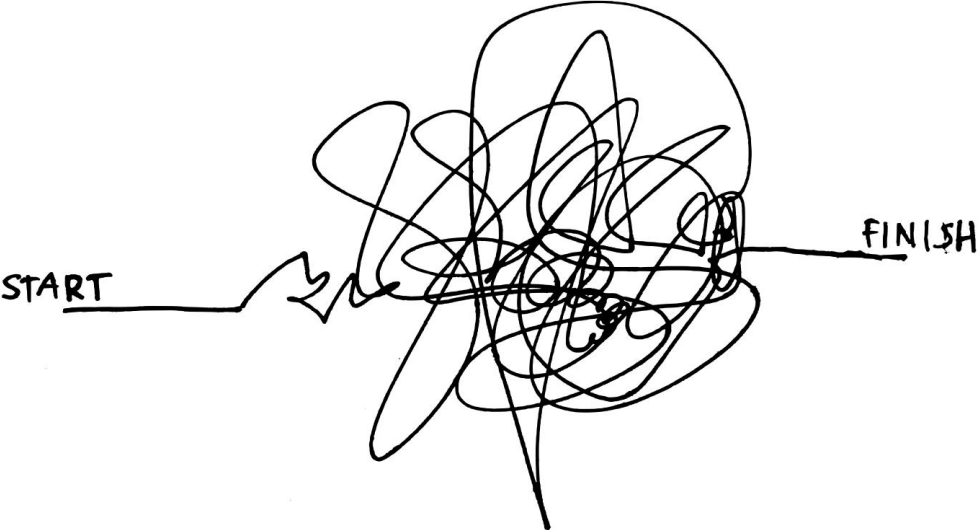


Design Thinking

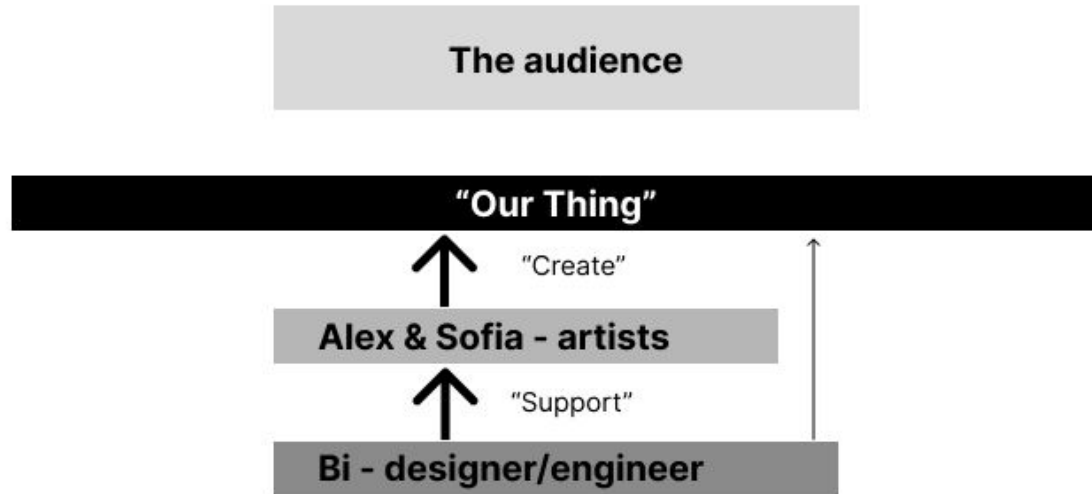


User Journey

Artists: The creative process



Our own method



Second Meeting: Art

Screen & Surface

- material/immaterial
- entry/boundary
- physical/digital
- presence/absence

Digital Embodiment

Texture & Reflections

AcrossRCA - Being Digital

Sofia Xenia Economou, Alexander Van Der Byl, Bi Xiaobo

Initial brainstorming

- Photography, Industrial Design, Digital Direction
- Identify commonalities and differences across disciplines/backgrounds:
- Similarities: LIDAR scanning, spatial mapping, surface quality of screen
- Differences: Art process vs Design process

Initial Inquiry/Hypothesis

- Is it possible to create digital art with a human feel? We believe yes, but what would it take?
- Combine digital and traditional art-making
- Consider materiality, surface, texture

First steps:

1. Create an art project idea
2. Design a tool/method to best communicate the idea

1. Initial Idea: Onism (Working Title)

- We want to explore the material/immaterial quality of the screen as an entry/boundary between physical/digital worlds through a series of images illustrating the feeling of 'Onism', which is the awareness of how little of the world you'll experience (ex. Standing at the airport terminal, seeing the departures/arrivals on the screen, aware that you are going to one destination while everyone else is going everywhere else - you may be aware of all destinations, but you know you're only going to one)
- Exploration of digital embodiment - our experiences are narrowed by what we can only physically see: technology, specifically the screen allows us to visualise but not physically be present.
- Content of images will show the duality of onism, the simultaneous presence/absence through fragments of a silhouetted human figure on the surface of water at night.
- Silhouette illustrates presence/absence - Perception/Perceptual disappearance - visualising absence - visual knowledge as inferential
- Water surface at night represents a correlation to the black screen of the phone, which only provides information when we interact through touch (connection to what is absent)
- Images will be created through photography, drawing, and potentially LIDAR scanning
- Drawing as illustration method to emphasise human touch: the motion of drawing a line as creation/boundary
- Our process is informed by LIDAR technology's limitations with scanning reflective surfaces
- Location for research: Canary Wharf at night - central hub of buildings/water, reflective surface quality of buildings and water, electricity of city lights as a representation of neural network
- Wharf: an interstitial space between land and water - correlation between digital screen's surface quality as a liminal space between physical and digital world

2. Initial output / Problem Solving:

- We want our artistic output to be purely digital - we want a method of display to emphasise quality of human touch through texture/surface quality
- Consider some type of screen protector? Provides physical texture (we're open to change this)

Timetable:

Part I Project Proposal	<p>29 Oct 2022</p> <ul style="list-style-type: none">- 1st team meetup- Discussed similarities and differences in approaches as artists & industrial designers- Double diamond method, plan to cross paths by creating an idea for an artwork (a problem) and then design a method/tool to best communicate/display the art (solving problem through design) <p>2 Nov 2022</p> <ul style="list-style-type: none">- Alex & Sofia meet up: art project brainstorm- Onism- Picked location for inspiration - planned for individual on site research <p>13 Nov 2023</p> <ul style="list-style-type: none">- Alex and Sofia 2nd meetup, compared research- Finalised idea for artwork <p>15 Nov 2022</p> <ul style="list-style-type: none">- Team meetup: discuss current state and potential output <p>20 Nov 2022</p> <ul style="list-style-type: none">- all met at canary wharf: expanding on double diamond process- Identified keywords: algorithms, Birds, water, bridge, train- Corridor, touch - focal lense, distance, zoom in, interactive - upload photos, division making- Narrated fragments to zoom into <p>18 Nov 2022</p> <ul style="list-style-type: none">- Deadline: Share team workbook <p>2 Dec 2022</p> <ul style="list-style-type: none">- 4pm Ethics Form Due <p>8 Dec 2022</p> <ul style="list-style-type: none">- 4pm Project Proposal Due- 4pm Peer Feedback Due
Part II Project Creation	<p>2 March 2023</p> <ul style="list-style-type: none">- 4pm Team Response Due- 4pm Individual Statement Due

References:

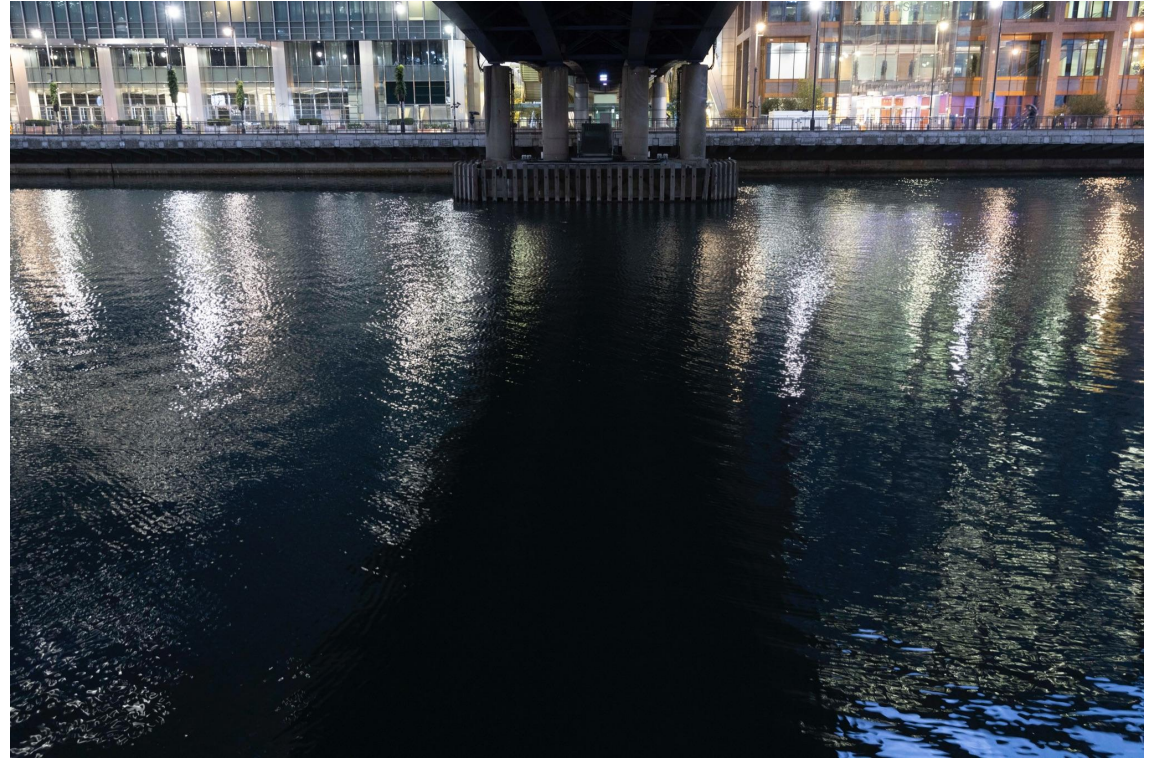
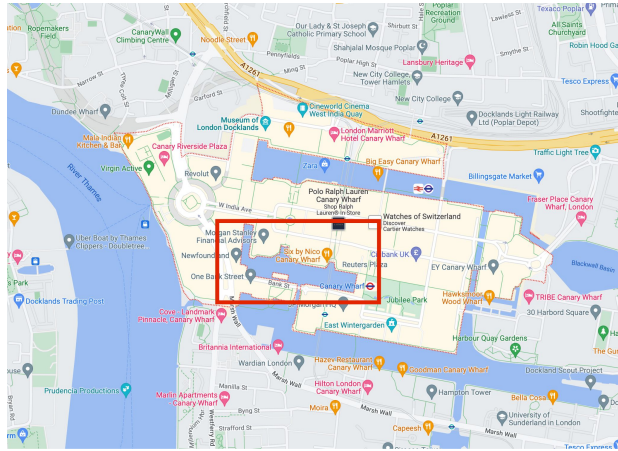
- <https://www.dictionaryofobscurerows.com/post/73524850764/onism>
- Todd Hido - Intimate distance: (<http://www.toddhido.com>)
- Saul Letter - painted nudes
- Surface: Matters of Aesthetics, Materiality, and Media - Giuliana Bruno
https://youtu.be/gThIR_HWBms

Third Meeting



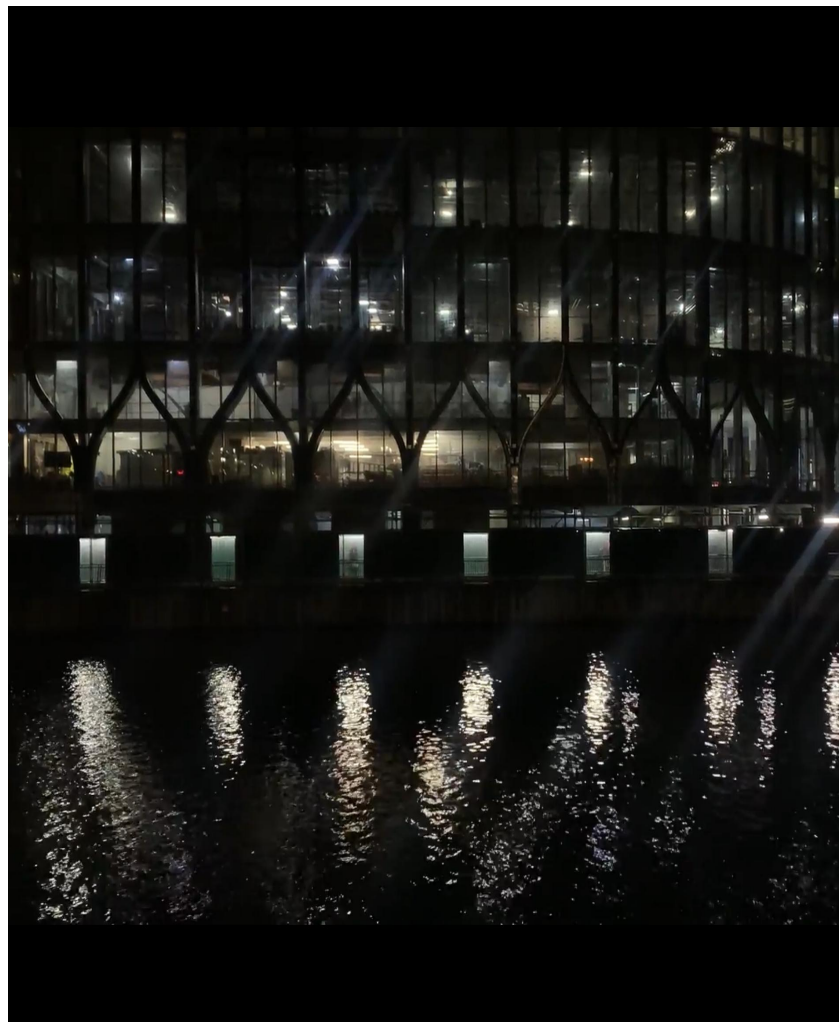
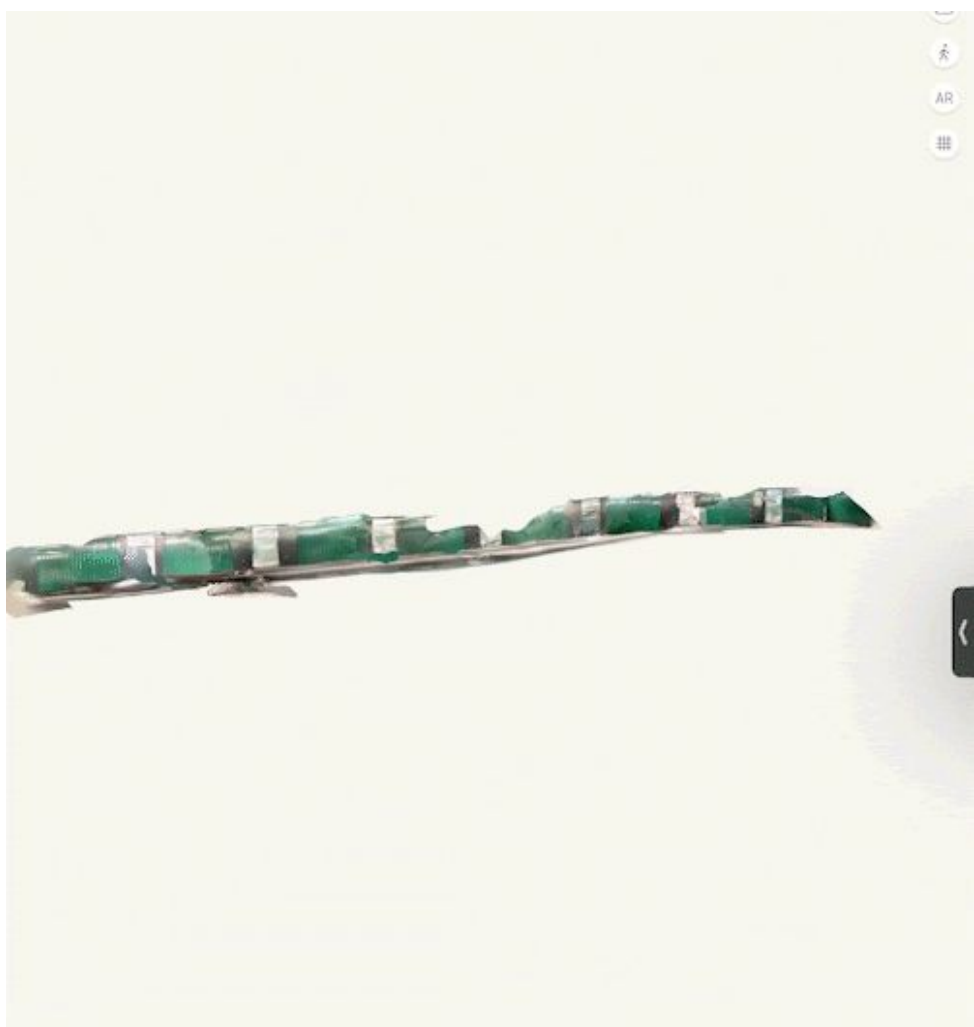
“Onism” – *‘the frustration of being stuck in just one body, that inhabits only one place at a time...’ (The Dictionary of Obscure Sorrows)*

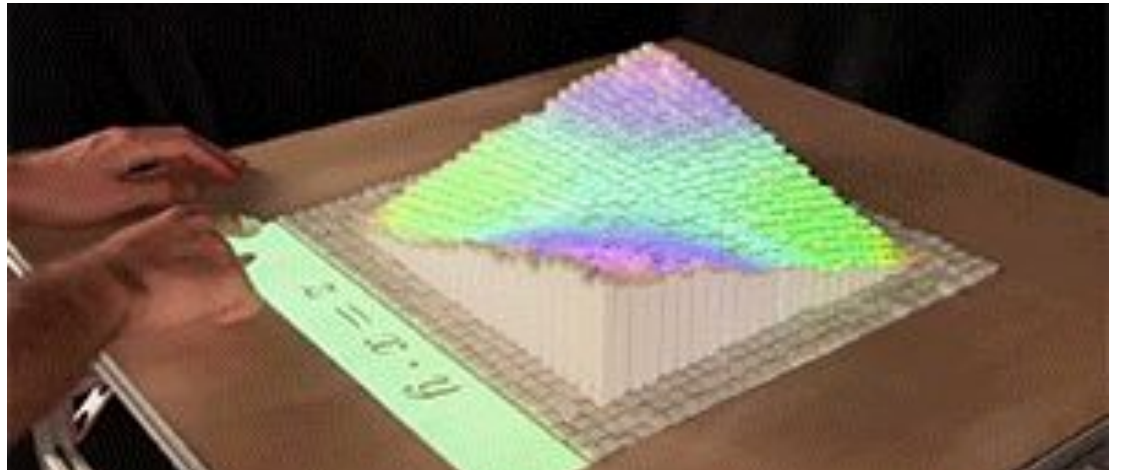
Field trip: Canary Wharf





Canary Wharf





MIT Tangible Interface



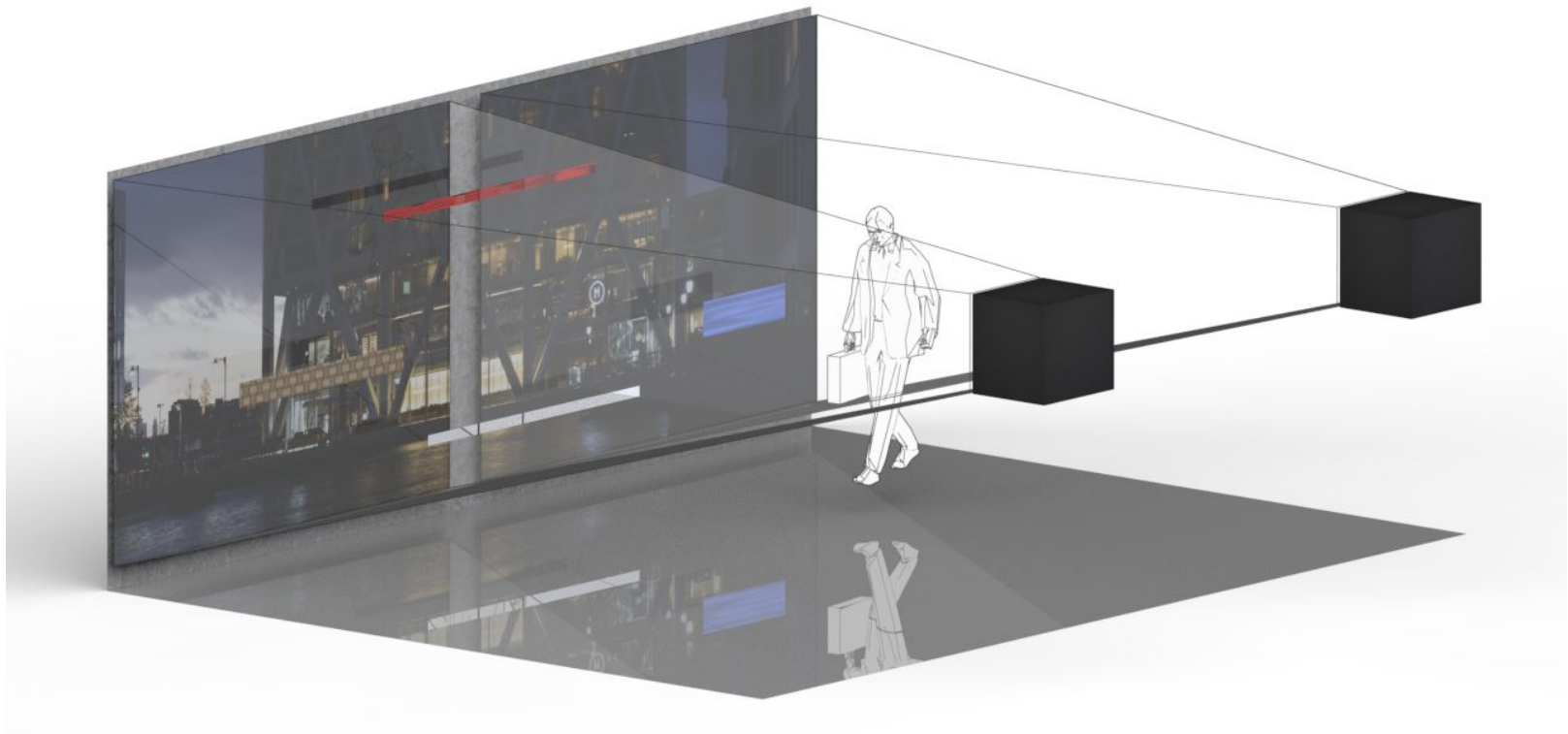
LiDAR scan fragment compared to a cropped image of surface water, both at Canary Wharf

Ideas

Photographing reflection on water and glass

Interactive touch display

- Silhouette
- Identified keywords: algorithms, water, bridge, train
- Corridor, touch - focal lense, distance, zoom, interactive - upload photos, division making
- Narrative fragments to zoom into



Next Stage

- Ethics form
- Feedbacks
- Team & individual proposal

- Identify the project output
- Further research on technology and psychology
- Sketches and prototypes
- Experiments and tests

Onism

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