

GRID OF NINE

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KEYWORDS:

GEOMETRY (AESTETICS)

SCIENCE

MATH & PHYSICS

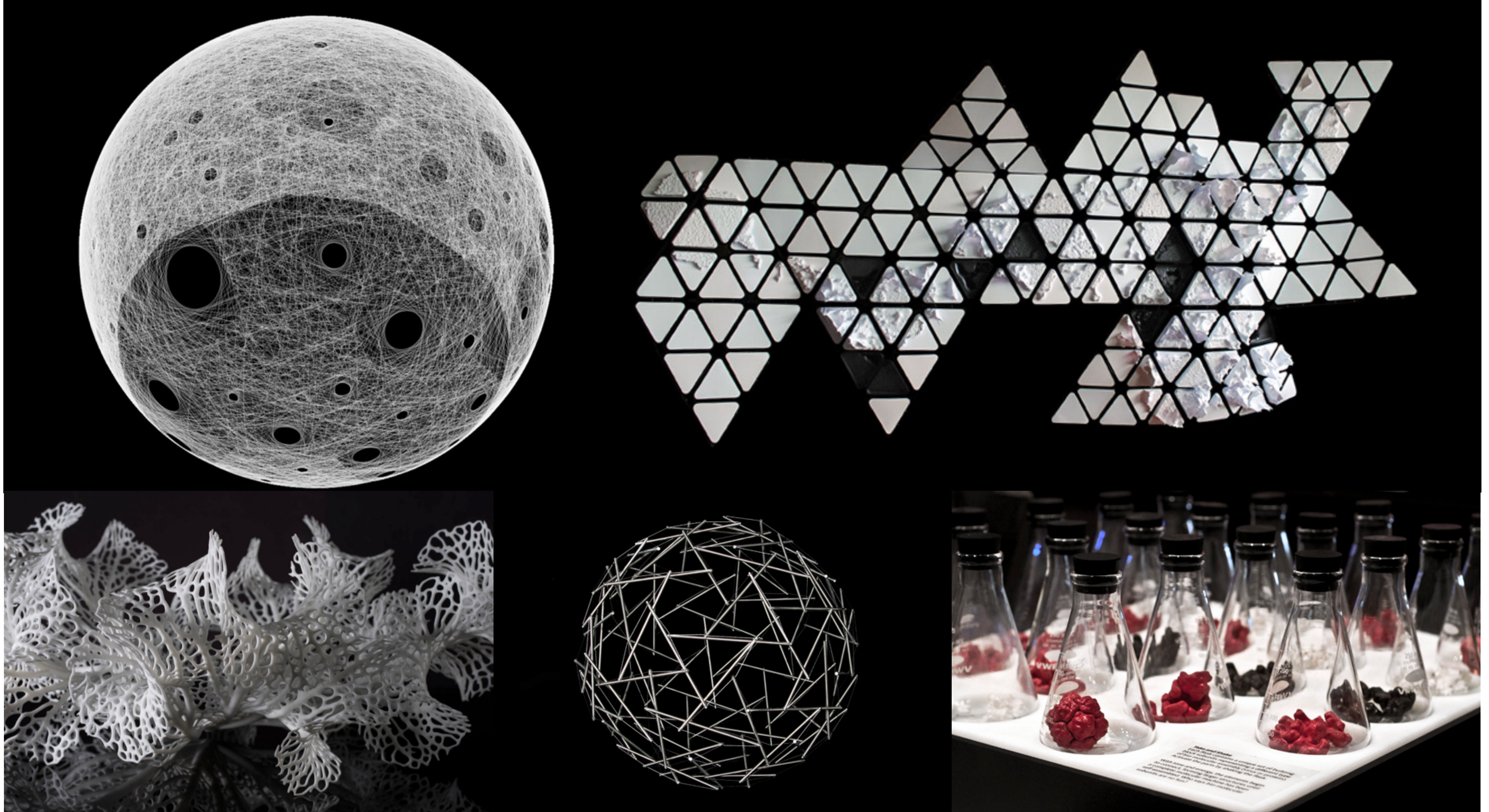
NETWORKED SYSTEMS

DATA ANALYSIS

CODE

DOMAIN 1: BIO DESIGN

I WOULD LIKE TO RESEARCH SEVERAL OF THE MOST COMPELLING PRACTICES IN BIO DESIGN
– A DESIGN PRACTICE THAT INCORPORATE LIVING SYSTEMS INTO THE ARTIFICE. FROM THIS RESEARCH I WILL DEVELOP A PROJECT AT THE INTERSECTION OF COMPUTER SCIENCE, MATERIAL ENGINEERING, DESIGN, AND ECOLOGY.



IMAGES SOURCES (FROM LEFT): (TOP) MIT MEDIATED MATTER/SILK PAVILION, TERREFORM ONE/BIO CITY MAP. (BOTTOM) NERVOUS SYSTEM/HYPHEA CRISPATA 1, BUCKMINSTER FULLER TENSEGRITY SPHERE, SELF ASSEMBLY LAB/BIOMOLECULAR

1 ARCHITECTURAL SCALE

AN INVESTIGATION IN DIGITAL AND BIOLOGICAL FABRICATION AT SCALE BY RESEARCHING A BIOLOGICAL MEDIA SUCH AS FUNGI, SILK WORMS, OR ALGAE. A CREATIVE CODING COMPONENT TO SIMULATE AND MODEL BIOLOGICAL SYSTEM AND A PHYSICAL INSTALLATION OF THE EMBODIMENT OF THE SYSTEM AT THE ARCHITECTURAL SCALE USING 3D PRINTING, PHYSICAL COMPUTING AND LARGE-SCALE MACHINING/FABRICATION.

2 INTERNET OF PLANTS

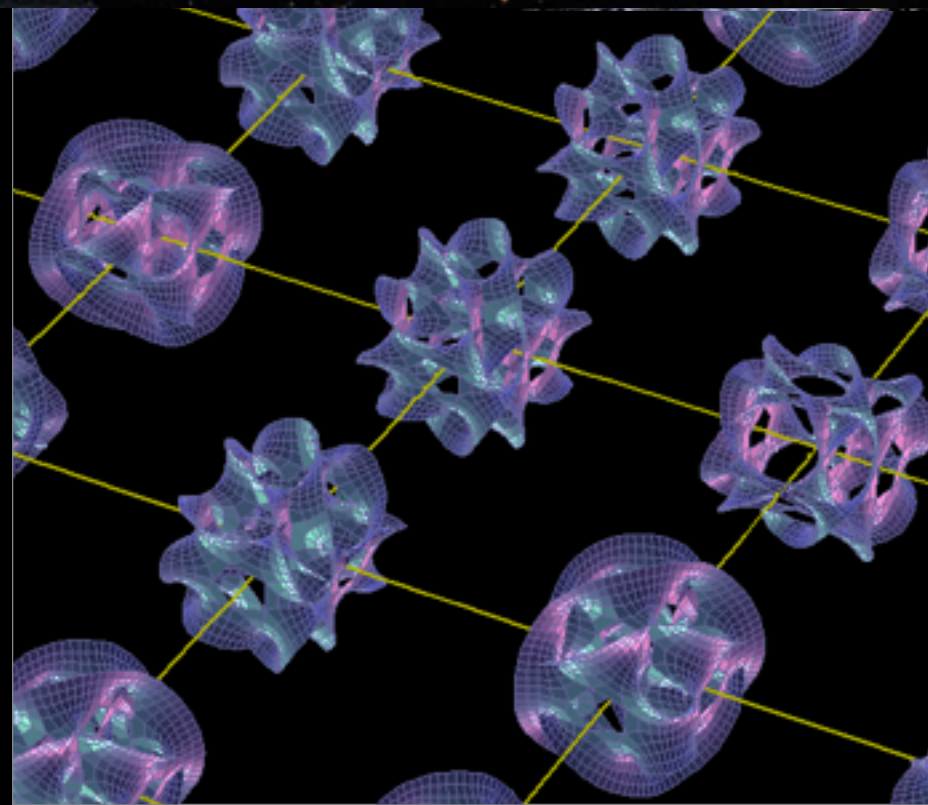
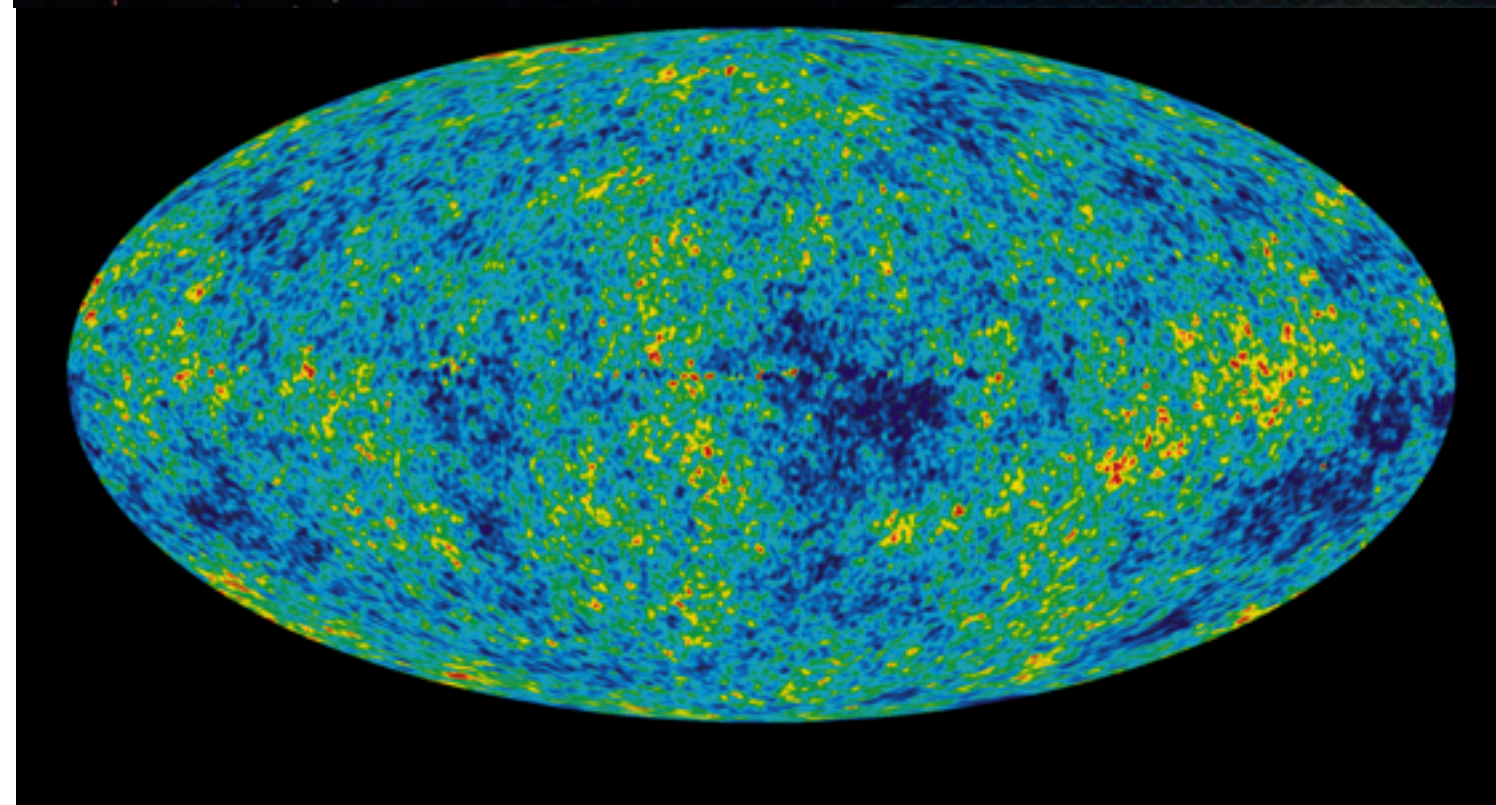
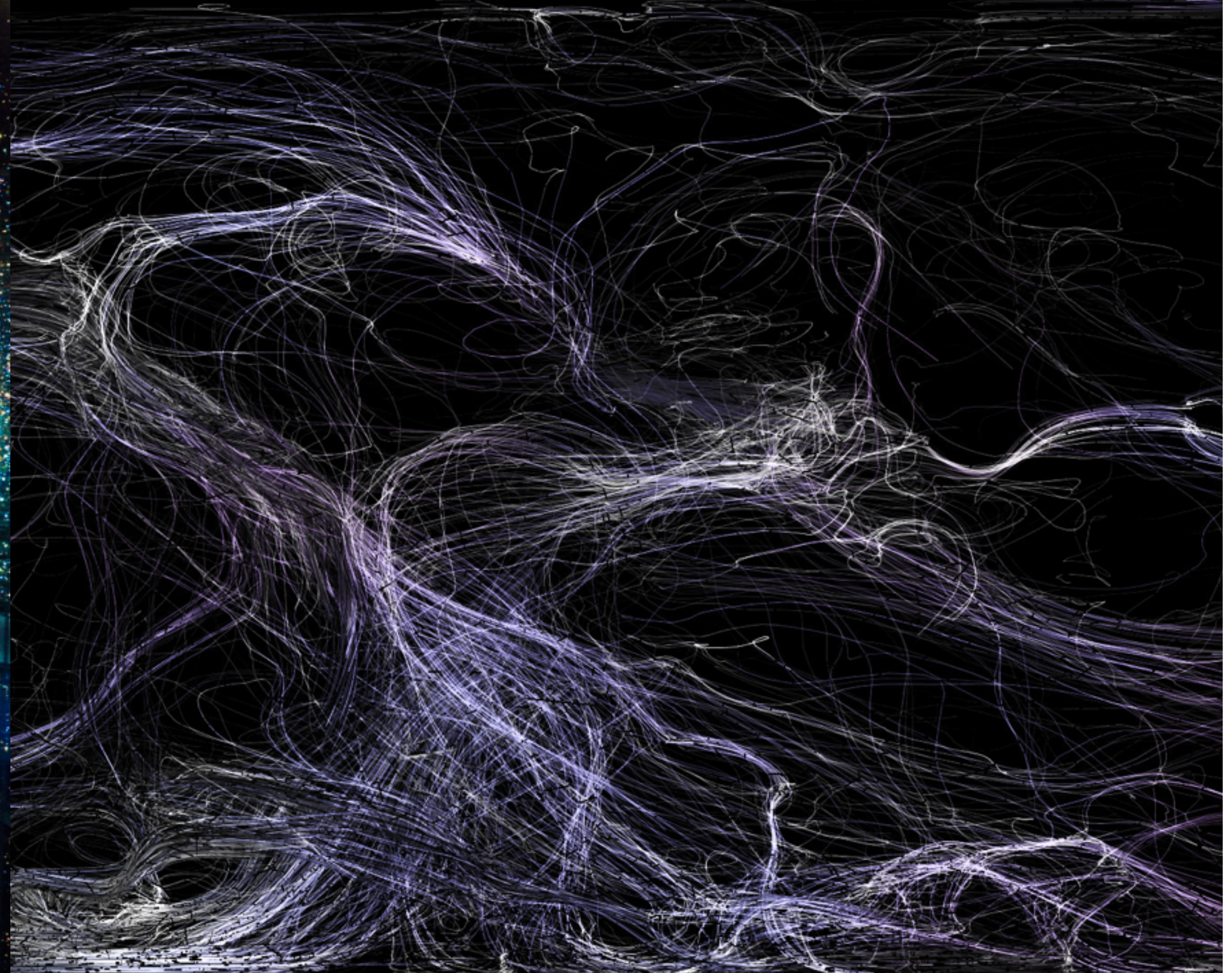
A CONTINUATION OF MY SUMMER RESEARCH FELLOWSHIP: A PROJECT INVESTIGATING THE INTERNET OF PLANTS AND BROADLY PLANT COMMUNICATION/NEUROBIOLOGY. THIS PROJECT WOULD CONSIST OF A COMPUTER MODEL OF PLANT INFORMATION EXCHANGE AND A NETWORKED SYSTEM OF PLANTS IN LOCATIONS ALL OVER THE WORLD AND COULD ALSO INVESTIGATE MORPHABLE STRUCTURES.

3 DESIGN AS CRITIQUE

A CRITICAL DESIGN PROJECT / DESIGN FICTION ART INSTALLATION THAT SEEKS TO ALERT USERS TO THE IMPACT OF CLIMATE CHANGE AND THE AGE OF THE ANTHROPOCENE. THE PROJECT WOULD ADDRESS THE CONDITIONS IN WHICH WE MIGHT LIVE IN A POST-DISASTER WORLD. IN PARTICULAR, BY FEATURING BIOLOGICALLY INSPIRED / FABRICATED ARTIFACTS, THE PROJECT MIGHT PROPOSE ACTIONABLE SOLUTIONS.

DOMAIN 2: ASTRO AESTHETIC

I WOULD LIKE TO RESEARCH THE CURRENT TRENDS IN THE FIELD OF COSMOLOGY. I AM INTERESTED IN RESEARCHING STRING THEORY AND MULTI-DIMENSIONAL MATHEMATICS AND HOW THIS RELATES TO OUR UNDERSTANDING OF THE "FABRIC OF THE COSMOS". I WILL CONCEPTUALIZE THESE INTO COMPELLING MULTI-SENSORY EXPERIENCES.



IMAGES SOURCES (FROM LEFT): (TOP) YAYOI KUSAMA/INFINITY MIRRORED ROOM, MEMO AKTEN, (BOTTOM) IMAGE OF CMB, 10 DIMENSIONS/PARTICLECENTRAL.COM, GALAXY IMAGE/SCIENCEWATCH.COM, SPACETIME RENDERING/PHYSICS.ASU.EDU.

4

DIGITAL ART

A CREATIVE CODING PROJECT THAT TAKES THE USER ON A JOURNEY THROUGH SPACE AND TIME. TAKING INSPIRATION FROM THE CLOUDS DOCUMENTARY, THIS PROJECT WOULD BE AN ON-LINE IMMERSIVE EXPERIENCE DESIGNED FOR A MATURE AUDIENCE MEANT TO EDUCATE, BUT MOSTLY INSPIRE THE USER TO THINK ABOUT HIS/HER PLACE IN THE COSMOS.

5

LARGE-SCALE INSTALLATION

A DYNAMIC AND INTERACTIVE IMMERSIVE INSTALLATION USING LIGHT AND SOUND. TAKING INSPIRATION FROM YAYOI KUSAMA, THIS PROJECT WOULD BE A MIXED MEDIA LARGE SCALE INSTALLATION.

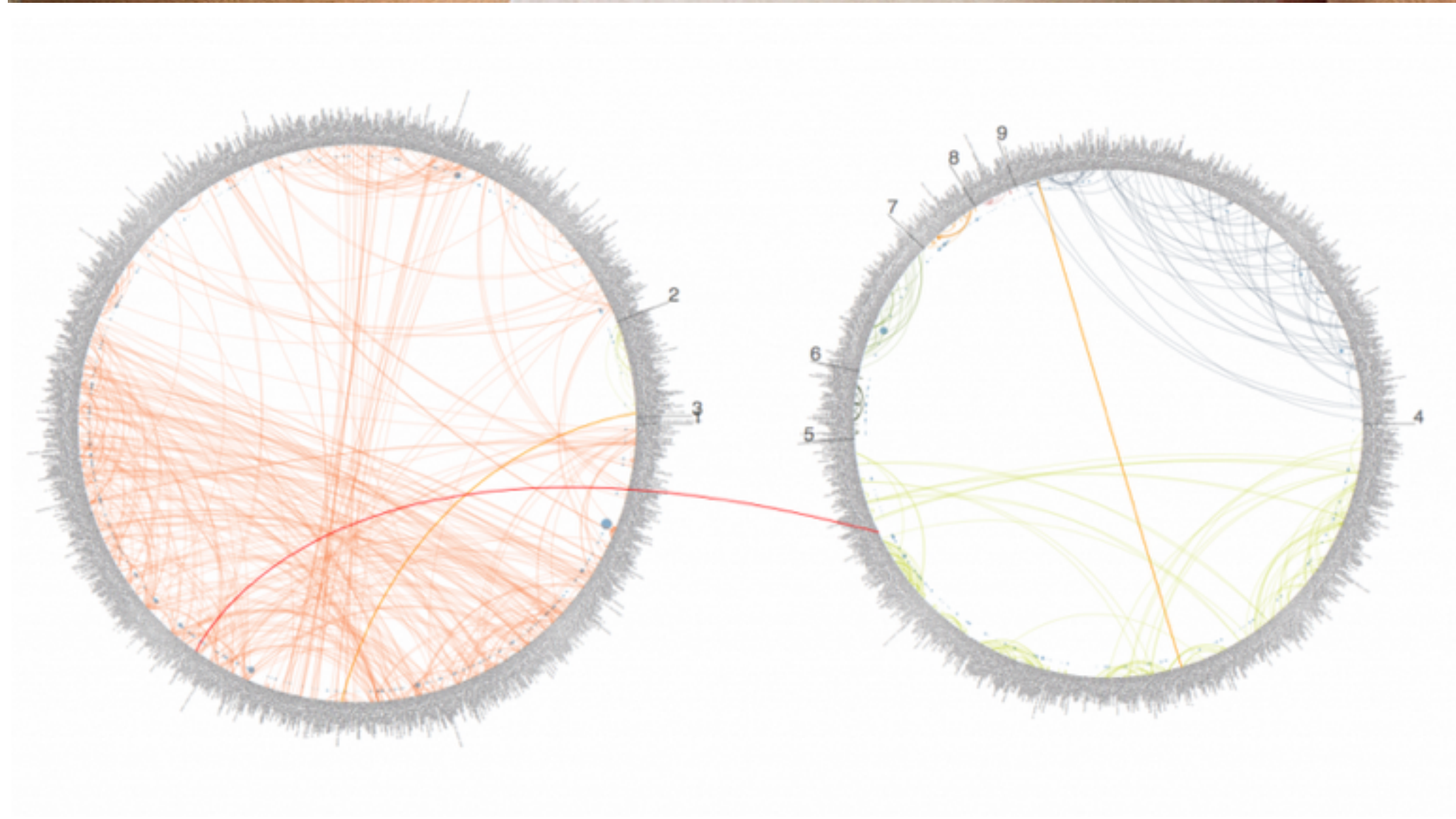
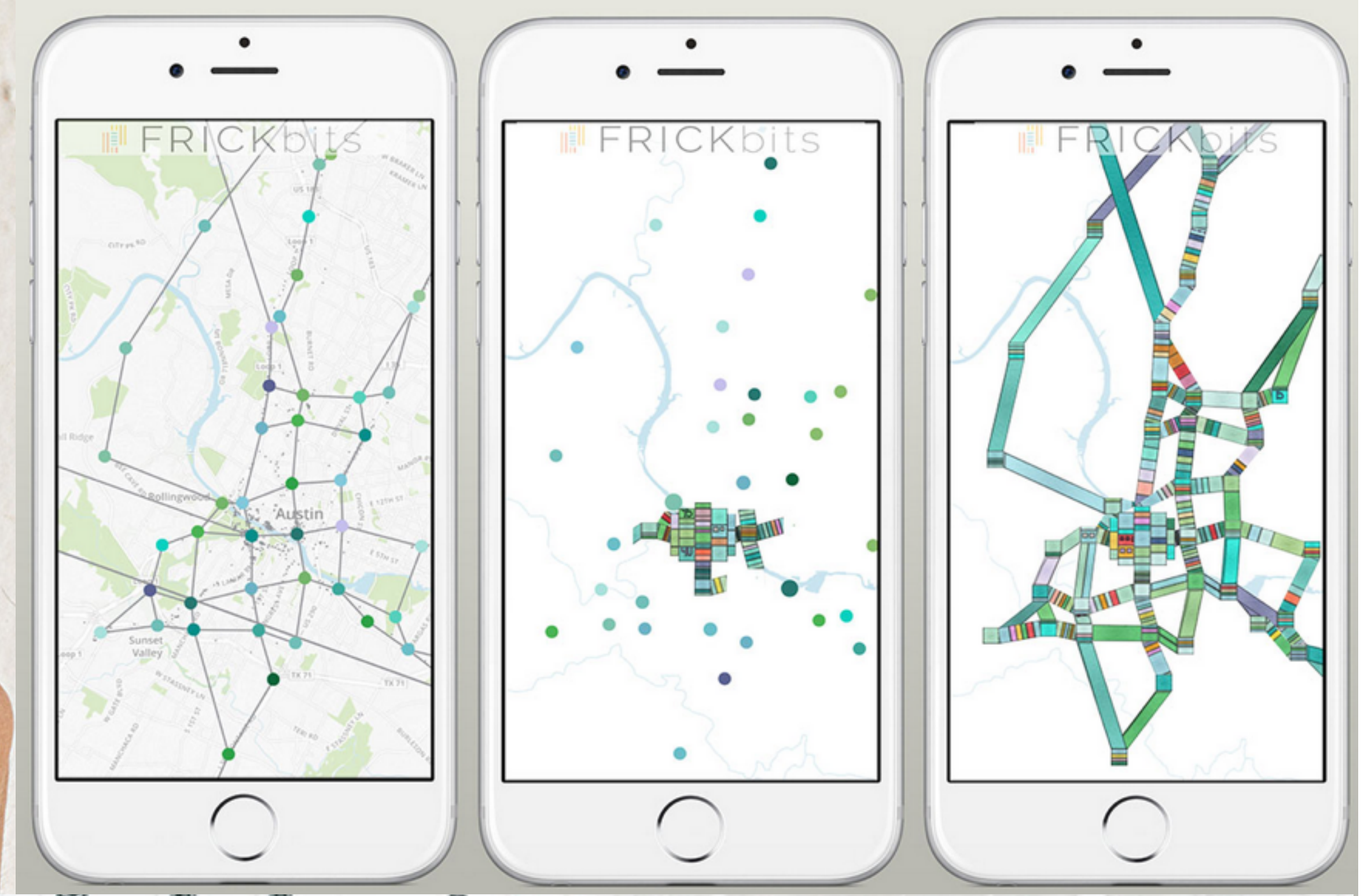
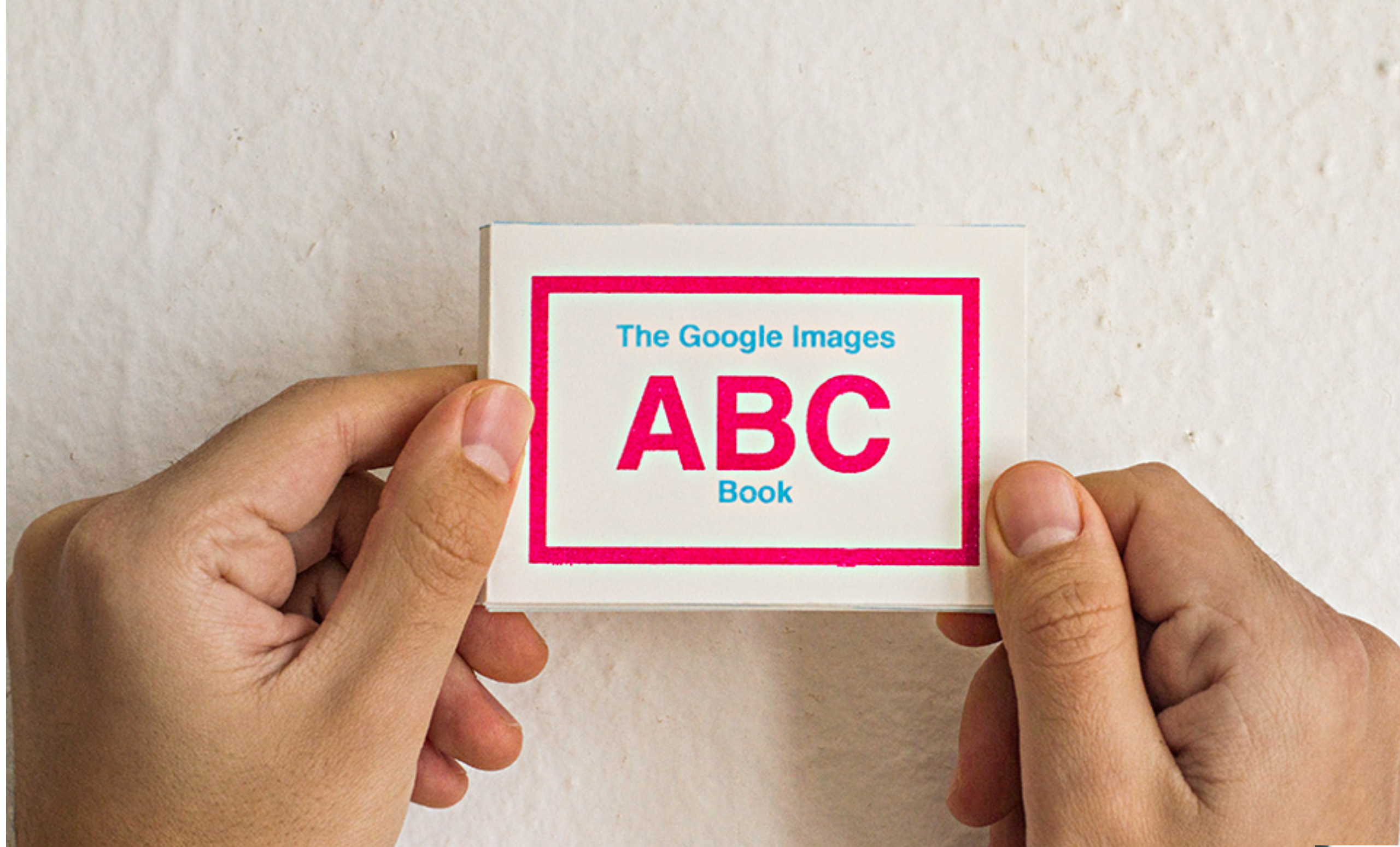
6

EDUCATION

A DIGITAL BOOK. THIS PROJECT WOULD ELEVATE READING AND LEARNING INTO AN INTERACTIVE EXPERIENCE. THINK ABOUT A MERGING OF KHAN ACADEMY WITH WIKIPEDIA WITH VISUALLY AND ECSTATICALLY PLEASING INTERACTIONS. THIS IS LEARNING FOR THE 21ST CENTURY.

DOMAIN 3: BIG DATA

I WOULD LIKE TO RESEARCH THE WORLD OF 'BIG DATA' IN CULTURE AS A METAPHOR FOR EXPLORING NETWORK-ANALYSIS AND THE ETHOS OF INTERCONNECTEDNESS. I WILL DEVELOP OF SET OF ALGORITHMS FOR QUANTIFYING ONE'S 'DIGITAL SELF'. THIS RESEARCH MAY SPILL OVER INTO PHYSICS OF THE FUTURE (MICHIO KAKU) AND THE FUTURE DIGITAL SELF.



IMAGES SOURCES (FROM LEFT): (TOP) GABRIEL GIANORDOLI/GOOGLE IMAGES ABC BOOK, LAURIE FRICK/FRICKBITS.. (BOTTOM) OFFICE FOR CREATIVE RESEARCH, THIS IS HOW WE MOVE, SOL LEWITT/INCOMPLETE OPEN CUBES

7

INSTALLATION

AN INTERACTIVE INSTALLATION THAT USES AR TECHNOLOGY (OCULUS RIFT) TO CREATE AN ARTISTIC REPRESENTATION OF THE DIGITAL SELF. BACK END ALGORITHMS WILL BE USED TO ANALYZE DATA BASED ON GOOGLE, FACEBOOK, TWITTER, INSTAGRAM SEARCHES TO REPRESENT THE USER IN HIS/HER OWN DATA.

8

OPERATING MANUAL

IN THE SPIRIT OF BUCKMINSTER FULLER, I WILL DESIGN AND WRITE AN OPERATING MANUAL FOR "YOUR DIGITAL SELF", A SORT OF MANIFESTO. THIS WILL TAKE BOTH A PHYSICAL AND DIGITAL FORM. THIS WOULD BE A CRITIQUE OF LIVING AND OPERATING IN THE DIGITAL AGE.

9

PHYSICAL OBJECTS

THINKING ABOUT SOL LEWITT'S OPEN CUBES AND BUCKMINSTER FULLER'S GEODESIC DOME AS THE PHYSICAL OBJECTS THAT SYNTHESIZED THEIR WORK, I WOULD MAKE A SERIES OF OBJECTS THAT EMBODY AND ENCAPSULATE THE RESEARCH.

SYNTHESIS:

BIO DESIGN

- 1 ARCHITECTURAL SCALE
- 2 INTERNET OF PLANTS
- 3 DESIGN AS CRITIQUE

ASTRO

- 4 DIGITAL ART
- 5 LARGE-SCALE INSTALLATION
- 6 EDUCATION

BIG DATA

- 7 INSTALLATION
- 8 OPERATING MANUAL
- 9 PHYSICAL OBJECTS

PRO

HIGHLY INTERESTED

VERY EN-VOUGE NOW

LOVE THIS IDEA

CREATIVE CODE IS MY LOVE

HIGHLY ARTISTIC ENDEVOUR

REALLY NEEDED IN WORLD

WOULD BE FUN / INTERESTING

LOVE THE RELATION TO BF

COULD BE HIGHLY ENGAGING

CON

HIGHLY COMPLICATED

A BIT TIRED OF THIS PROJECT

MIGHT BE OVERLY SIMPLE

VERY CHALLENGING!

WOULD NEED PRIVATE STUDIO

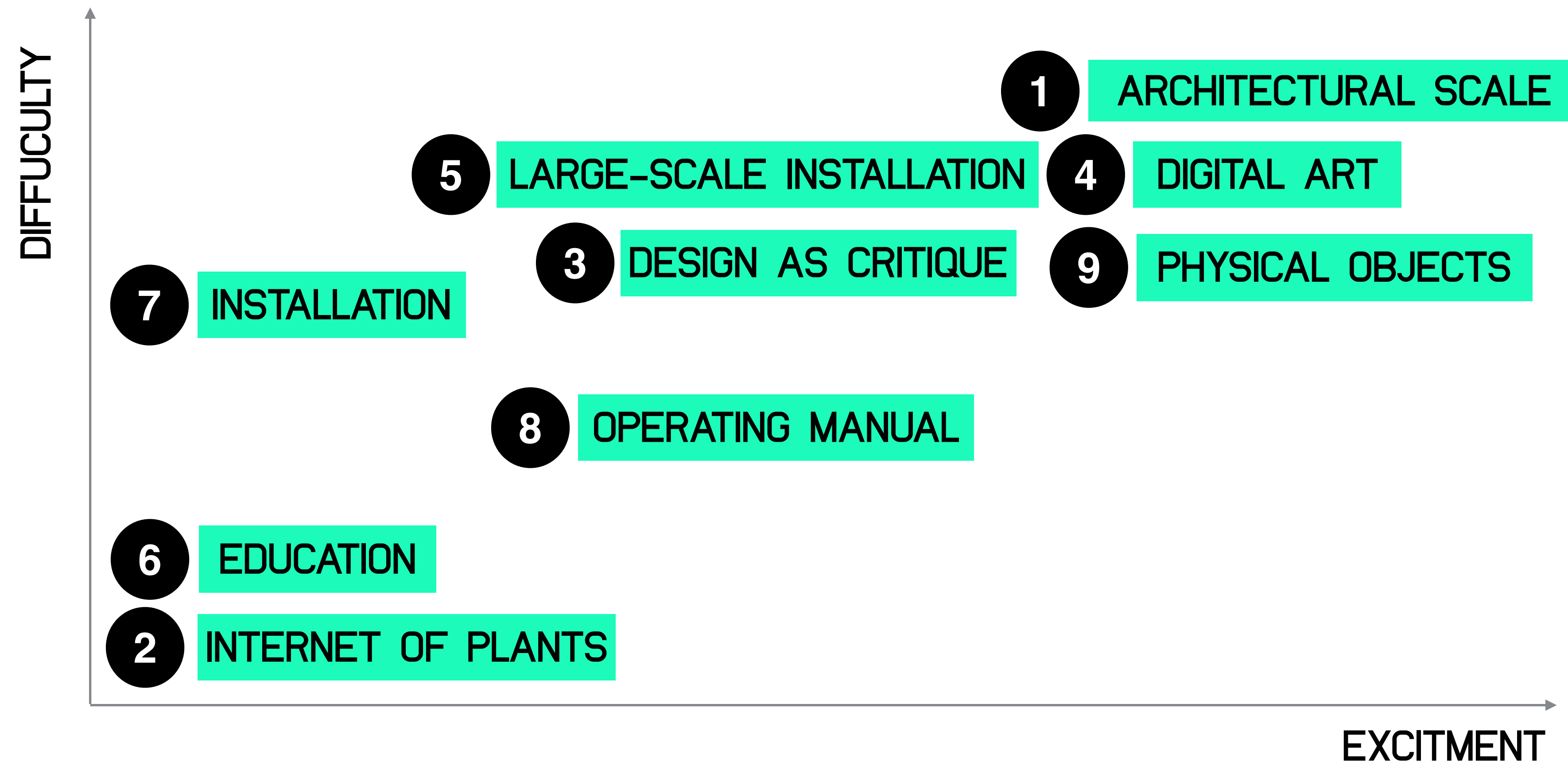
NOT REALLY MY INTEREST

I HAVE NEVER DONE AR

MAY BE OVERLY ACADEMIC

VERY CHALLENGING

RATING:



DOMAIN LEGEND

BIO DESIGN:	1	2	3
ASTRO:	4	5	6
BIG DATA:	7	8	9

THANK YOU

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