

femme form

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Major Studio 2 | Project 2





**PARSONS
THE NEW
SCHOOL
FOR
DESIGN**



The Met Media Lab

Idea:

**An Exploration of the female form
and iconography represented in art
through history, specifically in
relation to the nude female body.**



Statue of Venus. Roman, Imperial, 1st or 2nd century B.C.; copy of Greek original of 3rd or 2nd century B.C. Marble. Purchase, 1952 (52.11.5) (image 17)

Questions:

How are women represented in art through history?

How does this depiction change across cultures?

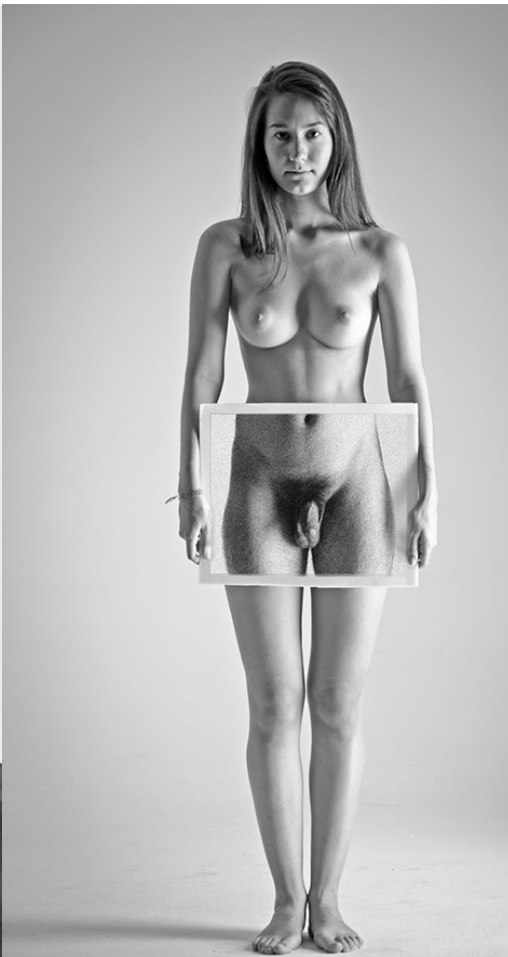
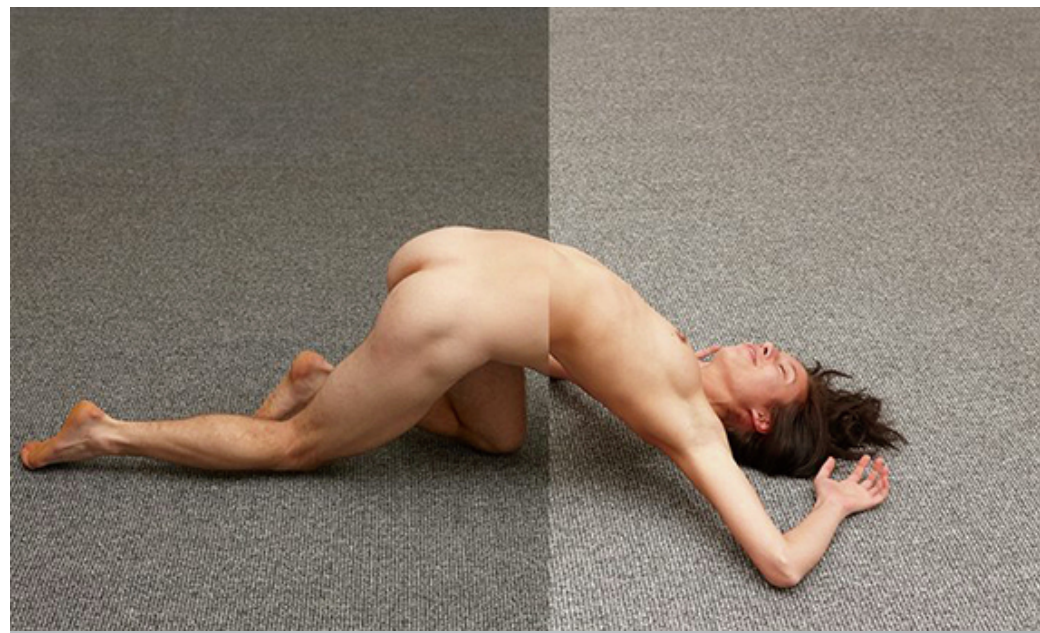
What are some of the ideas/precedents/papers that have already been explored with respect to how the female body has been seen through time?

What pieces in the Met's collection are particularly inspiring, critical of, interesting on the topic of historical female iconography and the representation of the female form?

How can be new media play with these historical art pieces to make the user have a new experience with respect to gender and identity?

Prototype:

Subvert the male form using creative coding / new media techniques in art. Create a new work of art that tells a different story.





Marble statue of a kouros (youth)
Greek, ca. 590–580 B.C. Marble.



Tullio Lombardo (Italian, ca. 1455–1532).
Adam, ca. 1490–95. Marble.

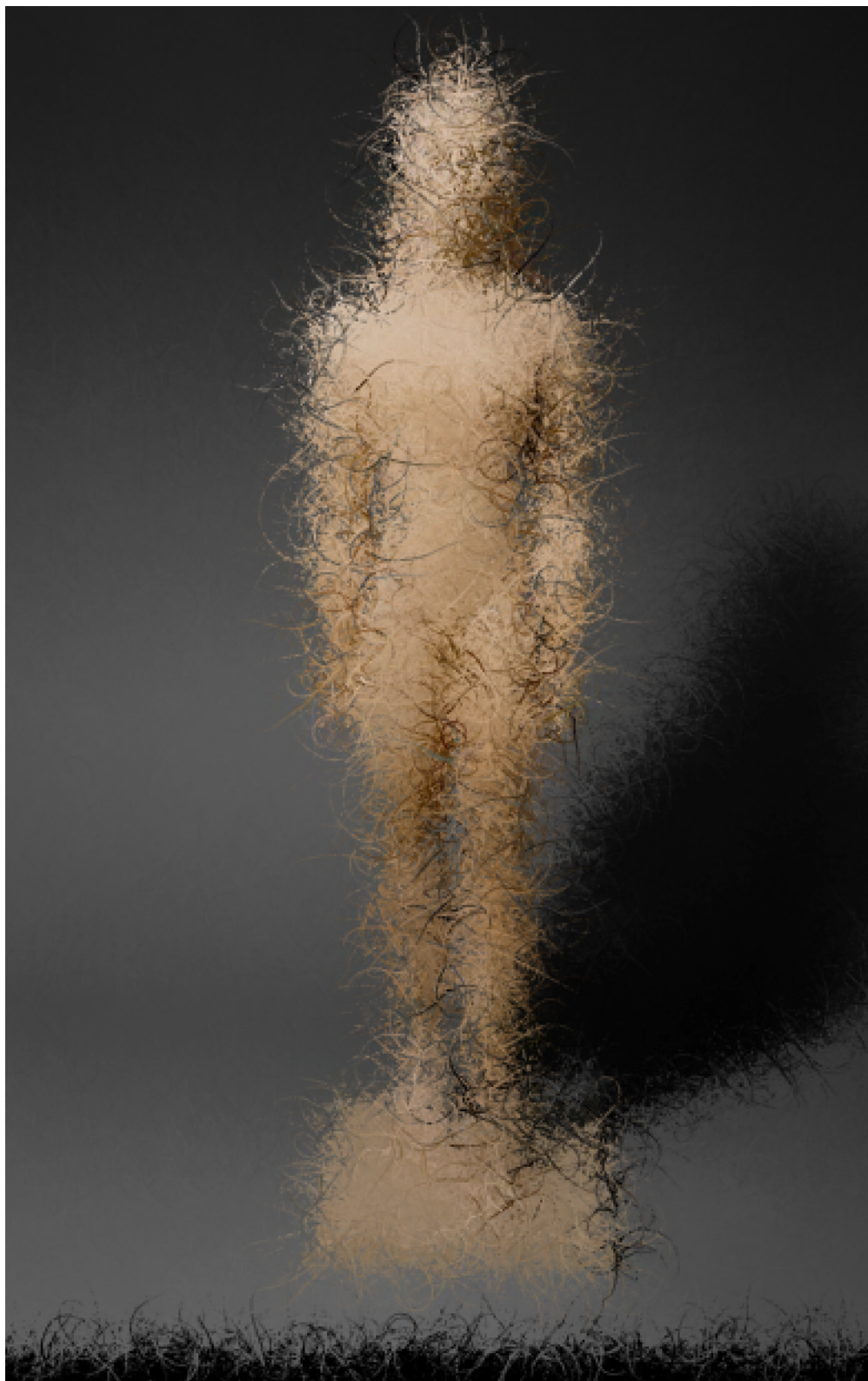


Antonio Canova (Italian, 1757–1822).
Perseus with the Head of Medusa, 1804–6.
Marble.



William Rimmer (American [born England],
1816–1879).
The Falling Gladiator, 1907. Bronze

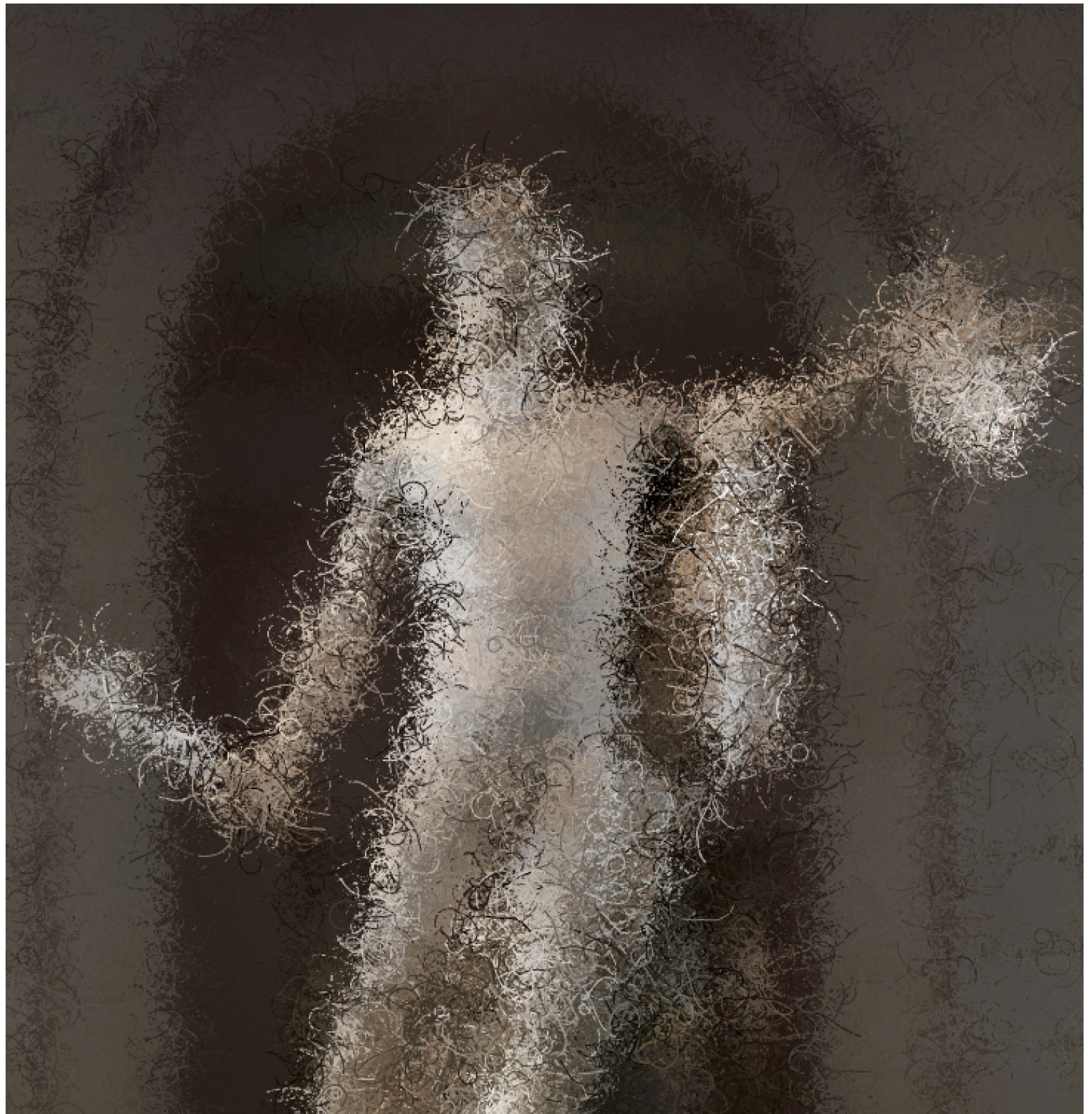
Prototype



Prototype



Prototype



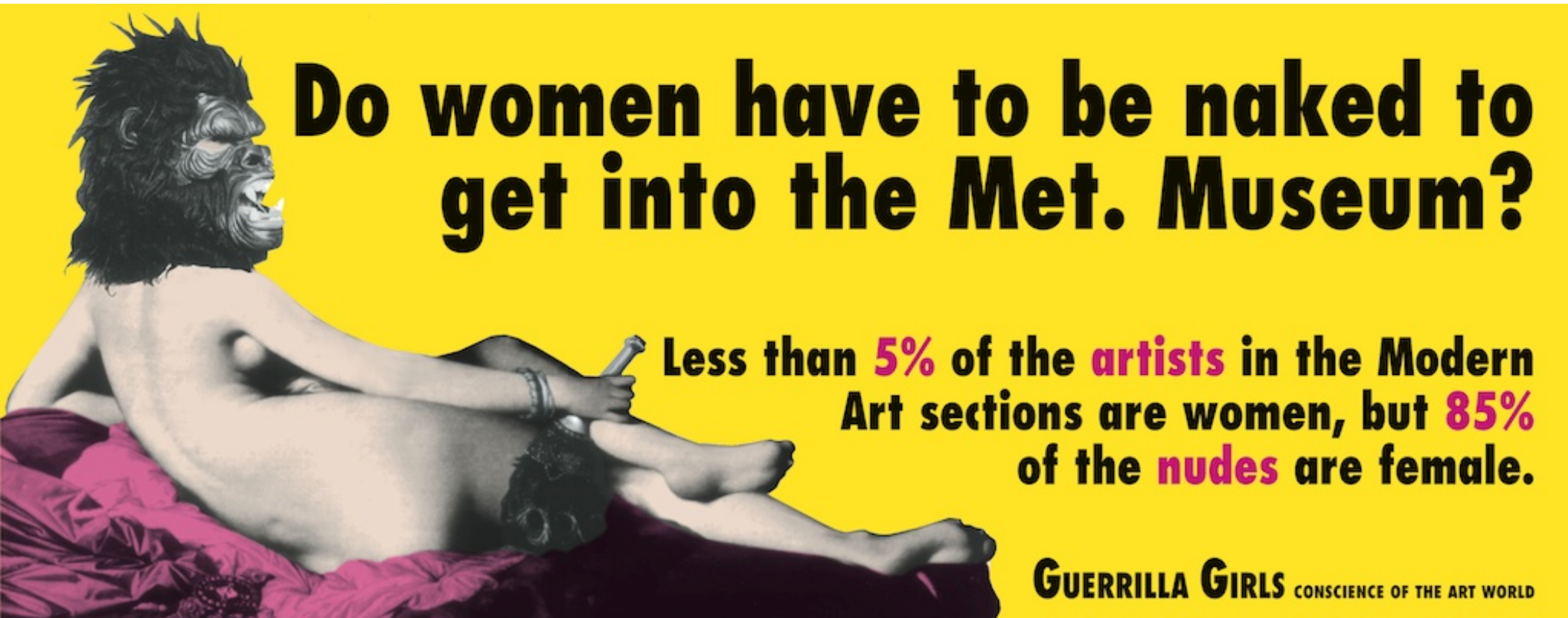
Prototype



Run Code

Precedents

Guerrilla Girls, 1989



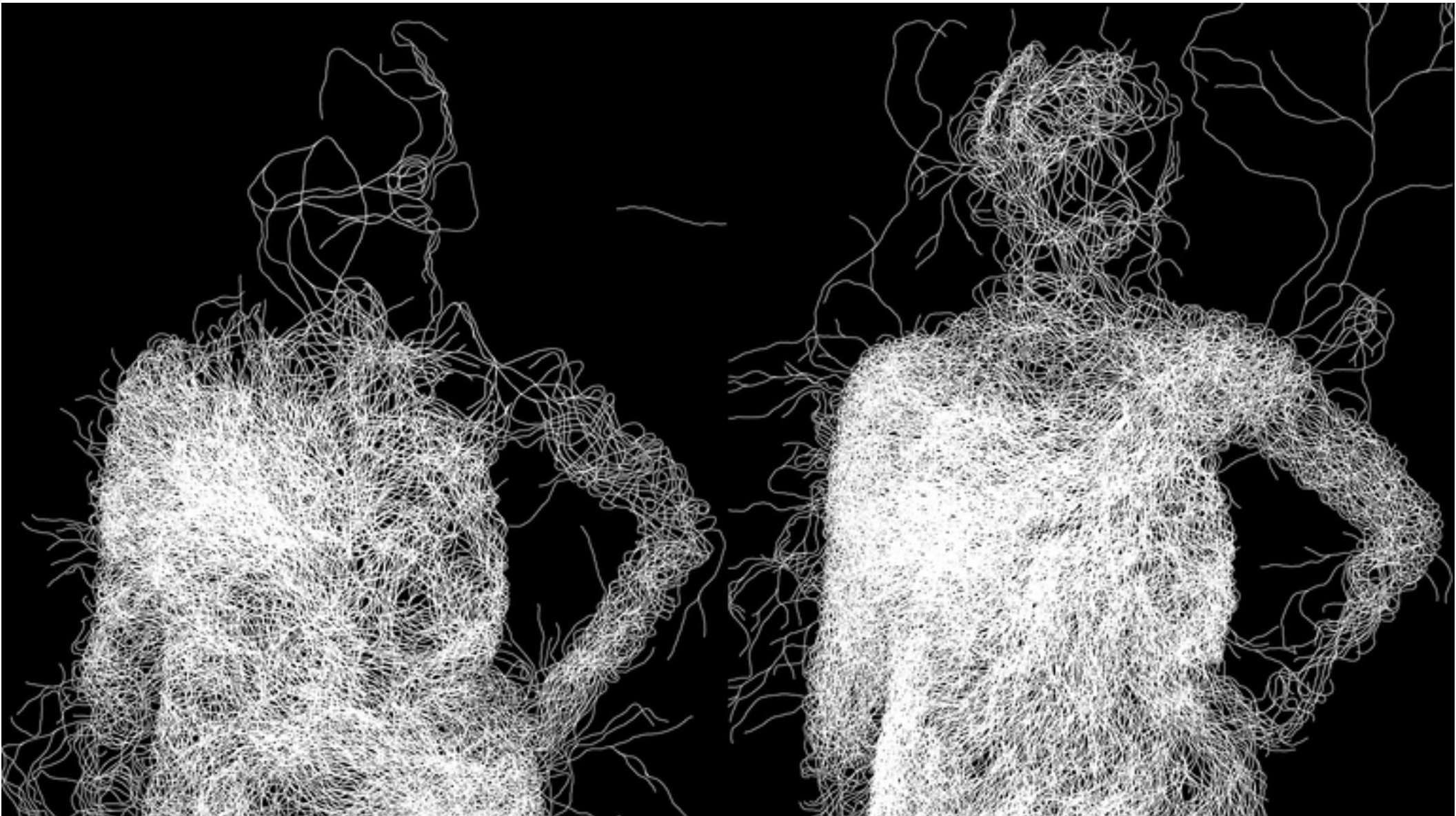
Precedents

Some Living American Women Artists/Last Supper, 1972



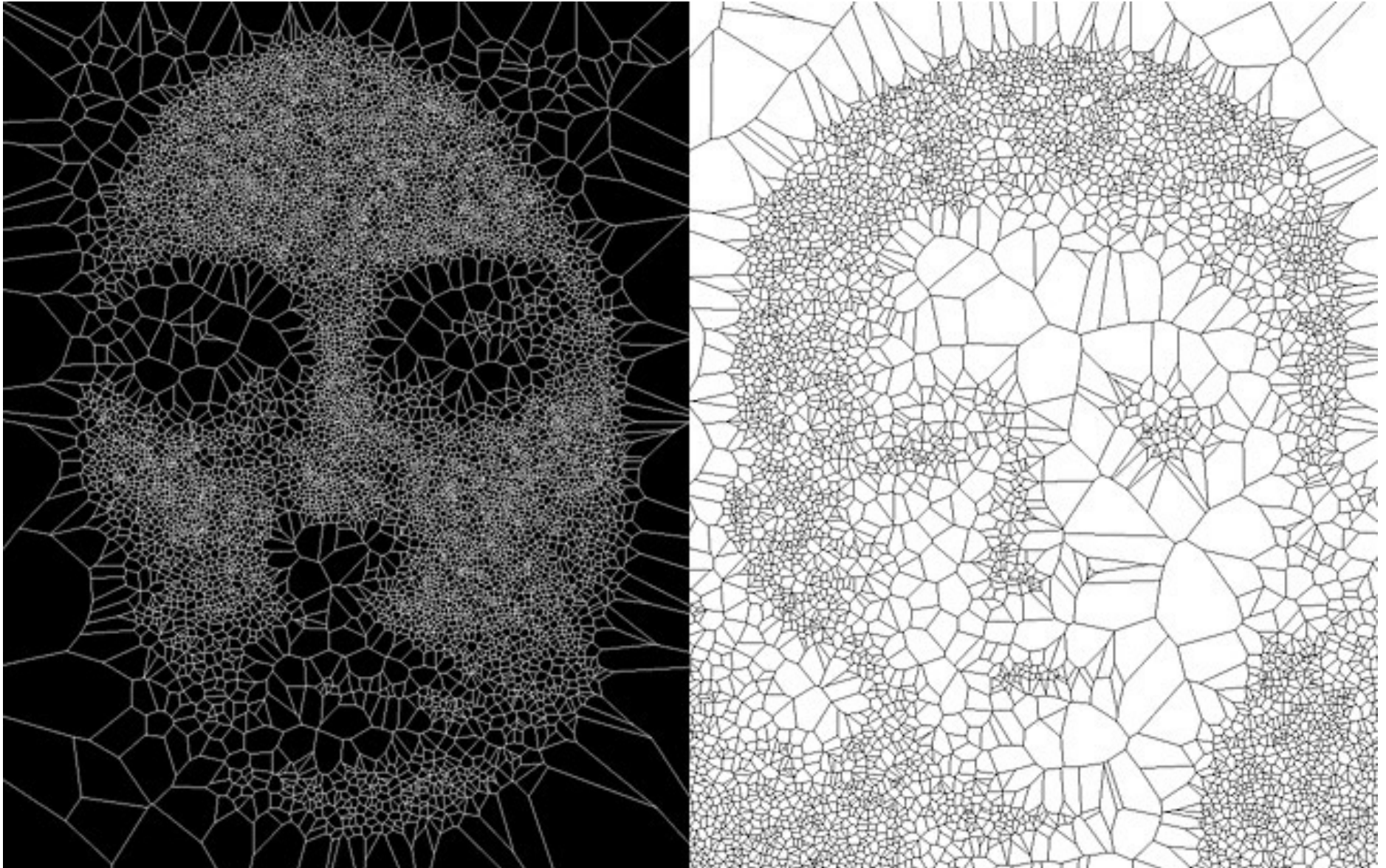
Tech Precedents

Mycelium, Ryan Alexander



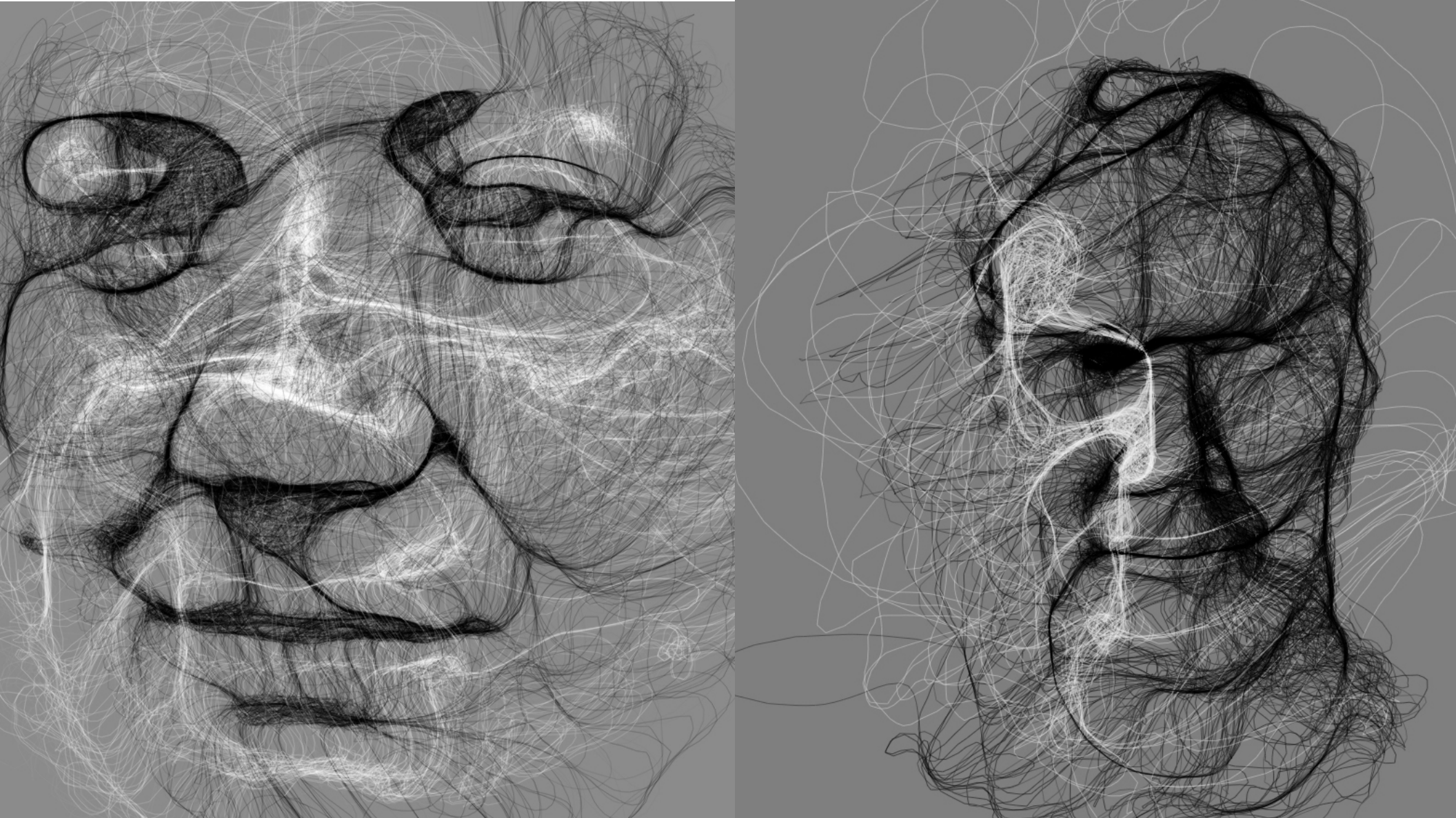
Tech Precedents

Segmentation and Symptom, Golan Levin



Tech Precedents

Floccular Portraits, Golan Levin



Tech Precedents

Pencil Drawings, Kynd





thanks

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