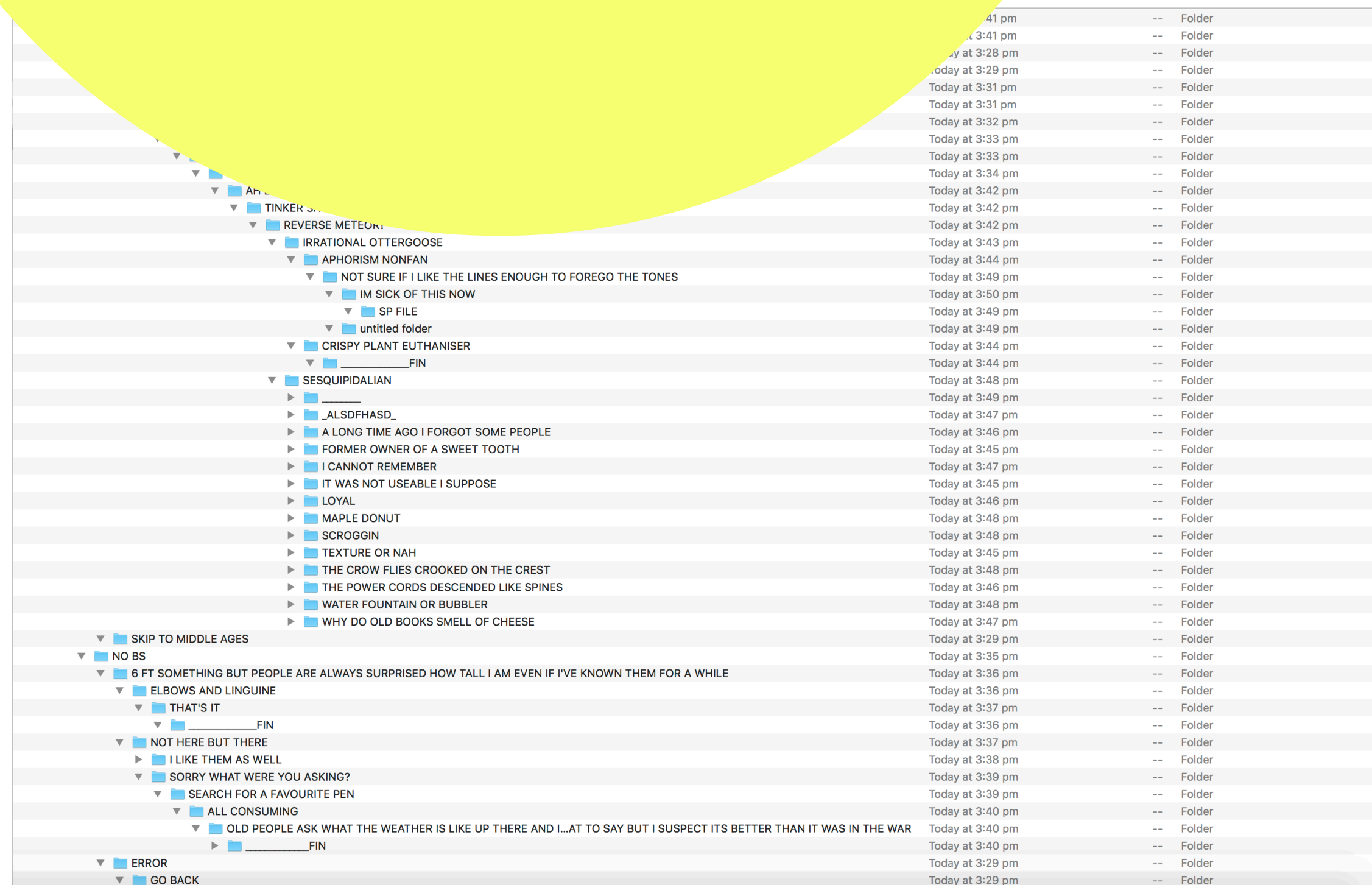
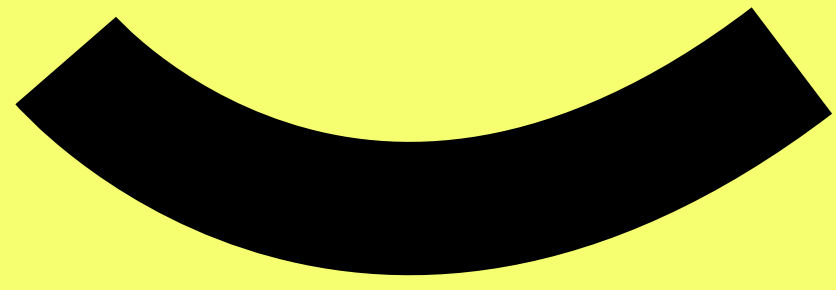




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# observation



## method

this experiment uses nested folders in order to create a choose your own adventure 'self portrait'

## context and rationale

i was busy writing a short film script in studio 3 so it felt natural to experiment with abstracted language for this theme. our digital selves are a constant topic of discussion, as our data provides value to others in our interconnected world. One school of thought holds that in order to keep control of one's digital self and avoid surveillance is to release digital 'chaff', a kind of nonsense engagement with digital realms in order to confuse the algorithms that keep track of you. In this project I developed a 'choose your own self portrait' full of nonsense/poetic descriptions that give an elusive sense of self while remaining in the realm of chaff.

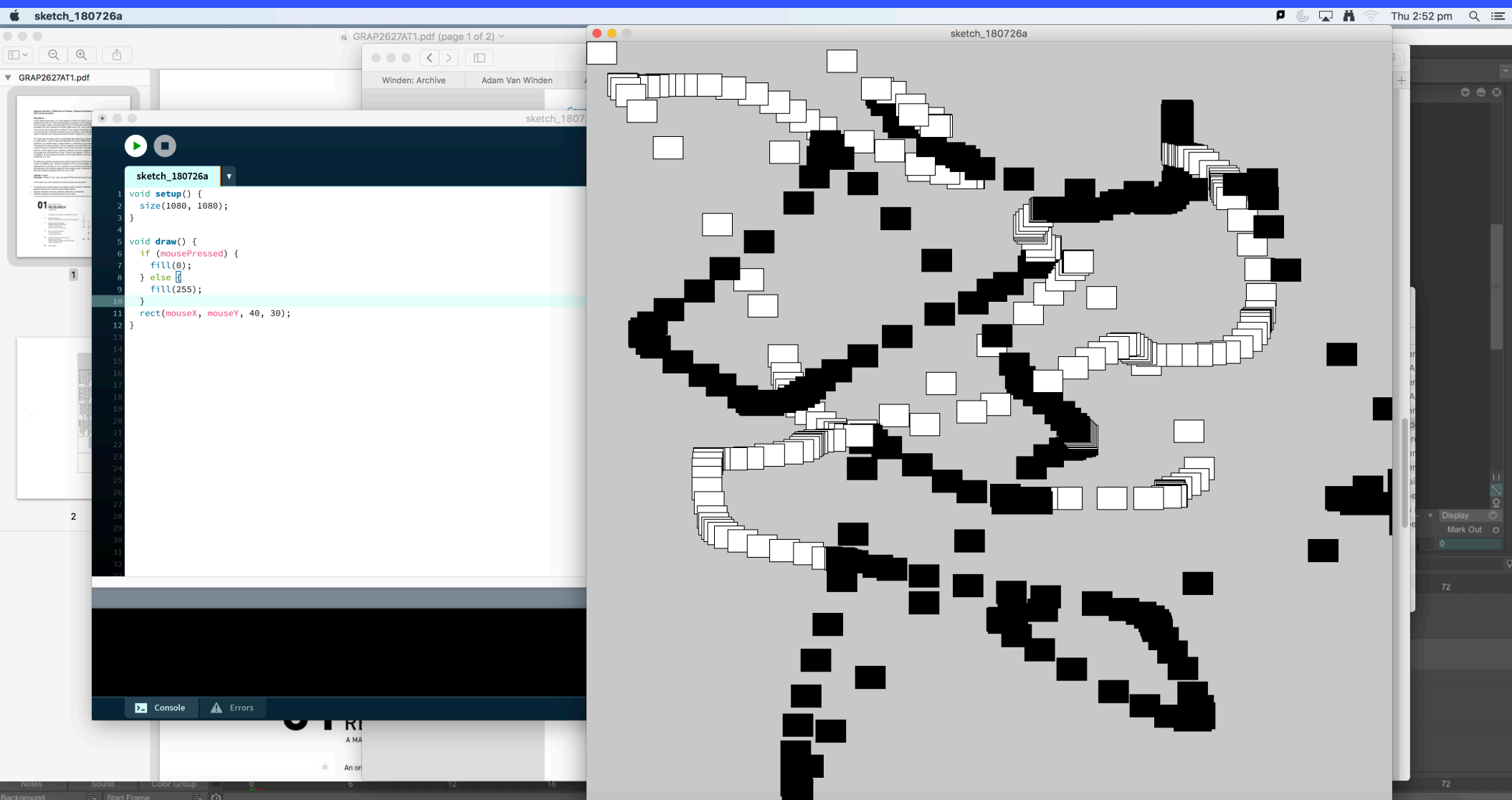
# tinkering

## **method**

i attempted to 'learn' processing and see what I could create.

## **context and rationale**

i was interested to see if i could gain knowledge of processing in order to expedite the use of array effects in transitional moments in my studio practise. really what i learned was how to create error messages and blank screens.



# materiality



## **method**

i brought in a tub of play-doh and some origami paper in preparation for this lesson with the intention of using only these objects to respond to the theme.

## **context and rationale**

buried deep in tv paint in the studio i felt the need for tactile play. rather than create an animation i developed a game that i thought could be part of the world that i was creating for the short film.

the development of the game took place through 'play' rather than a prescribed list of rules, they changed and were invented on the fly, as a kind of improvised regulation. the game was actually quite fun and visually interesting, and a perfect addition to the world building taking place in studio 3.

# place



## **method**

i wrote the first two 'place' associated words that came to mind and resolved to create a short animation based on the collision between the two.

## **context and rationale**

my animation in studio 3 takes place in a fictional world that more and more was deviating from a typically fantasy scenario to a warped version of our own. with this shift my aim was to create a recontextualisation of a real world place. by combining the first two place names that came to mind my goal was to synthesise a new one. here a playground sits amidst the sea. it is either a flooded playground or a specially designed amphibious one. devoid of interactees it does not really matter which one is which. they have been unanchored from their typical portrayals.

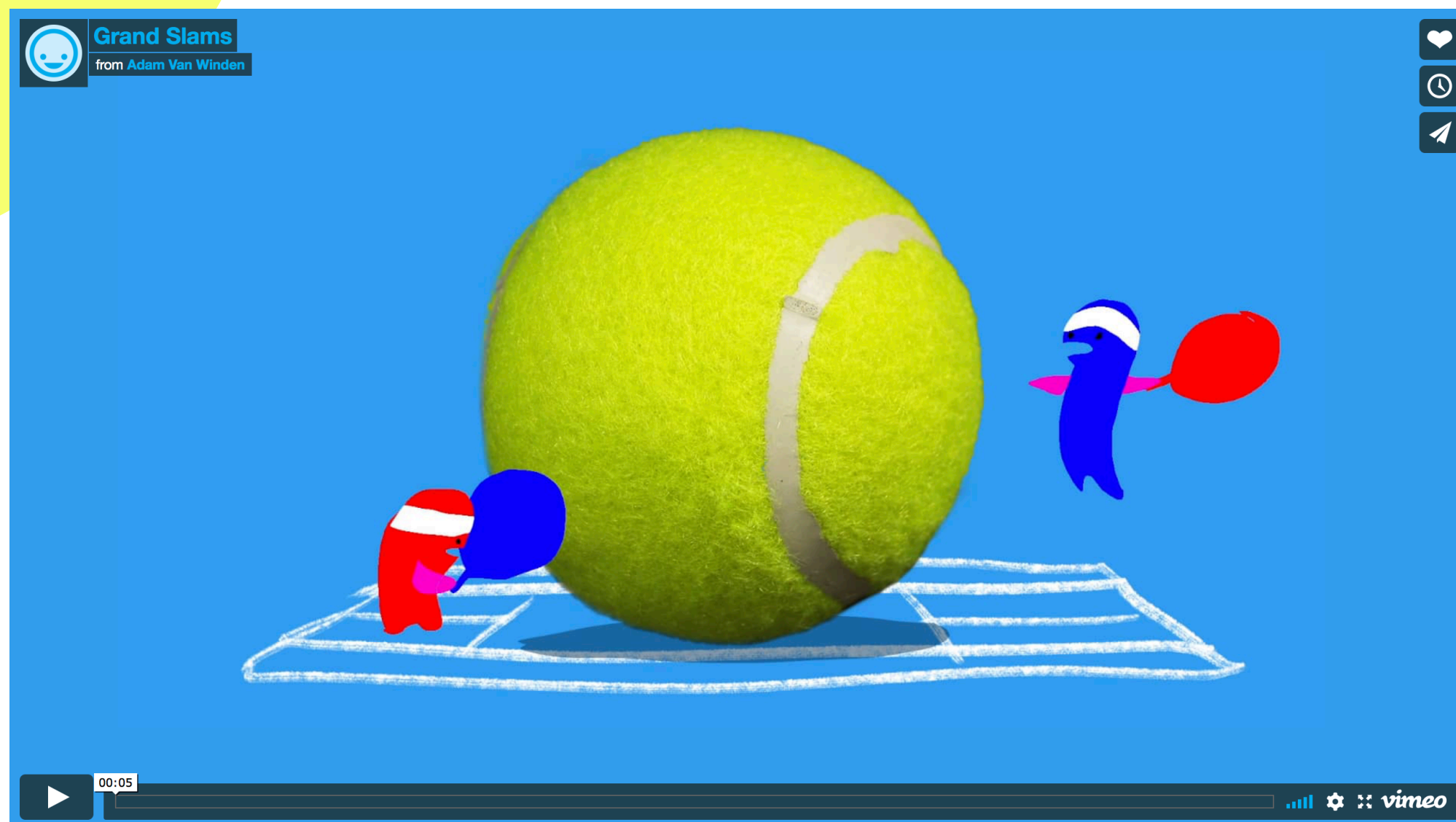
# object

## **method**

take the first object that came to mind and play with it in an animation sense.

## **context and rationale**

my goal was to move past the first concept that would come to mind for an object. in my studio animation, a character inspires objects to become other than their natural state. in this exercise the first thoughts to do with a tennis ball were naturally to do with movement/bouncing...animation staples. i eventually settled on scale as the most amusing way of 'playing' with the object, and effectively undoing the ability of it to be 'played' with in its intended sense.



***thx***