

From HardWare to SoftForm

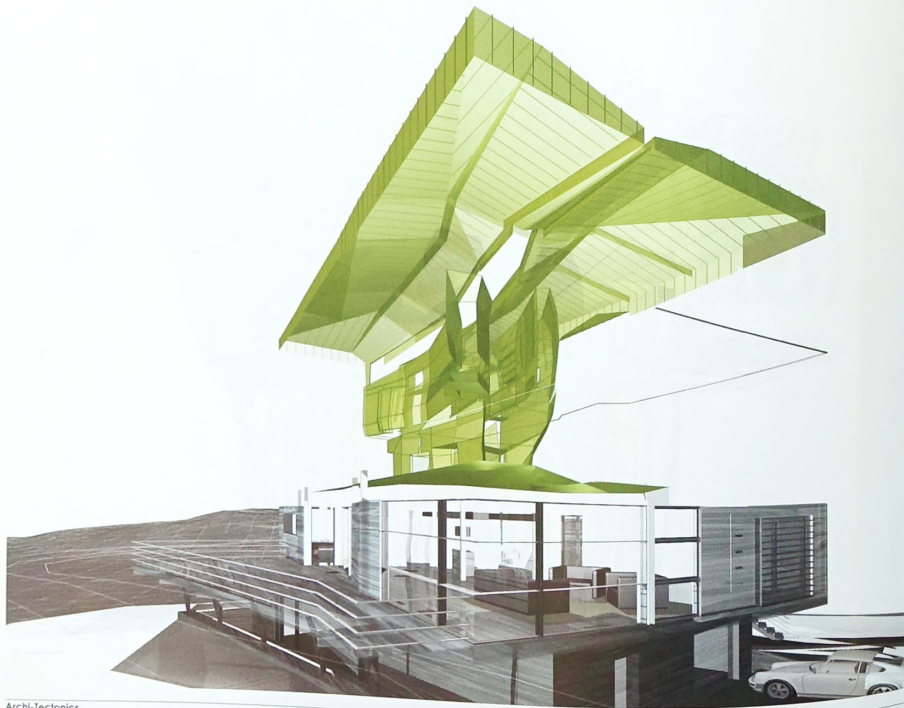
Interactive Digital Environment

Project Description

From HardWare to SoftForm, is a 3D digital and interactive installation of the "Armature" that investigates the transformation of the virtual object into an environment of light, speed, and sound. The "object" itself can be interpreted as an architectural infrastructure. Sensors activate the projected construct as a dissection of an organic unit that expands and contracts.

An ambiguous environment ensues enveloping the gallery's confines. The distance and relationship of the viewer to the object constantly re-investigates its "objectness". Exhibited in the project room of the gallery are digitally produced

prints as well as a multiple devices created for the installation. The armature originates in its true form as an architecture interior to a domestic environment that functions as an infrastructural unit and also a circulatory and generative element directing interior movement and molding the surface connected to it. Its organic shape distorts the geometry of the pure box as it softens, filts, and fragments. The computer is an active agent where 3D dynamic structures generate surface registrations of force fields, smart systems, and programmatic mappings. Architecture becomes a responsive medium—appliance, information and environment.



Archi-Tectonics
From HardWare to SoftForm (2009)

