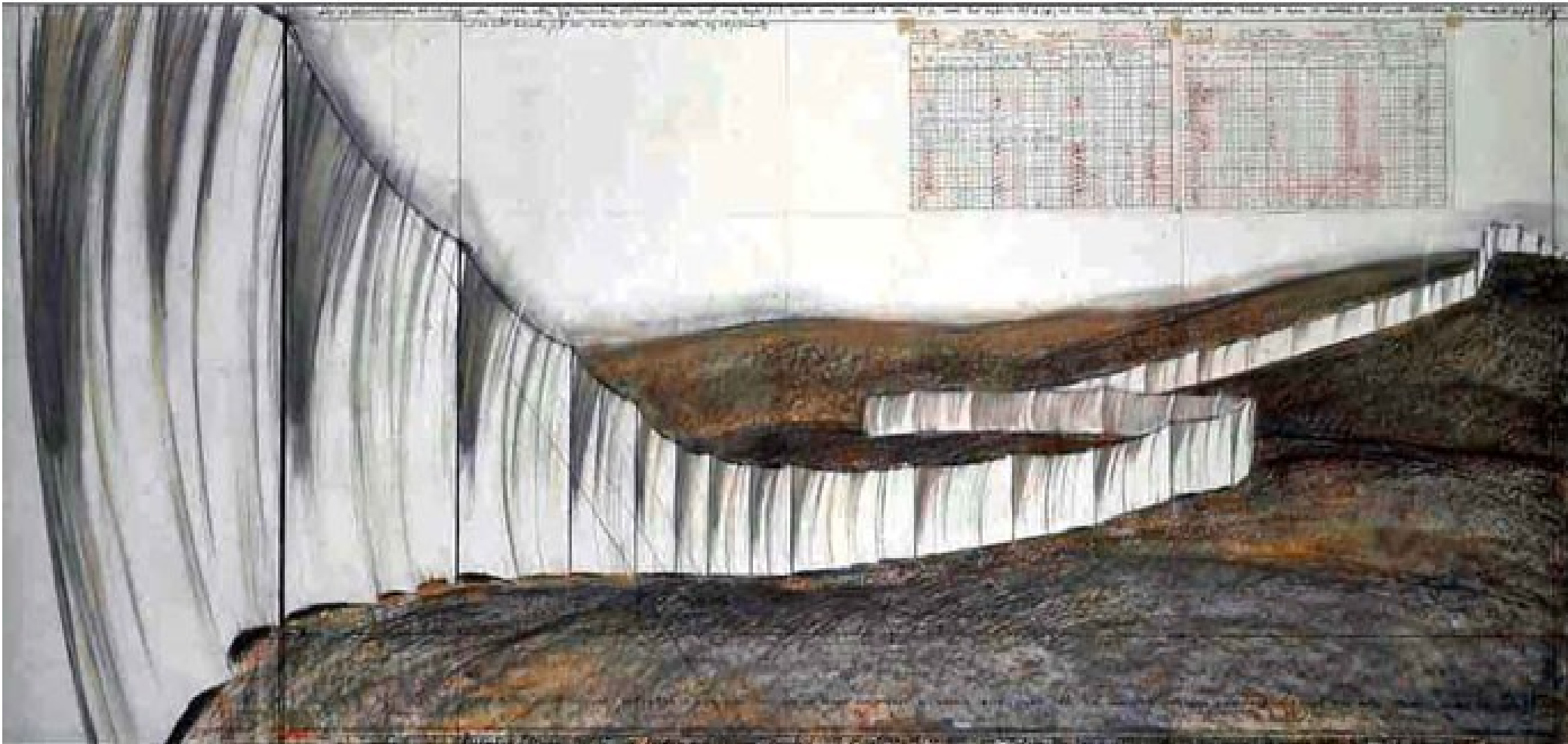
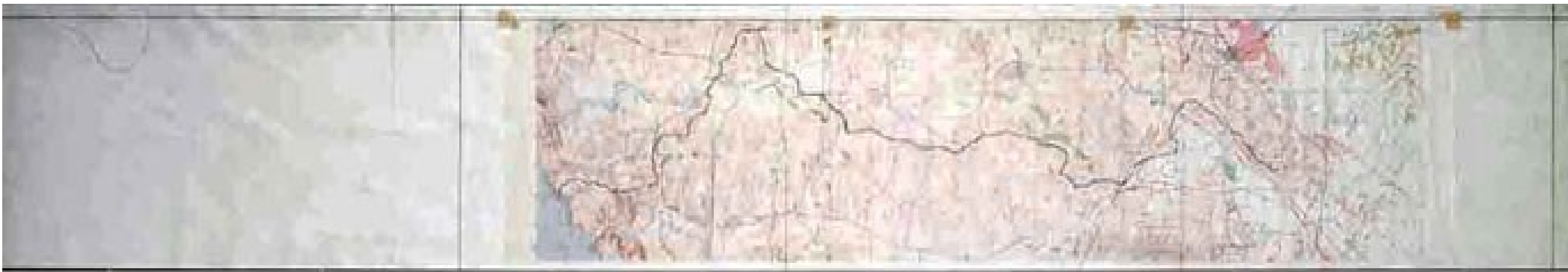


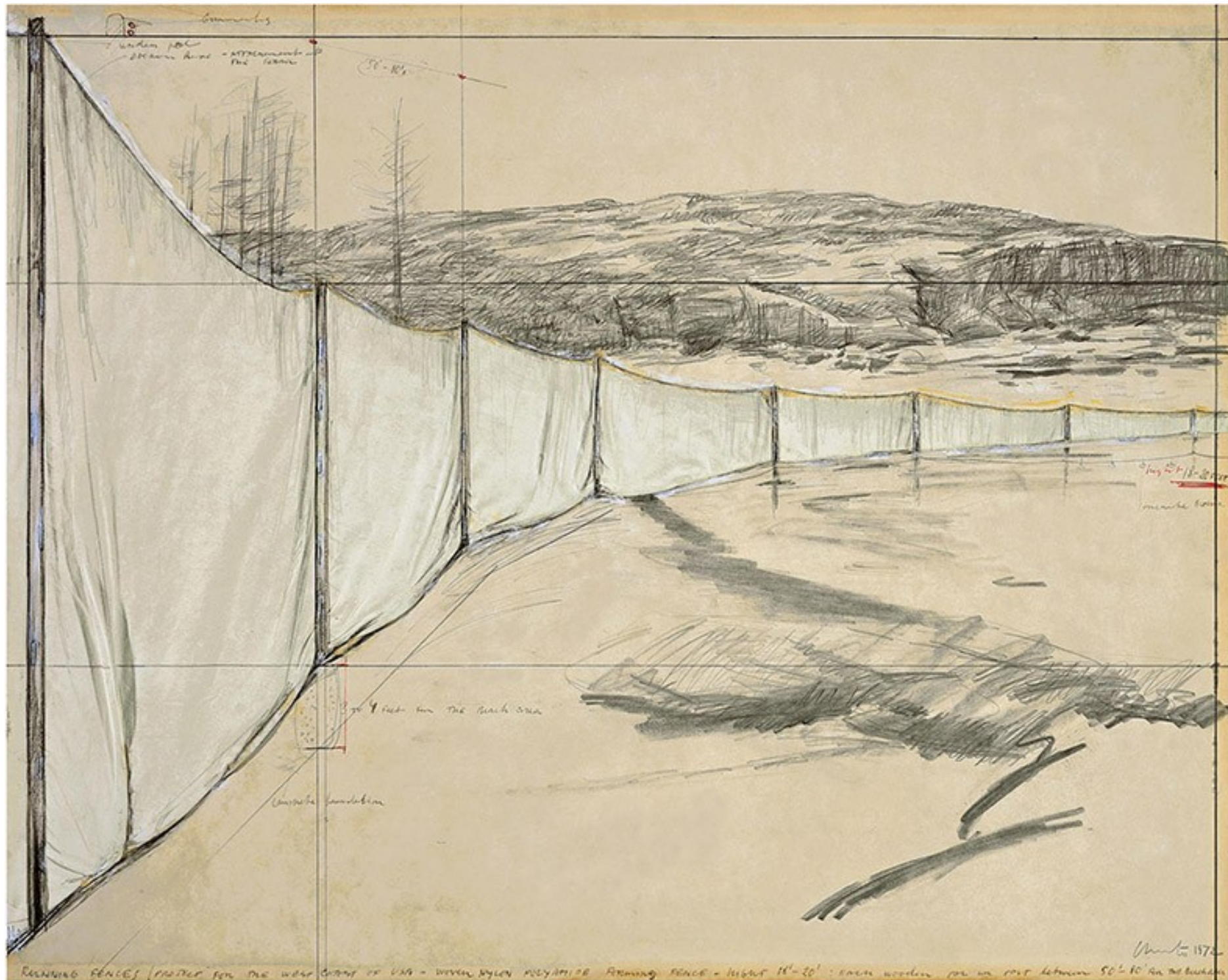
The Joy of Project Descriptions:

(For Electronic Projects II)

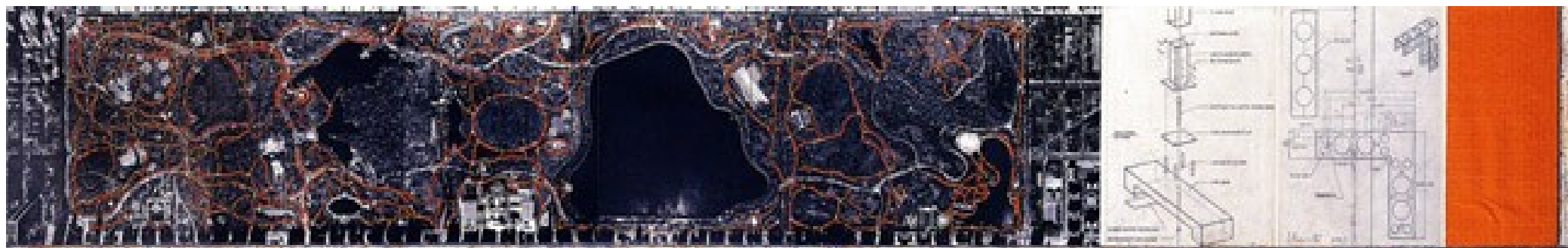


Christo and Jeanne-Claude

"Running Fence Project for the West Coast of USA"
1972



Christo
Running Fences (Project for the West Coast of USA)
Collage 1972



The Gates (project for Central Park, New York City), Central Park South, 5th Avenue, Columbus Circle, Central Park West, Cathedral Park, West 110 Street; 7500 gates along 2.3rd mile of parkway

Plot drawing of the Gates (project for Central Park, New York City), Central Park South, 5th Avenue, Columbus Circle, Central Park West, Cathedral Park, West 110 Street; 7500 gates along 2.3rd mile of parkway

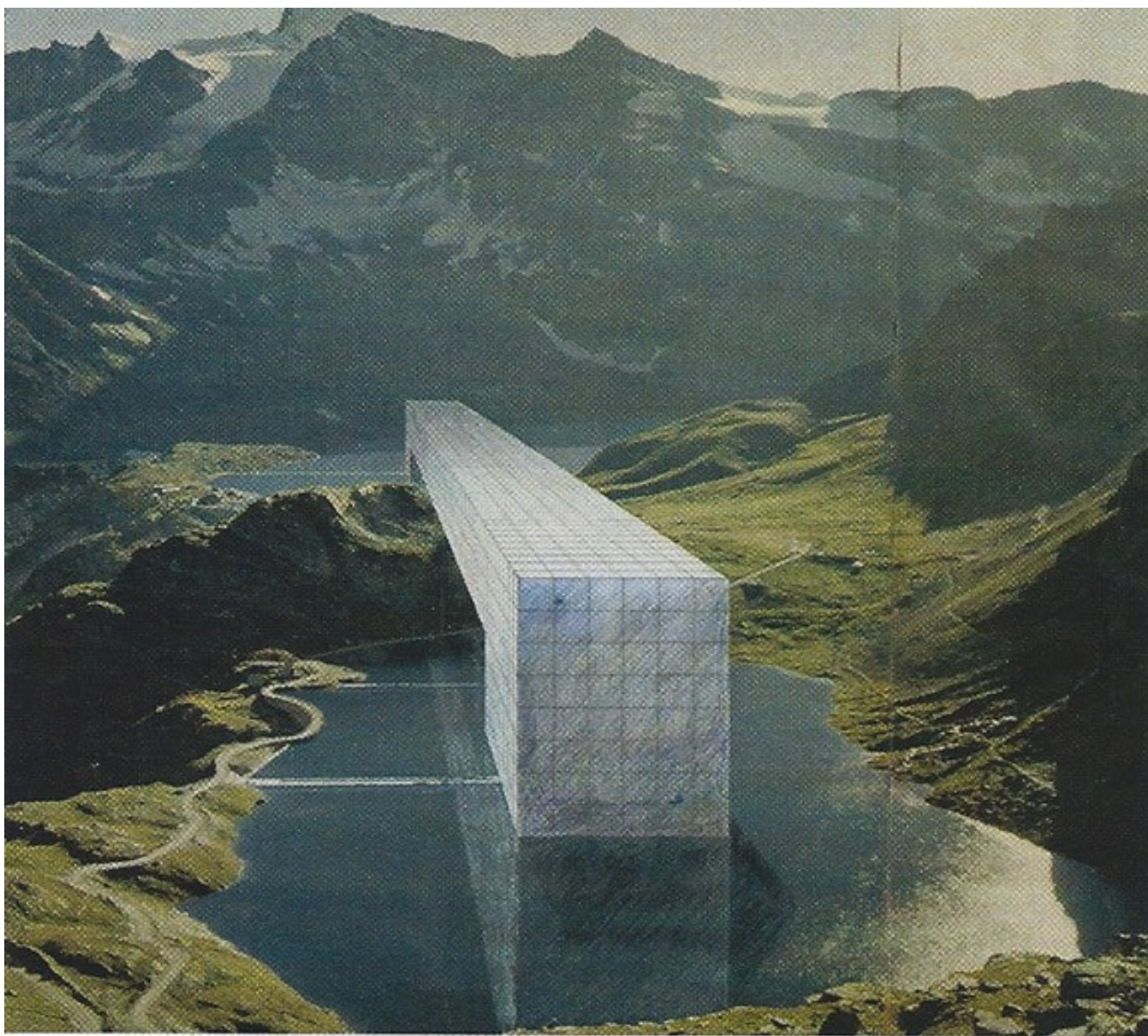


Steel base height 6' 12" (4' 10" from ground) 100' x 100' (100' x 100')

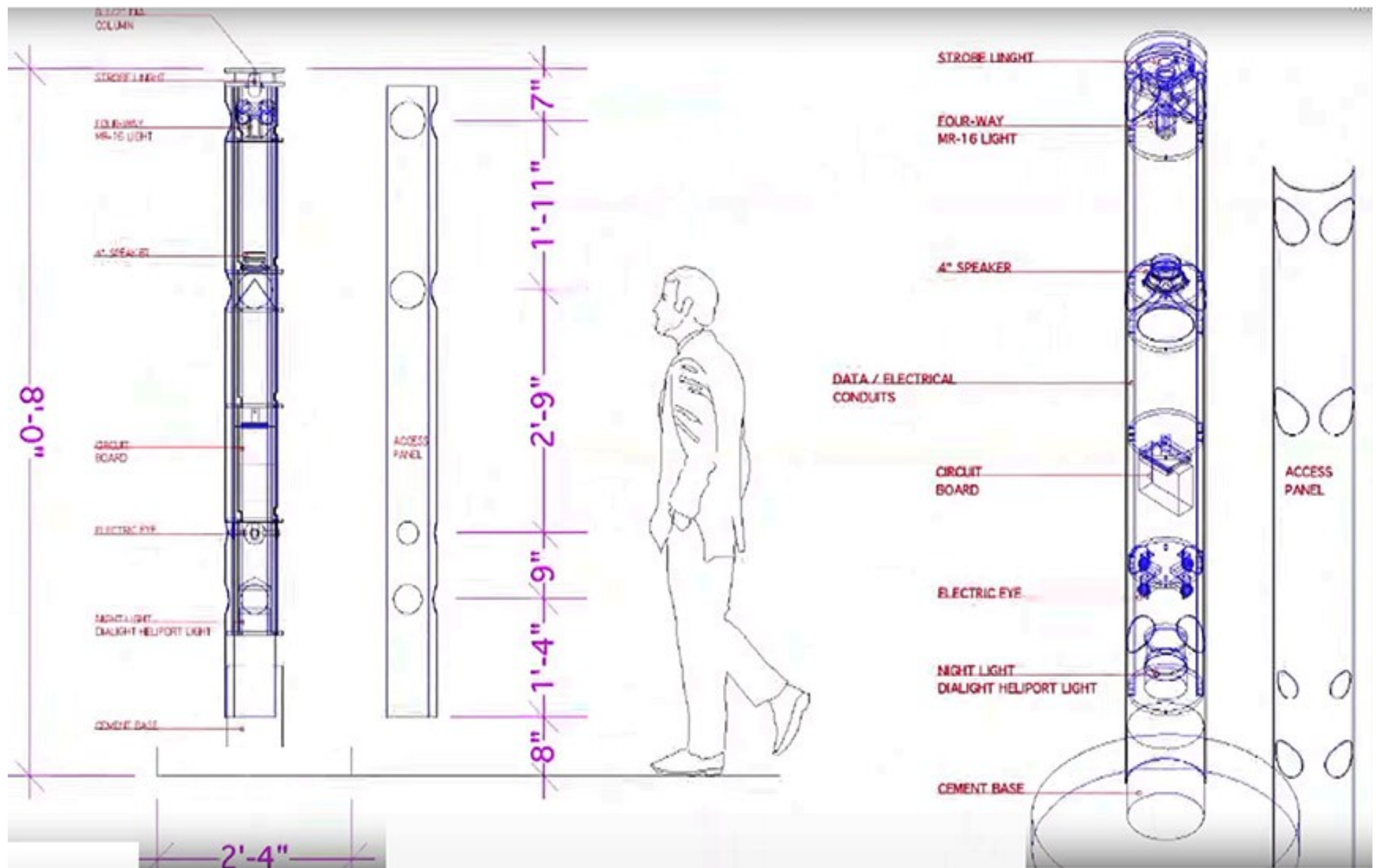
Christo and Jeanne-Claude

"The Gates"

NYC 2005

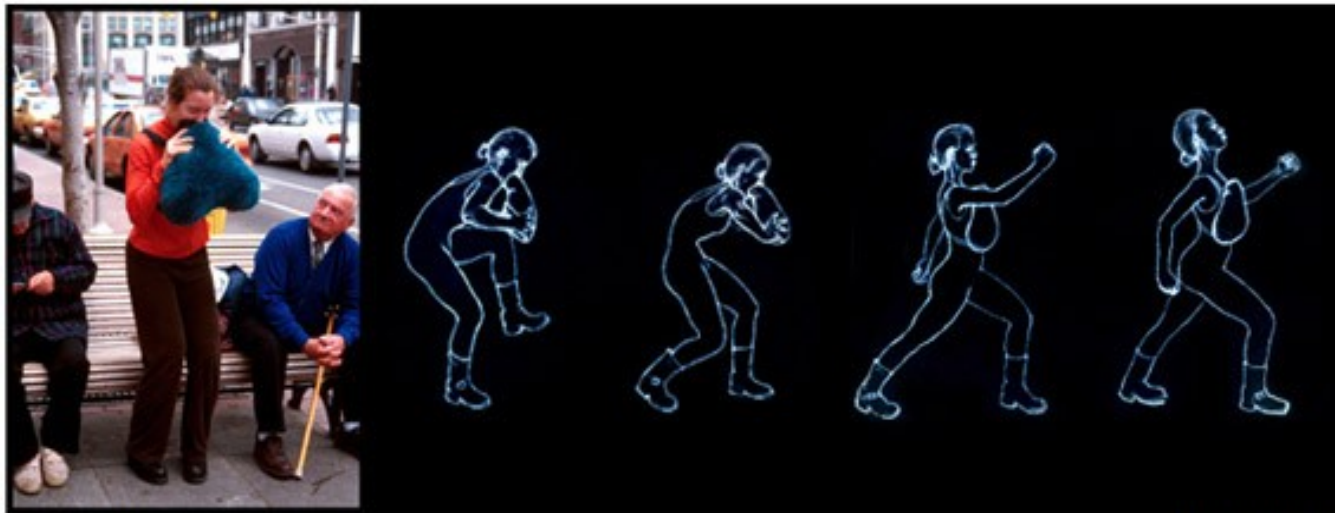


Some 30 years ago, **Superstudio**, a group of radical Florentine architects, proposed a gridded superstructure that would wrap around the world. Eventually, this structure, Il Monumento Continuo, would cover the entire surface of the planet. Superstudio were commenting on the way globalisation was swamping the world.



Christopher Janney

"Sonic Forest"
Glastonbury Festival U.K. 2007



ScreamBody

Kelly Dobson
1998-2004

ScreamBody is the first of the series of Wearable Body Organs. ScreamBody is a portable space for screaming. When a user needs to scream but is in any number of situations where it is just not permitted, ScreamBody silences the user's screams so they may feel free to vocalize without fear of environmental retaliation, and at the same time records the scream for later release where, when, and how the user chooses.

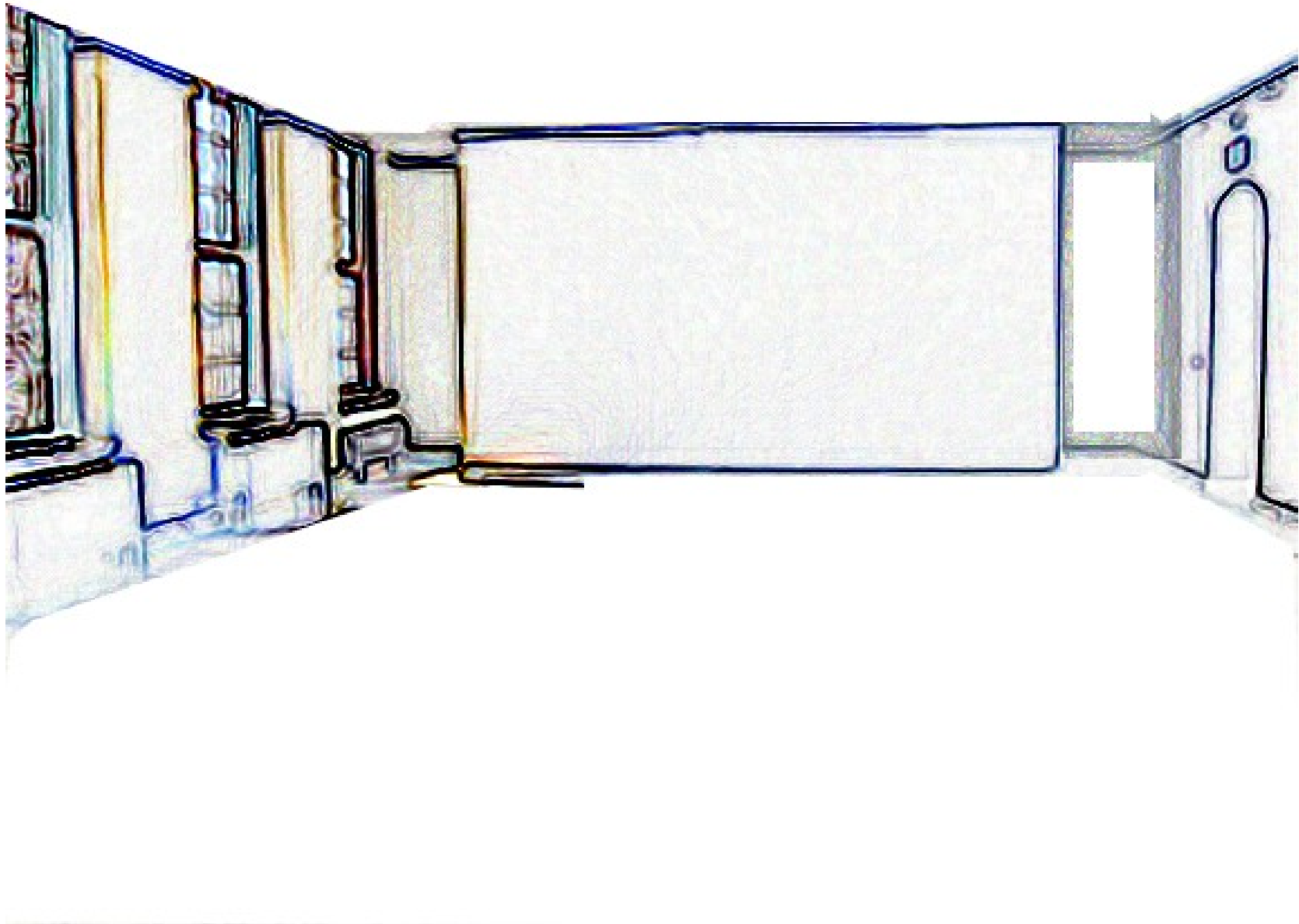
Wearable Body Organs

Machines influence self-conception, expression, social perception, and perception of responsibility or action. By accessing and vitalizing the interplay of people and machines through custom interaction design and psychotherapeutic techniques, a social awareness is brought out and individuals are invited to reinvent their own existence.

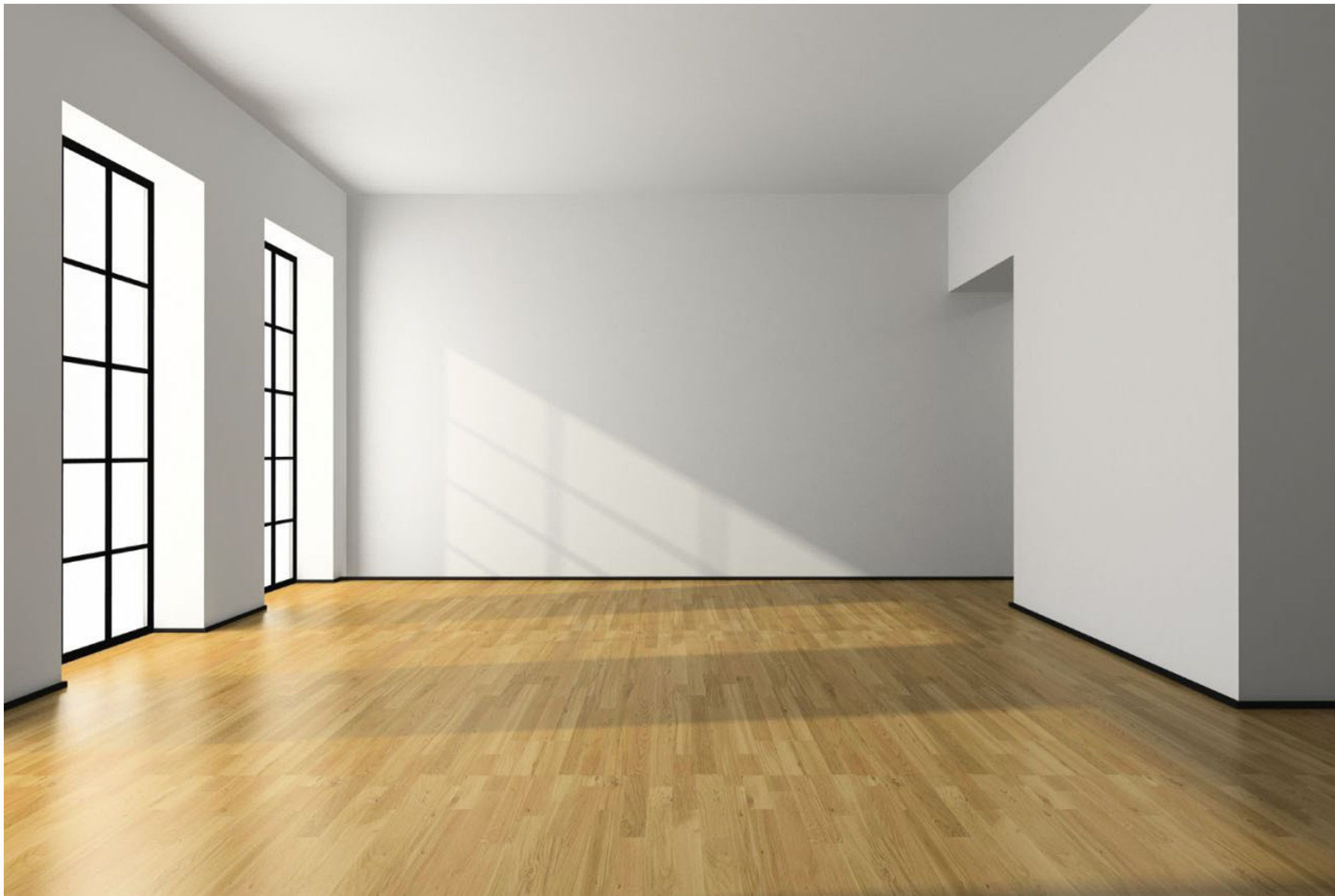
Wearable Body Organs is a series of very visible, spectacular or carnival even, play-use objects-devices-equipments that both offer context sensitive functionality for their wearer and simultaneously announce their own need for existence by being used in public without being hidden and small as is the trend with consumer gadgets and self-helping devices, hearing aids, PDAs, artificial organs, and colostomy bags. ScreamBody, CryBody, SleepBody, EatBody, HoldBody, FightBody, HideBody, HouseBody... Rather than being hidden and made to go unnoticed, these "products" are designed to be noticed, as this is key in their functionality -- they are social-critical activists.

The wearable apparatuses function as transitional objects - they allow bridges between the person's internal experience and the outside world in situations in which the person would otherwise not be able to make that possible. Each apparatus simultaneously acts to call attention to the social repression addressed by the very need for the existence of the device. Participants access sensorial energy that has been implicitly or explicitly put to sleep by enculturation.





Photoshop “Find Edges” filter



Google “empty room”



“human silhouette”



“speaker”



“How Deep Is Your Love?” -Motion sensors trigger sampled sounds based on position in the room.

Websites:

<http://anettevonkapri.org/explorations/2012-2/dance-dance/>

<http://www.spatialmedia.org/tid/intouch.html>

<http://web.media.mit.edu/~monster/screambody/>

<http://chrisfitchdesign.com/pages/Spirit1.html#>