

POSITION PAPER DRAFT (DEADLINE 8 OCTOBER)

What I am aiming for in my craft is to create an experience that will transform audio into visuals. With this I'd like to create a tool for bad hearing people to experience sound again as I find sound one of the most important senses which should be available to everyone. I do want this project to be an artistic one, so with that in mind I want the outcome to be both useful as visually artistic. I study animation and very interested in movement of both the body as the movement of sound and visuals and with this project I hope to get more into that. I have multiple research tests I am planning on doing to get to a better understanding of what I want this project to be like:

- Experience what it's like to not be able to experience sound around you in daily activities. (capture this in video (or even images?). As I will experience the world like this I hope to get to another level of understanding what it's like to be bad hearing, but I would also like to experience how your other senses will grow stronger. This way I hope to, as I know how daily life sounds, find visual clues in any way at all and I will try to make quick visual tests with this.
- Can I guess what kind of music is playing when existing videos show visuals to express the sound? What works and what doesn't?
- experiment with how to visualise audio, layer it, try different audios (and even music maybe?)
- how will I show this to people? how do I project it/literally show it?
- discuss with a bad hearing person how they experience this work.

After these main experiments/research I will make final changes based on the judgement of the bad hearing person to come with a final experience.

During the process of the visual research I will also have to, obviously, work on the digital craft part of this concept. I will try to come up with an exciting way to have live audio from the experience be the input for the visuals.

The tools and media I will use in my craft are yet to be decided on as this is difficult to define without researching this a bit further. However, I do know I want to create a visual outcome from a live audio input created by the person experiencing this work. I will for sure need a microphone and am looking for interesting ways of implying this into the work. As I am planning on making this an interactive experience, I am thinking of using either an Arduino to write a code that will transform the sound into for example specific image(s) and amount of layers of images that would show how busy/calm/stressful/rhythmic/anything the live input sound is. I will also have to look at how I am presenting the visuals. I thought of virtual reality but I researched this and this is basically impossible to get this to work, or maybe project the images on water, mist, fabric, use cymatics, I'll have to figure this out by doing more research).

The borders of this practise are truly insane. During my research for possibilities I have come across video's and projects that are just crazy cool. For example, there is project done by Lisa Park (<https://www.wired.com/2014/11/watch-artist-control-pools-water-brainwaves/>) called Eunoia (1 and 2) in which she uses EEG sensors that read activity in the brain which she's connected to 48 speakers, all based on the philosophy of having 48 senses. Each speaker is separately activated based on the activated senses in Park's mind. Speaking of borders, I'd also like to introduce cymatics as I find this a, now that it's discovered, 'easy' digital craft. This is a method in which you use sand to put on metal which is balanced on a speaker that makes sounds created by a pitch generator. Because of the different pitches, the sand responds to this in different ways creating more and more complicated patterns as the pitches get higher. This is an example of how digital craft can be used as both an artistic way, but as cymatics are also used in an applied way for therapies and healing of bone fractures. The future in this field will be really big I think as digital craft is already being used as forms of treatment and healing and with this really being put to good use.

A historical discourse and concrete examples of contemporary practitioners would be for example a project done by Magdalena Hutter; Triptych. This installation is about refugees and shows three screens of a deserted land with no borders, nothing at all except for nothingness. You can hear five sub-Saharan Africans talking about their story of being a refugee on their way to Europe. Also a project by Lampedusa in which they created an interactive light installation based on racism, refugees and any other that's being denied. <https://vimeo.com/142292936> Once again, Lisa Park's Eunoia work would add onto the discourse of the human mind being busy all the time and how we act upon it and how our spirits and senses work.

My position within my practise. I consider this question mostly as 'the relation between my major, animation, and practise and how I place these two together in arts and newer technology' and I hope that's meant by this question.

I definitely feel like animation could be a great addition to any digital craft or the other way around as most digital crafts, coming to the core of it, have to do with motion in any way. The thing that interests me in animation is not the on screen animation frame by frame, but the core of motion; where can I use it? How do I create an interesting moving piece. Animation is very broad: it literally means 'to make move what doesn't move'. You could create installations and basically as long as the installation would start to move, you could call this animation. It could also be very digital like augmented reality or virtual reality but I personally think in combination with digital craft, the touchable animation is the most interesting. This way you get a combination and a balance between the digital part of it (the drawing of the frames, the keying, the coding even you sometimes have to use), and the actual physical being.

I always strive to have my work have meaning and not just be a piece of electronics or visuals or animation that doesn't really add anything to the world in a meaningful way. I do often struggle with this I must say as there already is so much in the world, but then realise art exists to make people feel things, to touch them and to hopefully make them think and/or wander off within their minds. For this project I'd like to visualise sound to try and make everybody, including bad hearing people, enjoy sound again or in a different way. I have found very interesting works of art and installations that connect to this concept. I have already talked about her, but I find Lisa Park's 'Eunoia' so interesting as she uses super modern techniques and combines them with her spiritual self and her senses. With the rising of modern technology, which I really do find very interesting, I am often afraid we forget about being human. Modern technology makes life easier and really does make things better in many ways but what about our own abilities outside of creating more technology? Our senses are so important we must not forget them. Creating a digital craft myself I want to embrace what we already have, and try to add on to that.

I often make abstract or graphic work, therefore I want this project to be very visual to include the skills I have and put them to use.

Animation has really been rising and growing ever since it was created not even that long ago (about 100 years ago). These days, people get bored easily and images have to move fast and keep renewing. Animation in that way has more to offer than illustration alone and the possibilities of it are changing constantly with the upcoming of technology. Animators used to draw frame by frame by hand using a light table to be able to see the previous drawings made, now we're creating interactive games, virtual reality worlds, set keys in programmes like After Effects and work in 3D (like in Maya). This is something where digital craft really fills in new possibilities for animation and expands the craft but there's differences in the two crafts as well. For example: animation is about storytelling. In my eyes, digital craft in a way could be used more as a tool to explain these stories more than be the story itself. This is something I'd like get in depth of: what is an interesting way of using digital craft to tell a story... How will I combine this with visuals? How will I create a piece that has something to say or has actual meaning? I am not sure yet, but hope to find that out by doing active research (tests).