In this essay I would like to define my postion as a conceptual maker within the practices of digital craft.

Craft
My craft would be researching through image, analog or digital.
Translating that research to art or a commercial project, with tells a story with visuals.
Embracing the illogical and finding inspiration in daily life in those project.

Tools
My tools are light, light sensitive film, camera's, screens, prints and beamers.
Observing people, behavior or things.
And capturing the thing that stay hidden for the fast vieuwer.
Seeing beauty in little things.
How does our visual culture relate to our daily life and our place in society.

New tools I used in this quarter of digital craft are a movement sensitive suit, unity and processing. I love to work with those thing even I don't get is a the time. Seeing what you are doing by coding is really nice.
Im glad that I pushed my self in this assessment to use those tools. I hope that in the future I will use them more often.

Borders
How can you stand out in a time where everyone makes content, as a camera and can be an artistic. How to stay original? And is het even possible to stay original?
Maby going back to the old craft makes that we slow down our fast way of making content.
Maby we don't need people any more to creat content but AI will take over this job?
Is the content what you see the truth? Do you see something different than you neighbor?

Next to that one of biggest struggle is my lake of digital knowledge. I'm not a digital person but I'm trigger by the idea of it. So with al my idea's I need some one who is an expert on a field to help me with this. At this moment I'm starting to like implement technical things in my project but I don't dear to because of this struggle.

Define
I would like to find a balance between the new fast way of making art/content/images and the old craft. With slowing down the proceses and looking more closely you can find thing you never saw before. How can you capture things as movement or emotions?
I think finding the balance within thing I love within a really tech world would be my practice for sure.

Movement project
I'm a dancer. When I was younger dancing was were my life was centered around.Ballet class to times a week and every single day dancing every where I could. Expressing yourself true movement is for me one of the most liberating feelings there is.

After I got turned- down from ballet school, my danced dream got smaller but I gladly kept dancing. Now dancing in clubs and parties are my biggest go to. My fascination for dancers and how they move never got smaller.

The magic of translating feeing in movement and movement to feeling is amazing.

That why we came up with the Idea to translate dance into graphics because next to a dancers Im a designer who like the esthetic and think in image.

I will be honest I'm still doubting if digital craft is the praktisch I should graduate in. But with this project im starting to realize that digital craft can be every thing. And if I keep using my own fascination and things I love there is a part of me that loves digital craft.
So for now im really glad with the outcome of the project we did. And in the plus week I really want to reachers if digital craft will be my praktisch.

Artist and inspiration
THOMAS STRUTH
-making time
Observation people who look to art. Being original through changing his point of view

VANESSA BEECROFT
Performance art what makes you think twice about how we behave in this world

ISABELLE WENZEL
approaching people as they where art.

PHILIPPE SOUSSAN
Is the image what you see the reality ?
What happens if images has a soul?

Next to this those artist I have a big fascination for light artist like:
Gustav Metzger, Onformative, James Turrell, chiceren of the light and Leo Villareal.