### FANTASTIC FORGERIES MINOR DIGITAL CRAFT

by REMY KONINGS

## introduction\_\_\_\_\_

the coming slides provide an inside on the thoughts and creation of my

and translates that idea in the making of a
TRANSFORMATION



the nautilus beaker has been my chosen object due to it's appearence and history.

due to the assignment "stealing from the museum", i found out that the meaning of the object, althought it was old, was still very much relevant in our current timeperiod.

story telling through words, imagery or other rich media has grown exponentially since the internet connected people and their opinions.



nautilus beaker

# concept\_

ORIGINAL -

the nautilus beaker is a carefully crafted object without any practical use cases. it visualizes wealth, knowledge and overseas adventures. i believe that this object invites the owner to brag about his experiences. the owner therefor shows power, strengh and status towards it's audience.

NEW —

each model represents a story. the story is being matched to a "big words" database. it's content is then being visualized by abstract circular ornamentation, in which the size and the amount reflect the intensity of the story.

# research & production

i started by making use of the mobile phone software 123D catch. this allowed me to take up to 80 pictures to make the object as detailed as possible.



#### CAPTURING IMAGERY OF THE NAUTILUS BEAKER IN ORDER TO RENDER A 3D MODEL



THE SCANNED 3D MODEL WAS NOT ABLE TO CAPTURE EVERY PART BECAUSE IT WAS SITUATED IN A VITIRINE CABINET, FACING TOWARDS ME WITH ONLY THE FRONT



# RHINOCEROS ALLOWED ME TO EDIT AND SCULPTURE THE OBJECT IN DIFFERENT VERSION, MAKING IT USABLE FOR LASERCUTTING



LIKE IT'S POSITION IN THE CABINET AT THE BOYMANS MUSEUM, I TOO BELIEVED THAT IT WAS ONLY NECESSARY TO SHOW THE FIRST HALF BECAUSE THE OTHER HALF WAS EXACTLY THE SAME



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THROUGH LASERCUTING, A MOLD ON SCALE 1 TO 1 COULD BE ASSEMBLED



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#### RHINOCEROS IN COMBINATION WITH GRASSHOPPER



#### VISUALIZING ABSTRACT ORNAMENTATION BY USING SPEECH-TO-TEXT

# change of plans

i started the with the idea of creating an interactive object in which by voice you could brag about an experience. After which ornamentation should become visual on an object through a beamer.

i realised that these plans were a little bit to ambitious in order to make a copy, so i simplefied my idea.

i decided to take the two most popular books from amazon.com regarding sea adventures. I compaired these by the database that i had set up.

this created two objects, very similar but with subtile changes so the viewer could still see the difference between the two books.

#### the worst journey in the world

"In 1910 – hoping that the study of penguin eggs would provide an evolutionary link between birds and reptiles - a group of explorers left Cardiff by boat on an expedition to Antarctica. Not all of them would return. Written by one of its survivors, "The Worst Journey in the World" tells the moving and dramatic story of the disastrous expedition."

#### the journals of lewis and clark

In 1803, the great expanse of the Louisiana Purchase was an empty canvas. Keenly aware that the course of the nation's destiny lay westward—and that a "Voyage of Discovery" would be necessary to determine the nature of the frontier-President Thomas Jefferson commissioned Meriwether Lewis to lead an expedition from the Missouri River to the northern Pacific coast and back. From 1804 to 1806, accompanied by co-captain William Clark, the Shoshone guide Sacajawea, and thirty-two men, Lewis mapped rivers, traced the principal waterways to the sea, and established the American claim to the territories of Idaho, Washington, and Oregon. Together the captains kept this journal: a richly detailed record of the flora and fauna they sighted, the native tribes they encountered, and the awe-inspiring landscape they traversed, from their base camp near present-day St. Louis to the mouth of the Columbia River, that has become an incomparable contribution to the literature of exploration and the writing of natural history.



#### A DATABASE OF RELEVANT WORDS SCANNING BOTH STORIES, DETERMINING WHICH STORIES IS MORE INTENSE



ALL MATCHED WORDS ARE VISUALIZED THROUGH CIRCULAR ORNAMENTATION. MORE CIRCLES MEANS MORE MATCHED WORDS AND THE BIGGER THE CIRCLES ARE THE BIGGER THE WORDS ARE THAT HAVE BEEN USED IN THE STORY





STORY 1 the journals of lewis and clark

#### The rest of the second se

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### TRANSFORMATION OF THE NAUTILUS BEAKER

the first assignment, making a copy from our stolen product, was mainly focussed on the stories behind the ornamentation, stories where owners could brag about.

the transformation of the beaker focusses on it's audience. researching an object, reviewing, determining if you like it or not and then judge upon it, is behavior everybody does.

of course, these days, reviewing products, services and opinions happens everywhere, especially in on the internet.

therefor i created an object. a meaningless object which is not supposed to be positive or negative. it supposed to be a general object where people could have a variety of opinions upon.



ALL COMMENTS (2011)

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Etsy











### copper

a fully coper object, which could work as a capacitve sensor for interactive purposes was innitially my idea.

although i liked the material very much, it turned out the be hard to use.

while shaping this material, i felt like i was the craftsman creating the nautilus beaker in the ealier 1600's.

eventually i went on with an other interpretation of the transformation which felled like a better fit.

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for me, etsy was the idea webshop. I created my own store and published my photos, a description and the necessary payment information to ensure people can actually buy it.

etsy allows me to sell my object and it allows buyers to publish reviews which i can only accept.

buyers are able to write a review once they bought the product, they can rate it by 1 to 5 stars and share the product through social media.



bron: https://www.etsy.com/listing/253666497/the-comment-stone?ref=shop home active 1

Item Details Shipping & Policies





bron: https://www.etsy.com/listing/253666497/the-comment-stone?ref=shop home active 1





Firefly\_Firmata

Created by Andrew Fayne and Joson Helly Schwarz-Latest Update March 25th, 2015 Capyright 2015 I All Pupits Reserved

This Firests allows you to control an Arduine board from Hhume/Grasshopper/Firefly, Updates, Questions, Suggestions Visit: http://www.fireflyexperiments.com

1. Plug Arduno boards into your USB port; confirm that your Arduino's green power LED in on 2. Select your specific Arduno Board and Serial Part (Tools > Sourd; Tools > Serial Fort) \*Take note of your Serial Furt COH # 3. Verify (plug bottom) and Upload (upload buttom) this program to your Arduine, place the Arduno program 4. them down ... Philos/Anorempeoper/Furtive

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#### \*\*\*\*\*ON LEDNARDG BDARDG\*\*\*\*\*

ARAGE IN ours 8.5 are set to return values (free 8 to 1023) for moleg sensors DISTRAL IN pure 2,4.7 will return 8's or 1's; for 3 potential digital sensors (buttoor, motches, on/off, trim/false, etc.) DISTRALAMENDS DUP pure 3,6,6,62 (sensed with a -) can be used to digitalizing another or Serviverite depending on the input status of that Firefly DISTRALAMENDS DUP pure 3,6,4,62,52 can be used to digitalizing, Serviverite, amongarite sepanding on the input status of that Firefly pin

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### the comment stone

the comment stone is a meaningless object which is not supposed to be positive or negative. it supposed to be a general object where people could have a variety of opinions upon.

it's made out of wood and perspex. incorporated in the design is a photocell which messures the incomming light.

all the comments that buyers leave behind on my etsy webshop, which be crossreferenced with the data i collect from the photocell.

once you pick up the "stone" every comment and review will be spoken out, making you part of the review.



