

DESMA 9: PROJECTS

ART + TECHNOLOGY

Virtual Education

Dalton Abbott

Abstract

- Abstract: Through virtual reality simulation, the subject will be engulfed in the creative thought processes of a high-functioning scientist. Our culture's interest in science is paradoxically on the decline. By exposing people of average intelligence to the mental process of a scientist, subjects will be provided with a fundamental understanding of science and become more apt to appreciate, participate in, and support science.

Project Proposal



The subject will first be given a general overview of the type of mind they will be entering. This introduction provides a frame of reference for the coming experience. Next, the subject will wear a pair of virtual reality goggles and be connected to wires at integral points on their skulls.

Proposal [2]

The wires will send electrical signals to many points in the brain, stimulating neural pathways and altering their mind to that of a scientist. They will be able to solve complex problems, and understand difficult equations according to the field they are engulfed in. This ensure that the subject will forever to appreciate the crucial societal position of being a scientist. The stresses and the joys.



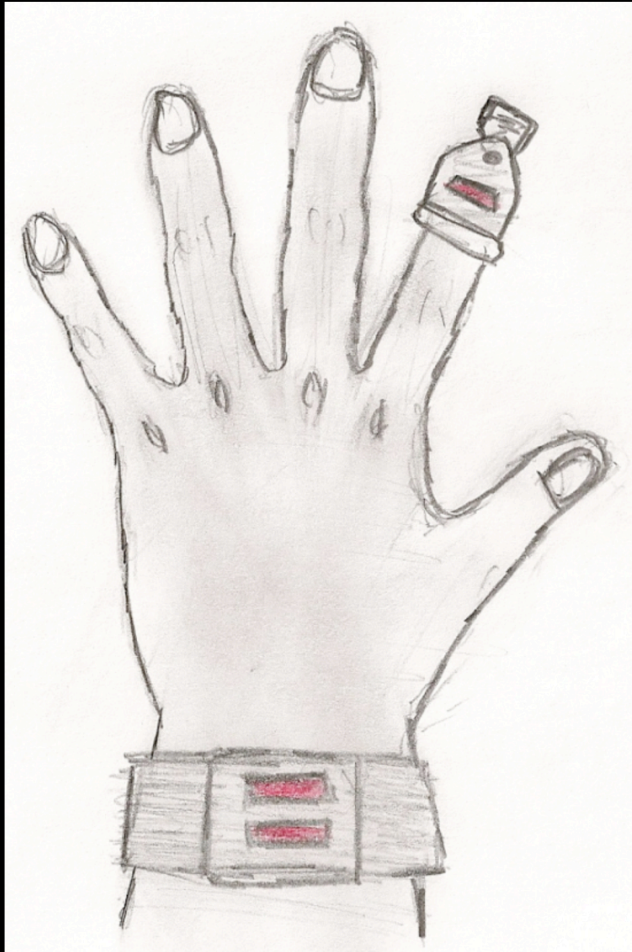
Hotzone

Andrew Curnow

Abstract

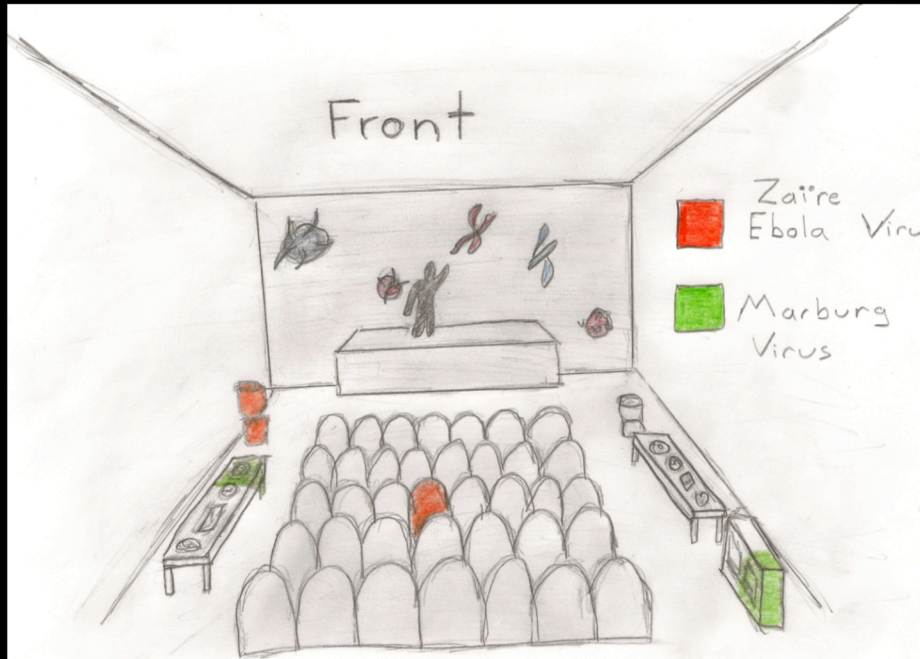
- Hotzone is a merging of traditional lecture presentation and conceptual art. During a lecture on third world epidemiology, subjects will unknowingly participate in an artful simulation of a virus spreading through a population. By the end of the lecture, the environment will alter, becoming dimmer and hotter and more uncomfortable as the “disease” spreads. Providing an uncomfortable experience simulating viral spread will manifest a newfound empathy for those plagued countries which remain so detached from the first world.

Project Proposal



- Subjects will be led into a large lecture hall and attached with heart monitors and GPS locators. There will be an interactive presentation about the spread of disease in third world countries. While the audience meanders about various exhibits and the lecturer delves further into viral issues, the room will begin to mimic effects of infection. At predetermined hotspots around the room, audience members will 'catch' diseases.

Project Proposal [2]



ce infected, more contact will spread the disease to others. Their chairs will begin to move and undulate. It will become warmer in the room as more are infected. A buzz will pervade everything. The goal is to make the room uncomfortable, diseased. Essentially, the hall will become its own Hotspot.

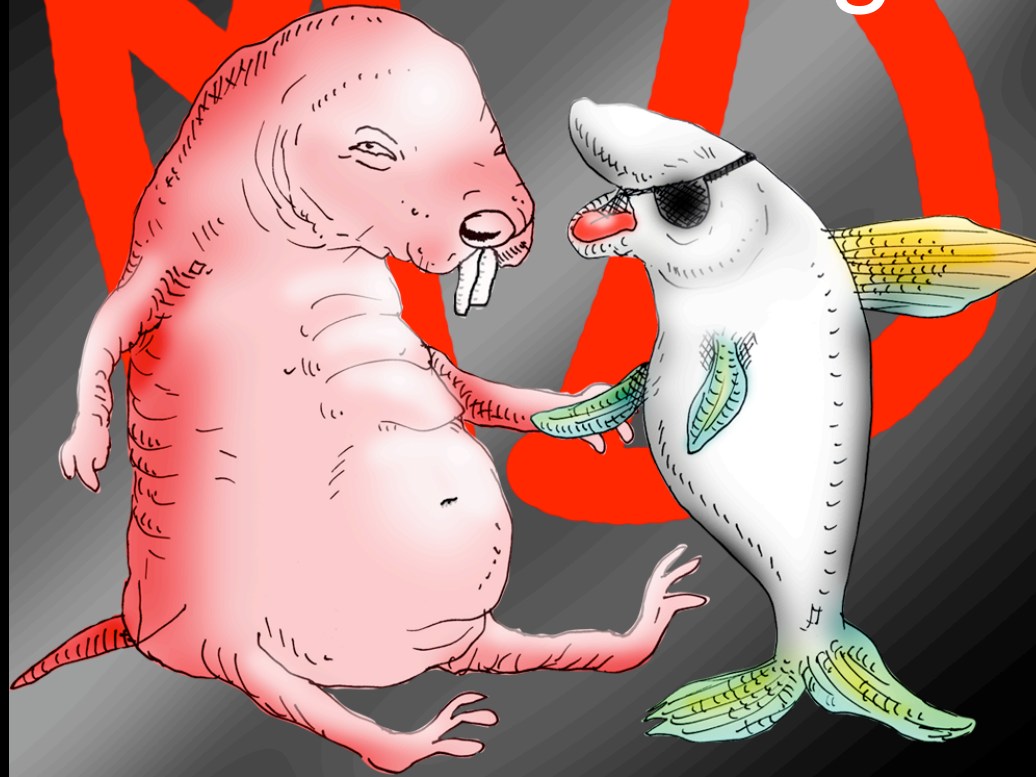
Project Proposal [3]

- The lecture will end with a discussion of the audience's physical and mental reaction to the disease-like effects. The lecture, coupled with immediate and physical effects on the audience, will ensure a deeper and more real understanding of these essential human issues and propagate a greater responsibility to humanity.

20,000 Leagues Under Your

Skin:

Mind Dating



Ariel Alter

Abstract

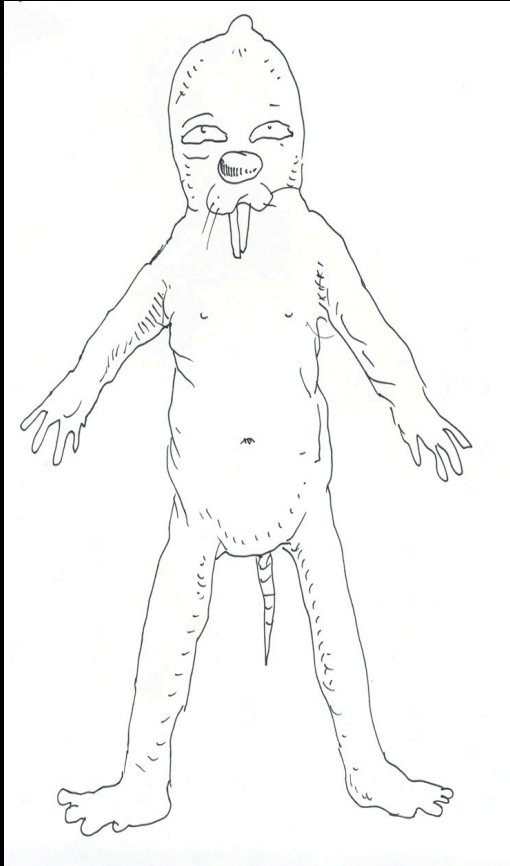
Mind Dating(Blind + Mind) is a unique dating service whose function is to encourage people, from the outset of a romantic relationship, to interact in creative, rather than physical, ways. Our society favors physical attraction over intellectual, but many experts agree that the strongest lovers maintain, first, an intellectual understanding of love and each other. Participants will meet online through creative exercises instead of by browsing through vapid pictures. Through the process of Mind, they begin their relationship transcendent of physical attraction.

Project Proposal

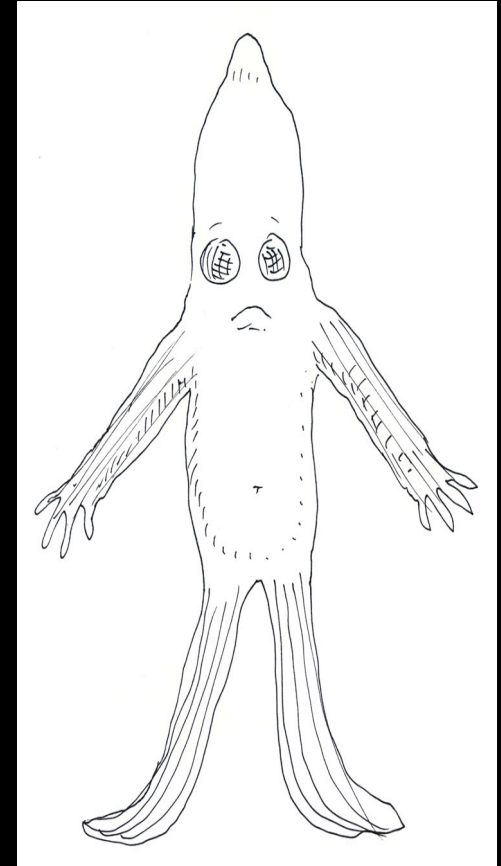


Users will meet on an interactive website. There will be no photos. Their initial chats will include artful exercises employing programs simpler and similar to those found in the Adobe Suite. From the start, the users' connection will not be dependent on physicality

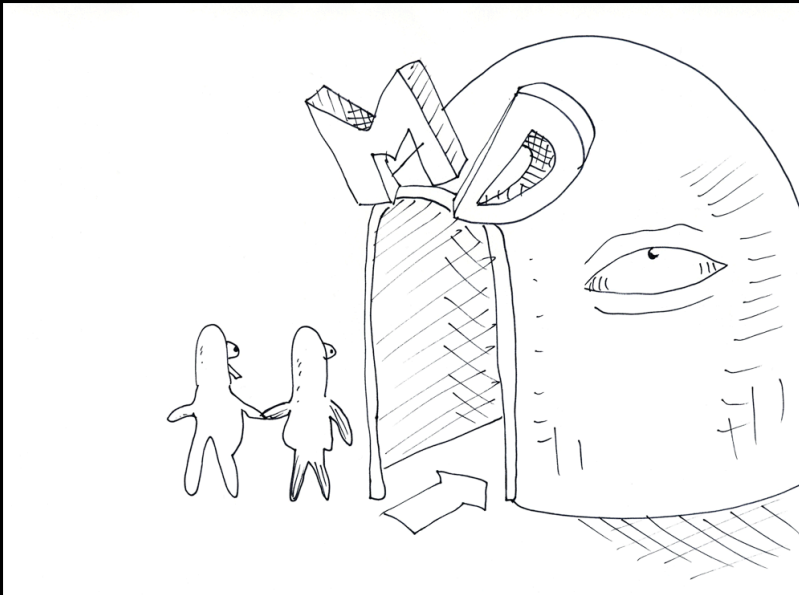
Project Proposal [2]



Next, the users will meet at an underground dating theme-park. The users will wear either Mole suits or Cave Fish suits to symbolize blindness, lessen gender importance, and further obstruct visual physicality.



Project Proposal [3]



The theme park will have art installations, creative exercises, media-libraries, lectures; it will be an art installation itself. It will focus on stimulation and connectivity. Once the couple is ready, they finally reveal themselves in the revealing room.

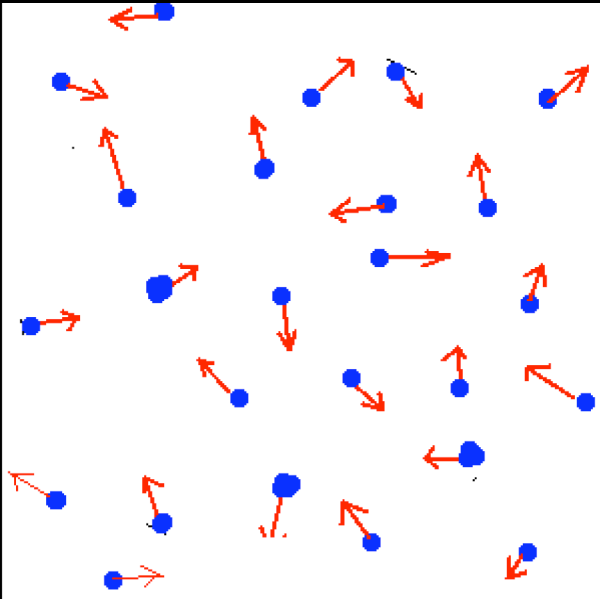
Experiencing Education

Sara Captain

Abstract

- To create an exhibit that mimics progressive theories regarding education and forces participants to think in new, different, critical ways. Our narrow view in society dictates a severe disconnect of educational fields like art and science. This is inadequate for total understanding. True knowledge comes when one learns in expansive, tactile, and participatory ways. The exhibit will force the subjects to experience gaseous(thinking), liquid(speaking), and solid(writing) forms of learning and by the end hopes to force a logical amalgam of the three. The fulcrum is the expansion of perception.

Project Proposal



The first room has gaseous elements.

1)An oxygen bar.

2)A wind box. Subject enters hand and feels the movement of molecules.

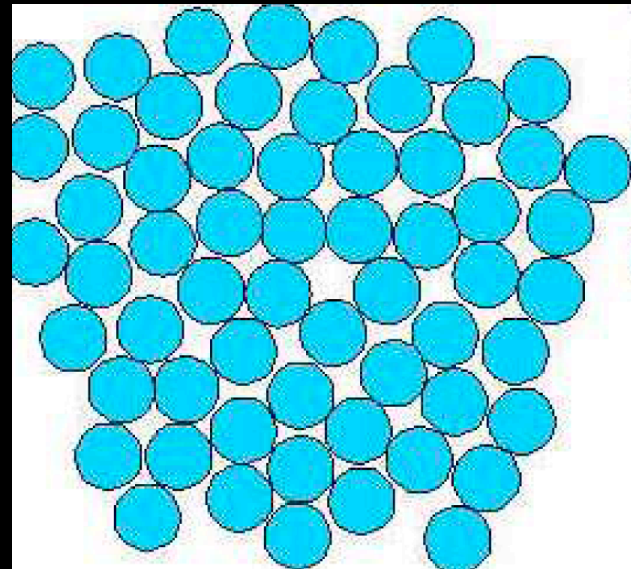
3)A spectrometer to show colored fingerprints of gases in the air.

4)A geyser emitting smelly sulfur gas.

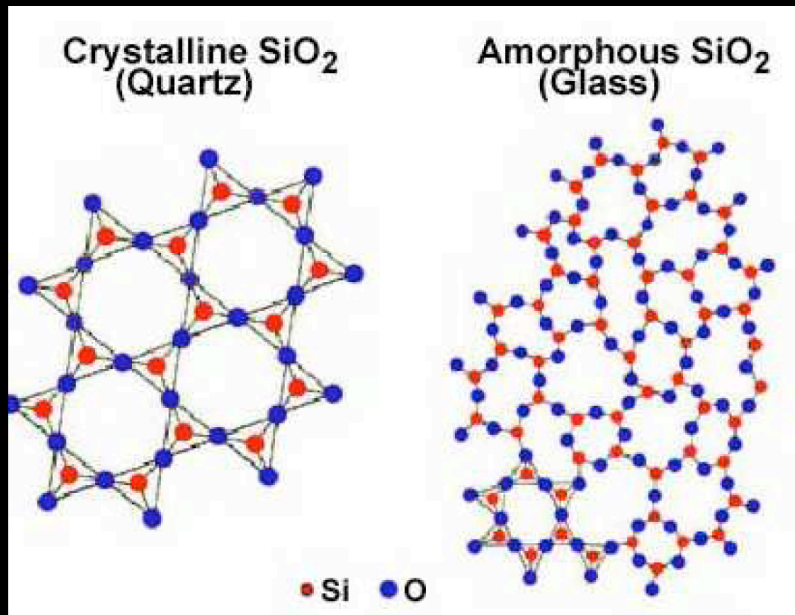
Project Proposal [2]

The next room has liquid elements.

- 1) A bar serving soda, orange juice, and water.
- 2) A box full of ice cold water.
- 3) An aquarium under the subject's feet, revealing a vast marine ecosystem.
- 4) A guard who briefly introduces the exhibit.



Project Proposal



The third room has solid elements.

- 1) A fruit bar.
- 2) A box with a solid brick in it.
- 3) A collection of natural boulders.
- 4) A table of moldable clay that you can fire and make hard.
- 5) Many signs and instructions.

The Environmental Sky Tower

Christina Cheng

Abstract

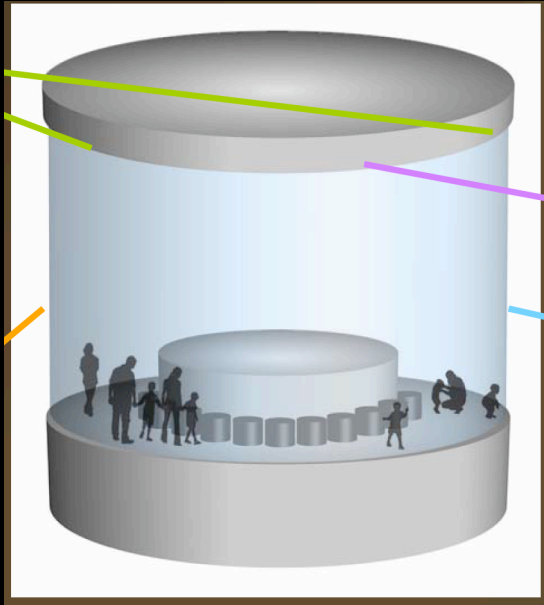
- To create a sustainable attraction that gives a broad scope of environmental change through history and on to the future. The experience of watching the environment change from the dawn of time to man's influence will alter the participants' views on our affect on the environment. Man has done much to influence the environment, mostly detrimental. This ride will spark more interest in the environment and convince riders that we must do our best to achieve unification with nature.

Project Proposal



The Sky Tower will be placed in the center of a major amusement park. It will be covered in photovoltaic cells and buckypaper(nanotubes which delay ageing of materials) to ensure sustainability. The ride will give an interactive experience to the participant.

Project Proposal [2]



The walls of the elevator will project an image of the surrounding environment and change slowly from early history to the future. Vents will emit different qualities of air based on the condition of the environment. There will be sound and smell and weather as well. The participant will be completely involved. By the end, the camera will pull back to see the entire world and you will watch as we continue its destruction. The participant will be at the top of the tower and have an entirely new perception of the world around them.

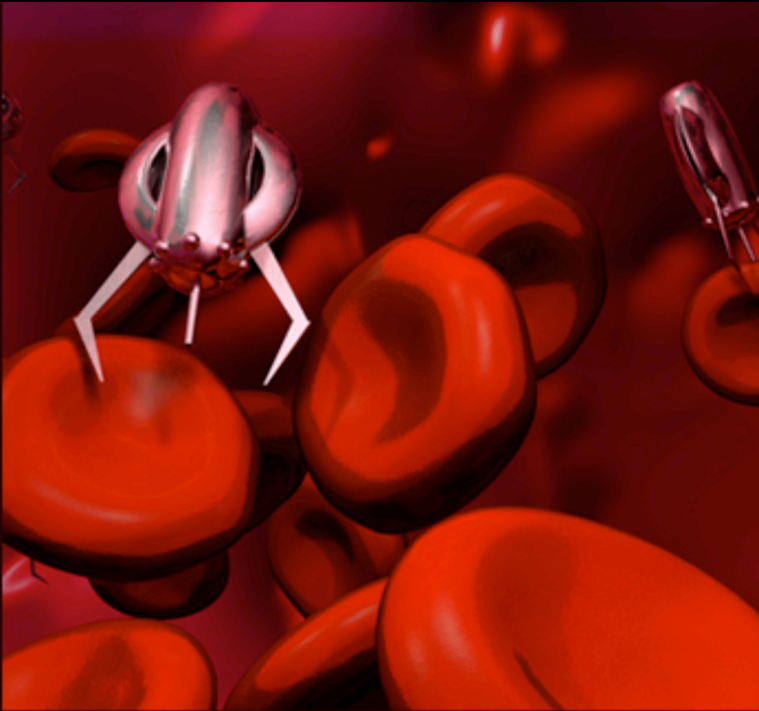
The Personal Diagnosis

Jonah Batista

Abstract

The Personal Diagnosis is a new way for people to monitor their health. People tend not to act on their health unless something drastic happens. As more and more people grow unhealthy and obese it is obvious we need a new way to monitor the health of patients. The Personal Diagnosis employs a new nano technology which will be injected into the patient and act as an agent of health for the patient. Constant monitoring of health will allow a greater consciousness of lifestyle choices and lead to better health overall.

Project Proposal



The patient will be injected with a small nano device loaded with information and disease detecting instruments. It will move through the patient's blood stream and body and collect information on all major vitals. This will help doctors understand and diagnose quickly and correctly.

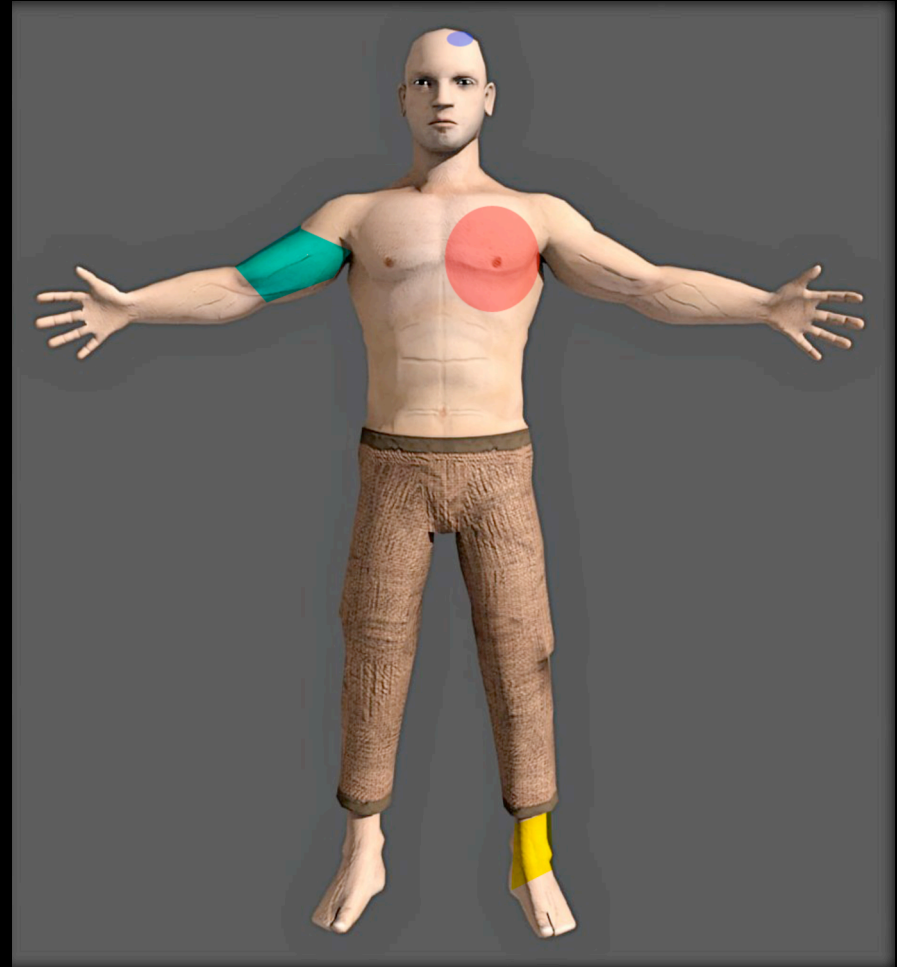
Project Proposal



The device will also be able to project a future self of the patient based on his/her current lifestyle choices. If the image is unpleasant, one may want to rethink their lifestyle decisions.

Project Proposal

The last thing it will do is color the skin of parts of the body that are infected or damage. The patient will have a constant understanding of their bodies, from each item they eat to every run they take. Synching more strongly with our bodies will lead to greater self-actualization and health.



Verticality

Allie Gates

Abstract

- Abstract: As population continues to explode at an unbridled rate, the world can expect to see major urban cities become even more densely inhabited. Most cities lack adequate spaces for community gatherings. I propose a framework for integrating urban development and nature reserves in an unprecedented way. Verticalamity is a network of acre-wide floating gardens that are suspended from huge, highrise buildings. Entirely self-sustaining ecosystems, each patch of nature works in harmony with existing structures and stretches stories above from the ground of the city.

Project Proposal

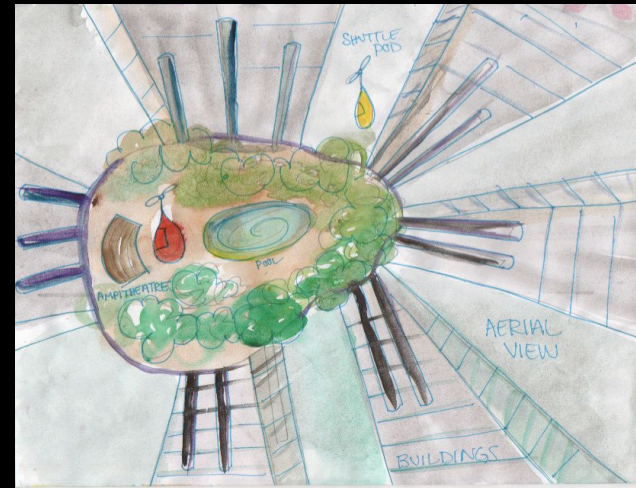


The Aquagardens are part of Verticalamity that is meant to be experienced on a personal level. The aquagardens are hydroponic gardens that are suspended from buildings. Plants float on the top of the water and draw nutrients from water circulating below; they are spaced such that personal canoes can navigate between the rows. The plants are bioengineered to have quickly regenerating fruits, so canoers are encouraged to pick fruit from them as they like.

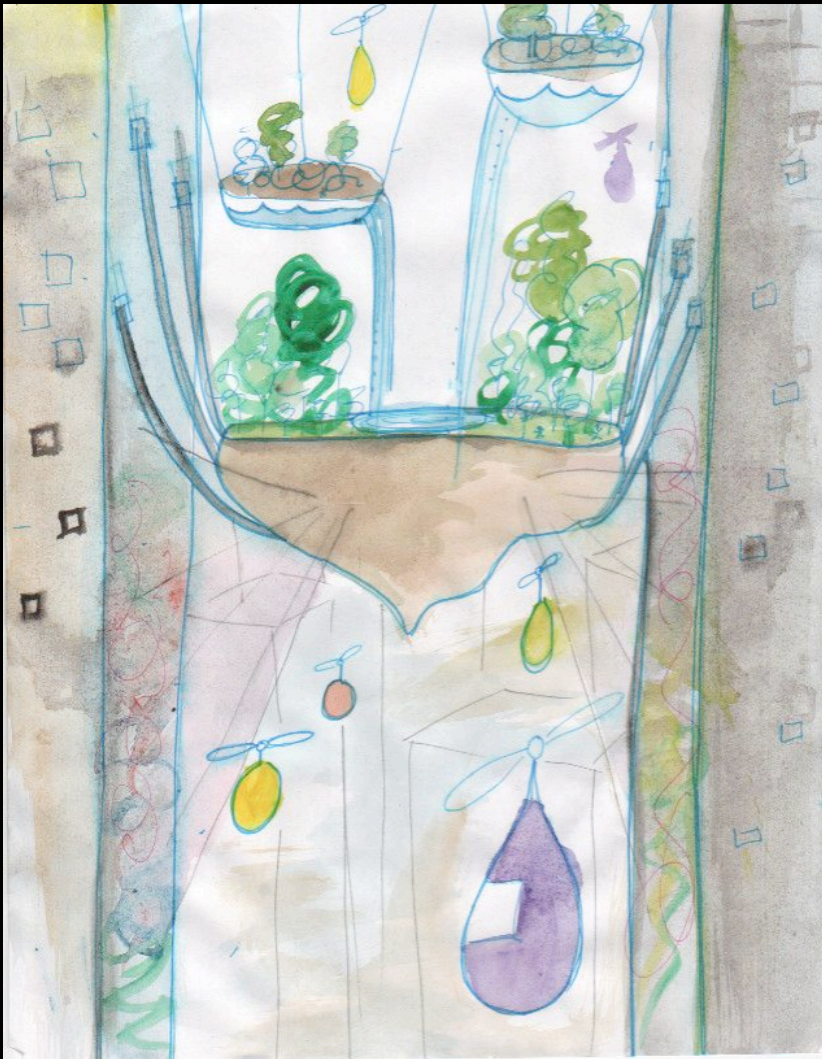
Project Proposal

Terraspace is a large plot of land that functions as a hanging park. Several acre chunks of land are secured by metal lace and suspended by support rods from the sides of neighboring buildings. There is a large pond in the middle that catches falling water from the Aquapods hovering above.

People would move between spaces via shuttlepods: electric flying robots.



Project Proposal



Neighboring buildings are coated in OLED's that make huge visualizations of the brain activity of people in a concert floating above. This adds another layer to the levels of personal connectedness--people playing, people listening, and people watching from the ground.

Skin Statues

Devin Quinlin

Abstract

To create a statue series from directed cultures of skin cells. As we redefine what it means to be alive, it is important to consider the relationship between humans, animals, and machines. There is an intricacy to all forms of life and the equilibriums that exist between them, it is one we must learn to sustain and cherish.

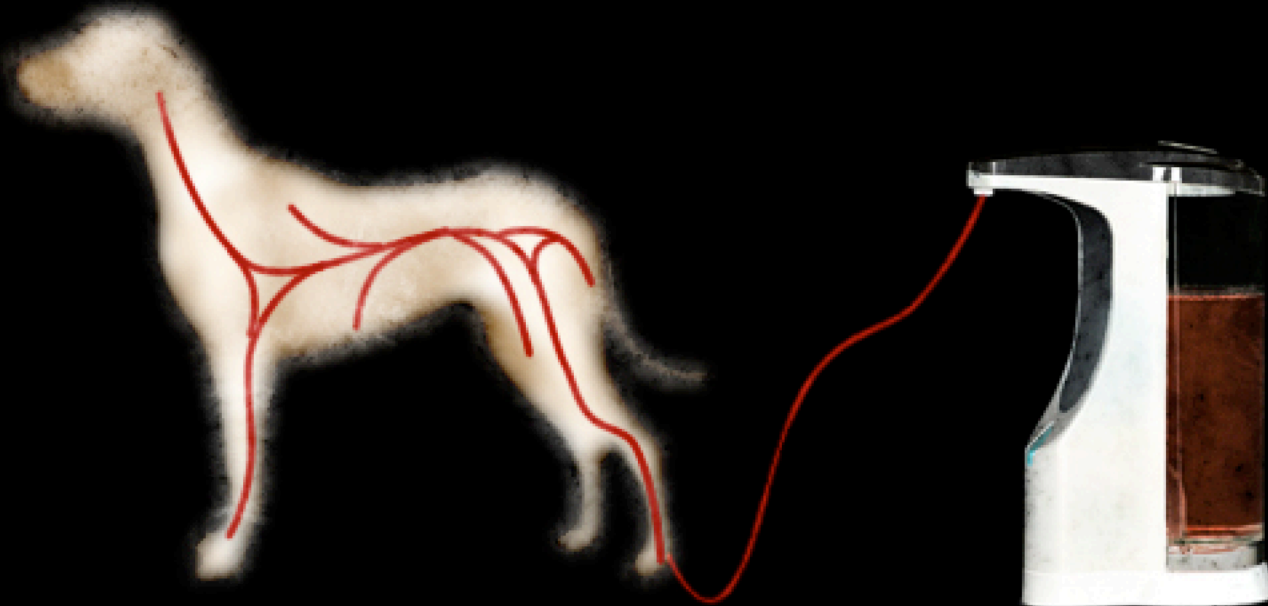
Project Proposal



To build the statues I will use scaffolding which will dissolve after the structure is complete. One will be a human, one will be an animal, and one will be a machine.

Project Proposal [2]

Because the cells are living, they require nutrients and oxygen to survive. To solve this, the statues will be hooked up to a complex system of blood vessels All attached to a central location of nutrients. To maintain shape and not overgrow, The cells will be genetically programmed into forced apoptosis once the desired Shape is achieved.



Playing God:
Generating Tone and Rhythm from an
Evolving, Mutable Ecosystem

Mathew Robertson

Abstract

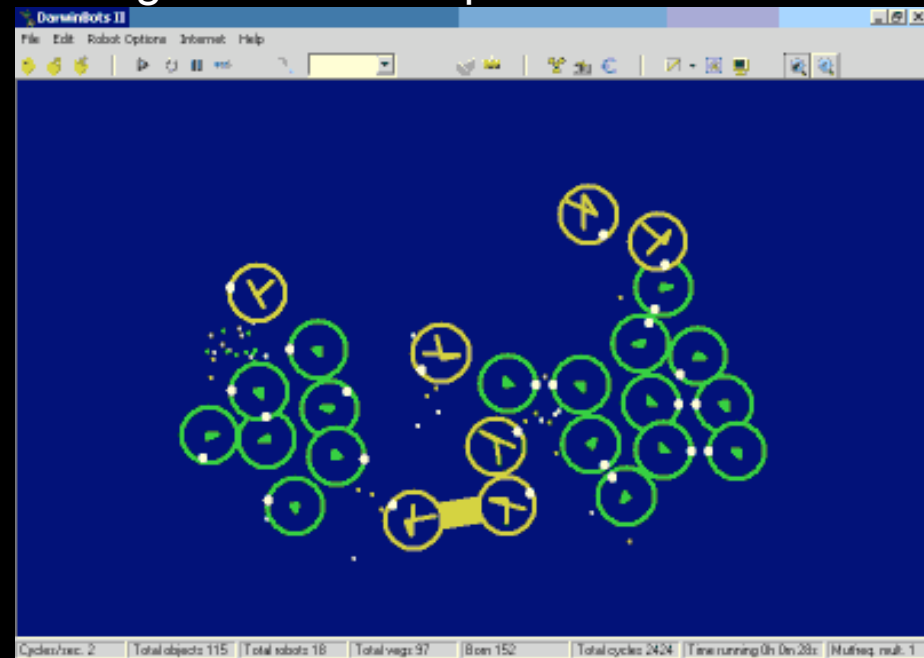
- The project will exist as a software that mimics a growing and fluctuating population. Many people know the basic theories behind evolution, but few understand the rhythmic beauty of a fluctuating and evolving population. I intend to fuse the rhythm of the history of life and sound. Each created organism will have its own noise. Using inherent changes in population between mutations, evolutions, and alterations the user can alter the sounds of organisms and be able to create rhythms and music.

Project Proposal

The user begins by creating fiduciary markers in a plane in the program.

These markers will be hazards, food sources, etc. which will direct the course of your population's propagation. The program uses existing software to create artificial organisms that reproduce and function in a

Simple but realistic way.

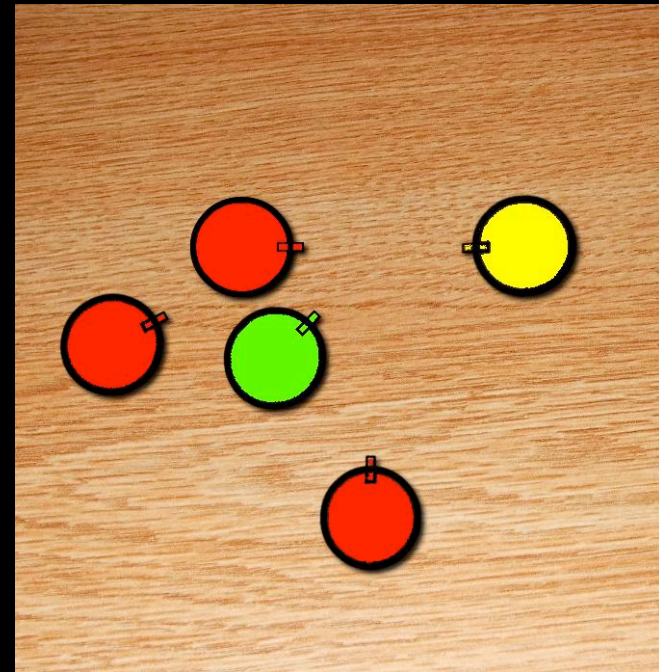


Project Proposal [2]

Each organism will be assigned a two digit integer. The first is based on the frequency of the sound it produces. This frequency will be likened to one of the 88 keys of a piano. It will not be exact, but will ensure that similar populations sound similar and provide some unity of sound. The second number, based on the five overtones of the note, will create timber.

Project Proposal [3]

As populations solidify and certain organisms begin to survive better than others, more unified sounds will form. The user may isolate the sounds and create something like a synth pad. Music culled from life! The user may also alter populations and move things around thus creating new sounds, new rhythms, and new music.



BioMods

Simon Wiscombe

Abstract

BioMods is an exhibit designed to allow the user access to their own genetic material, allowing them to modify, add to, and remove from their own DNA. From there, they will step into a small room that will allow them to experience their new selves. This room will be a “virtual reality,” every wall being a display screen that transports the user to a completely every wall being a display screen that transports the user to a completely open virtual environment for the user to explore. This will create the illusion of a new and different self. The exhibit will deconstruct values of self and social norms, obliterating the stigma of difference by allowing everyone to change.

Project Proposal



Users are first sat at a station where they get to see and change their genetic make up. Adding and subtracting or changing can alter every conceivable aspect of a person, besides their experiences. They will be outfitted with motion sensors and thrown into a virtual world where they get to experience their new selves.

Project Proposal [2]

The virtual world will be much like a large Open ended video game. It will resemble Reality, but doesn't have to exactly. The point is exploration and identification with the new self. Users will be able to Interact with each other and Bots in the Program. It will be a blurring of identity Helping to erase oppressive norms.



Apple Tree

Shiyang Zheng

Abstract

Human brains emit certain frequencies when in different mental states. For example, relaxation produces about 0.5 – 4Hz and anger produces about 14-30 Hz. To control brain frequency one could conceivably control mood. Apple Tree is a product which will alter the frequencies of your brainwaves to induce better moods as well as serve to monitor your mental health.

Project Proposal

Apple tree will detect your brain activity and project its help on to an

Actual miniature apple tree. When you are happy, the tree will flourish. When mental health fails, the apple tree withers. You will also be able to monitor your health through digital updates on email, cellphones, etc.

I'm Happy,
Therefore
leaves are
green!



After
One
Month

I'm happy all
the time!
So, i award
apples on
the tree!

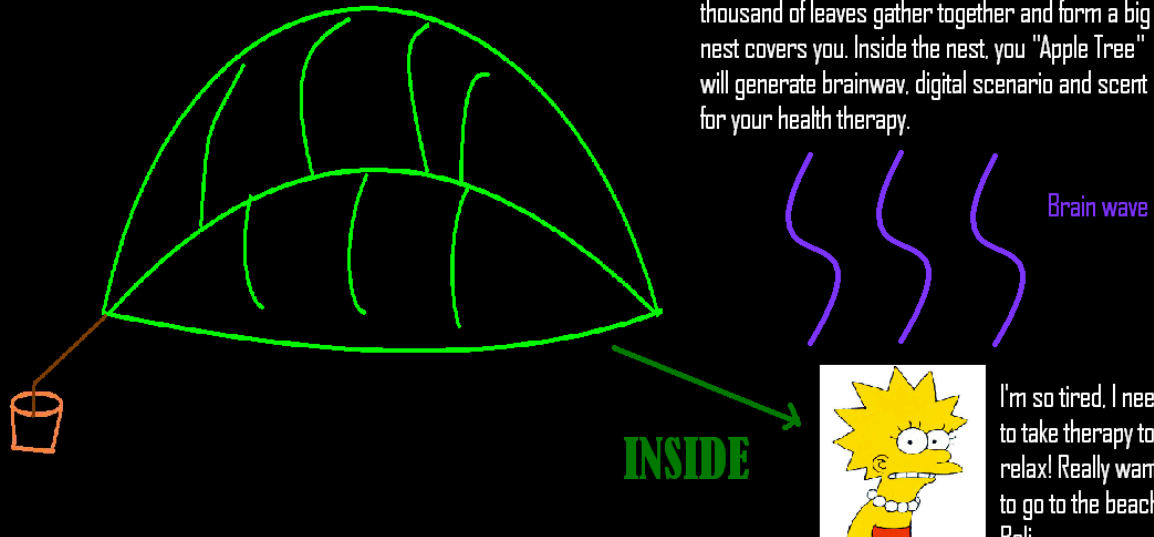


Detedcting Brain Wave after one month



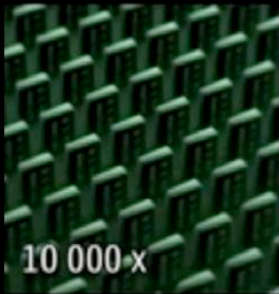
I'm
Still
Very
Happy

Project Proposal [2]

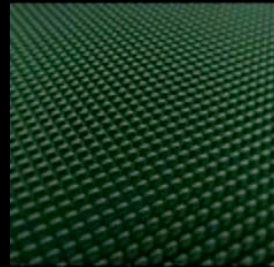


The Apple Tree will also be Able to provide direct mental Health sessions. The leaves Covered in LED lights, will Create a soothing display of Color and emit wonderful Smells while altering your Brainwaves in a positive way This experience will be soothing and relaxing and the positivity will carry Through the day.

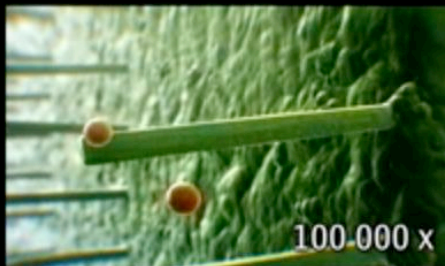
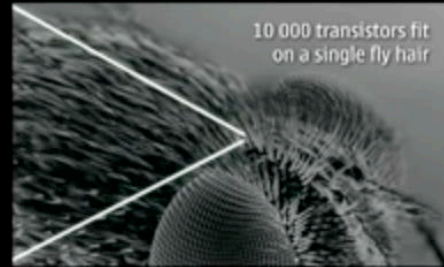
Project Proposal [3]



Air purifier inside the pore



millions of Air purifiers



Furs on the leaves can detect dust, pollen, pet dander, mold spores, smoke particles, volatile organic compounds and nutrient content in the air.

Using millions of small NanoPores, the Apple Tree Will also detect and alter Air chemistry in order to Provide the most serene And healthful environment Based on its understanding Of your personal mental health.

The Power of Color: “Floral Therapy”

Nicolina Greco

Abstract

Color plays an extraordinary role in our emotions. We see red and our interest is piqued, red is dangerous! We see green and feel healthy, green is life and healing. My project involves extensively employing color as an aid for psychological development. Using a new system called "The Flower Optimizer" I will be able to create intricate gardens in a detailed way. By pairing the power of color therapy and the natural environment I will be able to more successfully treat patients with psychological ills.

Project Proposal

The project will begin with a patient receiving extensive psychological therapy. The therapist, working closely with a Chromotherapist, will devise and map out a specific garden with flowers organized in a didactic way for the patient.



Project Proposal [2]



By using a device I previously conceived of called, “The Flower Optimizer” the therapist will be able to easily make the desired garden. “The Flower Optimizer” sends waves of energy into seeds and alters the genetic make-up of the seeds so that they blossom in the desired color.

Project Proposal

Each garden will be created to cater to each patients' specific needs. Someone with ADHD, for example, may begin with red flowers which evolve into purple into blue and finally end in green. The walks they take through the gardens will mimic their own healing process from aggressive to soothing.



Ecosystem Collapse: A Note to the Public

Komal Kapoor

Abstract

The disparity between poverty and affluence is astounding. It is terrifying, and it is terrible. People of great affluence, such as those in the 90210 area code of Los Angeles, easily slip away into their mansions and evade the sick truths of the world. 1 in 5 live in destitute poverty. Further, the resources devoured constantly by the rich of the world are adding together and will destroy this world. My project is to confront the rich in their own environment, Rodeo Drive. My project will plunge viewers into a slum community and force them to reconsider their current state of living.

Project Proposal

My exhibit will begin with a room made to look like any slum in any city does: dirty, smelly, unhealthy, unclean, foul, miserable, and unimaginable to the general rich. It will sit snugly between an Apple store and Dolce & Gabbana on Rodeo Drive.

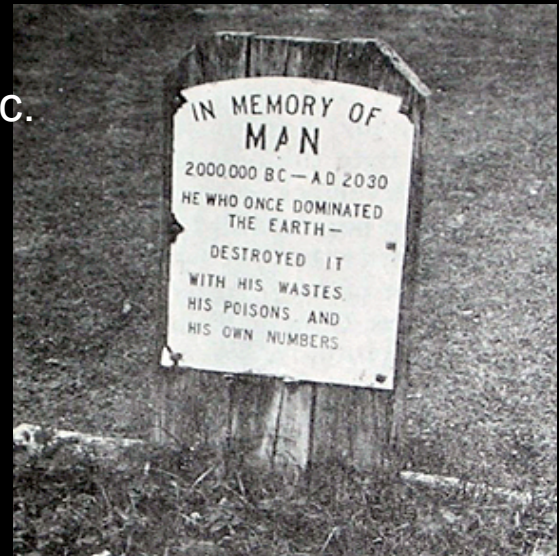


Project Proposal [2]



Room 2 will feature four doors
Leading to miniature versions
Of possible world extinction
Situations.

- 1) Massive flooding due to melting ice caps.
- 2) Simple overpollution.
- 3) A world wide desert from lack of water.
- 4) Other catastrophe: nuclear holocaust, etc.



Heard

Paige Marton

Abstract

Heard is an exhibit relying on synthetic materials in order to create a natural experience. Participants will be able to participate in a unique and abstract exhibit about nature. Because so many are trapped in natureless centers of urbanity, this exhibit will provide the impetus to go and re-find the natural world that we so long ago left.

Project Proposal

A team of artists and contractors will create a lush tropical environment out of Synthetic materials. Flowers will be rubber and wax, trees made out of wire



be hyper-real but also
Wire trees:

Rubber flowers:



Project Proposal [2]



We will install audio jacks somewhere
Near each and every plant. Using a similar method that Donald Kurtz invented to find music in the stars, we will isolate vibrations of the plants and convert them into sound. By experiencing nature in this novel way, participants will be revitalized to go out!