TUTORING MARCH 16, 2004

1. Revise my essay

Just a couple of days ago I got a long email from a friend, who did a MFA Degree and dealt with urbanism and visualisation of building interiors.

In her oppinion, to which i mostly agree, I have to rewrite and restructure the concept I have written so far. As you well know I am really stuck with the ideas for a too long time now without showing you any proper output besides a collection of material on my blog and various written texts.

Although I'm really sick of writing proper concepts and lacking visual results I think it is necessary to shape up and re-focus on WHAT I want to work, WHY and for WHOM the supposed outcome is supposed to be.

WHY
Motivation, short description of special terms, why did I come up with This topic, what's the story behind that? Maybe through a project, general Interest. Must be detailed!

WHAT
What do I want to make out of the theme? What is the exact aim? An essay, a forum, visual work (poster, film....)?

WHOM
Who ist the audience I am working for? Keep them in mind as the clientele. Be honest and take it serious!

KEEP IT SIMPLE
Try to explain your mother what you want to do,
so that she understands what you want to do.
Define special terms, clear visual descriptions, find examples...

Last Week I told you I wanted to try to tell a story with these kind of Screen Tone Graphics.
I browsed through the stock of photos I had collected, fumbled around in Photoshop but without
discovering a certain aim or story I could tell.

Screen Tones vs. Photos
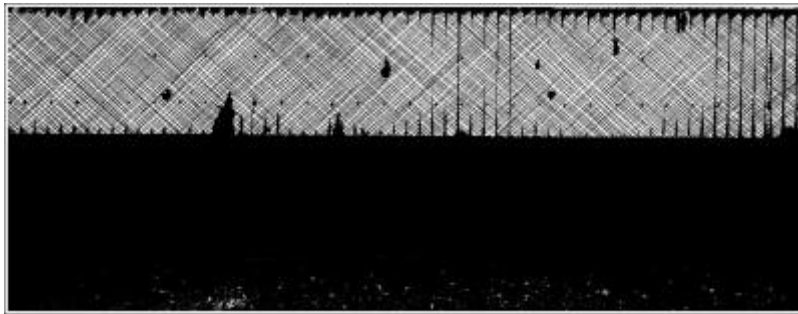
A PS Test overlaying screentone rasters with photos to achieve a manga-texture feel.

Then later the week, as a follow up to my friends critique I looked through the works of artist duo Bitter/Weber. Not only that one of them shares my last name, they also seem to work directly with the same topics and visualisations I was talking about.

On the one hand it was kind of dissapointing that other people had used almost the same source material (especially the Bijlmer) and applying the ASCII Rendering with it.

BITTER/WEBER

»The Austrian artists reveal the structure of the city Almere as a contemporary prototype by analysing its architecture. With the computer they map the different types of houses and form them into endless lines. Computer technology, medium and metaphor at the same time, plays an important role in their work. [...]«
:: http://www.lot.at/

Ok. Same topic! Satelite Dishes I also discovered.
But is their result really convincing? I find the bubbles animated out of the Satelite Dishes a very meaningless way.

I just talked to Anders about this and we agreed that the point about the Satelite Dishes is especially for immigrant families to stay in touch with their home country, to get a glimpse of their culture in their living room, far away from home.
The satelite dishes connect the very inside and seperate room with a far away country.
:: http://www.fotohof.or.at/munich/bitter/bitter.html

»Four b/w photographs (aerial views from the social housing complex Bijlmer, Amsterdam) are digitized and transferred into ASCII images. ASCII images are usually constructed by random Text-characters; however, in "image.source" a specific text is embedded within the random characters through the use of a customized script. In this way, the text has both a visual and a semantic function.[...]«
:: http://www.eikon.or.at/pdf_files/33_1699820631.pdf
:: http://forum.mur.at/foto/rueckblick.html
:: http://www.lot.at/CITYalias/

Uwgh... the more I get to read about the artist duo Bitter/Weber the more I discover that I've been digging on the same ground they've been working on. I hate Internet!