

## Design by disruption

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Action



Design methods based on disruption and metatransformations from one media to another.

## DESIGN BY DISRUPTION

Fig. 2



The relationship between art, design, and technology can be observed from the standpoint of disruption and aesthetic importance of

is to challenge toward perfection. I am technology for follow the idea that hold a human imprint, with questions that art speculate to answer.

which is charged and philosophy can 'Disrupting presented at the

(Paris, 2012). It is

provocations. The

fostering such practices

rather interested in using

non-positivistic goals; to

traditional movements

standardization and

computers and code

3D models' was originally Computer Art Congress 3 a small application made with Processing with the intention to open an external 3D model (STL format) and to render its geometry in three different modes: quads, triangles, and points. The application proposes three parameters to disrupt the geometric composition following semi-stochastic

procedures. The results are chaotic 3D meshes of the original model (fig01.jpg).

The second piece is called 'Motion Structures'. It was first presented at re-new festival (Copenhagen, 2014). It is basically a script that runs on ImageJ that takes a sequence of images as input and then applies a series of actions to output a virtual 3D model. I have produced motion structures from video sequences (film, TV series, video artworks). The results make evident the trace of movements and that occur from frame to frame sequence; it is possible to orbit

and to navigate inside

model, its complex

transformations in an animated around the shape it. In order to print a



In

2/2

geometry had to be reduced from one million to

32,000 faces (fig02.jpg, obj01.obj).

My two pieces share in common a non-figurative approach to 3D models. On the one hand, they can be seen as meta-transformations from one media to another; on the other hand, they require an effort from the viewer to experience and provoke

variants and reconfigurations.
this respect, the pieces
drive the attention to
and material part of
Software applications
between people. The
available through a
choices. But such

try to drive the the unstable and mediate ideologies between processes that we make user interface reflect on decisions are pre-configured within the computational environment: the hardware and standards on which our contemporary infrastructure is based on. So we have to recall that code is not only electronic: their effects extend to

the physical world. Code and digital media are unstable because new uses are continuously foreseen. Design by disruption might respond to stabilizing practices with aesthetic

provocations.

Fig. 1

