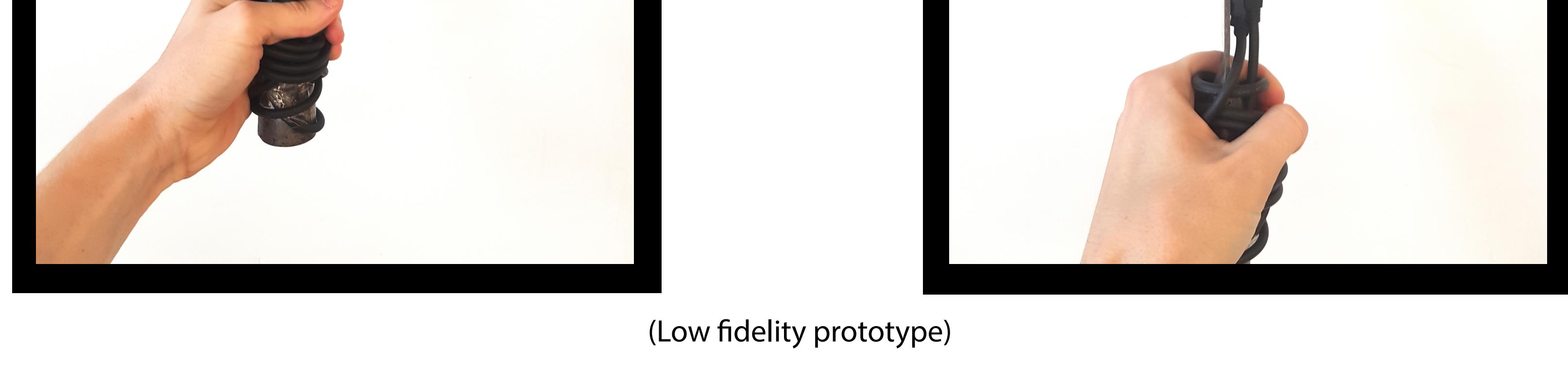
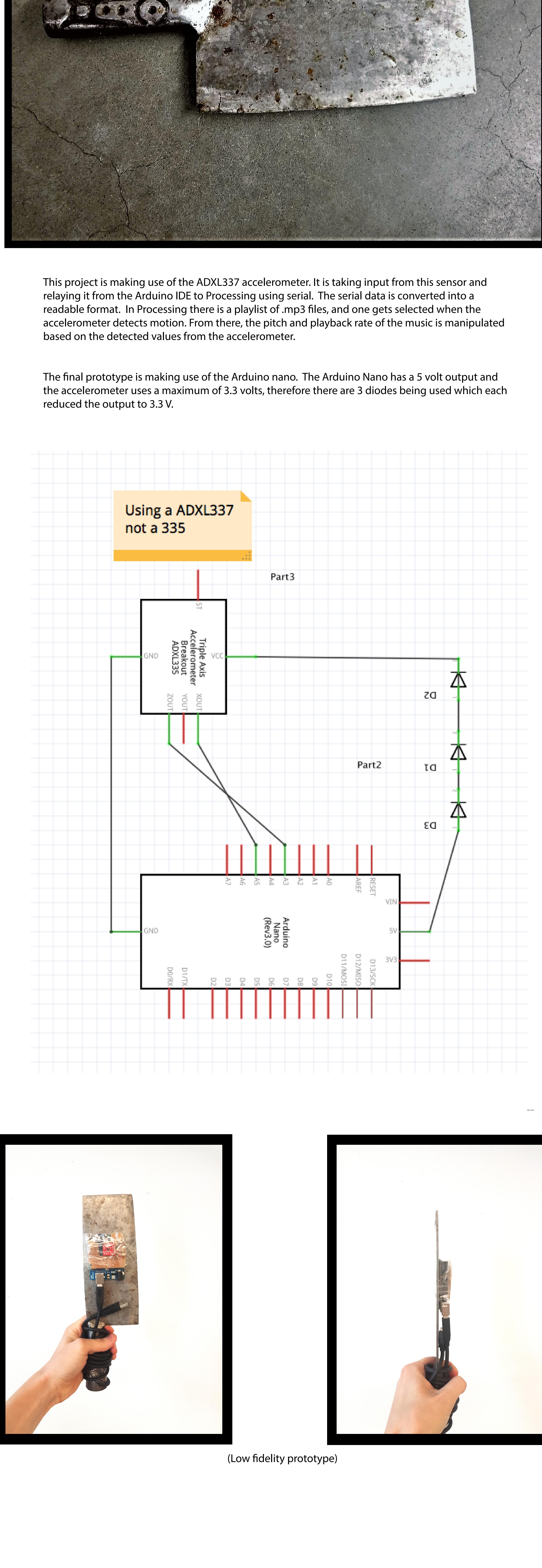


CLEAVER

Cleaver is an examination of material, function, purpose, and agency. Its objective is to make us question the relationship between function, form, and the entrenched emotional connotations instilled in *all* the objects around us. The cleaver's original purpose is transformed by giving it the ability to control music with the use of an accelerometer and Arduino micro controller. When picked up, Processing outputs a random selection of music from a playlist that the user is able to manipulate with gestural interaction. As an audience, we question the object's origin, and the seemingly random and untethered bond between its form as a recognizable object (cleaver) and its function as a controller of sound. Through this, we find the cleaver locating an uncanny and uncertain combination of materials and function. It builds a personality through the established connotations of a cleaver's purpose alongside its heavy rusted metal material and the loud booming output of audio. Visually we can see the hard metal surface enchanted with technological components that look out of place on such a stark naturally formed object. Tactilely, the heaviness of the cleaver paired with the fast responsiveness of the audio output from kinetic input amplifies the sense of power and control felt by the user who wields it. When in use, we can observe the object being manipulated in strange abstract ways that once again defy the original purpose the cleaver. Tilting, moving slowly versus quickly, up, and sideways will all provide different audible returns. The cleaver, which once was used simply to cut, now has qualities of an instrument where one's personal interaction creates a different result.



(Low fidelity prototype)