Artistic Research Milestone

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April 17, 2020

1 About My Sharing Format

The format, for a lack of better word, I chose is a website called Github.
Github is website based on a software called git. So what is git then? Git
is a *version-control-software*, which is computer scientist for a cloud based
sharing platform that help people collaborate and be up to date with each
other on a given project. With git you can download a project, modify it,
share it with the creator, who can then choose to discard or include the
changes. Another aspect of Github is that others can pick up a project that
has stopped being developed. To use the proper terminology, *fork it*, and
take over the development.

To contextualise my work with Github I will now briefly explain my own
first impression, and then why I chose to use this platform myself. When I
first got into video design, I was drawn to certain specialized software and
effects that was made for other existing software. These softwares were often
hosted on Github. If you are not familiar with the *git* software, a lot of the
terminology and user interfaces are really confusing. Even just figuring out
how to download and install something from Github took me quite some
time. I have included a small guide on my web page on how to download my
project to alleviate this problem.

So having covered what it is, there is also a why. I want my project to be
accessible to others with an easy way of collaborating. To increase the chance
of collaboration I turn to the world wide web. This way, anyone anywhere
with an internet connection can contribute to my project. It also turns the
project into a living entity. An interesting aspect of working this way is that
if my focus change, I can store my previous work and keep it available to
others while I am changing the main focus of my project. And all of this is for

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free. Another big reason that I chose it for my work is that anytime I upload something I have to write a message explaining what I have changed since the last time. This means that it also functions as an automatic documenting tool that makes anyone able to see the changes I have made as the project has developed.

2 About My Project

My current project is called *Painting with Data*. I got the idea by experimenting with a technique called databending. This is about opening images, videos, and audio files in software they are not meant to be opened in, and then change the files in these non—suited softwares. For example opening an image in a Word document. I have chosen to work with the jpeg which is an image file format that uses a high compression algorithm to reduce its file size. Then I bend these images by opening them in software type called hex editor. This is to narrow the scope of the project down.

Initially the plan was to find a method of bending files live as a way of creating live visuals. So the start of the project also included attempts to find software that could help with the live performance as well. These experiments were not fruitful and before I got properly into it, the corona lockdown meant that my possibilities of trying this live was cut woefully short. Instead the project became more focused on the abilities and possibilities of the jpeg with a hope of finding more predictable ways of bending it.

Another thing that has been a part of the project is the wish for it to be open source and this is also why I chose to host my work on Github. Where I have licensed it under the GPL-3.0, a hard copyleft licence, so that it is available for others to work on without possible legal ramifications.

What I am trying is to make people look at their computer in a different way. Unveiling the codes and algorithms that represent the machinery inside the computer. The way I chose to do that is through bending the jpeg. I am using human readable text inside an image's source data to create a new image. This gives a computer's interpretation of the human readable text. Showing that for the machine the content of the file is not important. So much of my written down thoughts are hidden inside of images to illustrate this fact.

But without much more ado, here is the link for my Artistic Research for you to explore.