Portfolio

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Abstract

I am a media artist who uses programming, software, and paint to address memory, numbers, and knowledge. This document provides links to documentation for projects I've worked on.

1 Media about Numbers and Memory

Between 2008 and 2013 I memorized ten thousand digits of the number π, and I have been regularly practicing them to the present. Through those years I have developed and tested literally hundreds of speculative applications for memorizing numbers and text.

1.1 Number Games — 2022

DOCUMENTATION: https://evandaniel.com/number_games
LINK: https://number.games
This site houses games that target novel approaches to numerical cognition.

1.2 LociAI — 2022

DOCUMENTATION: https://evandaniel.com/loci_ai
LINK: https://lociai.com
Memory assistance. Generates 3D spaces that hold AI-generated images that serve as mnemonic devices.

1.3 Recitation and Networks — 2016-2019

DOCUMENTATION: https://evandaniel.com/recitation_and_networks
Here I practice π in ways that interact with society, purchasing items and posting to social media.

1.4 Numeric Feedback — 2013-2016

DOCUMENTATION: https://evandaniel.com/numeric_feedback

Systems for providing meaningful response to numeric input, including generative content.

2 Reciting π from Memory in Art

Having memorized the number π to ten thousand digits, I have recited that full span scores of times by painting, drawing, and sculpting them. In each of these works, π is recited from memory, without looking at the digits that are coming up next. Errors do occur, and are typically marked on the work itself.

2.1 Encoding Numbers — 2013-2022

DOCUMENTATION: https://evandaniel.com/encoding_numbers

π written from memory in any number of forms (many painted).

2.2 Take A Number — 2017

DOCUMENTATION: https://evandaniel.com/take_a_number
LINK: https://take-a-number.evandaniel.com

Interactive archive of my MFA thesis work in which I recited ten thousand digits of π from memory by carving into a block of marble.

2.3 Pi-xels — 2013-2018

DOCUMENTATION: https://evandaniel.com/pi-xels

Creating recognizable imagery by writing π from memory.

2.4 Memorization and Text — 2014-2016

DOCUMENTATION: https://evandaniel.com/memorization_and_text

Experiments in which I memorize verbal text and programmatic text.

2.5 Writing Numbers from Memory — 2013-2014

DOCUMENTATION: https://evandaniel.com/writing_numbers_from_memory

Writing the number π from memory on paintings and other objects.

3 Visual Research

Creating visual and interactive content is an integral part of my practice. Painting and drawing remain vital to me for furthering my understanding of perception, but I regularly engage with a wide variety of media.

3.1   Man's Plane (alpha release) — 2023

DOCUMENTATION: https://evandaniel.com/mans_plane
LINK: https://mansplane.com

A feminist parody/critique of mansplaining. Collaboration with Kit Kirby.

3.2   Cubist Paintings — 2009-2023

DOCUMENTATION: https://evandaniel.com/cubist_paintings

Images that use a language derived from sequential art and historical Cubism.

3.3   Illustrations for Smokey Robotic — 2011-2014

DOCUMENTATION: https://evandaniel.com/illustrations_for_smokey_robotic

Case study: creating illustrations used for branding releases by the band Smokey Robotic.