The dance introduced the human body element again that I think is going to be so important to focus on. The distorted hands and trailing fingers in the 3D film brought together the ideas of media manipulation to create something new and also the way that data gathering can distort the human body.

The idea of a digital dance intrigued me. How we can use media to introduce something about human behaviour.

I took a quick film of myself waving, screenshotted a range of frames showing the movement. Imported it into Photoshop and manipulated the image into vector monochrome. I exported the vector file into Blender and created outlines of my wave. Then I combined the vertices of each outline and attached it to the corresponding outline behind, creating a prism. I filled in the rendered spaces and then 3D printed the outcome to create a physical 3D wave.

At this stage I was making for the sake of making. I had the energy and enthusiasm but I needed to reign it in a little and focus towards a design orientated direction.

My experimental prototypes were including the body, data, and space but ignoring immersion, interaction and responsiveness.