Photographic Appropriation Tool

For the final project, I want to create a photo editor, that can recontexualize found images or images not owned by the users and turn them into their own work.

Appropriation has played a significant role in modern art, especially after Marcel Duchamp’s Readymades. Appropriation is a concept of borrowing other works and recontextualizing it, with very few manipulations, to create new work. For example, for L.H.O.O.Q., Duchamp simply drew a moustache on a cheap postcard reproduction of Mona Lisa.

A recent example of photographic appropriation is Richard Prince, who has been making many controversial works. The AIC exhibits his Cowboy series, reproductions of cowboy photographs from Marlboro advertisement pages in magazines. The original photographer who took the cowboy photographs, has become a victim: his photographs have been “plagiarized” by Richard Prince, and the later got the works into world-class museums and became a part of art history. An internet related work of Richard Price is the New Portraits, which he commented on different portrait shots on Instagram screenshot them, which each of the screenshot sells for 100,000 dollars, which also brought up the controversial debate on the ethics of appropriation.

By creating this photo editor, I am not participating this practice of appropriation, but it serves the purpose of letting users to rethink about the boundaries of authorship and to what extent we need to manipulate the work in order to claim the “new work” is owned by us.

For this purpose, I am not making a complex photo editing program, but trying to have the minimum features required to recontextualize a photograph.

Functions I am considering:

* Black and white conversion
* Filters
* Text editor
* Create shapes
* Draw in colors
* Opacity
* Image overlay
* Size control
* Export and save function, if possible
* Watermark

P5.js

Pixels

Fffff.at

Rsg.org