



@isaac.grubb



The creation of installation environments is the current focus, rooted in narratives and stories with soundtracks and audience connection in mind.

Each space is meticulously crafted to evoke wonder and curiosity, blending narrative threads and emotions. Soundtracks guide visitors through a journey of sights and sounds, aiming to convey specific messages.



The delicate balance between design and interaction is considered to stimulate reflection, dialogue, and connection with the art encountered.

These environments go beyond physical form, embodying intangible elements like untold tales and unspoken emotions, creating a symphony of creativity and soulful experiences.





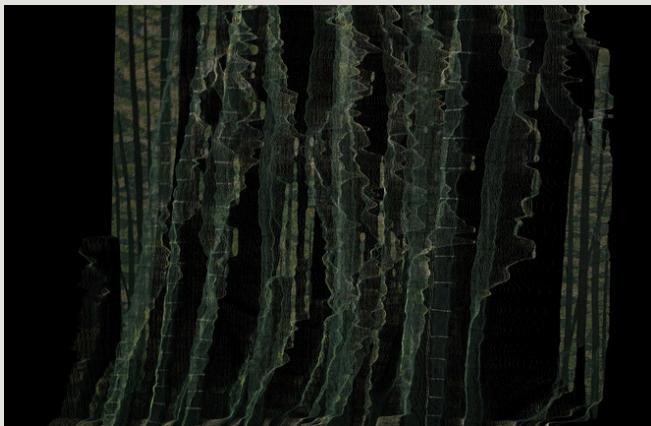
DATE	COUNTRY	LOCATION	DEATHS	INJURIES
2017.01.08	IRAQ	MONOURA	9	14
2017.01.08	YEMEN	MOSUL	7	0
2017.01.08	IRAQ	UMM AL-HIRAN	1	1
2017.01.08	ISRAEL	GAO	77	120
2017.01.09	MALI	KIRKUK	7	8
2017.01.09	IRAQ	PALMYRA	12	0
2017.01.09	SYRIA	MAIWAND	43	5
2017.01.09	AFGHANISTAN	KIRKUK	12	0
2017.01.09	IRAQ	BENGHAZI	0	17
2017.01.20	LIBYA	BUZKASHI	2	5
2017.01.20	AFGHANISTAN	PAKISTAN	2	6
2017.01.20	IRAQ	ORAKZAI	2	0
2017.01.21	AFGHANISTAN	BAB AL-TOUB	4	0
2017.01.21	IRAQ	DASHTI ARCHI	13	0
2017.01.21	PAKISTAN	RASHIDIYA	25	87
2017.01.21	SYRIA	PARACHINAR	4	3
2017.01.21	NIGER	RUKBAN	2	7
2017.01.22	EGYPT	GESKEROU	5	0
2017.01.22	EGYPT	SINAI	8	0
2017.01.22	IRAQ	RAFAH	1	4
2017.01.22	IRAQ	TAJI	1	5
2017.01.22	SYRIA	BAGHDAD	1	0
2017.01.22	IRAQ	ALKHAFTA	7	0
2017.01.22	IRAQ	KIRKUK	7	3
2017.01.22	IRAQ	MOSUL	7	0



Exploring themes in 3D artistry involves abstracting ideas and messages, engaging with diverse materials, and delving into 3D printing.

Working in three dimensions allows for endless creative possibilities, bringing ideas to life authentically.

Experimenting with materials and techniques in 3D art stimulates innovative thinking and opens up new avenues of creation, providing boundless imagination and creativity.



My passion for art naturally leans towards a 3D perspective, driving me to explore the complexities of photogrammetry for successful scanning. I enjoy pushing boundaries by scanning unconventional items like paintings and focusing on how the audience will engage with my work, whether through projections or screen displays.

As an artist delving into the world of three-dimensional art, my journey has immersed me in photogrammetry, refining my skills and understanding the key elements for precise scans, opening up new artistic avenues.

Motivated by a desire to push beyond traditional constraints, I find deep satisfaction in challenging the limitations of scannable objects, from intricate paintings to various artifacts, each presenting a unique puzzle that sparks my curiosity and creativity.

Central to my artistic vision is the thoughtful consideration of how my creations will connect with viewers. Through dynamic projections or captivating screen displays, my goal is to enchant, inspire, and foster meaningful interactions with the audience.



Tools:
MadMapper, Touchdesigner, Blender,
MeshLab

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English ▾ Hello, lg123 ▾

p5* File ▾ Sketch ▾ Help ▾ Auto-refresh Week 3 - Facial detection on a webcam lg by lg123

```

1 // 
2 Data and machine learning for artistic practice
3 Week 3
4 Facial detection on a webcam
5 
6 /*
7 */
8 let faces;
9 video;
10 detections;
11 
12 // these are our options for detecting faces, provided
13 // by ml5.js
14 const detection_options = {
15   withLandmarks: true,
16   withDescriptors: false,
17 }
18 
19 function setup() {
20   // createCanvas(600, 338); // I use these to downsize a
21   // 720p stream, but you can adjust for your webcam if it
22   // doesn't work
23   let c = createCanvas(600,338);
24 
25   // ask for webcam access - with webcamReady() callback
26   // when we have access
27   video = createCapture(VIDEO, webcamReady);
28   video.size(width, height); // set size to be equal to

```

Console

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English ▾ Hello, lg123 ▾

p5* File ▾ Sketch ▾ Help ▾ Auto-refresh Final Machine Learning Project Posenet x sound class by lg123

```

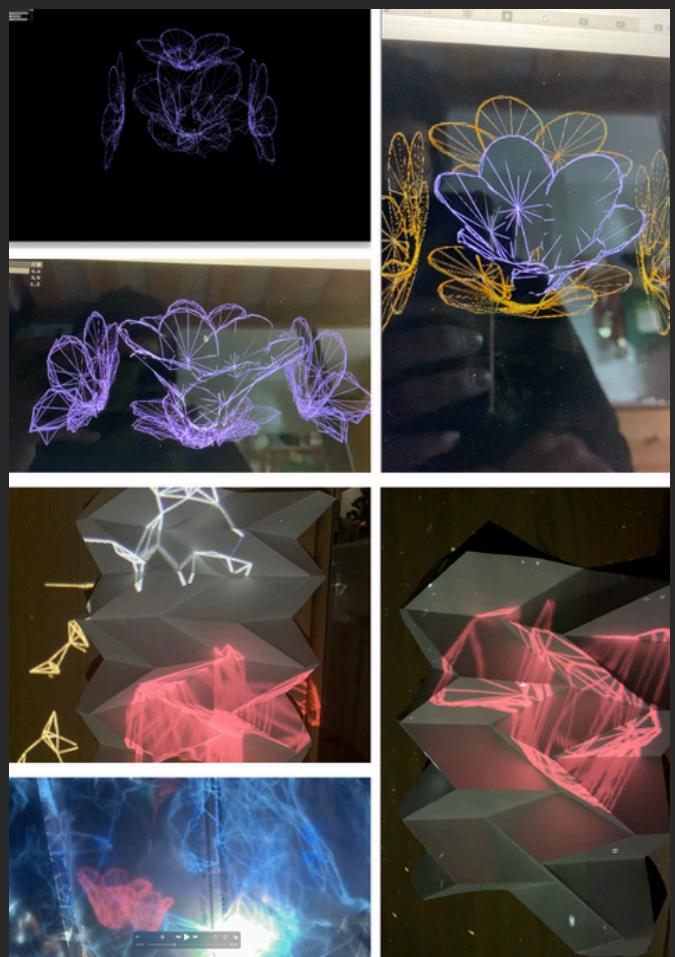
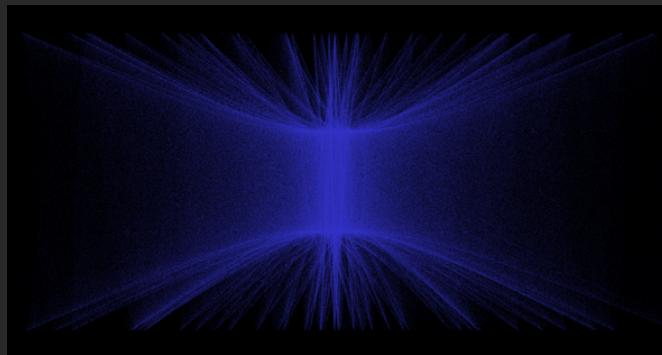
1 // 
2 // Developed By: Isaac Grubb
3 Clap and see the particles react, also they follow your
4 wrist
5 
6 let video;
7 let poseNet;
8 let poses = [];
9 
10 var capture;
11 
12 // creating keypoint items
13 
14 let leftHand = { x: 0, y: 0 };
15 let rightHand = { x: 0, y: 0 };
16 
17 let leftShoulder = { x: 0, y: 0 };
18 let rightShoulder = { x: 0, y: 0 };
19 let leftElbow = { x: 0, y: 0 };
20 let rightElbow = { x: 0, y: 0 };
21 let leftWrist = { x: 0, y: 0 };
22 let rightWrist = { x: 0, y: 0 };
23 let leftTip = { x: 0, y: 0 };
24 let rightHip = { x: 0, y: 0 };
25 let leftKnee = { x: 0, y: 0 };
26 let rightKnee = { x: 0, y: 0 };
27 let leftAnkle = { x: 0, y: 0 };
28 let rightAnkle = { x: 0, y: 0 };

```

Console

Exploring and crafting machine learning models has been intellectually enriching and fulfilling, allowing for interactions with various audiences in inventive ways.

Technology encourages interactive and creative experiences, providing a plethora of engagement opportunities through machine learning.



Training a machine learning model on hand claps using body pose coordinates produced accurate results, emphasizing the distinctive nature of each individual.

Each clap displayed unique patterns, acting as a distinct identifier and demonstrating the potential of technology alongside human diversity.

Tools:
P5.js, ML5.js, Tensor Flow, Open Frameworks, THREE.js, C++