* In class, we discussed different ways of bringing the digital data we’ve created over the course of this semester back into the real world, including virtual reality, augmented reality, and another thing that we were allowed to explore in class were Generominos, by Kate Compton
* Generominos, as described on [Kate Compton’s website](http://www.galaxykate.com/generominos/), are a way of exploring generative methods, which she defines as “often involve taking on kind of data and **transforming** it into another” (her emphasis). These cards detail input methods and types at the top of the card and output products and types at the bottom, although not all cards have both. Different icons represent different types of data
* Initially, I just took cards that had matching input and output data and matched them together, but as it started getting longer and longer it started to look more like something I could actually use for my module 4 project, and Professor Graham said it would be fine for me to use the layout I’d created.
* I took photos of the system I created, and in hopes that it’d be easier to read, I recreated the same system on the [online generominos developer link](http://galaxykate.com/generominos/editor-dev/) we were given in class, which I have since uploaded to the repository I made for this module.
* While my initial mucking around was random, eventually as the system grew I began deliberately choosing the cards I added. The resulting system was starting with text, which got converted to speech, which got converted back to text. The resulting text got converted to shapes, which had points distributed within the region of the shapes. Particles were generated from the resulting points, and as far as Professor Graham explained it to me the Boids Flocking card meant these points would “flock” similar to the way birds do. These subsequent “flocks” would have a mesh created around them, 3D render would create an image of a model out of the meshed flock, and the final step in this theoretical system I created would be to print it on fabric.
  + I can’t remember if I saw it before or after I created this system, but one of the things that I saw Professor Graham retweet that looked really interesting was [this tweet](https://twitter.com/janecowell8/status/978351441462018048), about a historian that made a dress out of redactions which had been doodled into shadow animals.
* One of the things I remember distinctly was Professor Graham questioning my decision to use text-to-speech and then speech-to-text immediately after, but I know that translating one to the other doesn’t always work out especially if it’s being done by a computer – look at any Youtube video with auto-generated captions. They’re always a good way to get cheered up fast – technology at this point is not capable of understanding all of the nuances of human speech, and it’s definitely hindered by the fact no one speaks perfect unaccented English.
* If this system was to be put into practice, I would use the text data from the 3D model of the Mayfair Theatre that I created in Module 1 and used in Module 2 for the sonification project.
* Taking the garbled text that got run through the text-to-speech and speech-to-text data and converting it to shapes would mean there was extra variation in the shapes produced because the text being fed in wouldn’t necessarily be intelligible English or actual words at all.
* The next 5 cards was mostly random chance pairing but I was really delighted and intrigued by the idea of creating a 3D model from completely artificial 2D shapes created from garbled numbers
* I also thought printing a pattern on fabric from a 3D model would be interesting because you can’t put 3D images on the flat surface of fabric without it being flattened back into two dimensionality. So I’ve got 2D shapes, generated from numbers turned into sound and back, turned into points of data, with a mesh thrown over it to create a 3D shape, that’s then flattened again to be printed onto fabric that could be used for absolutely anything – a shopping bag, a dress, curtains, upholstery, anything, because fabric is usually made into something else, except I wasn’t able to continue that process with the Generominos.
* If I had the time and resources to do this, I would 100% do it for real. It would be so cool.