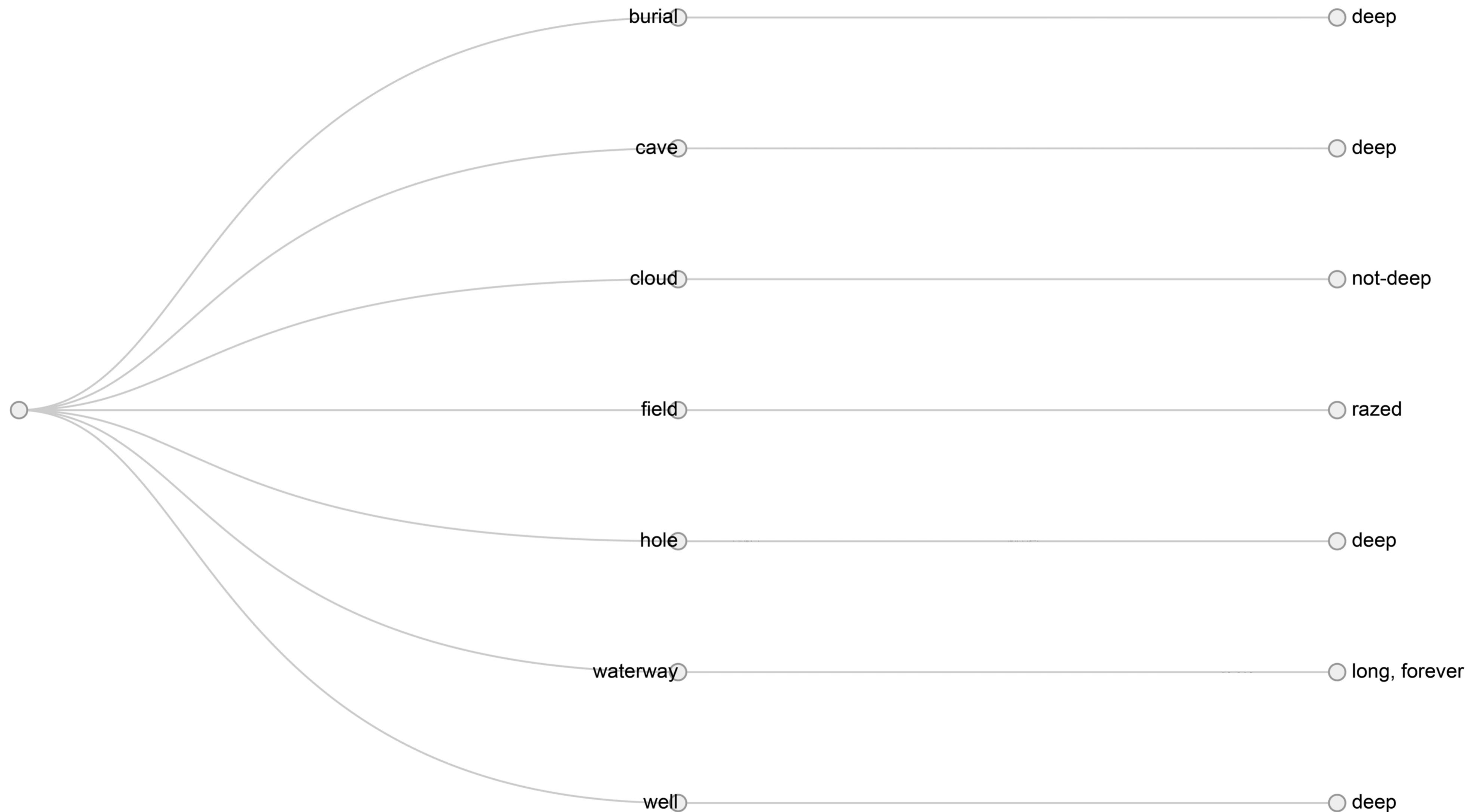


Site

*diaries and machines*

linear dendrogram:



## Some research into treatments of SITE:

Simon Starling



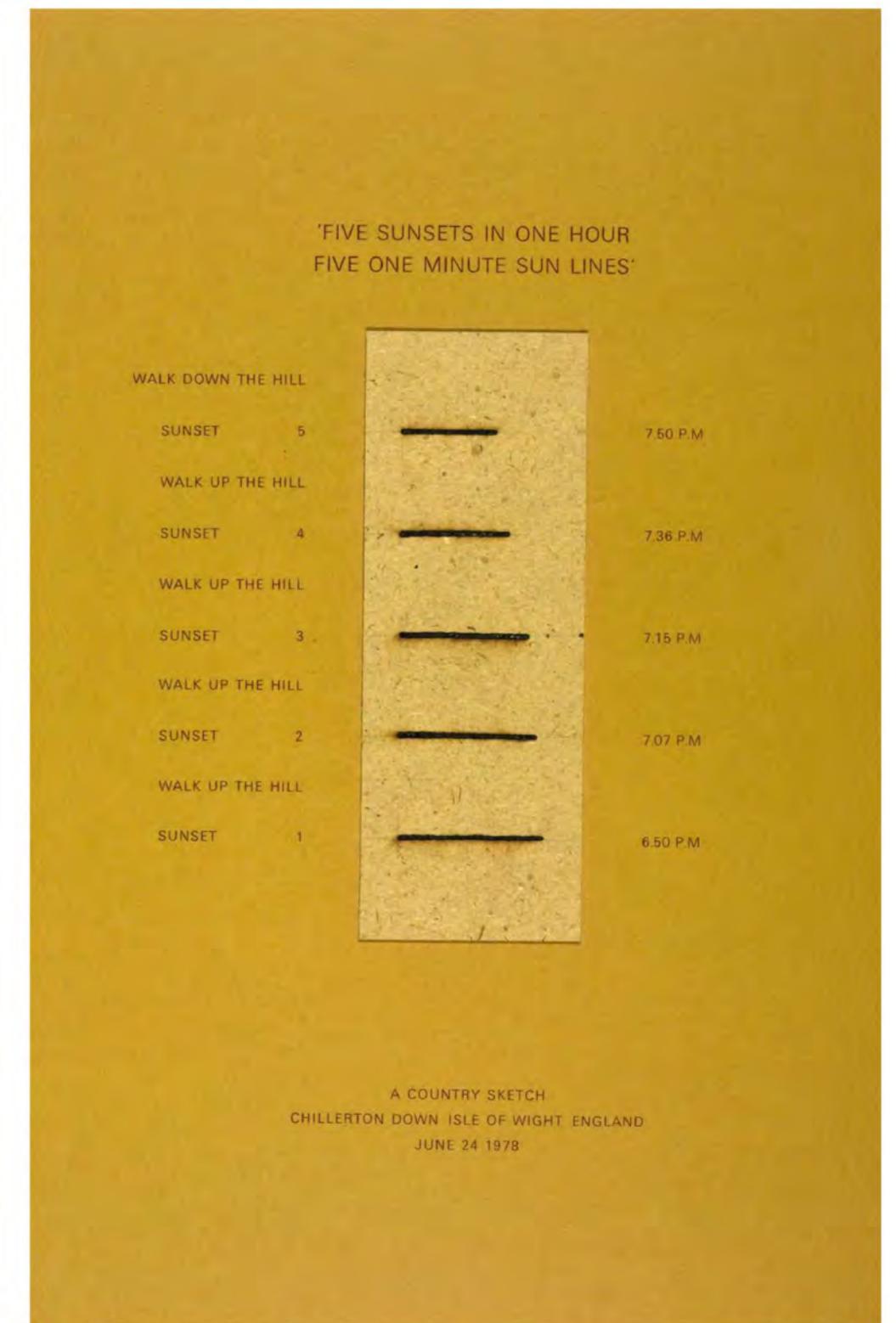
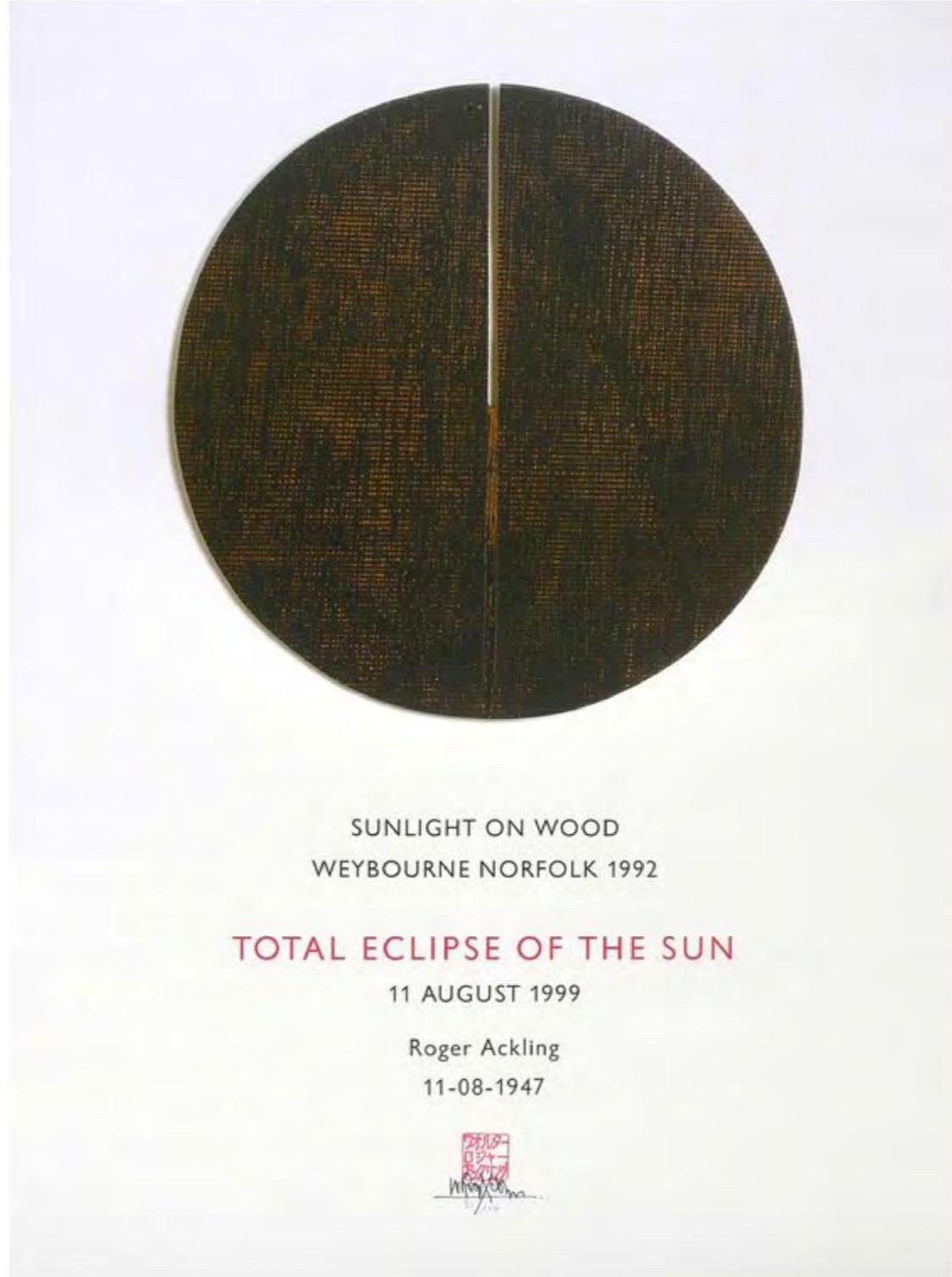
Such an interesting synthesis of ecological, cultural and phenomenological ...I suppose he makes phenomena too, especially with these cycles and repetitious actions.



Roger Ackling:

Pyrography and site research...

Such focussed attention on time, framed by his recording of light. Such a gorgeous archival method!



forensic attention to detail..

Could works like these ever live online???That's my line of inquiry!

# anthropomorphised place, memory, poetry: background reading

It is no metaphor to witness the astonishing fidelity of minerals magnetized, even after hundreds of millions of years, pointing to the magnetic pole, minerals that have never forgotten magma whose cooling off has left them forever desirous. **We long for place; but place itself longs.** Human memory is encoded in air currents and river sediments. Eskers of ash wait to be scooped up, lives reconstituted."

**how does a site 'long'?**

- by Anne Michaels, from Fugitive Pieces

Poetry can be defined as the act of experimenting with the world by reshuffling semiotic patterns.

-Franco Bifo Berardi (*Breathing*)

Lose your face: become capable of loving without remembering, without phantasm and without interpretation, without taking stock. Let there just be fluxes, which sometimes dry up, freeze or overflow, which sometimes combine or diverge.

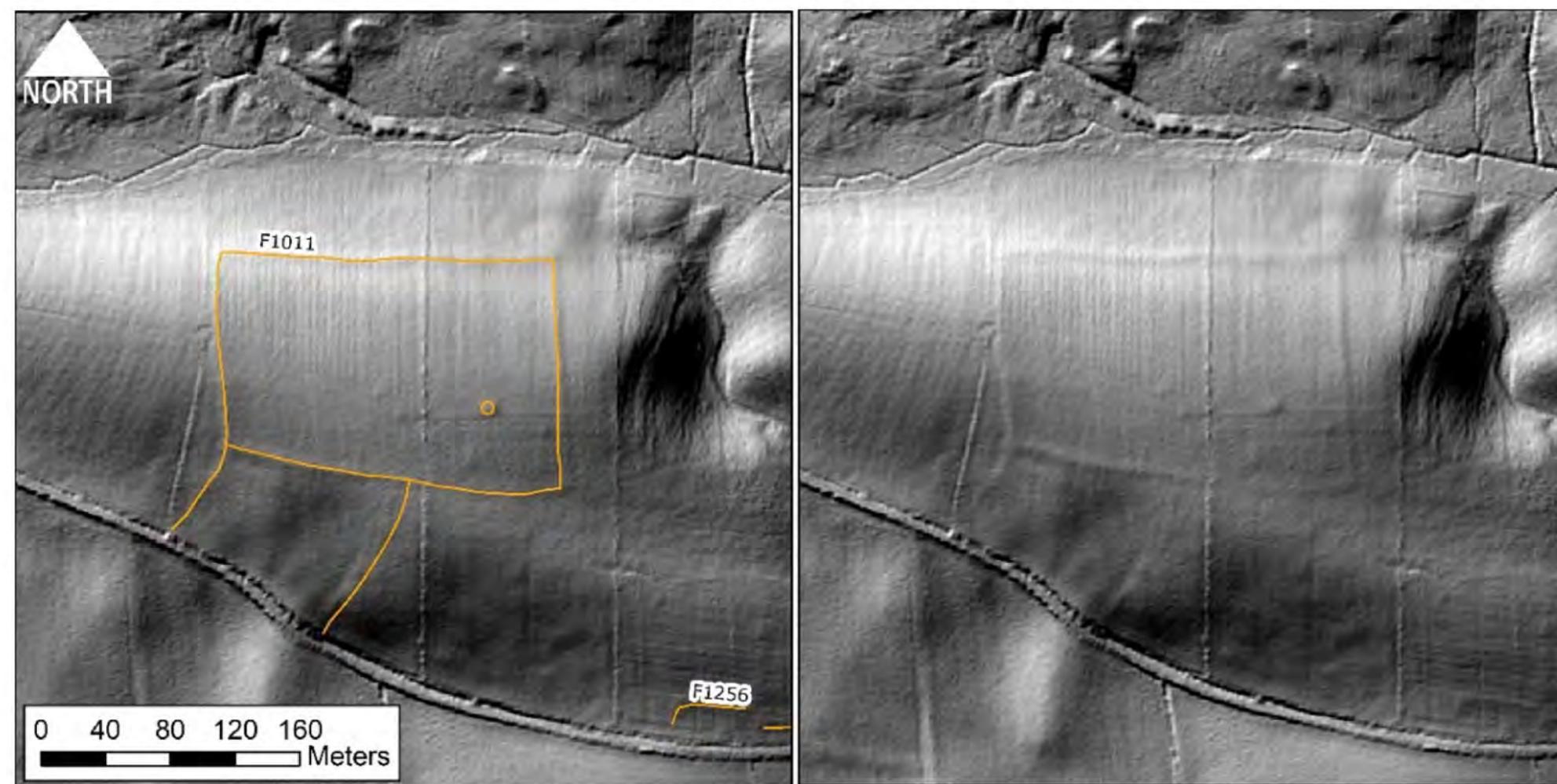
-Deleuze, 'A Thousand Plateaus'

"Computers are systems of abstractions, made from the rocks that change states. Digital computers, from hardware and software, to networks and more vague notions of intelligence all operate on pieces of rocks and metals."

**how can you communicate this abstraction through code?**

-Taeyoon Choi (Newsletter)

# LiDar Land Scanning on Arran



**Site IMAGING processes:** I feel that this where the digital and analogue come together at a crucial point. In the way land is archived and then reproduced. I'm curious about these images!!

"'Revolutionary' is an overused word," he said. "But the way to think about where we are with Lidar today is how, a hundred years ago, aerial photography might have been regarded.

"We take it as routine the view from above that aerial photography now gives us."

One particularly arresting image is a laser scan of Brough of Birsay in Orkney. A single frame lays bare millennia of human settlement. A physical history of Scotland stretching back to before it was Scotland.

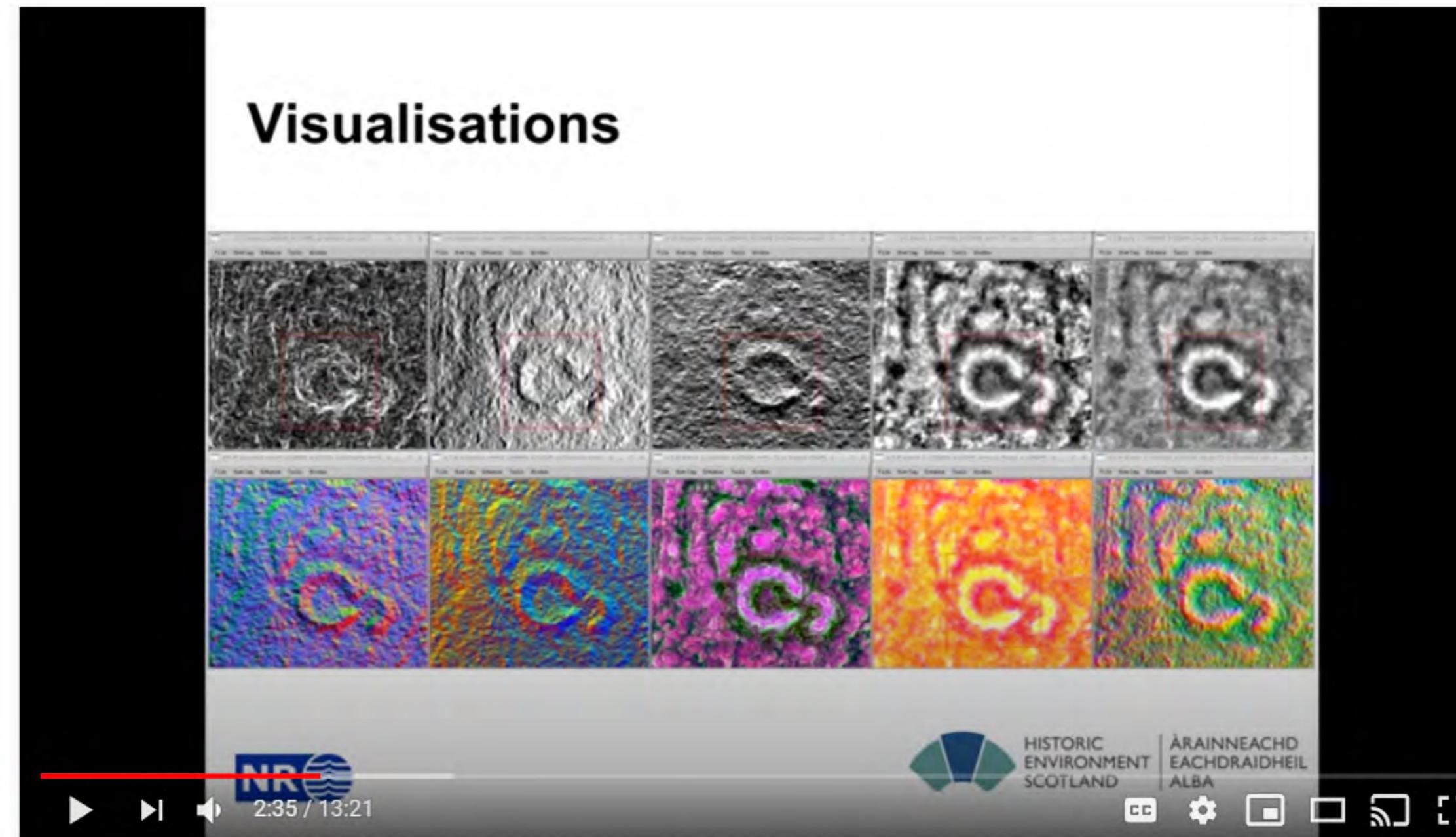
"It is absolutely stunning," said Mr Cowley.

"We're probably seeing 4,000 to 5,000 years of superimposed activity.

"People have been living, farming, dying, burying people in this landscape."

And now we can see it for the first time.

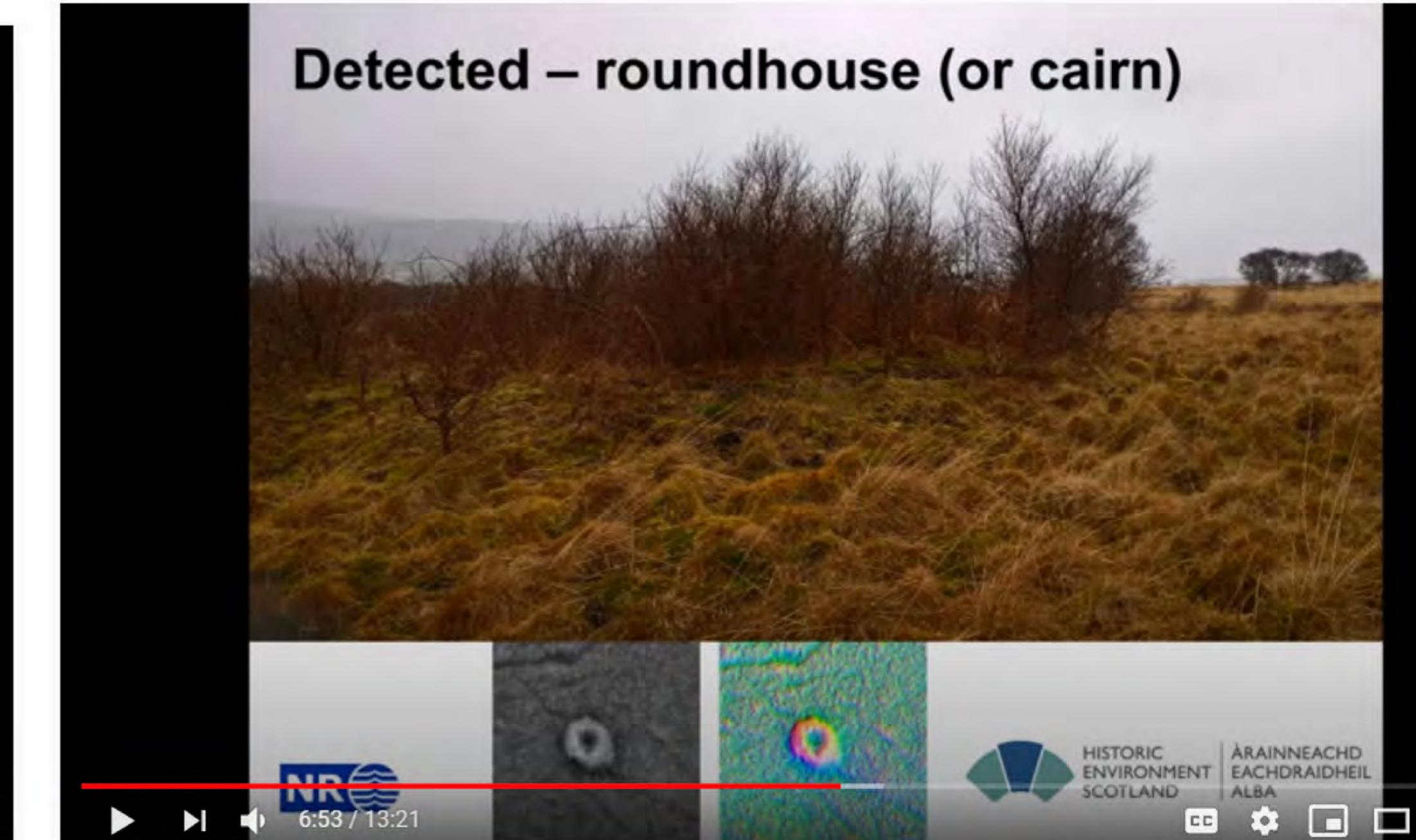




Semi-automatic mapping of cultural heritage in Arran, Scotland, using deep neural networks

1,419 views • Sep 12, 2019

LIKE DISLIKE SHARE SAVE ...



Semi-automatic mapping of cultural heritage in Arran, Scotland, using deep neural networks

1,419 views • Sep 12, 2019

LIKE DISLIKE SHARE ...

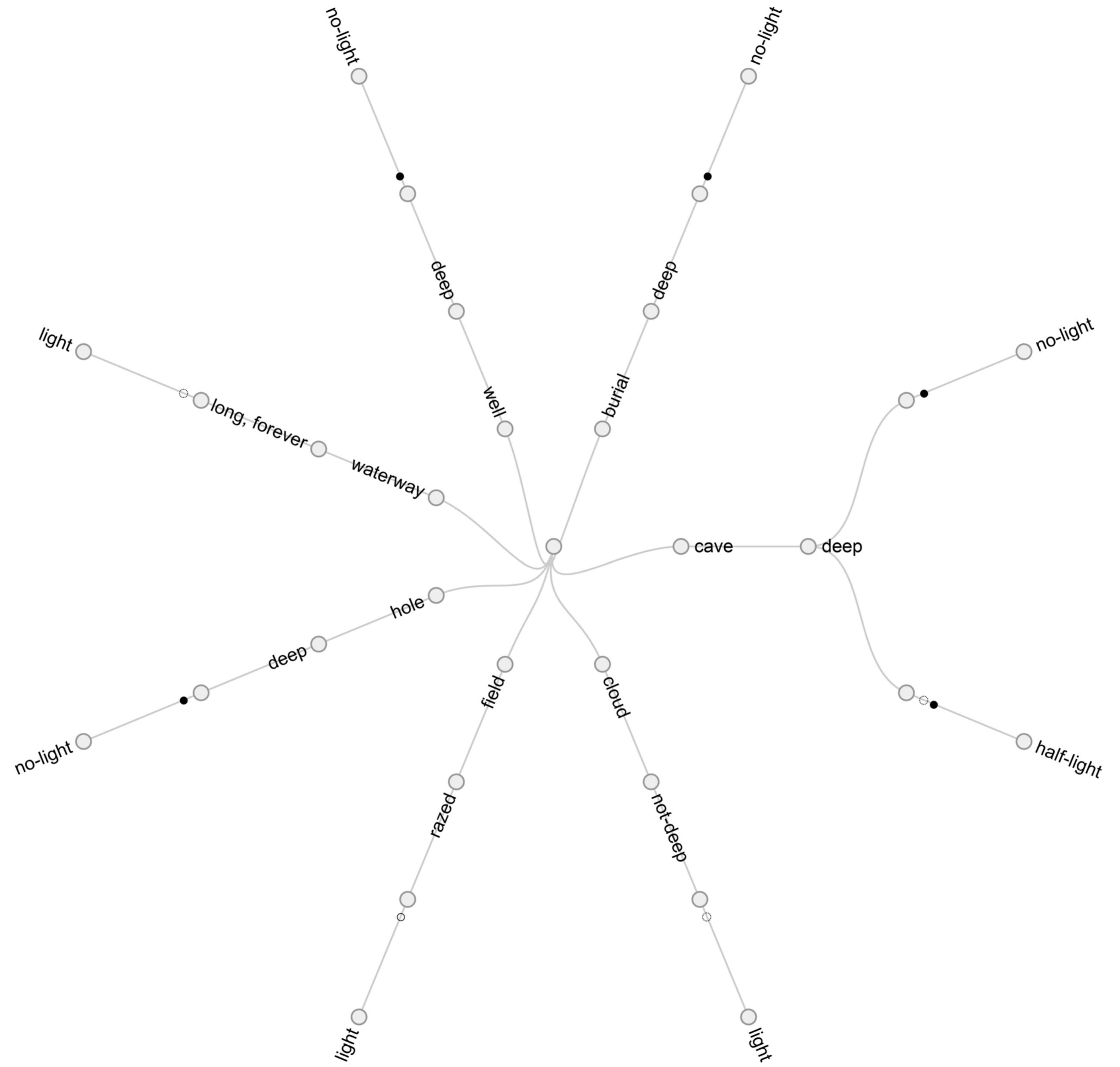
Full title: Semi-automatic mapping of cultural heritage in Arran, Scotland, using deep neural networks on airborne laser scanning data

(Øivind Due Trier, David Cowley, Arnt-Børre Salberg)

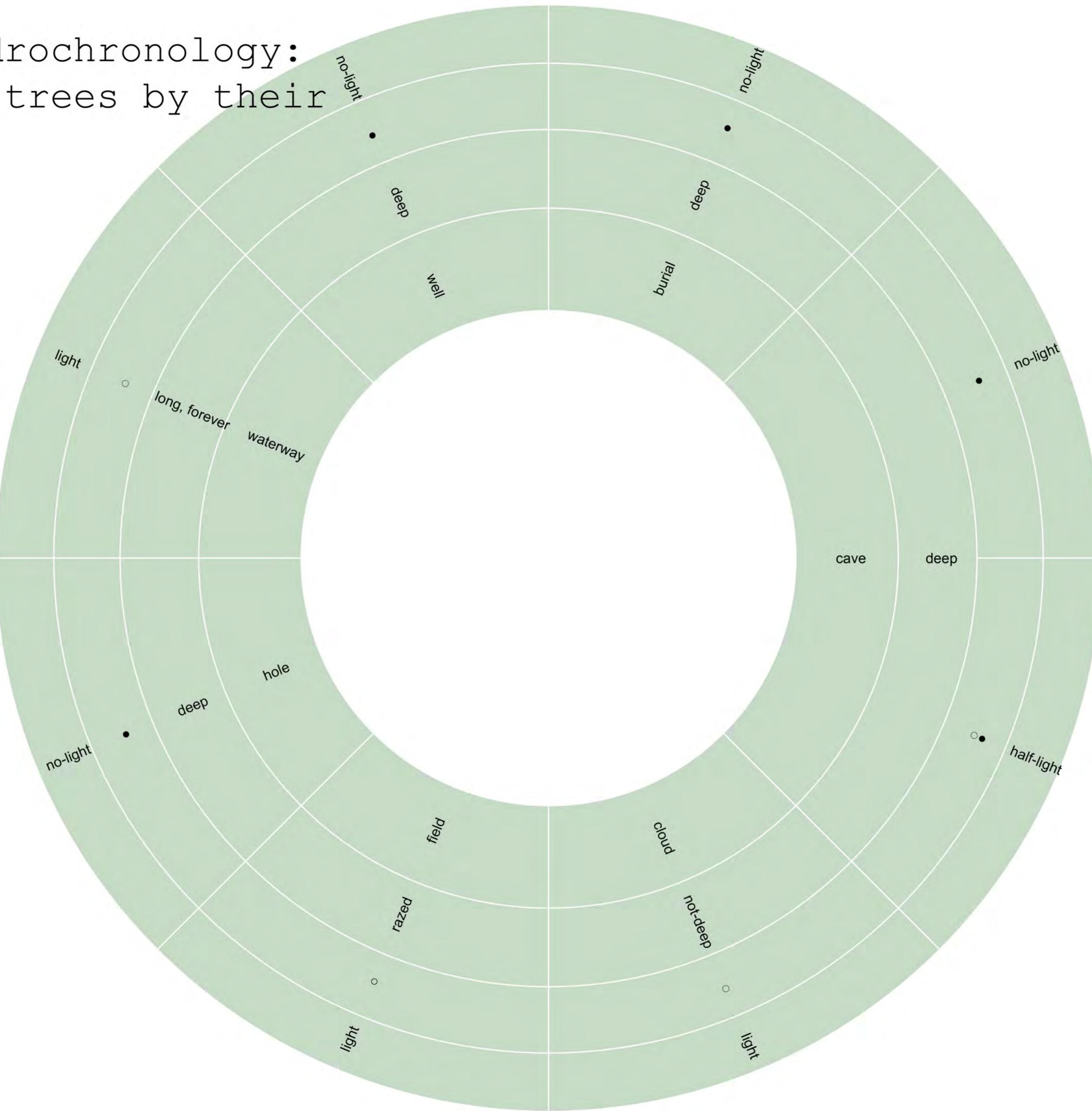
**Something about this is so beautiful,  
the impulse towards recollection, or  
restoration... seems to dig up secrets  
which have been parsed out of time.**

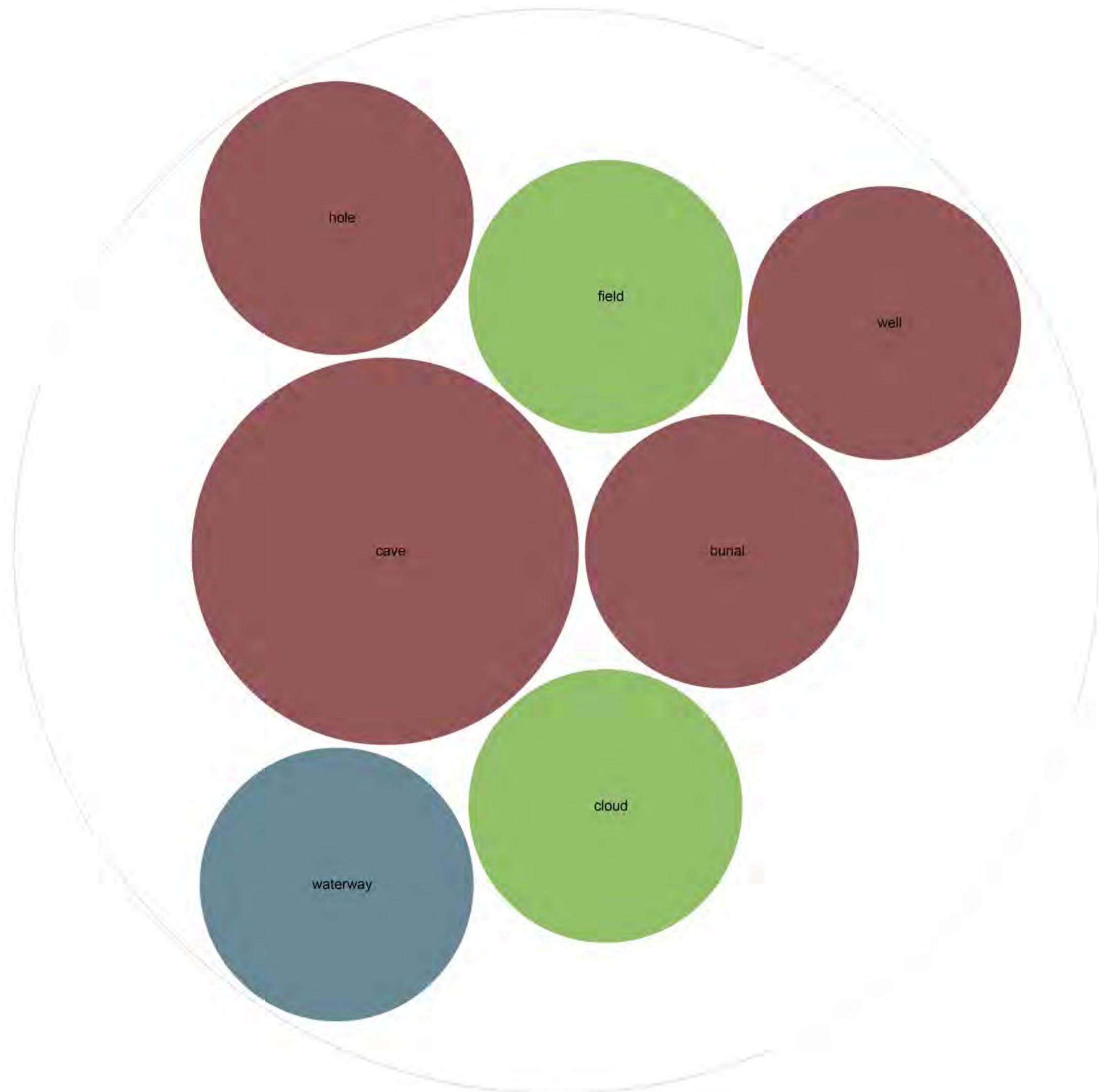
*what happens if you magnify an archive,  
follow that impulse to collect bits of  
sites? ...*

## spiral dendrogram:

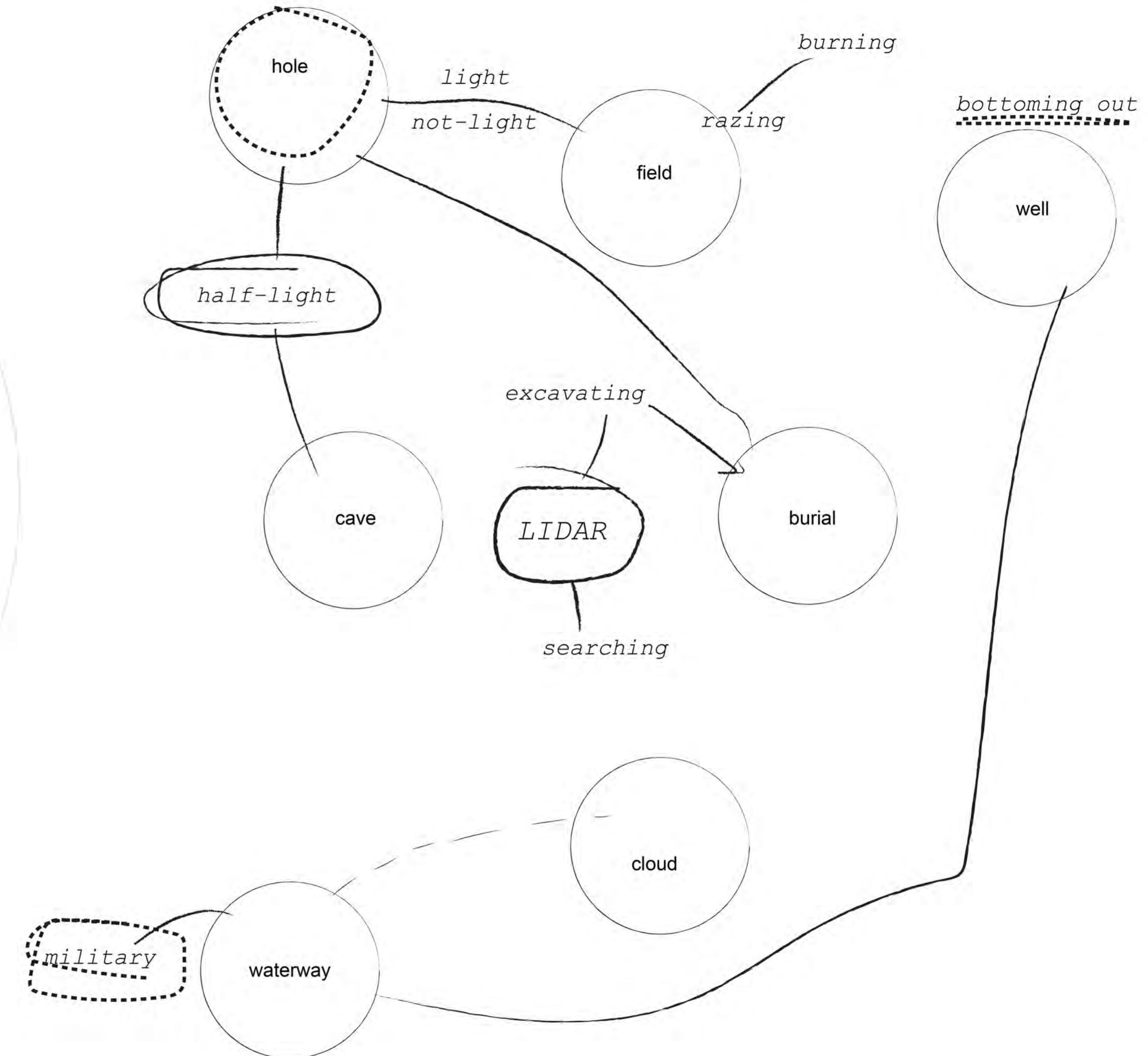


reminds me of dendrochronology:  
science of dating trees by their  
rings...

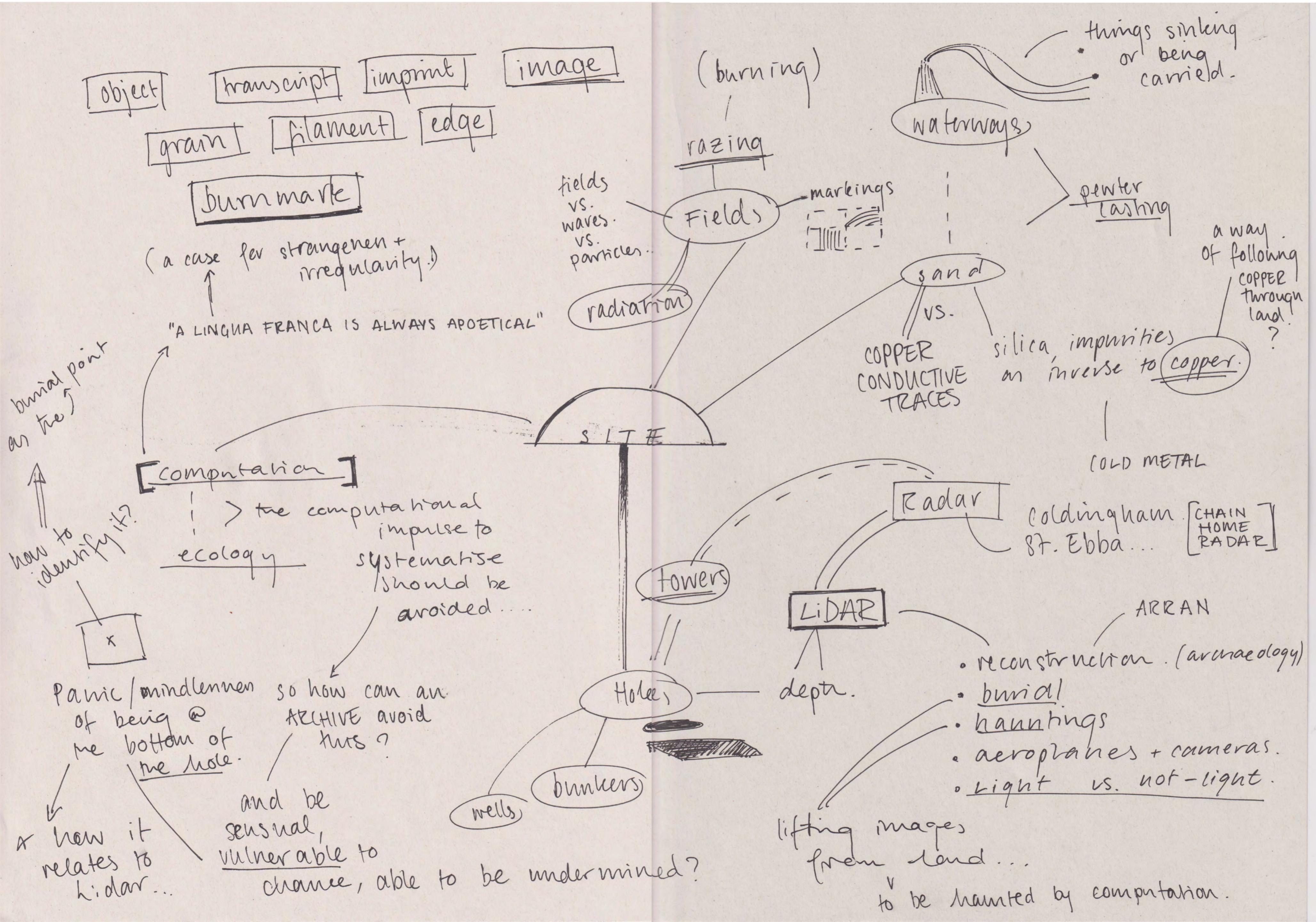




*thinking against ecological computation  
 (this cannot be categorised or easily mapped!)  
 This mapping existing as a way against.*



# mind mapping: site research



Maybe a structure for exploring site: stacking and interlinking web pages...

← → C Not secure | txti.es/wauc

site:  
out to adumbrate the lidar marks and traces  
thinking about excavations, waterways, military history, medical imagery, how to be buried, falling down wells  
how we go into light to get depth, looking at the sky from the buried position

txti

<https://en.m.wikipedia.org/wiki/Gjiga-anum?wprov=sfti1>

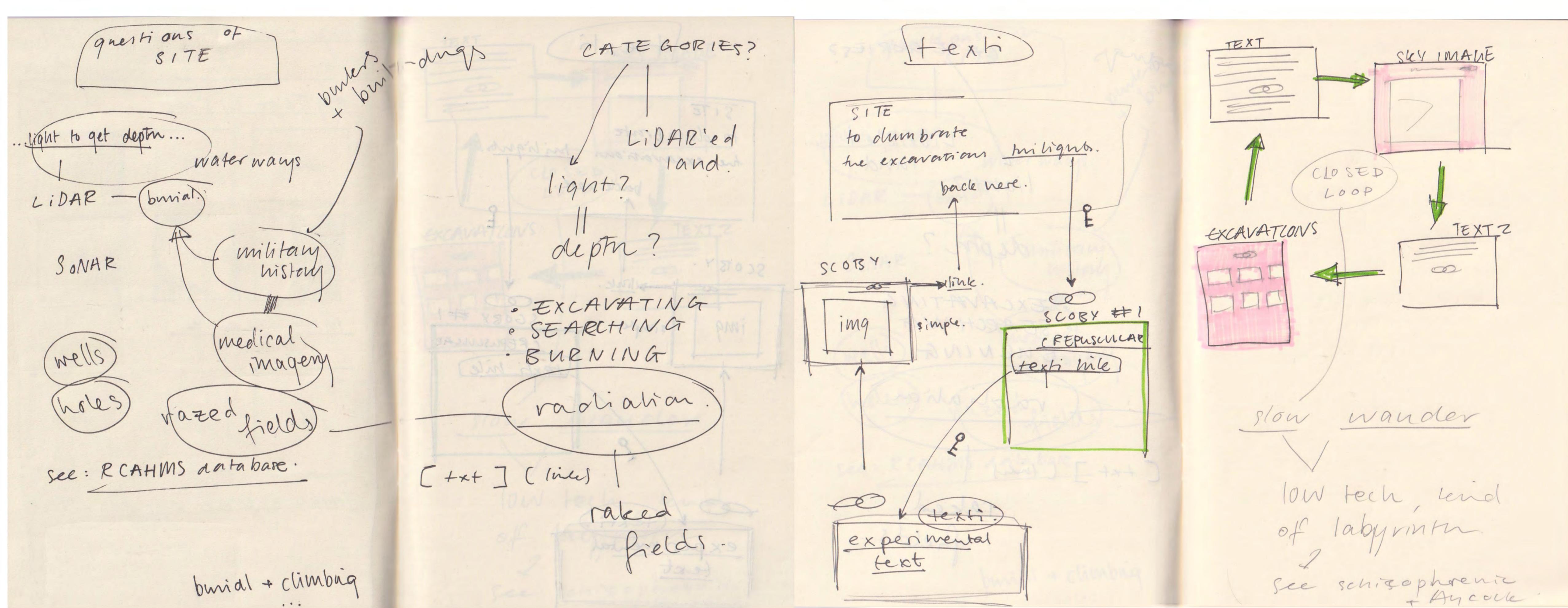
To remember everything at once. Is that the actual moments like these? To remember everything at blessing, or threat. It would bend your head.

<http://www.medienkunstnetz.de/mediaartnet/>

Windows Type here

looking into the sun

<https://twitter.com/clickhole/status/725444935651041282>



01-TEXT-<http://txti.es/waquc>

loops back,  
physical  
links into  
one another

02-IMAGE-<https://scoby.page/go-weaving>

03-TEXT-<http://txti.es/g3bzw>

04-IMAGE-<https://scoby.page/excavations>

01  
02  
03  
04

site:

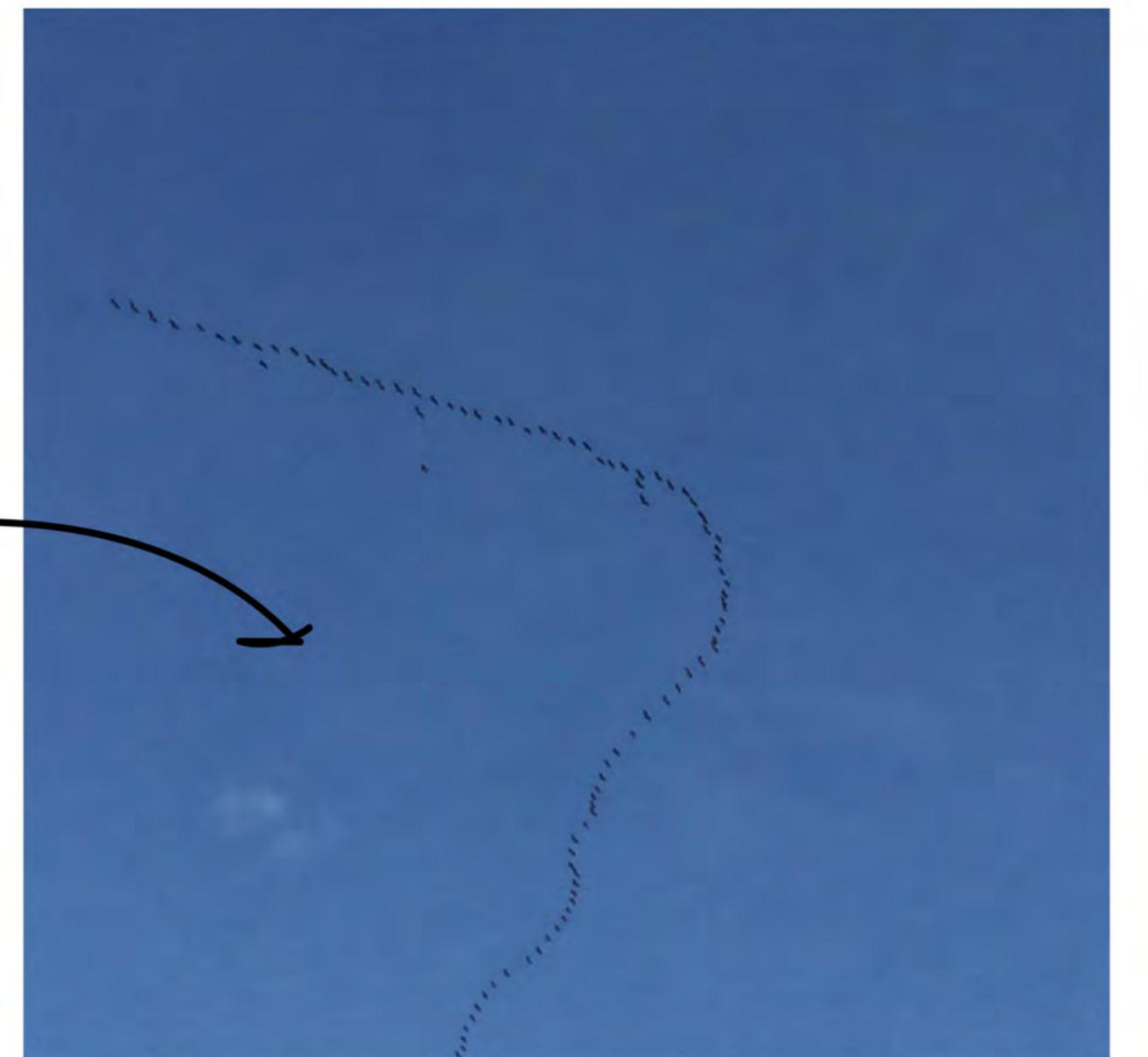
out to adumbrate the lidar marks and traces

thinking about excavations, waterways, military history, medical imagery, how to be buried,  
falling down wells

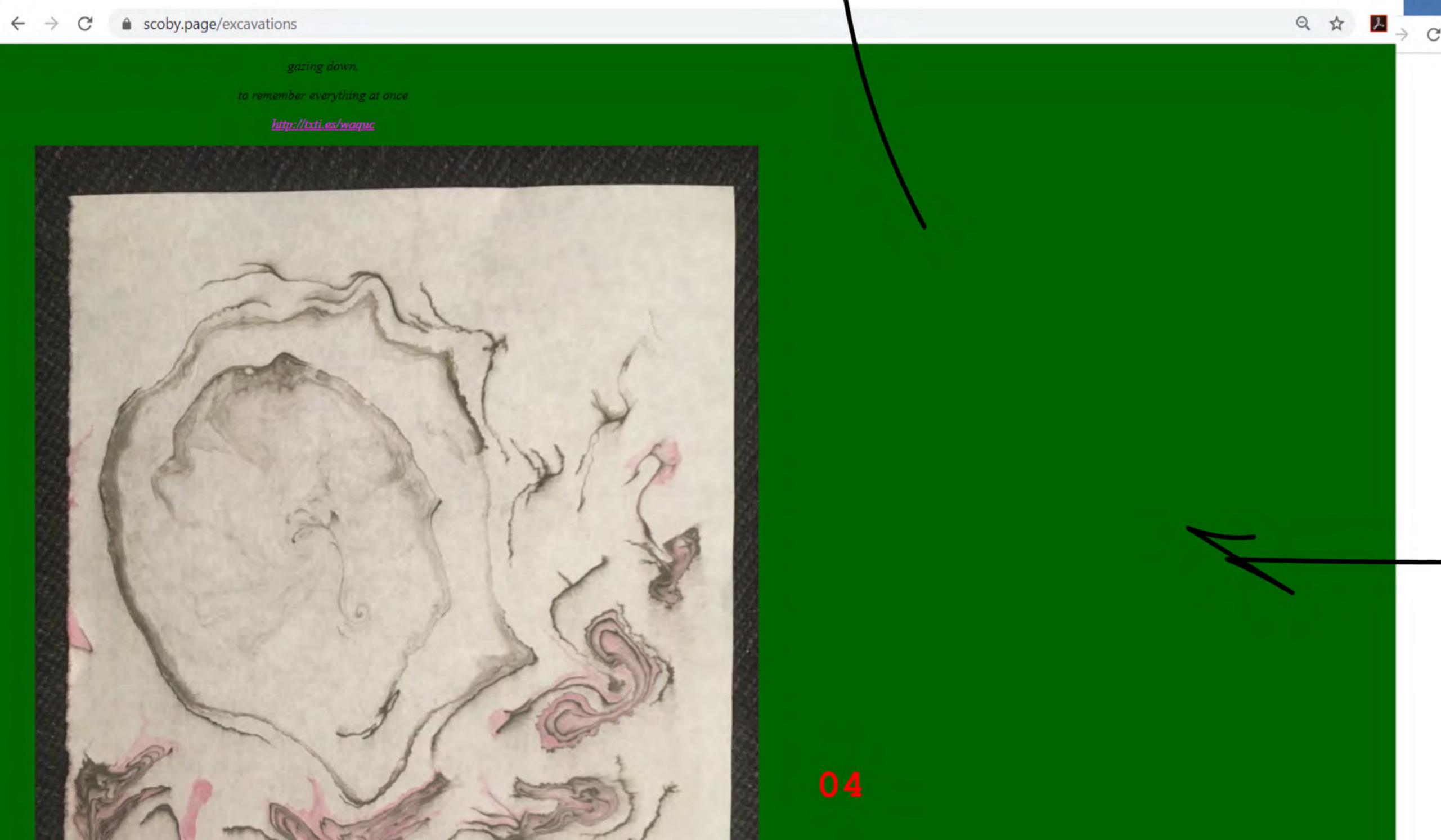
how we go into light to get depth, looking at the sky from the buried position

<http://txti.es/g3bzw>

looking into the sun



02



01



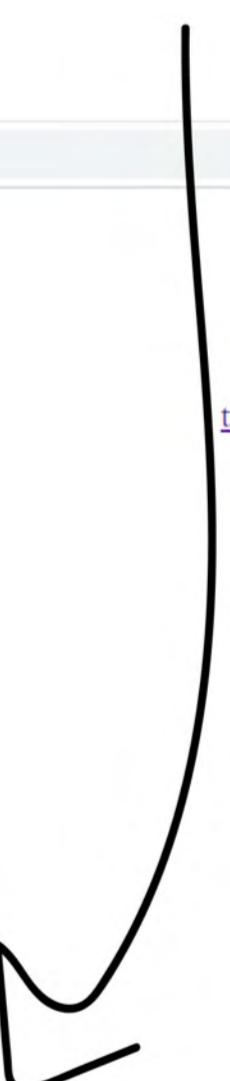
04

I stared into the sun all night,

thinking about excavations

txti

03

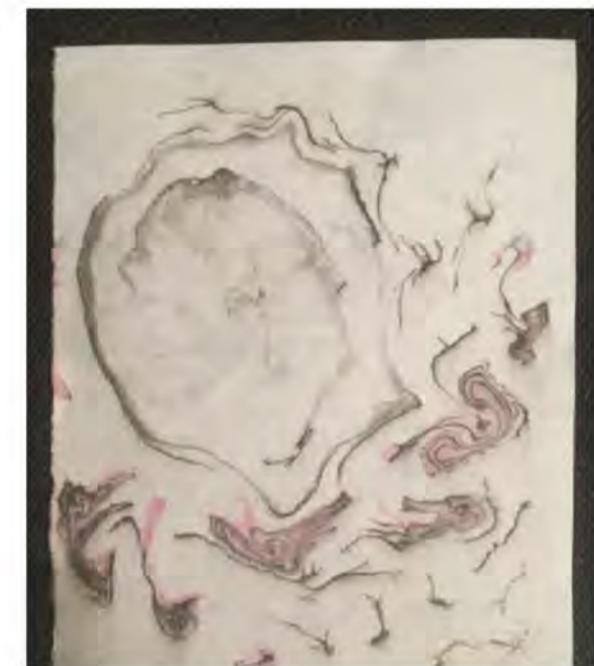


*what if you made diagrams for navigating very complex mazes of sites?*

scoby.page/excavations

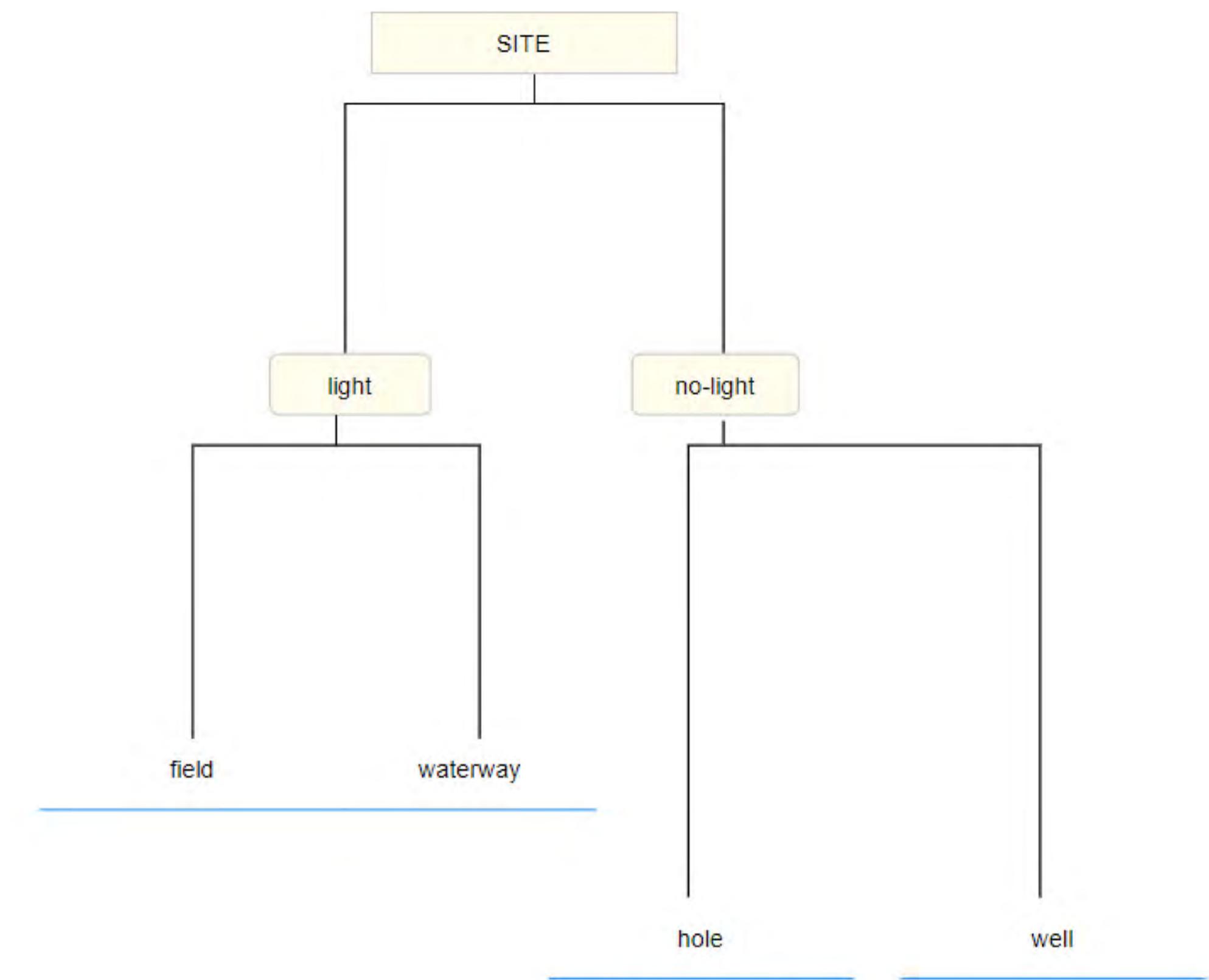
gazing down,

to remember  
everything at once



<http://txti.es/wauc>

***deliberately make labyrinths...  
like these burrows and wells, but  
online?***



*using dendrograms to illustrate  
moving through pages, moving on  
land: parallelling these two jour-  
neys.*

[go-weaving](#)

[excavations](#)

## > thoughts on digital production and how to conduct a research-based projects.

Computation is generally not perceived as something that could ever "run out." One of computer history's most persistent and prevailing myths is that computational power will eventually give way to limitless human ingenuity and development. This rhetorical infinitude is, in part, reinforced by a misunderstanding about its material infinitude. After all, much of hardware history centers around a material that's generally thought of as a sort of ubiquitous and humble one: silicon, i.e. sand.

"Next to oxygen, [silicon is] the most common ingredient on earth," notes William Shatner in the 1976 AT&T educational film *Microworld*. A shot of computer chips lifted by gentle winds along a sandy terrain drives the point home: The future of computing is limitless, as it's powered by this infinite and inexhaustible resource.

But that's not actually how it works. I can't just head to the nearest beach, fill a bucket with sand, and generate a pure silicon crystal ingot at home. Most sand isn't pure silica. Rather, it's full of the detritus of its local geologic context (and, increasingly, a distributed geologic context as petroleum rendered into tiny pieces of plastic). The kind of silica used in computer chips is more often made from pulverized quartzite, and there are only so many manufacturing sites in the world that can make electronics-grade pure silicon metal.

1. **Collect ephemera**
  - As you research, create lists, collect post-it notes, write down and review the questions you've had, record conversations with experts (let them know you're recording), take screenshots, conduct polls, and even ask your friends questions.
  - Create an archive or database to collect your ephemera—later, this may become part of your manifested artwork.
  
2. **Group and analyze the ephemera**
  - This is the hardest part—as you wind down your research phase, take a bird's-eye look at everything you've collected. Try to see what patterns or stories are emerging.
  - Think about how to group it, how to store it, what seems most important, how it could make sense to share it, etc.

\* ecology as 'haunted' by  
of the computation impulse...

> computation as 'haunted' by silica

sand as boundary

razed field → razed sand = silica...

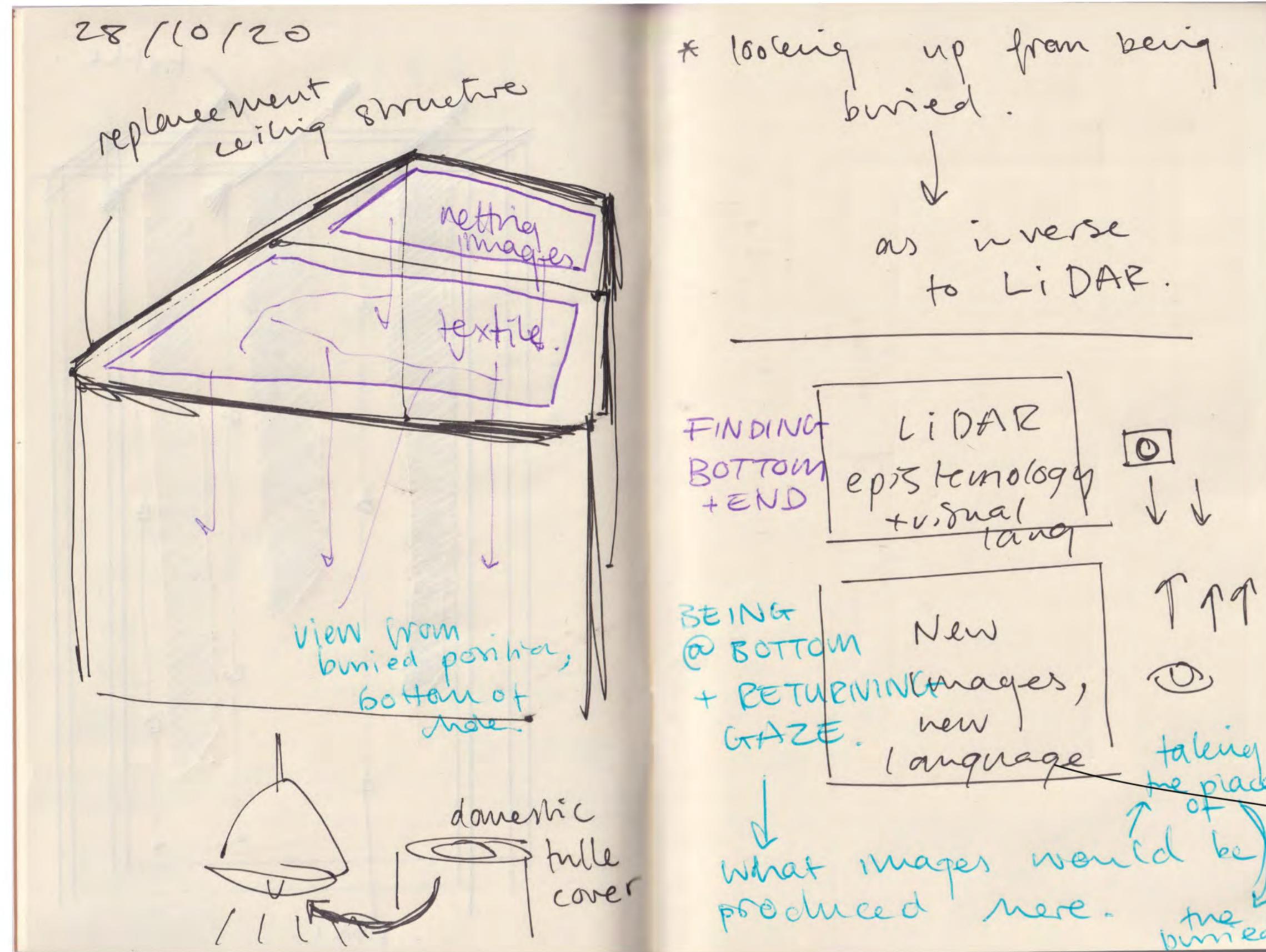
It's about being able to frame this advice so that it's legible to an audience.

WEB, PRINT, OBJ

this can be diffuse and/or a mix of analogue / digital

quite a crucial part in the communication -

# a 'tension between the analogue and the digital'



scoby.page/go-weaving

<http://txti.es/g3bzw>

*looking into the sun*



website= 50%

structural, physical= 50%

so it does function as a skeletal project?? - I would like to purposefully never unite the physical with the digital (only obliquely similar).

so you can only ever encounter 50% at once. You get a sense of dislocation or stretching time bewteen seeing 01 and 02. Burial Time!

## A Site Visit: Loch Humphrey Reservoir



>finding structures in the landscape:a mysterious well!

>a well complicates the 'sky as site' idea- is the air in a well classed as 'sky? Does it become internal?

a typical object of Lidar!

>finding structures in the landscape:





**Structures**

*sky as SITE*



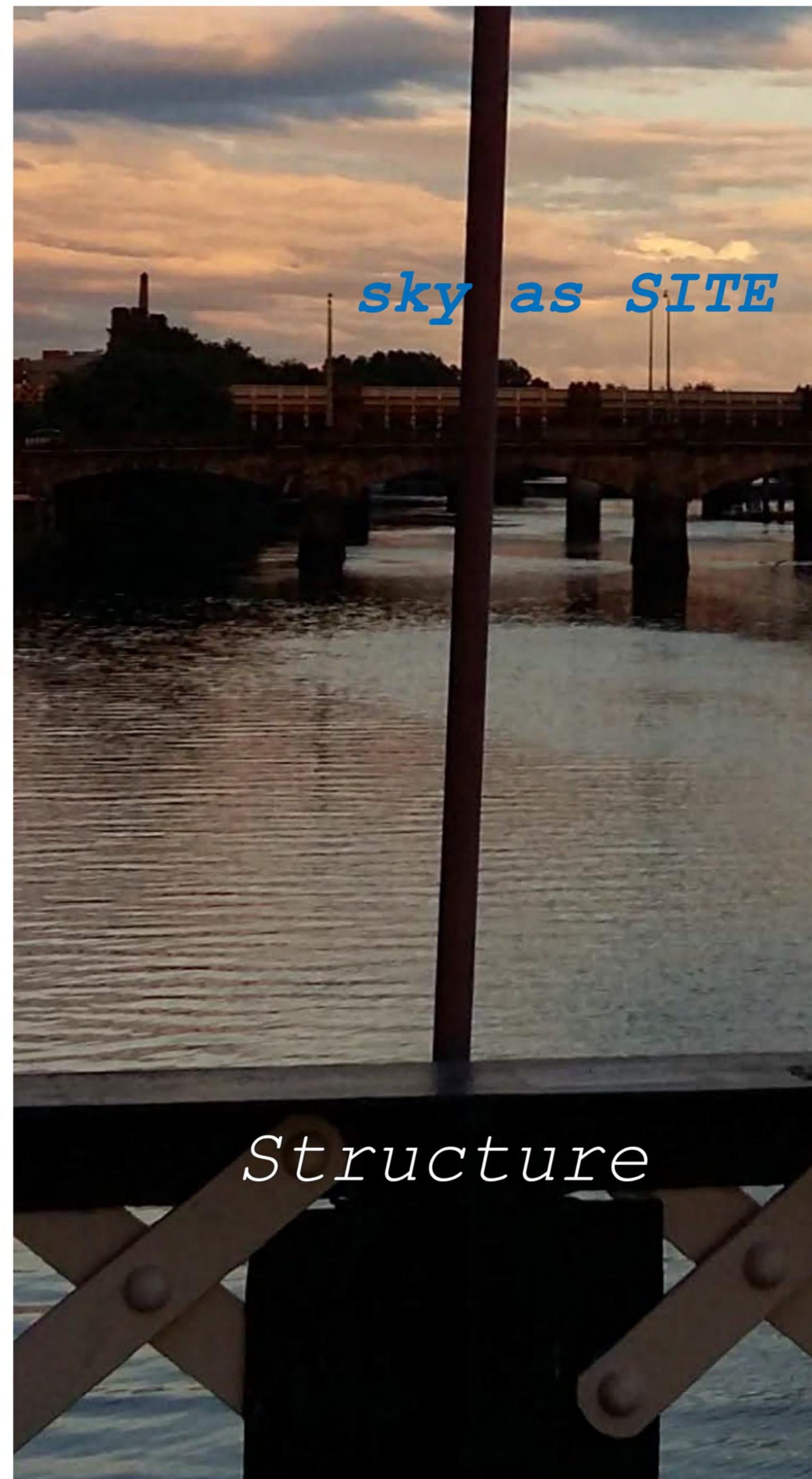
**Structures**

*sky as SITE*

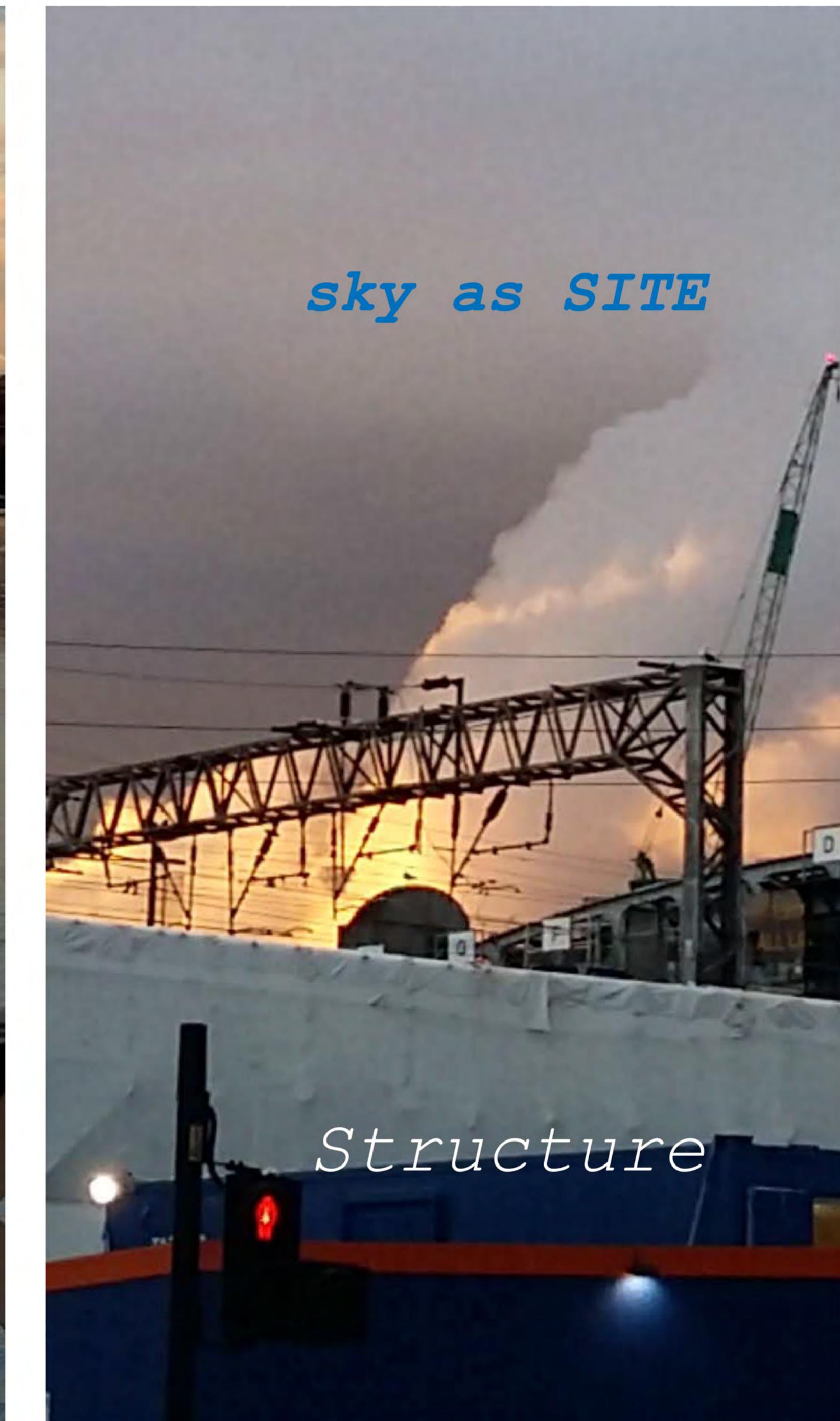
*sky as SITE*



*sky as SITE*



*sky as SITE*



# initial site design:

kikivdh.github.io/site-shadows/

## site:

Some diaries of light, or not-light.

Documenting:

getting lost in pages,  
getting lost on land,  
getting lost in the computer.

---

Evening, 17:49  
27/09/20

kikivdh.github.io/site-shadows/

Smoke running Clydeside. Poles and bridges come up lavender.



I wonder about last words. Surely, they must weigh something in grams. Like dust: a strange cover.  
Imagine a micrometer for smoke, a tiny scale for dust which could weigh up an evening like this one.



kikivdh.github.io/site-shadows/

Smoke running Clydeside. Poles and bridges come up lavender.

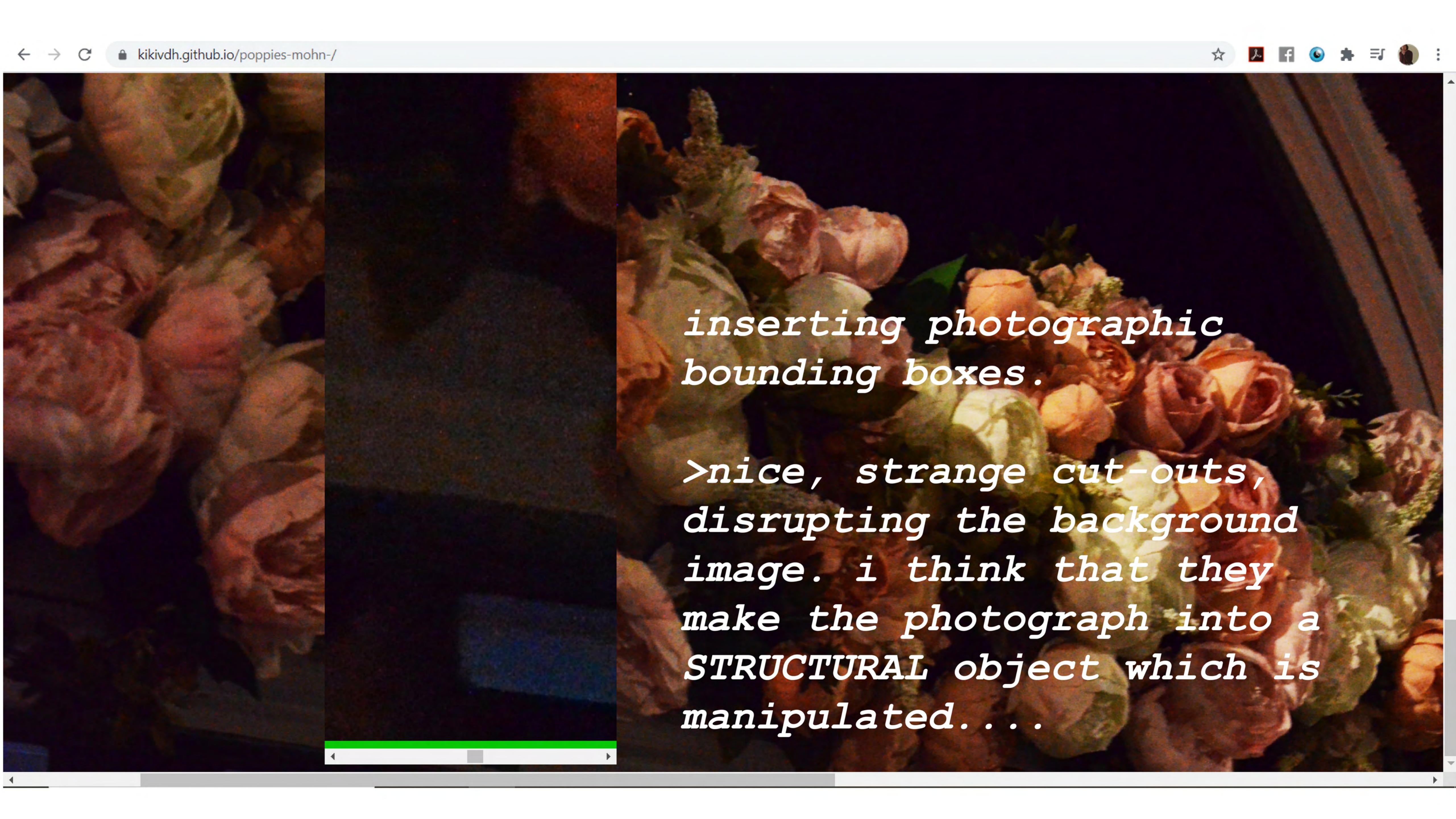


kikivdh.github.io/site-shadows/



I wonder about diaries, and about walking in circles, about being interrupted by strange lights.





*inserting photographic  
bounding boxes.*

*>nice, strange cut-outs,  
disrupting the background  
image. i think that they  
make the photograph into a  
**STRUCTURAL** object which is  
manipulated....*

**site:**

Some diaries of light, or not-light.

Documenting:

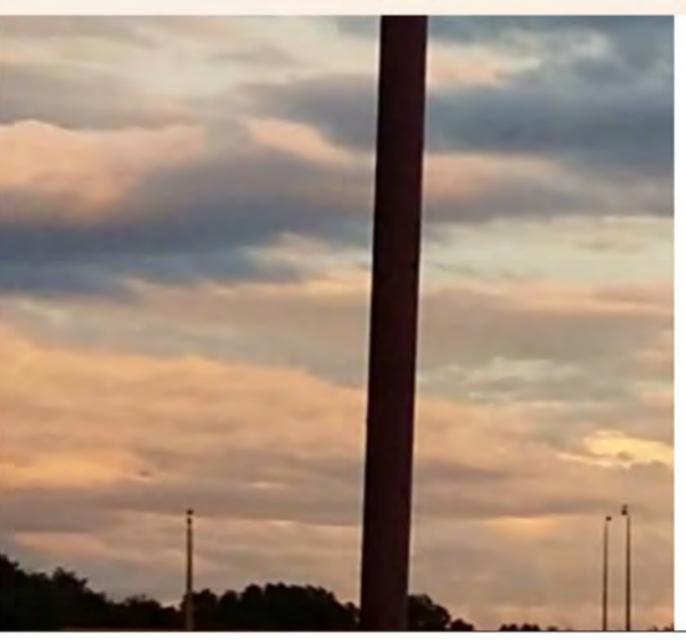
- getting lost in pages,

- getting lost on land,

- getting lost in the computer.



I wonder about diaries, and about walking in circles, about being interrupted by strange lights.



**'real' site**

01

**site:**

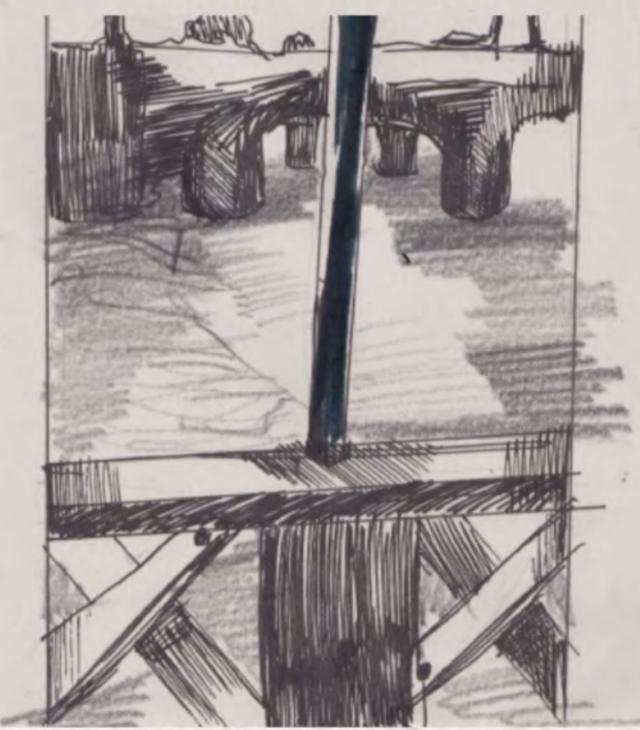
some diaries of [light,] or not-light

Documenting

- getting lost in pages,

- getting lost on land,

- getting lost in the computer.



I wonder about diaries, about walking in circles, being interrupted by strange lights.



**analogue, sketched replica of the site...**

```

<!DOCTYPE html>
    .center {
        display: block;
        margin-left: auto;
        margin-right: auto;
        width: 25%;
    }

    </style>
<head>
<style>
p {
color: black;
font-size: 100%;
text-align: center;
font-family: courier;
line-height: 60px;
margin: auto;
}

h1 {
color: darkgreen;
font-size: 300%;
font-family: courier;
text-align: center;
line-height: 90px;
margin: auto;
}

h2 {
color: MidnightBlue;
font-size: 150%;
font-family: courier;
text-align: center;
line-height: 60px;
padding-top: 100px;
padding-bottom:
100px;
margin: auto;
}

```

.center {  
display: block;  
margin-left: auto;  
margin-right: auto;  
width: 25%;}  
  
</style>  
<head>  
<style>  
p {  
color: black;  
font-size: 100%;  
text-align: center;  
font-family: courier;  
line-height: 60px;  
margin: auto;  
}  
  
h1 {  
color: darkgreen;  
font-size: 300%;  
font-family: courier;  
text-align: center;  
line-height: 90px;  
margin: auto;  
}  
  
h2 {  
color: MidnightBlue;  
font-size: 150%;  
font-family: courier;  
text-align: center;  
line-height: 60px;  
padding-top: 100px;  
padding-bottom:  
100px;  
margin: auto;  
}

>huge differences in the coding language between these two sites. the 'traced' site is much more simple because the analogue info doesn't have to be digitally replicated..

```

    <p style="background-color:Lightblue;">
        I wonder about last words. Surely, they
        must weigh something in grams. Like dust: a
        strange cover.
        <br>Imagine a micrometer for smoke, a
        <strong>tiny scale for dust</strong> which
        could weigh up an evening like this one.
    </p>

    
    <hr>

    <hr>
</body>

<html>

```

<p style="background-color:Lightblue;">  
I wonder about last words. Surely, they  
must weigh something in grams. Like dust: a  
strange cover.  
<br>Imagine a micrometer for smoke, a  
<strong>tiny scale for dust</strong> which  
could weigh up an evening like this one.  
</p>  
  
  
<hr>  
  
<hr>  
</body>  
  
<html>



```

    
    
    
    
</body>

```

I wonder about diaries, and about walking in circles, about being interrupted by strange lights.

I wonder about diaries, and about walking in circles, about being interrupted by strange lights.

site:

01

some diaries of light, or not-light

Documenting

getting lost in pages,

getting lost on land,

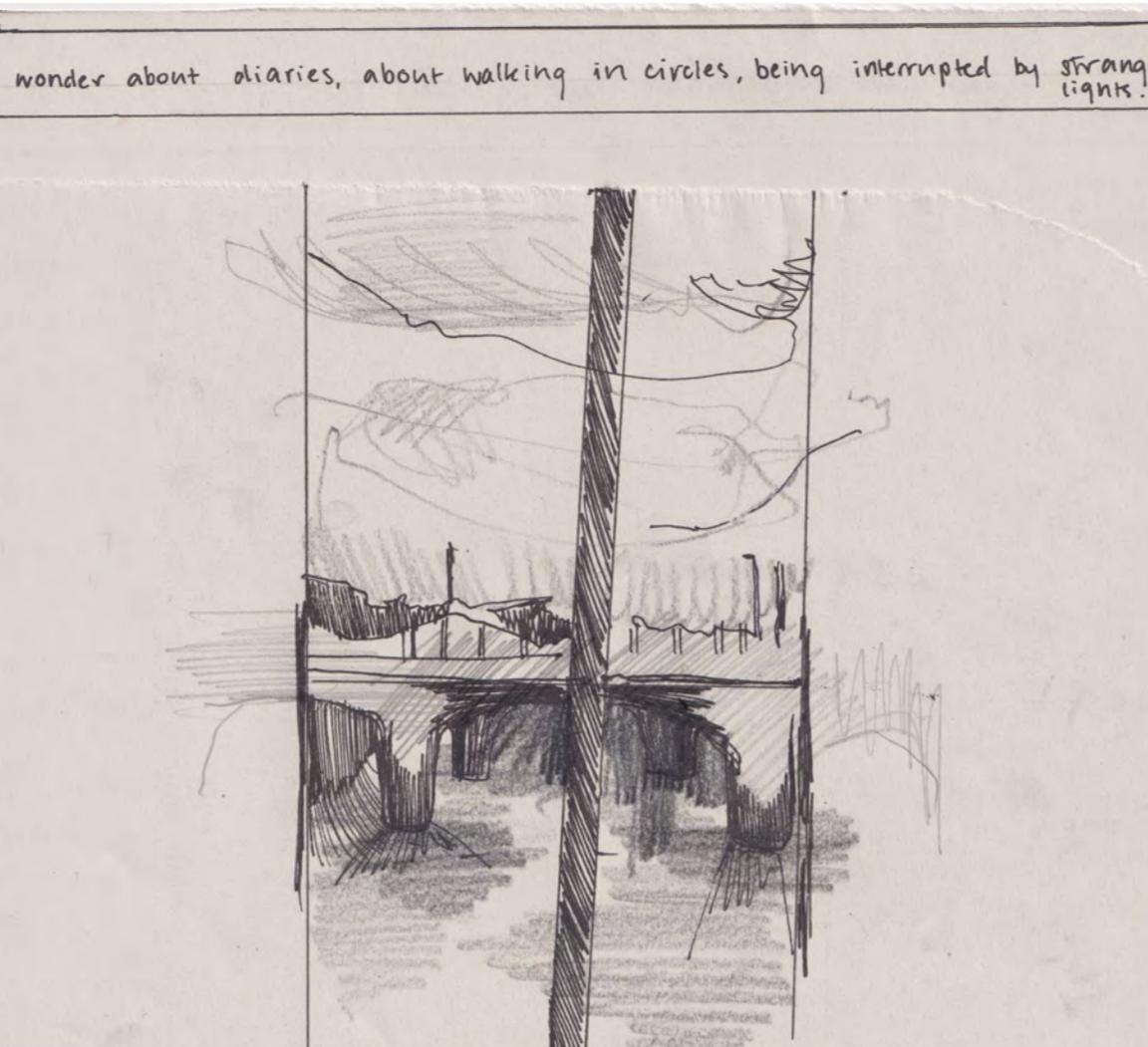
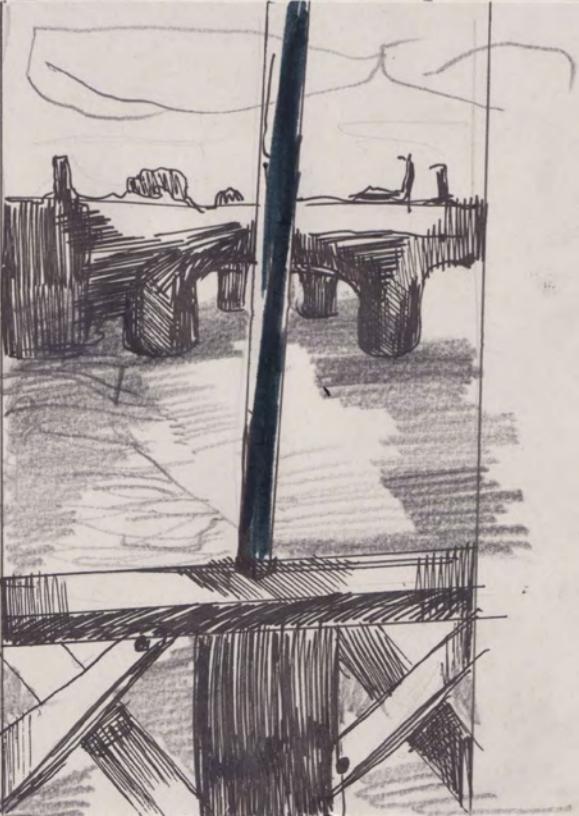
getting lost in the computer.

2.

Evening, 17:49

27/09/20

Smoke running Clydeside. Poles and bridges come up lavender



I wonder about last words. Surely, they must weigh something in grams. Like dust: a strange cover. Imagine a micrometer for smoke, a tiny scale for dust.

the 'ghost' site

site:

Some diaries of light, or not-light.

Documenting:

getting lost in pages,

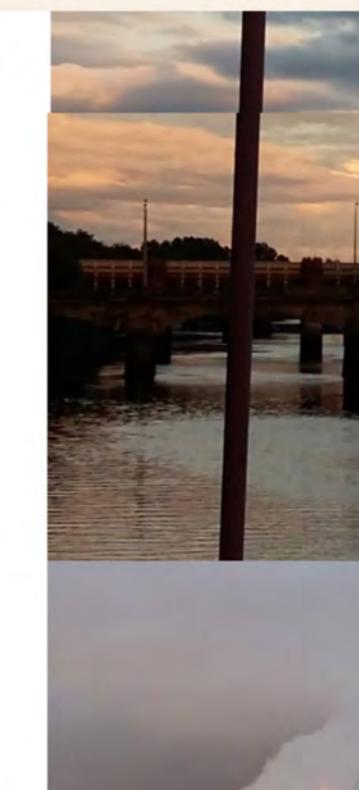
getting lost on land,

getting lost in the computer.

Evening, 17:49

27/09/20

Smoke running Clydeside. Poles and bridges come up lavender.



I wonder about diaries, and about walking in circles, about being interrupted by strange lights.

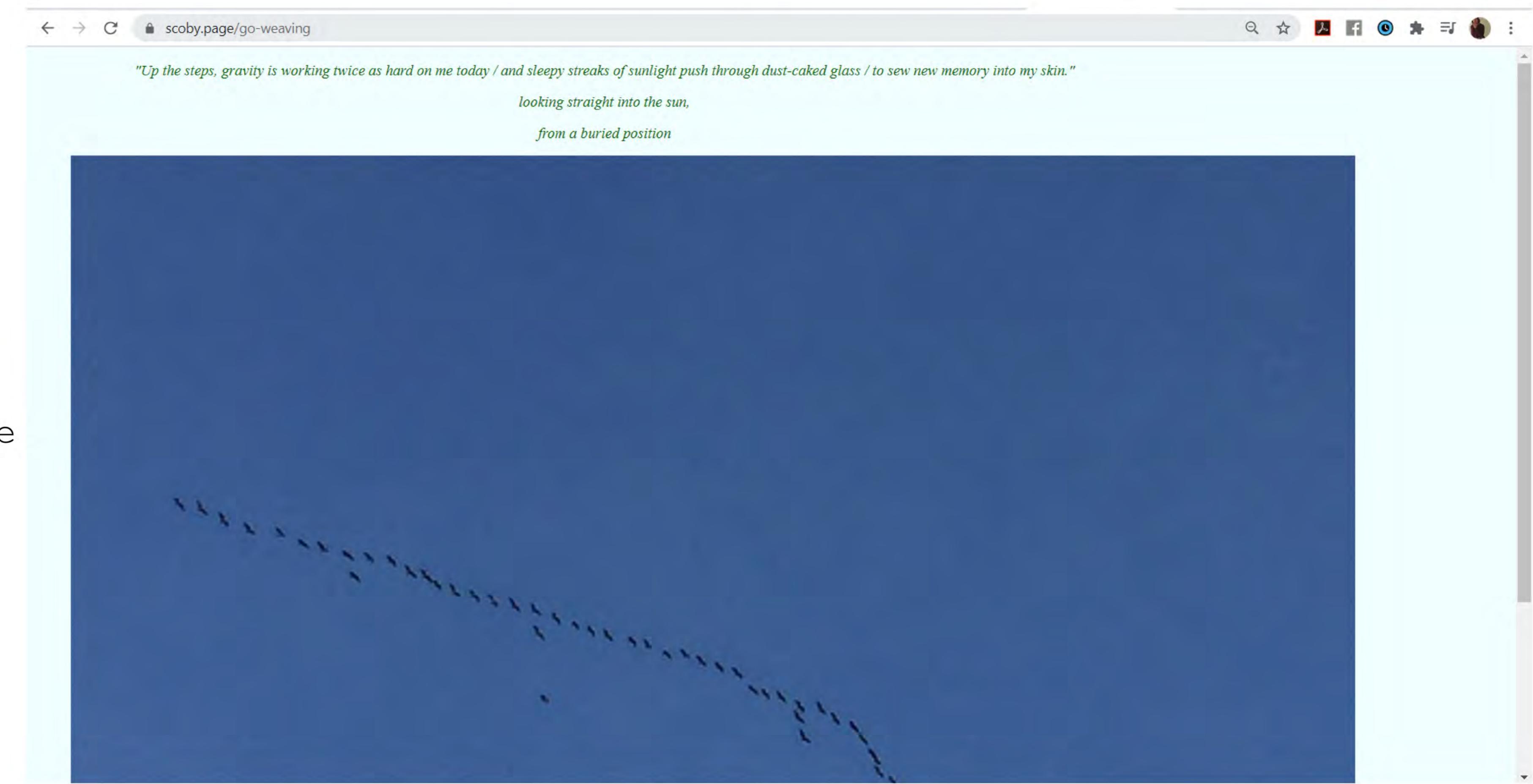
the 'real' site

## Experimental webpage

#1:

with this website I'm trying to take a small event (seeing geese) and making a digital memorial to it. I really like these single-image webpages—short and sweet, very focussed !

<https://scoby.page/go-weaving>



> I feel that they get at a sense of poetry within site-specificity...

reminds me more of the dynamics of memory, to be fixated or entranced by a single image. Maybe the isolation of 1 thing per page is also a nice solution to the over-crowding of digital spaces...

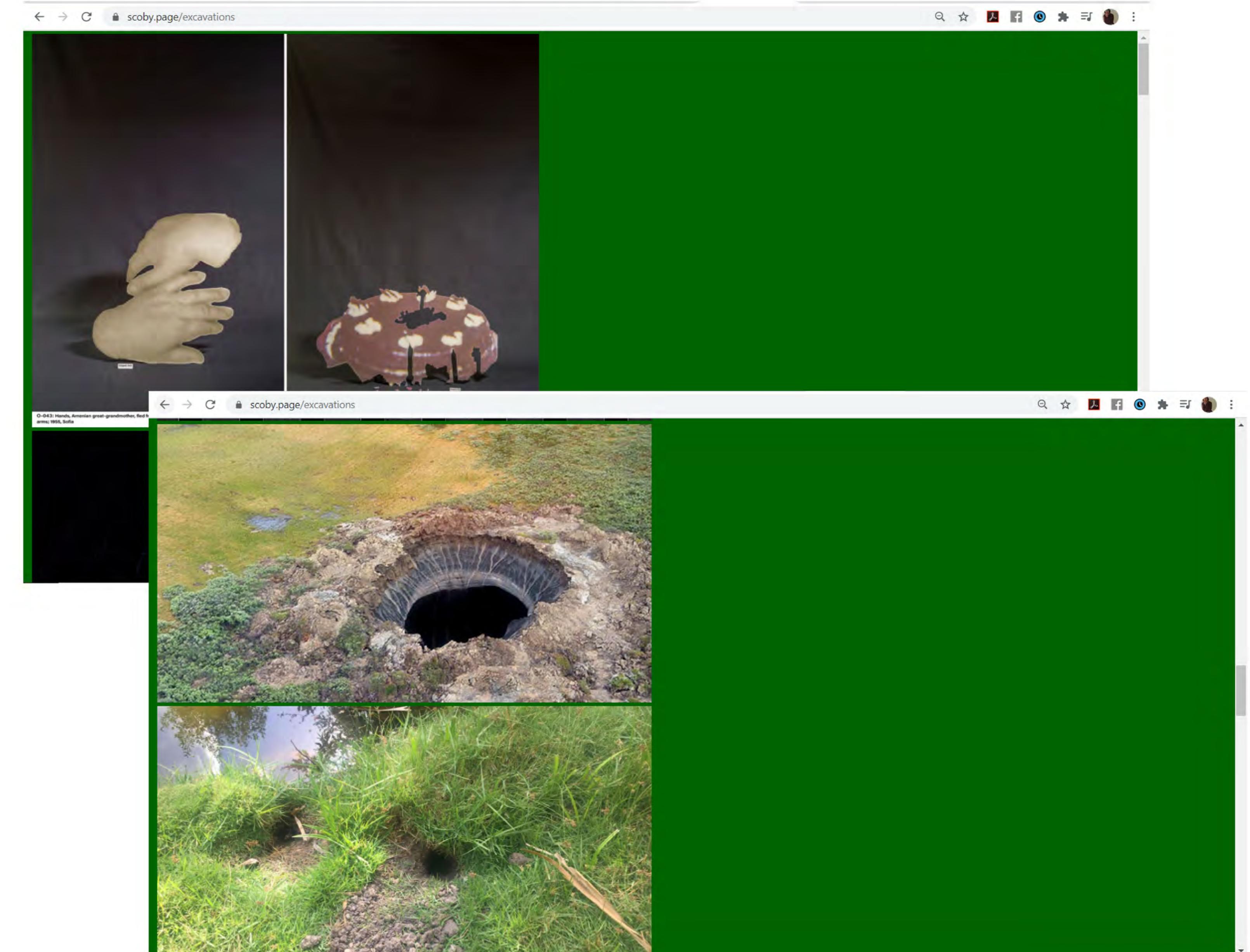
## Experimental webpage #2:

Collecting images of holes,

the page is called 'EXCAVATIONS'

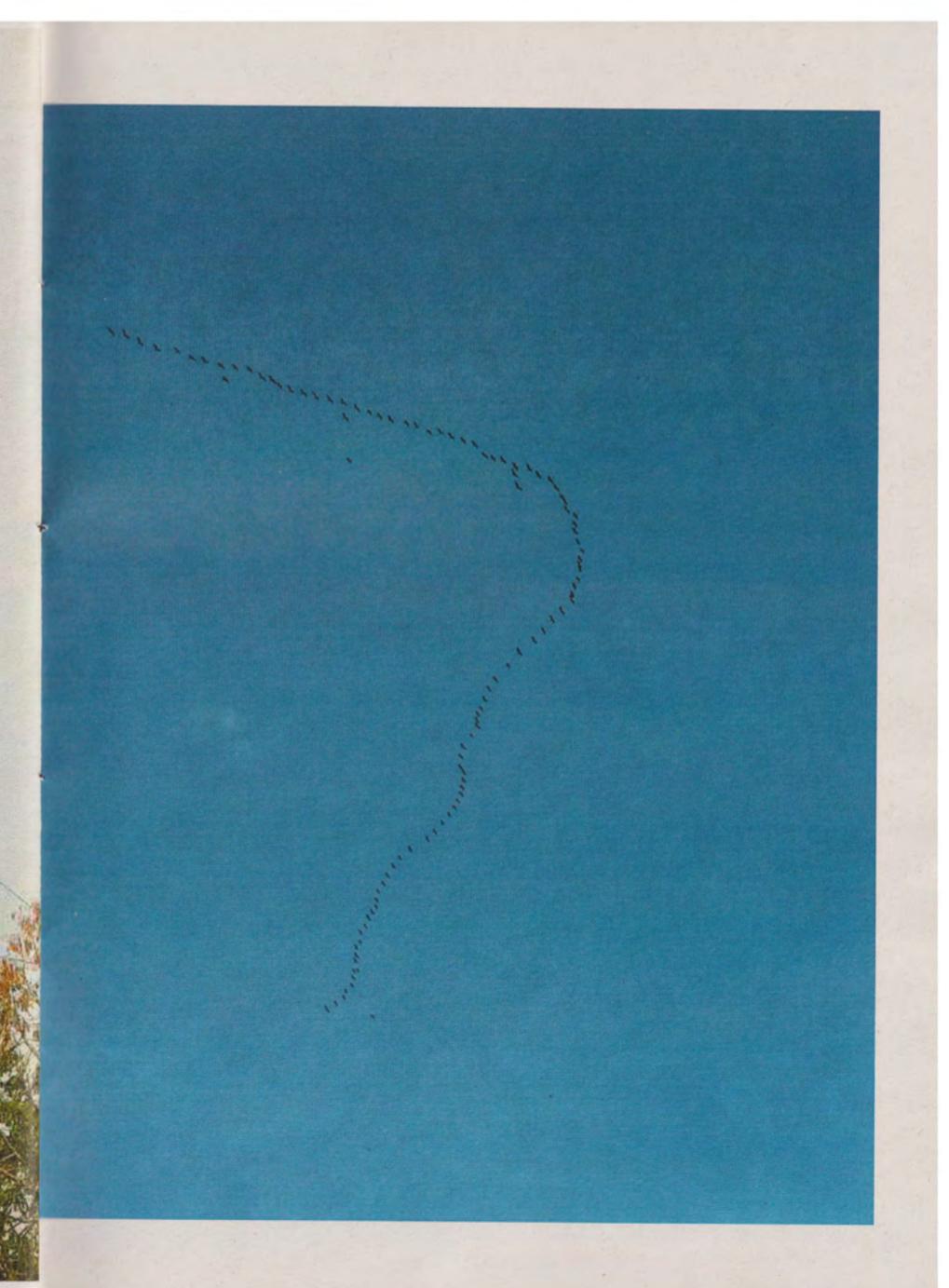
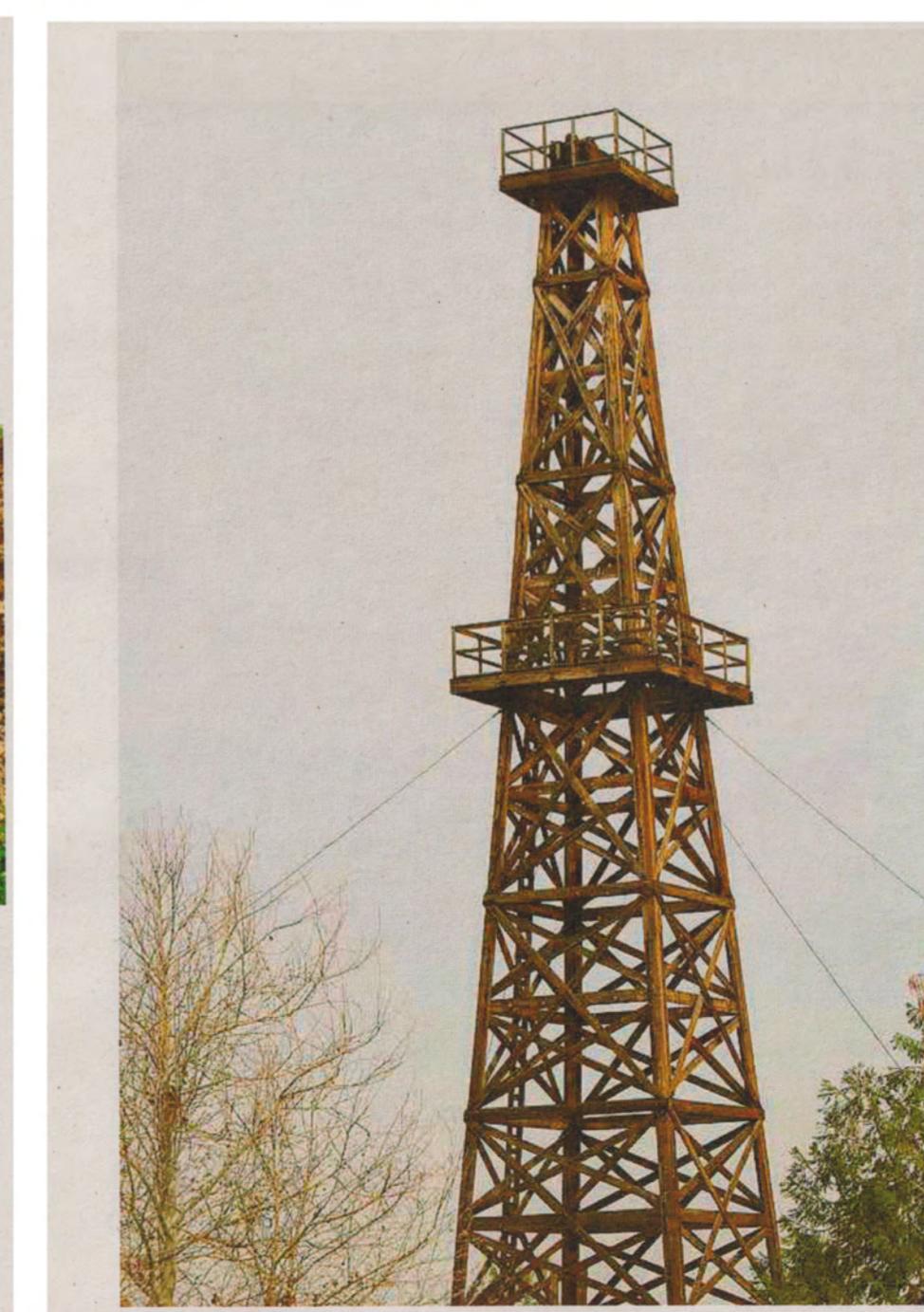
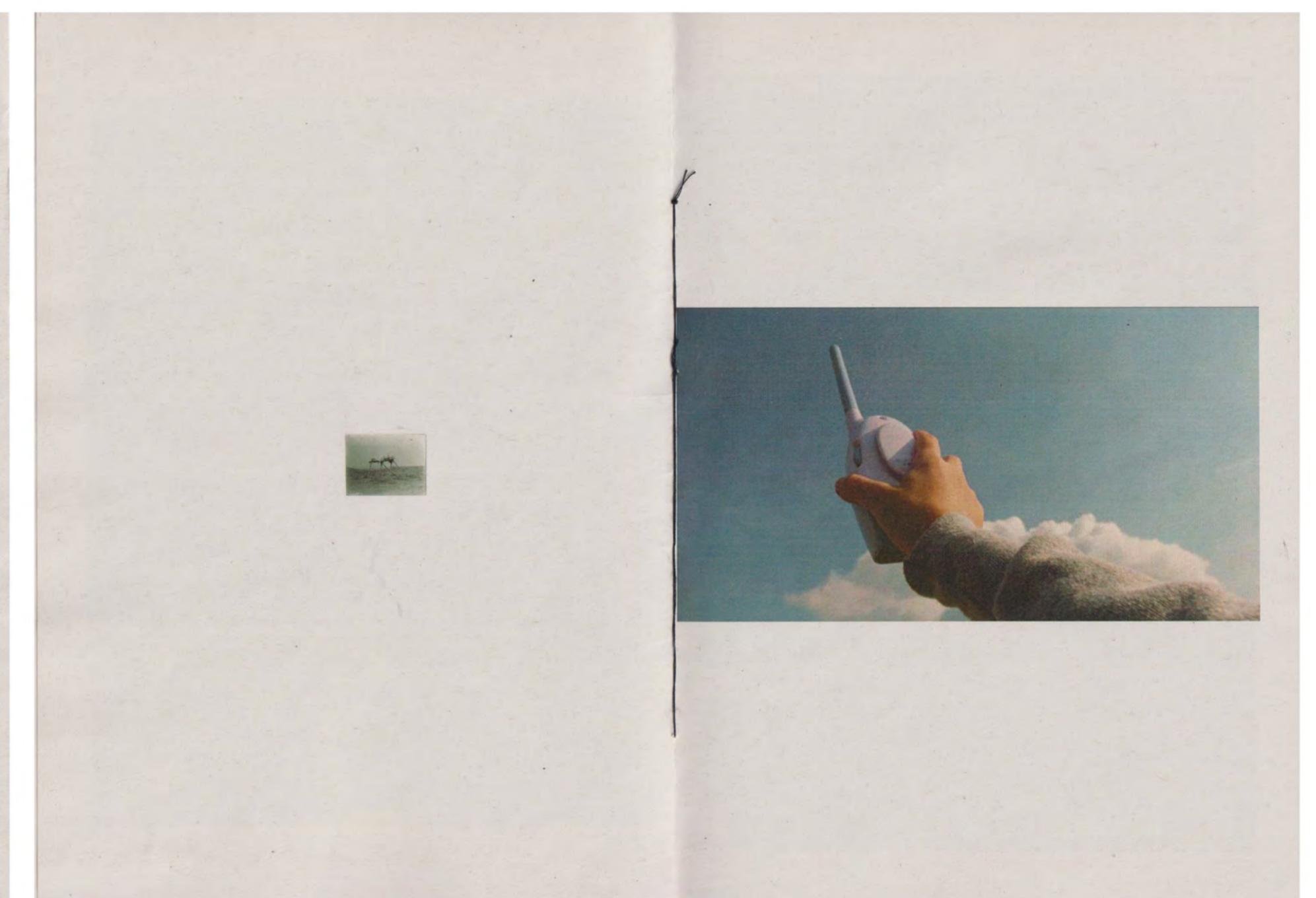
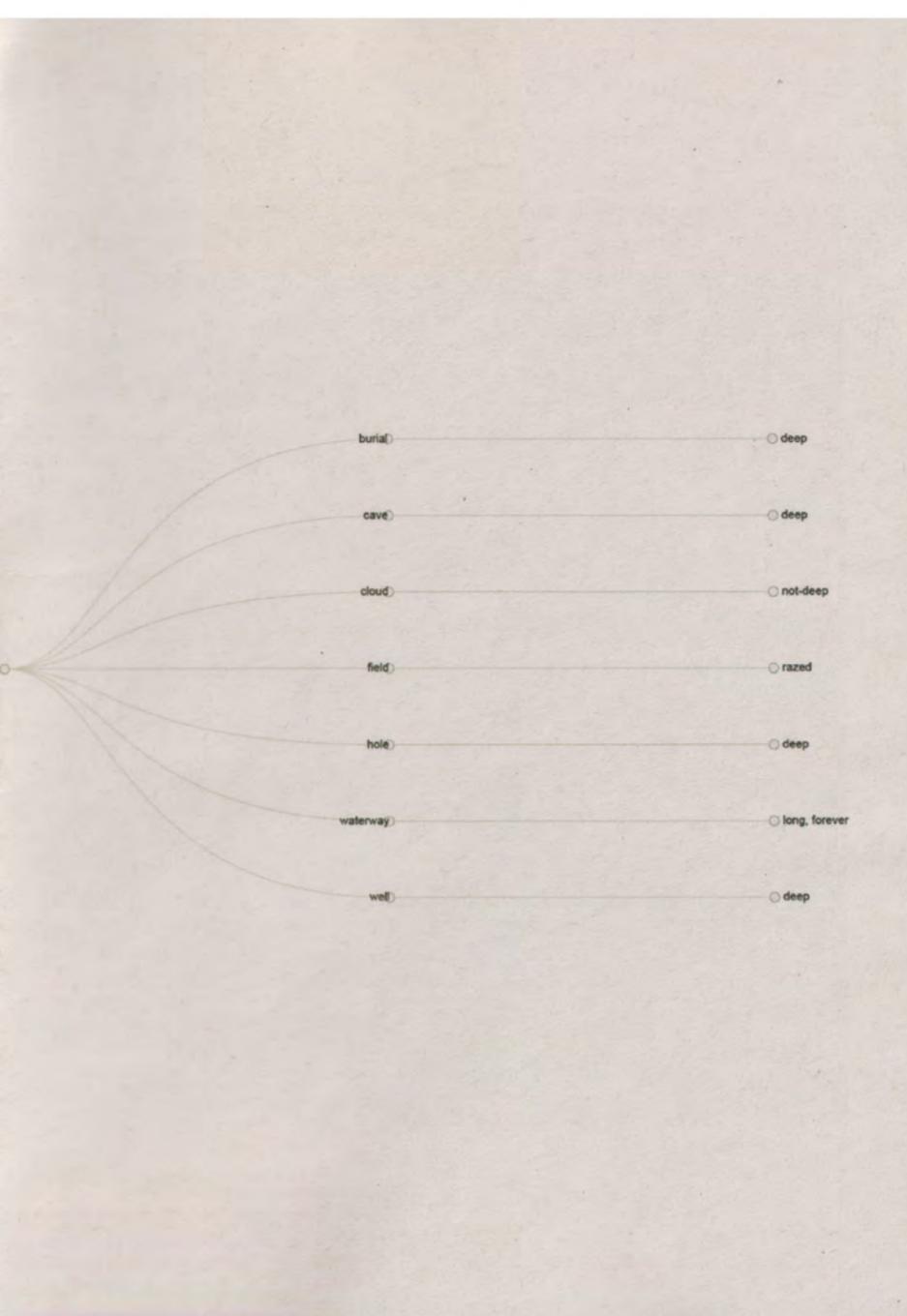
> functions maybe as a mirror/inverse to the previous 'Go Weaving'... the 1st site looks onto the sky, the 2nd looks down into holes...and they must be seen together. **I think this is what I mean when referring to 'skeletal' works|: they outline a position, work as a half-finished thing in isolation...**

...but in series, they chime well?



# *experimental bookwork:*

*looking at the intersection  
of structure and site.*

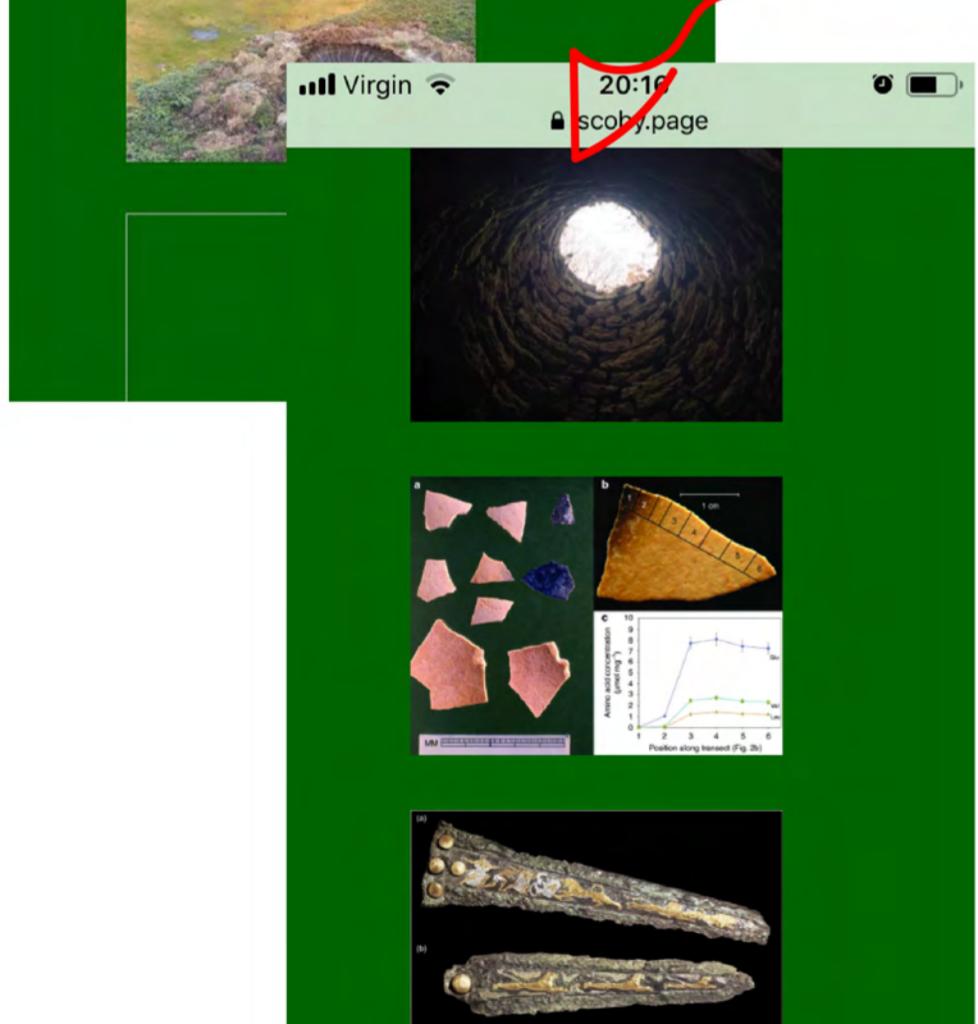
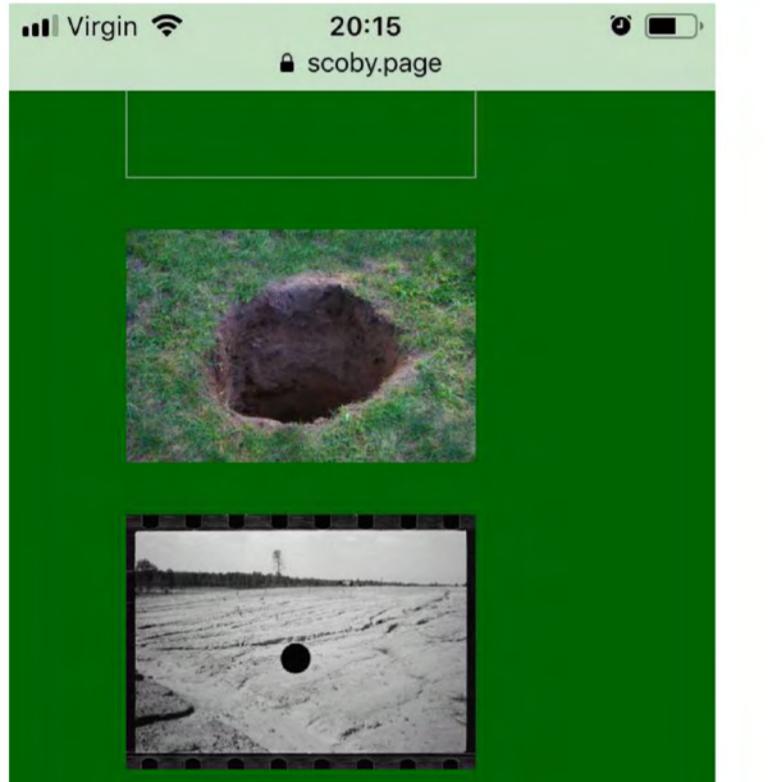


more developed, formal bookwork:

28

Excavations

looking at holes, many different sites, excavations.



gazing down,  
to remember  
everything at once

12

stylesheet

```
body {  
background-color: darkgreen;  
}  
  
img {  
width: 45vw;  
}  
  
a {  
color: magenta;  
font-size: 3v;  
font-family: serif;  
padding-bottom: 3vw;  
}  
  
p {  
color: black;  
font-size: 9v;  
font-family: serif;  
font-style: italic;  
text-align: center;  
width: 40vw;  
}
```

800 × 528 pixels, 320 × 211 pixels | 640 × 422 pixels | 1,024 × 676 pixels | 1,280 × 845 pixels | 6,255 × 4,128 pixels.  
Source: [Sculptor lee excavation.jpg](#)

Added by C vd Hoven

13

20 Snake holes at Fairchild



Added by C vd Hoven



Added by C vd Hoven

17



Added by C vd Hoven

16 Worm hole



Source: [643308d7-c3e0-40b5-8b55-2a5cf98c5688.jpg](#)

Added by C vd Hoven

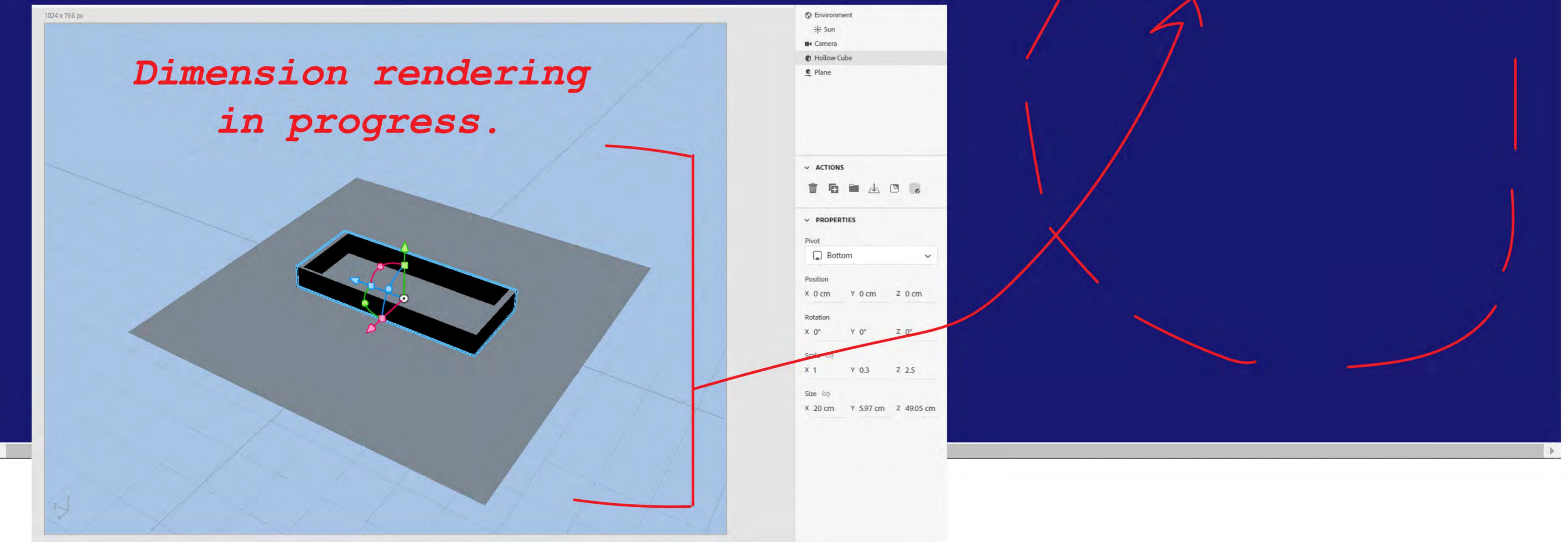
/ / / / /

## *a machine for weighing evenings*

*I had a vision of this on a bridge. Images will be below.*

**\*\*add navigation**

*putting models across these pages  
as hypothetical inventions?*



## planning the site:

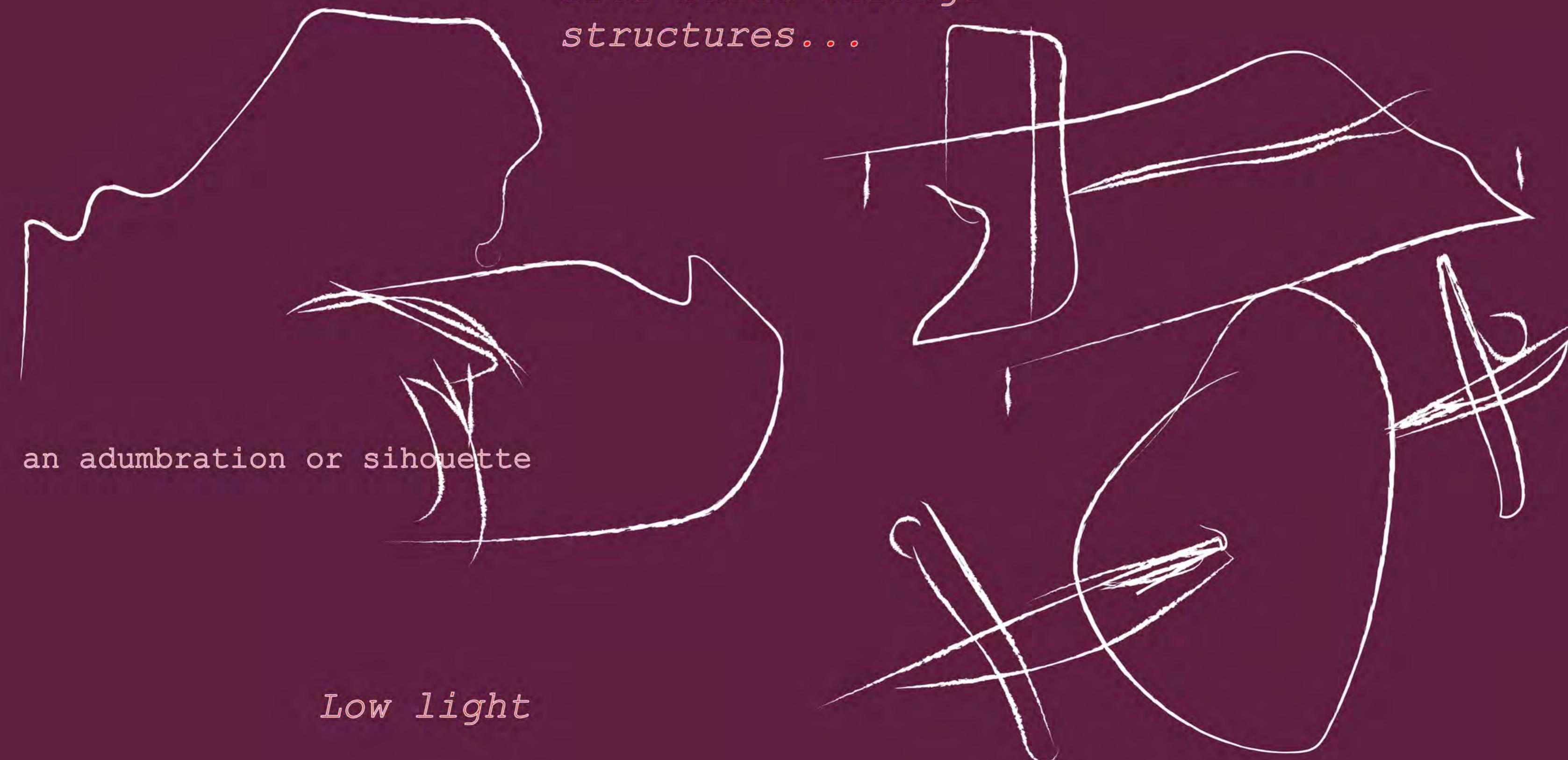
← → C kikivdh.github.io/false-pollen/

🔍 ⭐ 🌐 🎧 \*

### *a false pollen*

*Some kind of dust. Images below.*

*site-based strange  
structures...*



an adumbration or sihouette

*Low light*

**make some nice machines !**

Lost on land, getting lost on the computer.  
Some diary pages, getting lost in  
diaries of light, or not-light.getting lost  
to portal: back to

^^make this spin? find some  
animation controls...

Text 'Portal' to the diary website.

CODE:

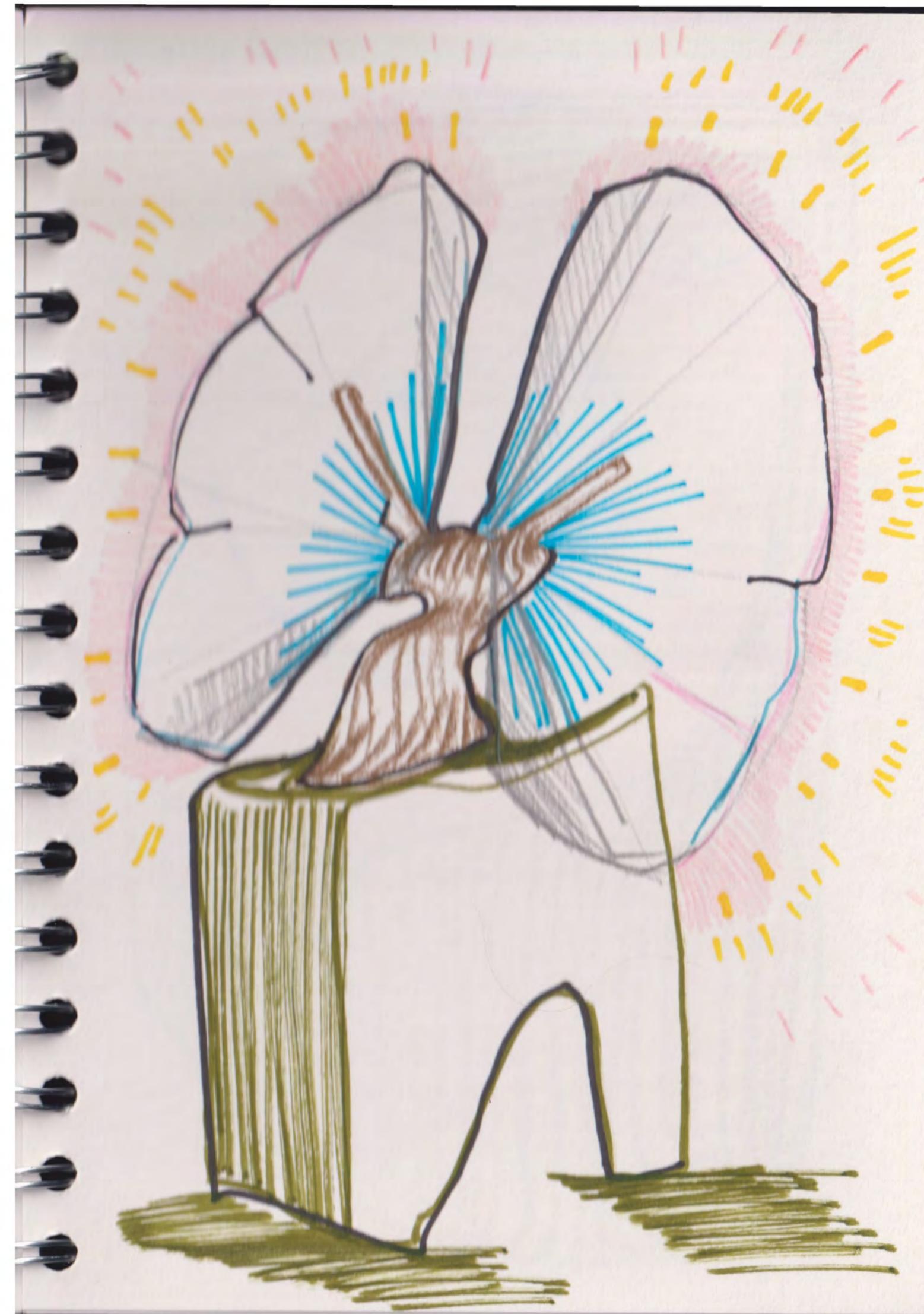
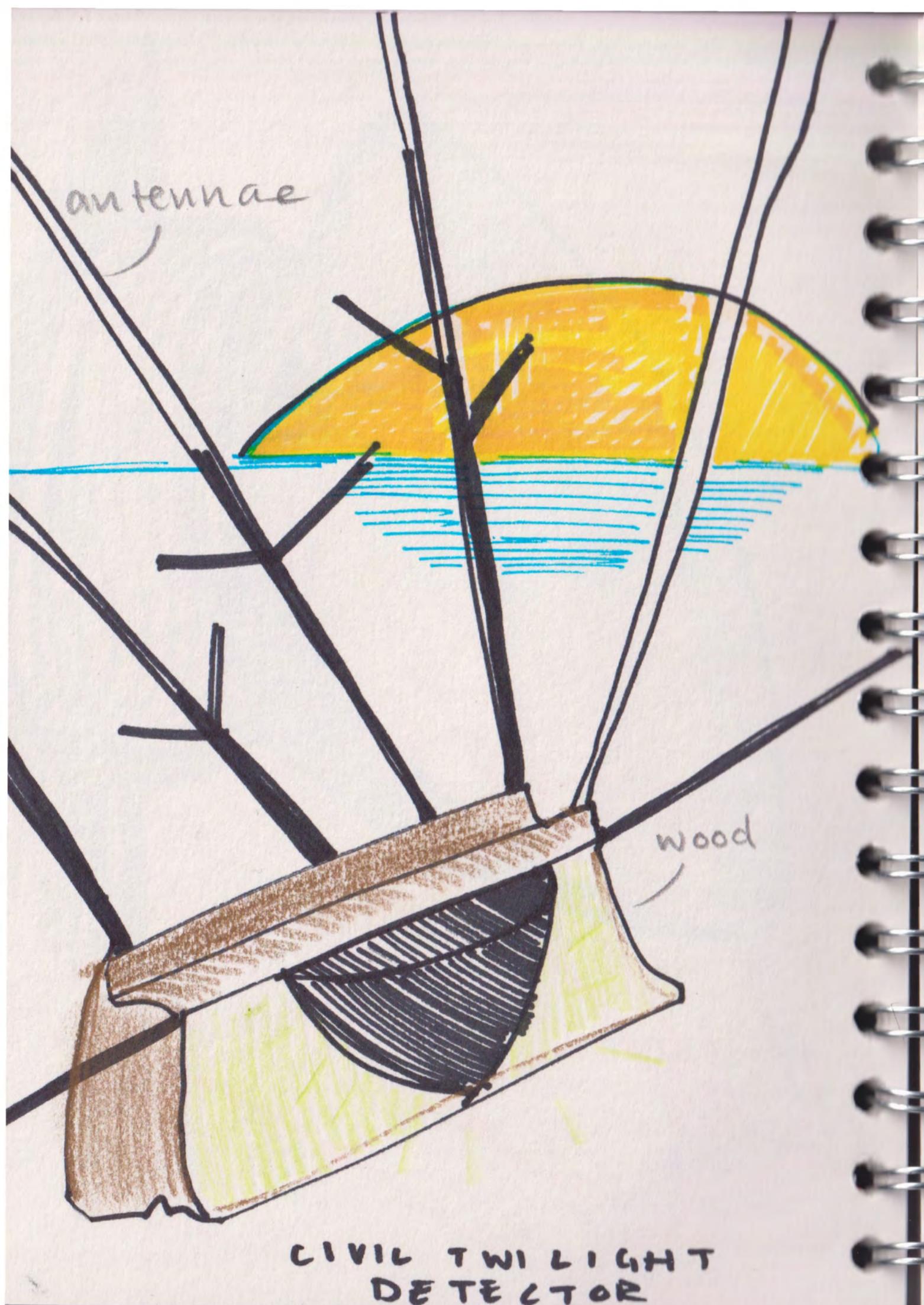
<style>

```
.center {  
display: block;  
margin-left: auto;  
margin-right: auto;  
width: 25%;  
}
```

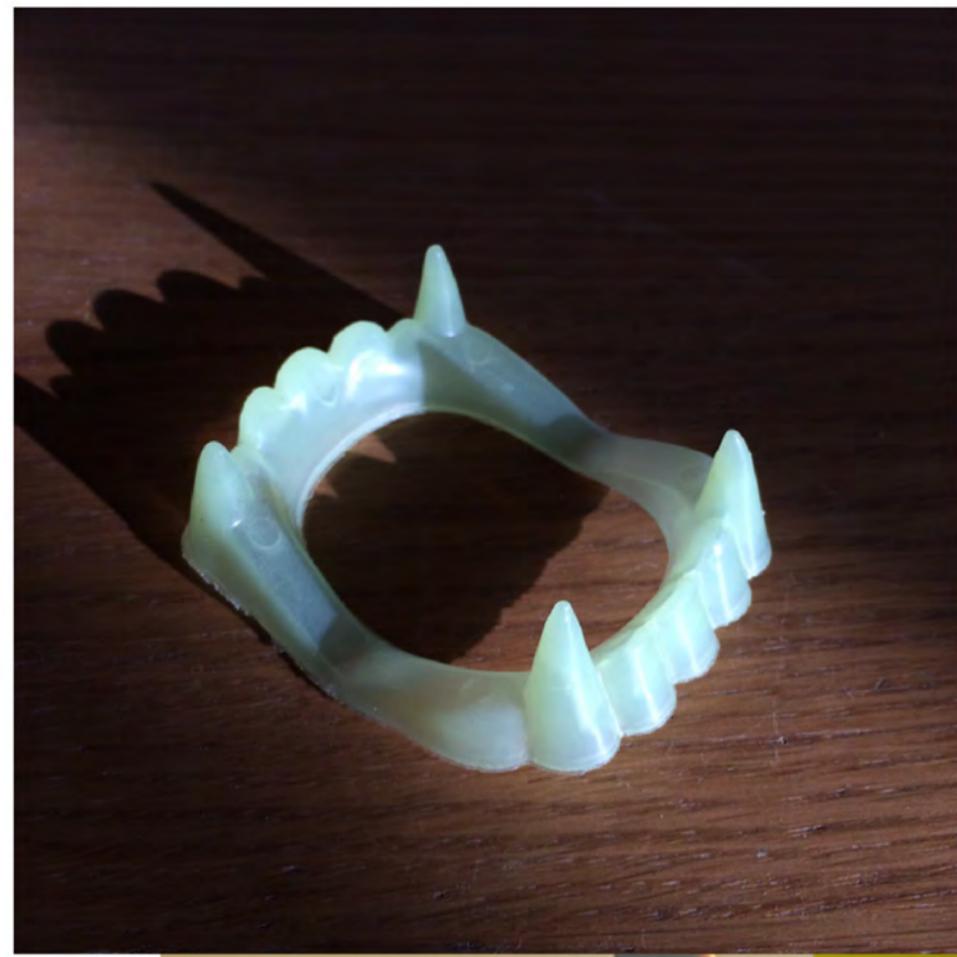
</style>

```
<a href="https://kikivdh.github.io/site-shadows/"  
target="_blank"></a>
```

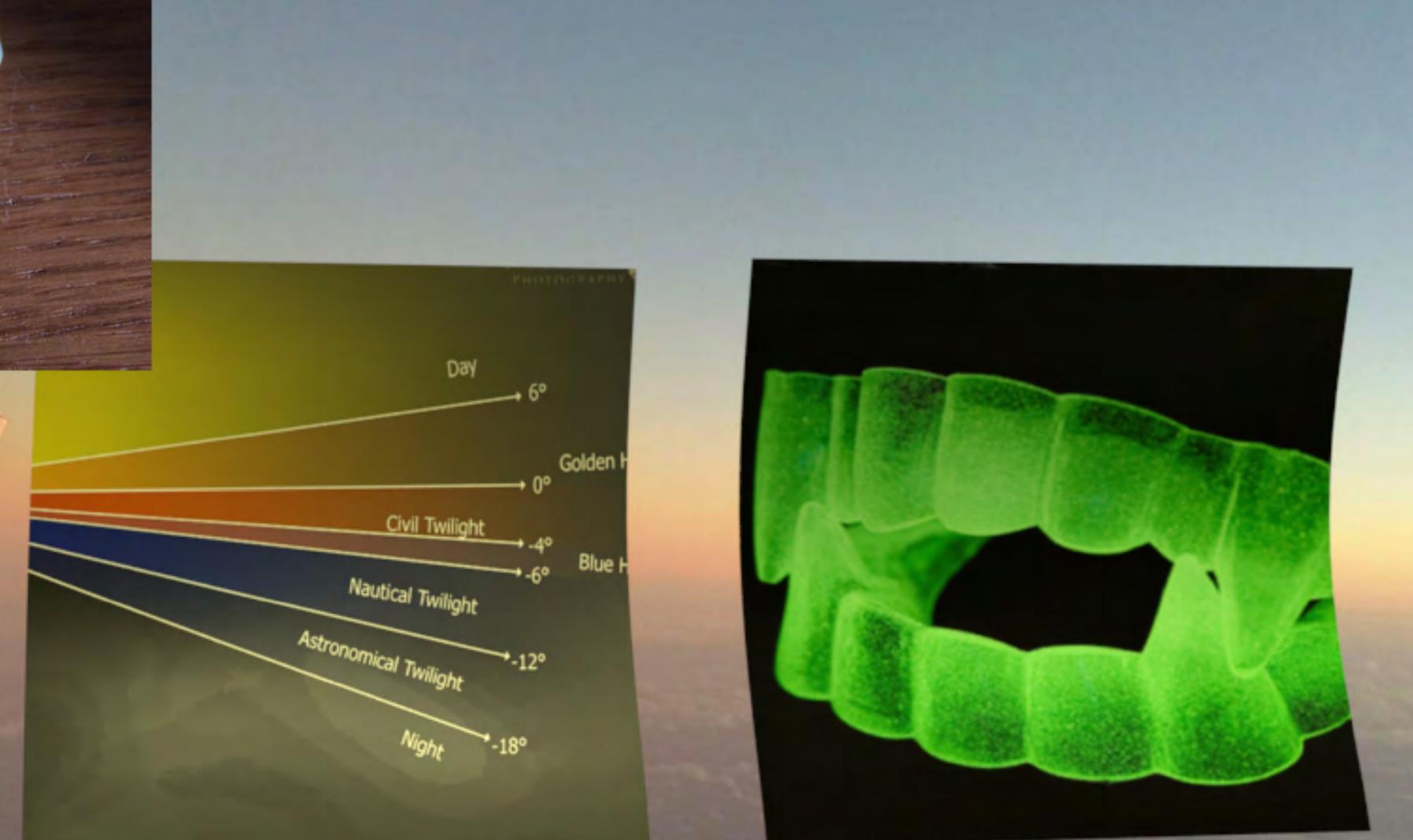
sketches for a tooth-powered twilight detector (page '03')



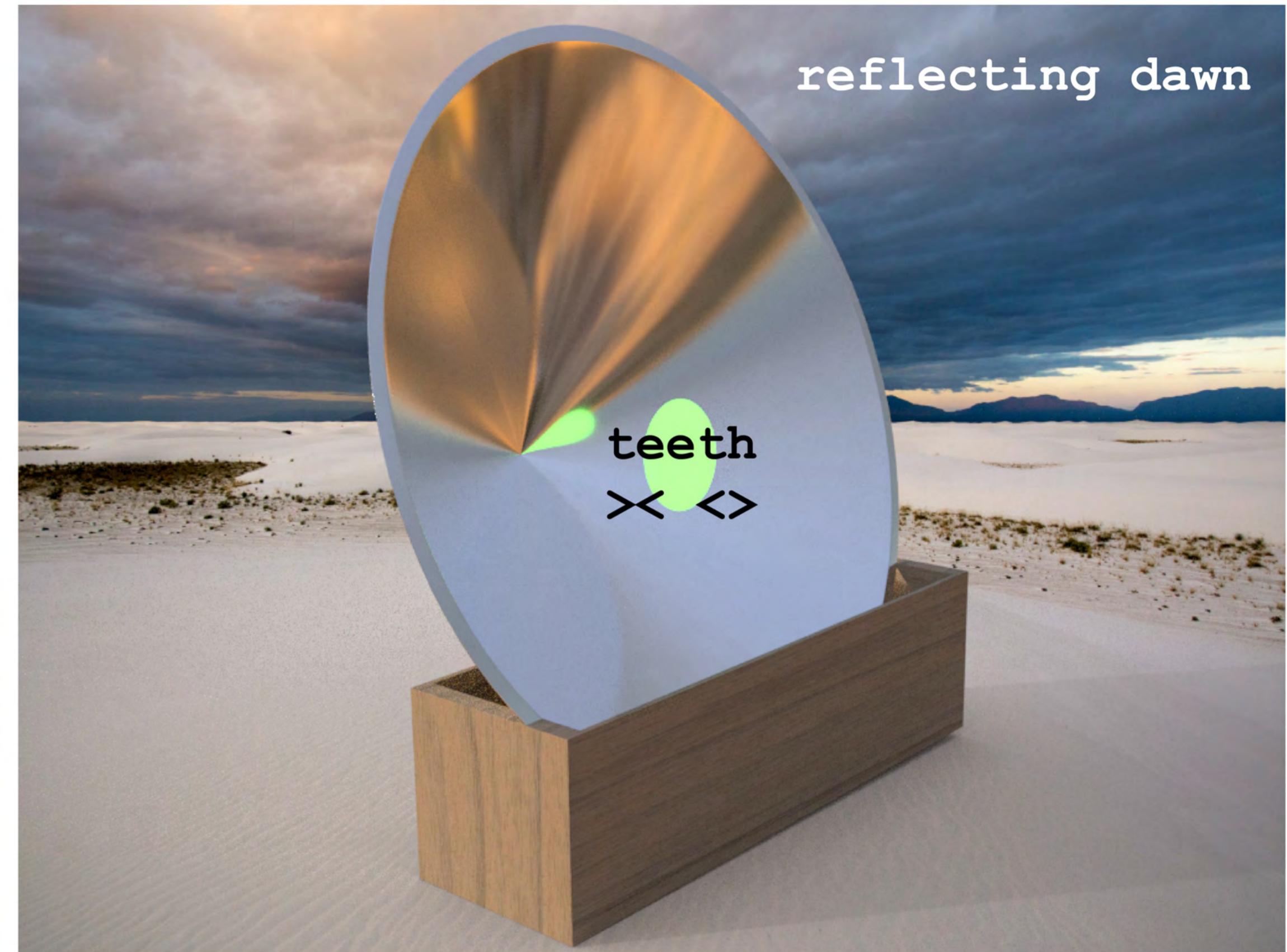
*Dimension .obj experiments for the detector:*



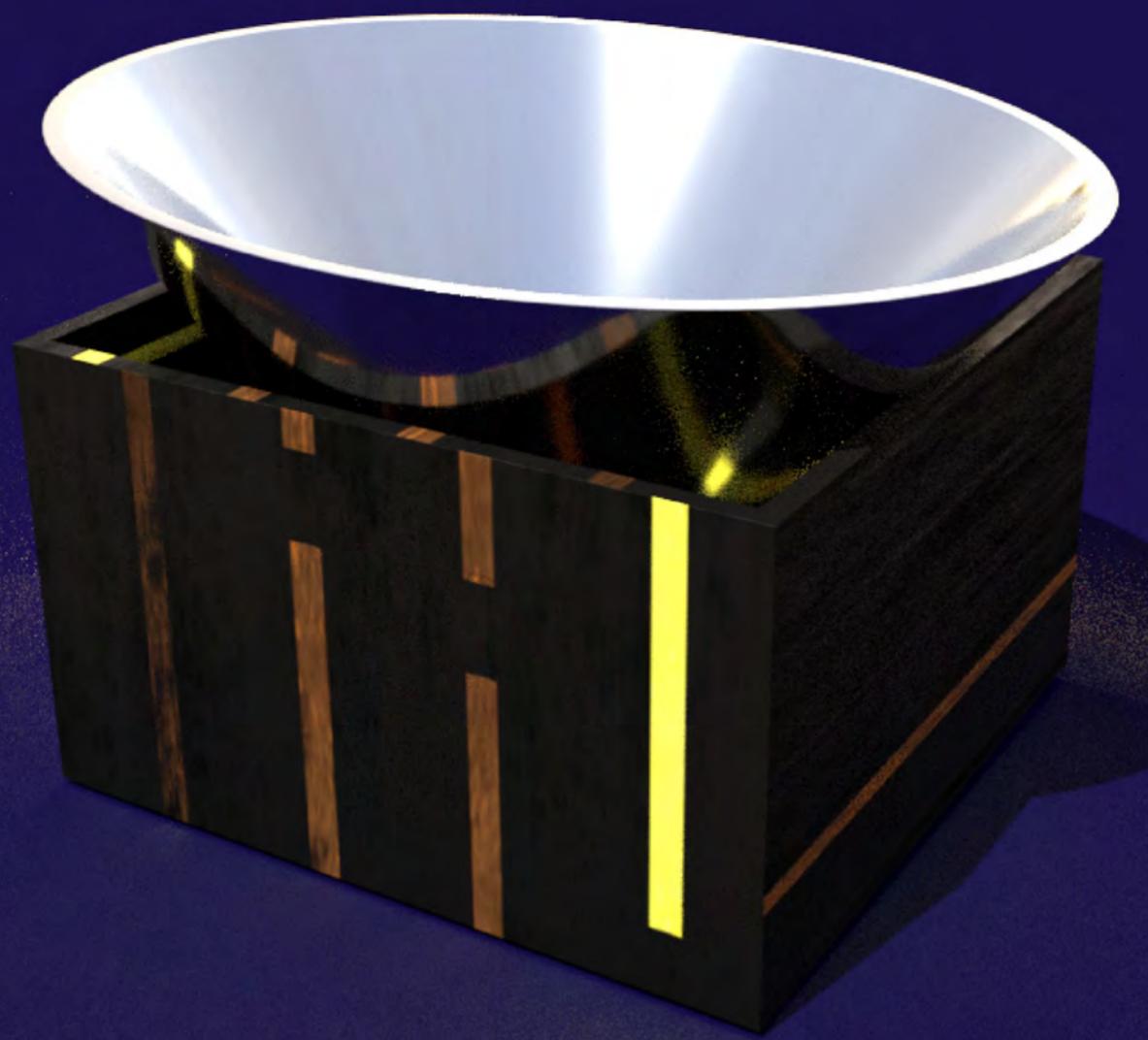
*merging with the natural environment*



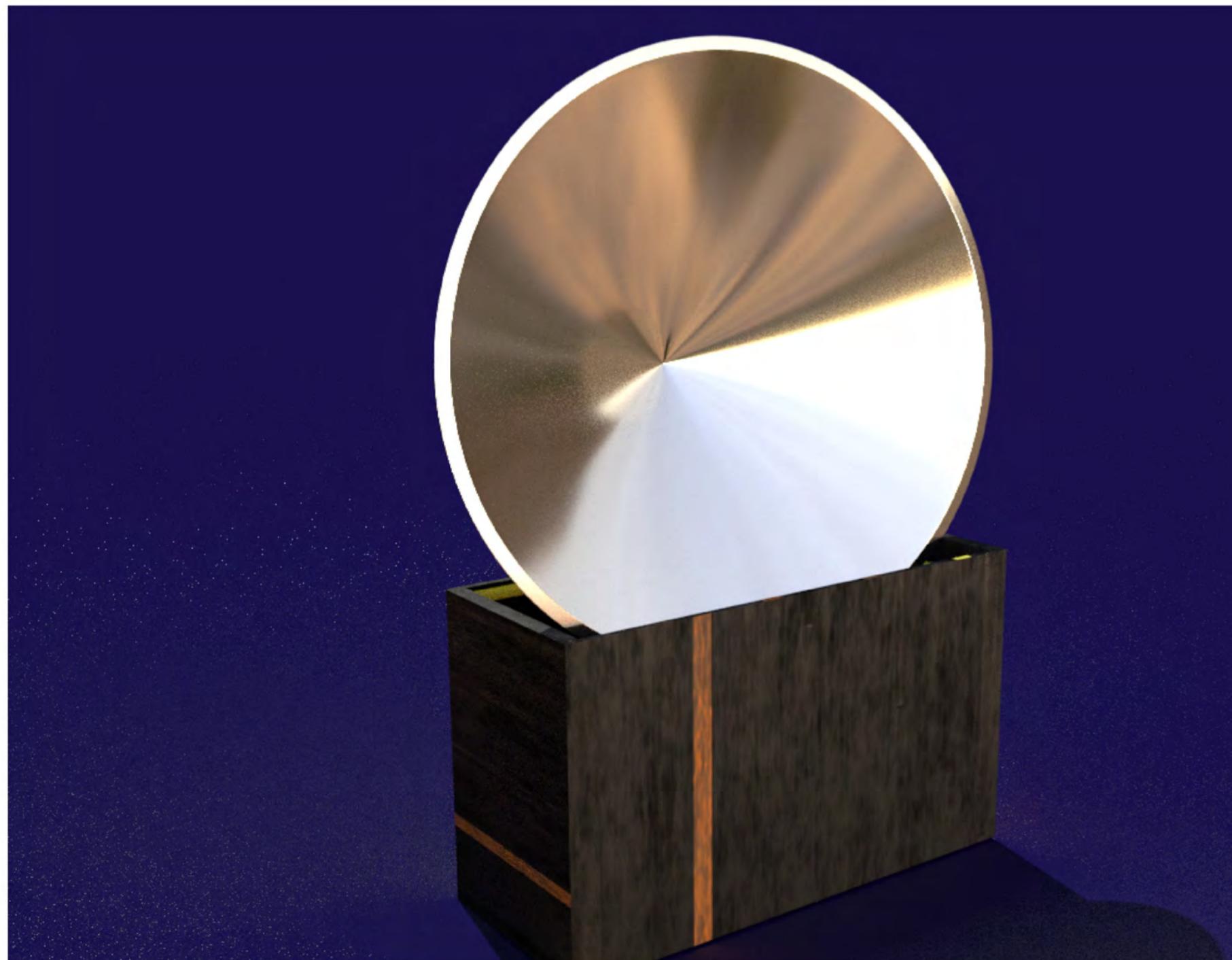
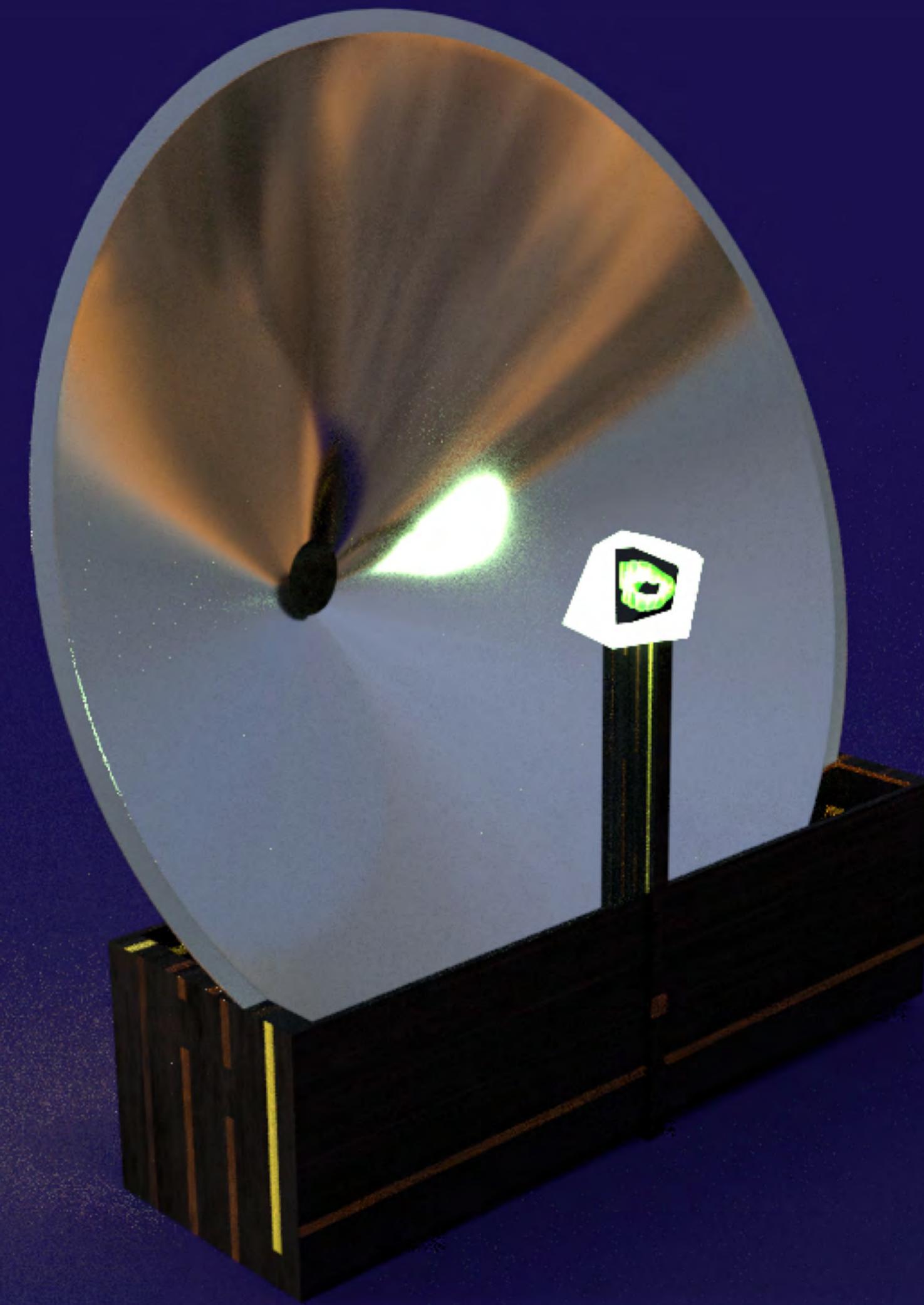
*sketches:*



*rendered as 'dark teak' with  
stripes inlaid*



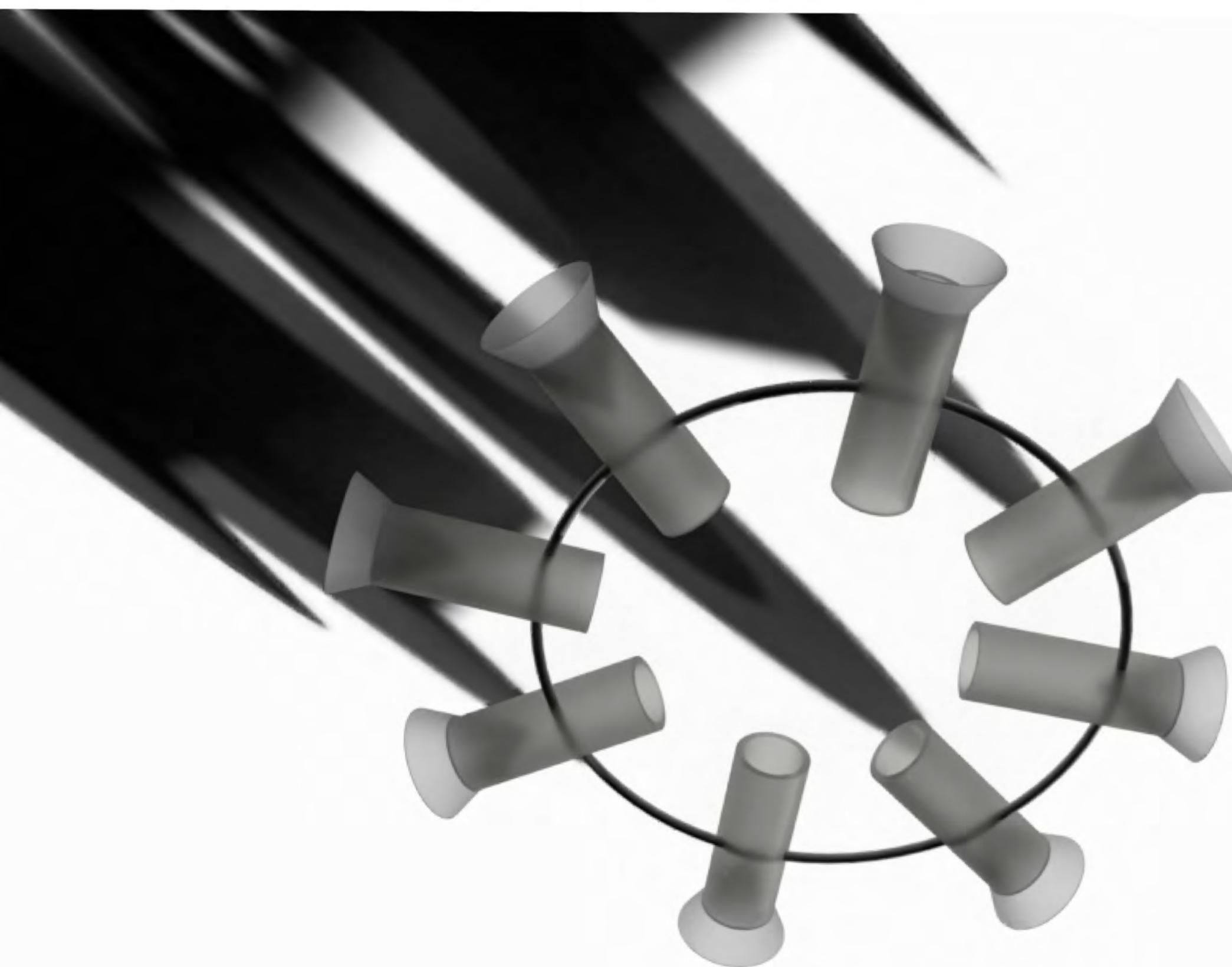
*refracting light thru the teeth*



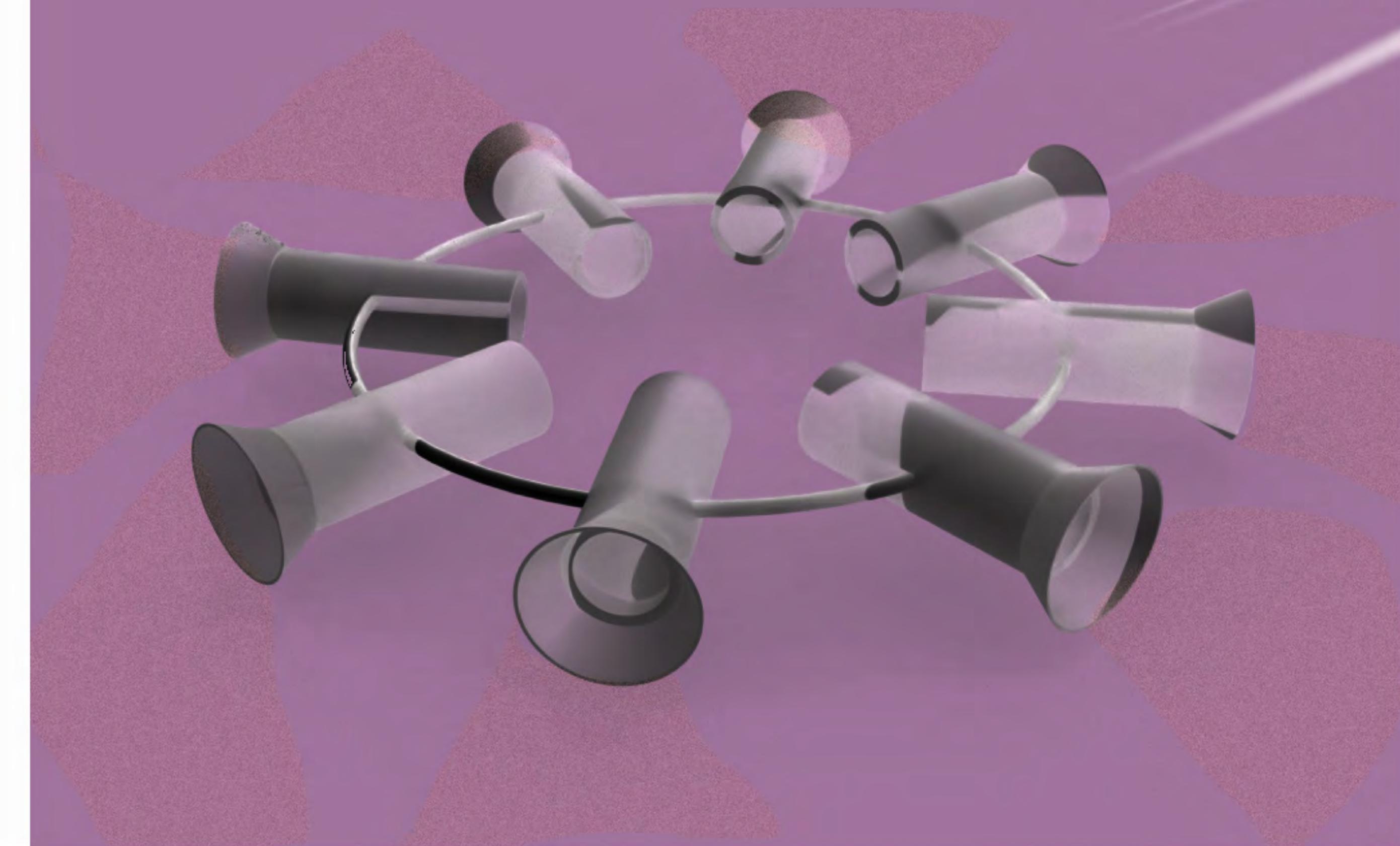
*a big chrome reflector- I like seeing the image warping,  
upside down in this render.*

*flower shaker: something to distribute dust onto winter flowers  
- mimic pollen.*

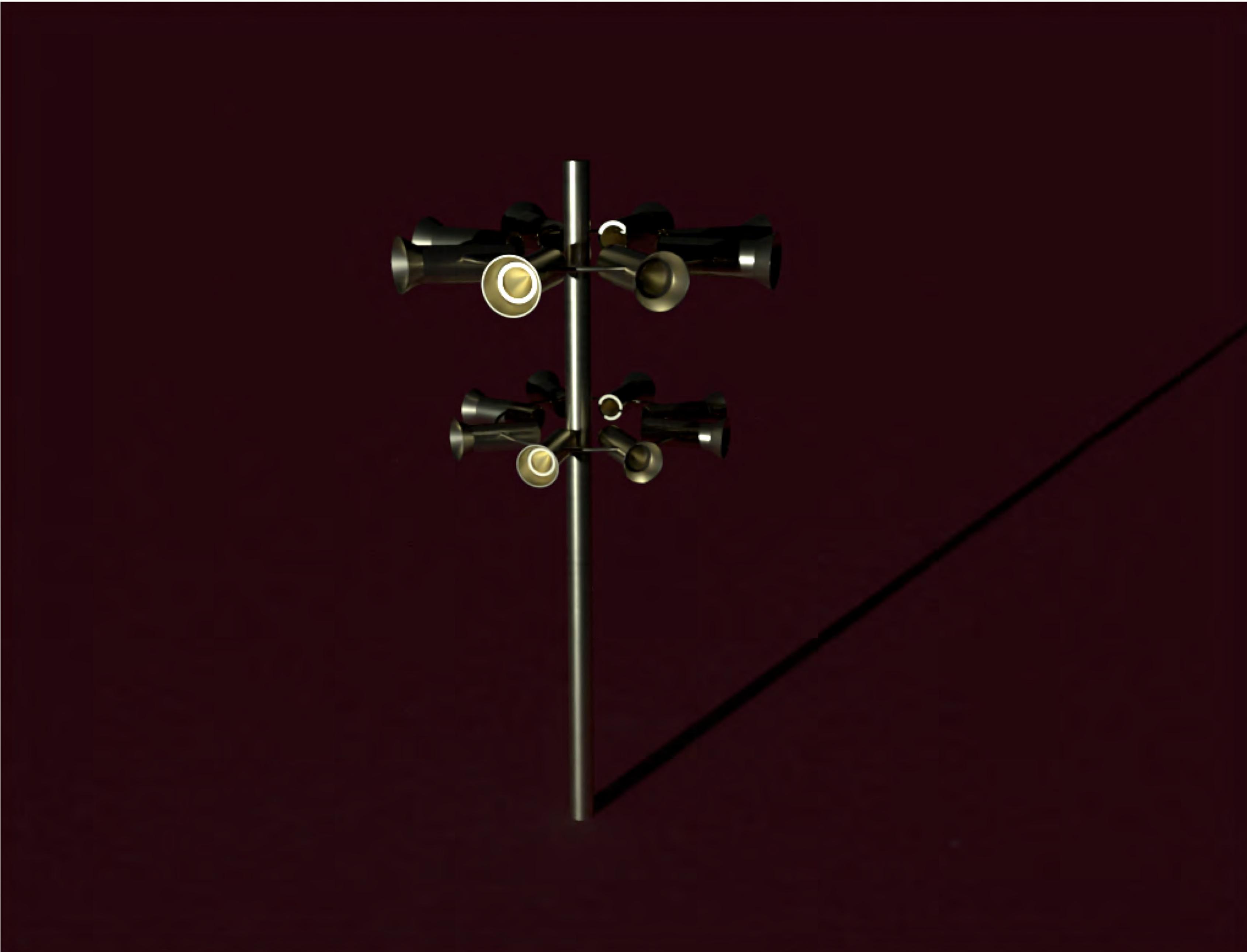
**Dimension Tests:**



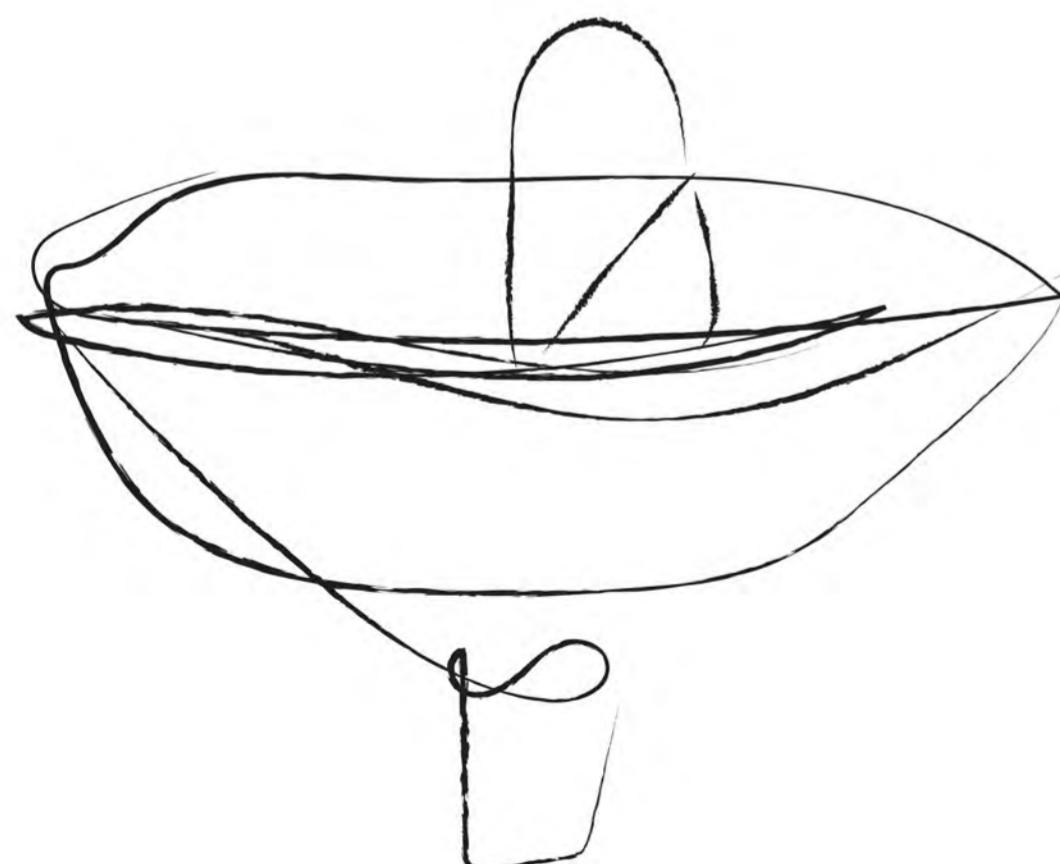
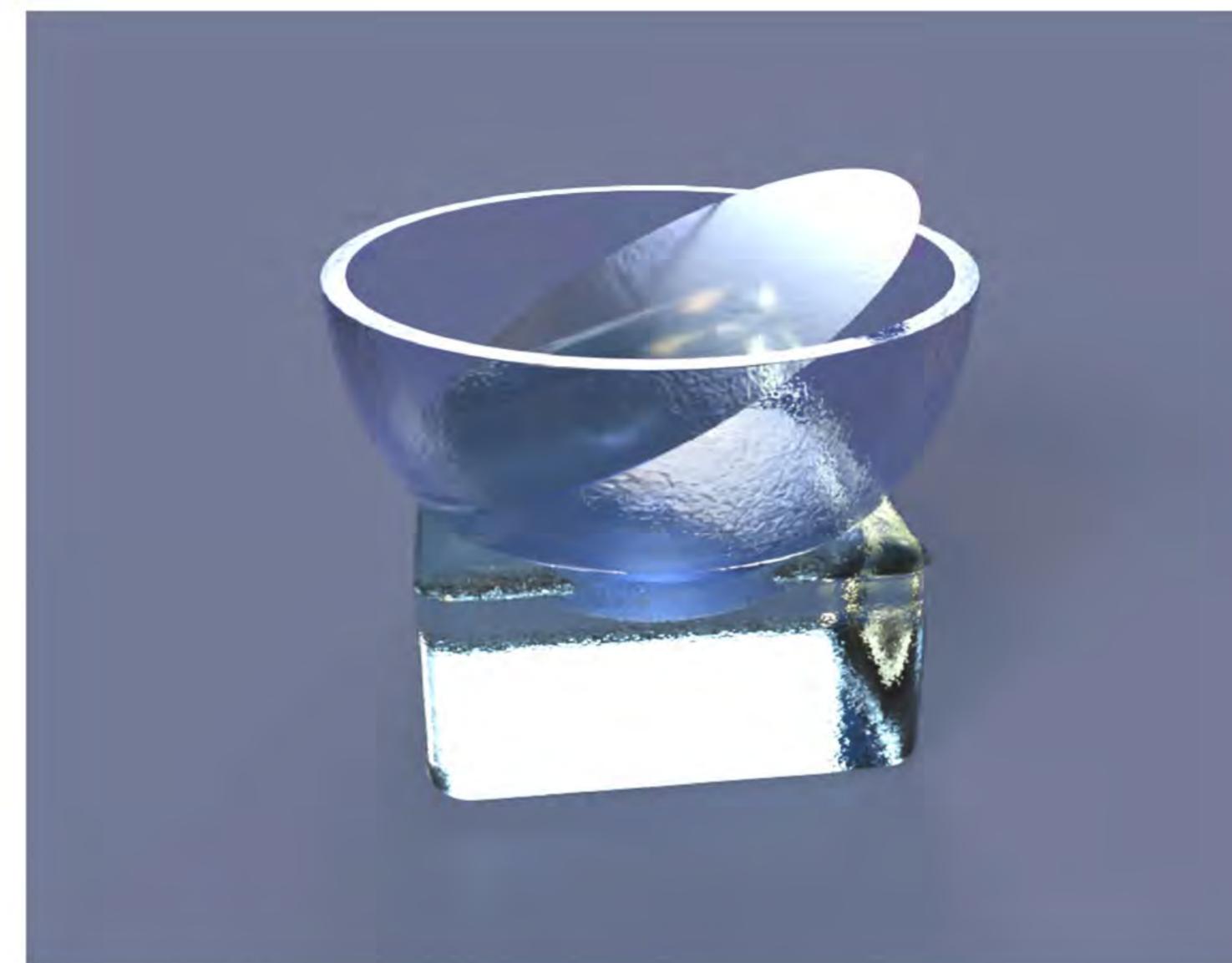
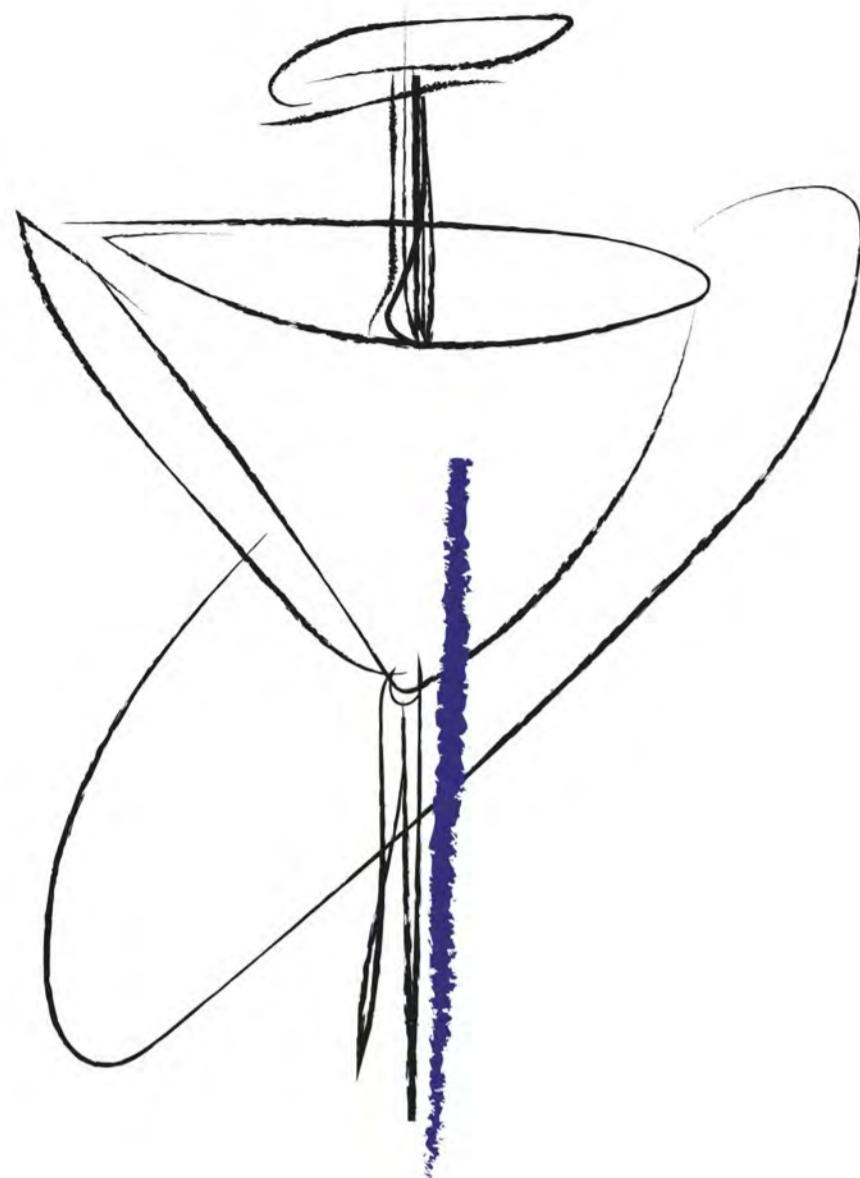
like a trumpet. And spinning on that central rings.



*Standing on its own- rendered as brass. I like the rings of shadows.*

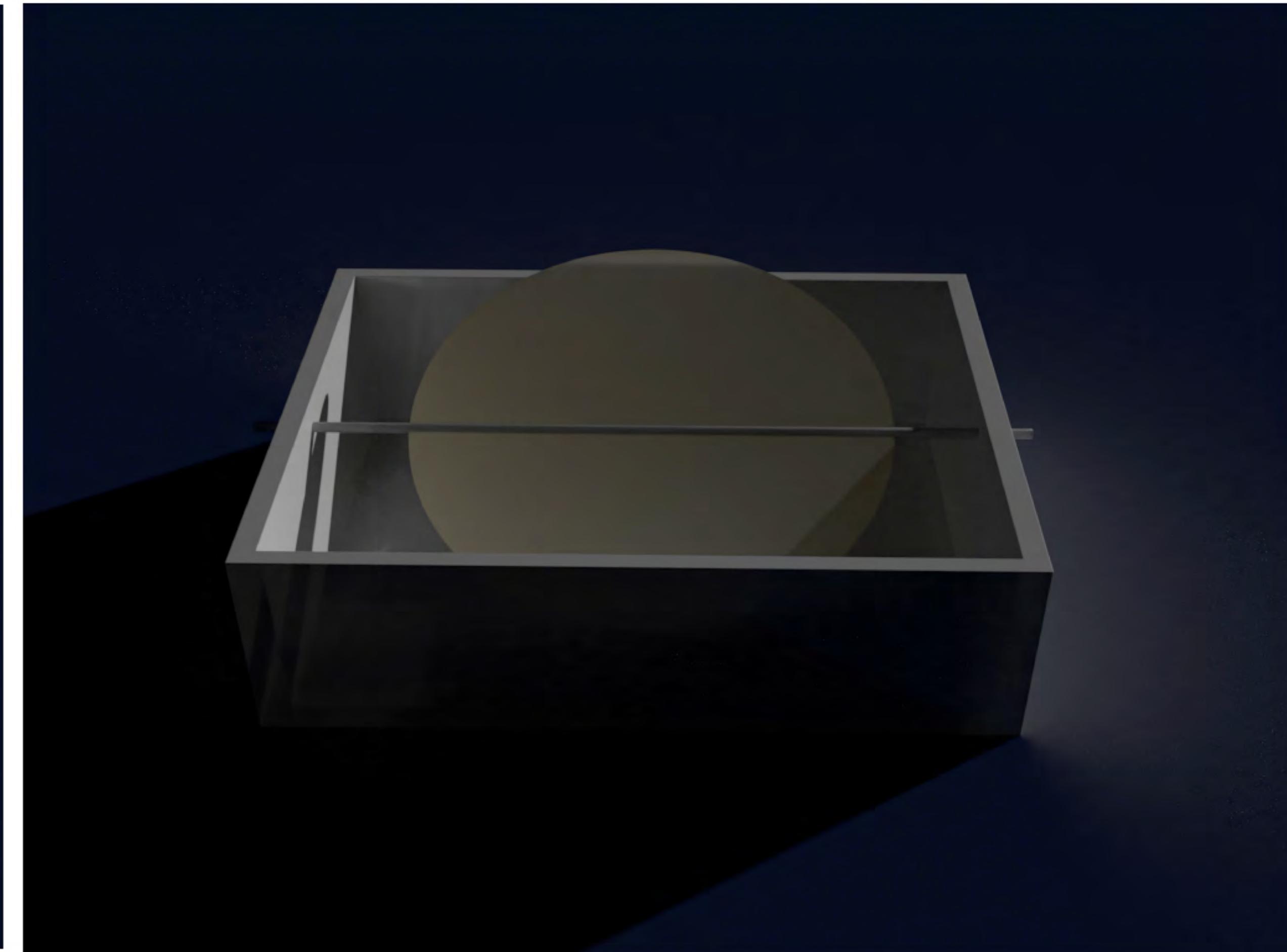
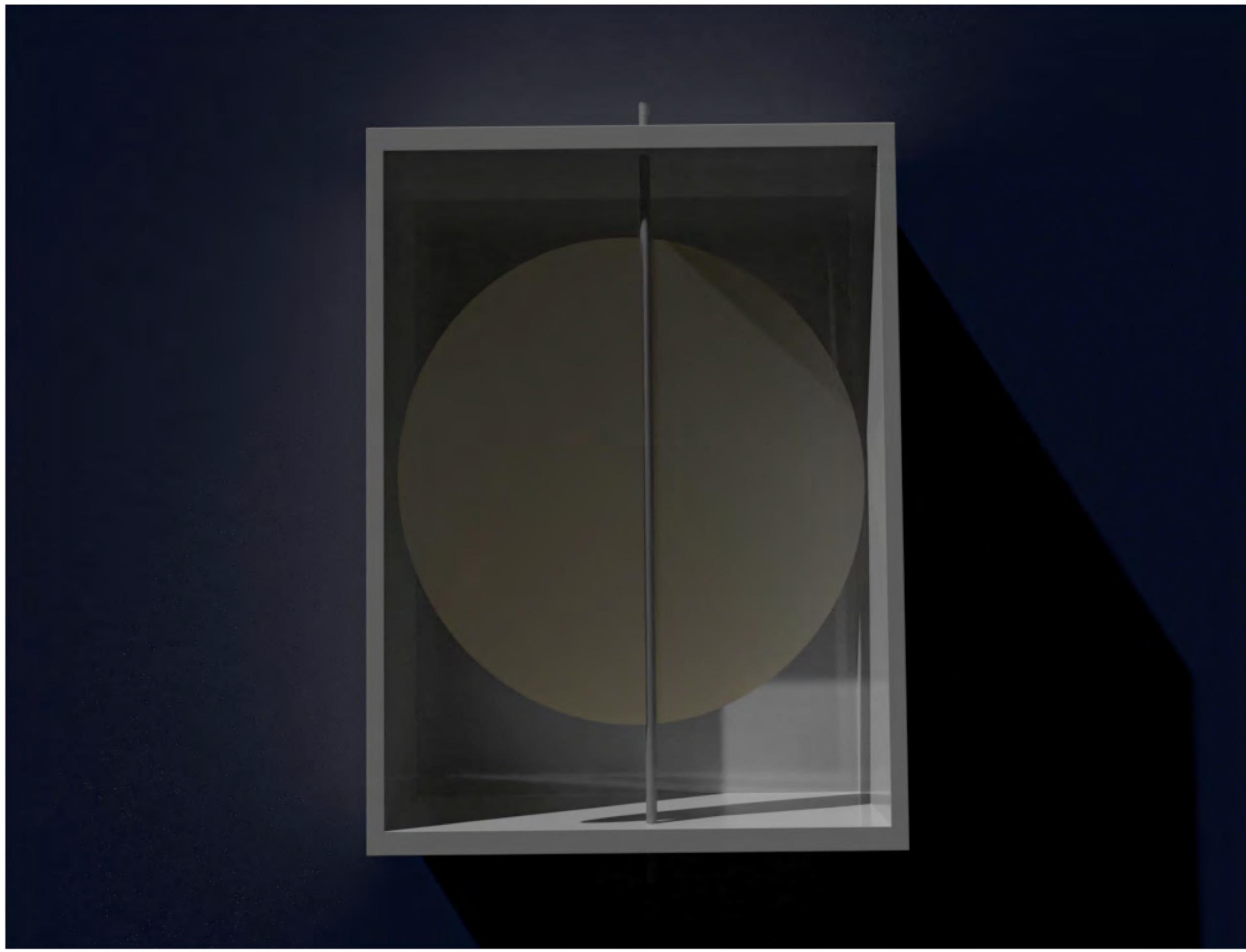


# *The scale for weighing evenings...more testing Dimension Models*



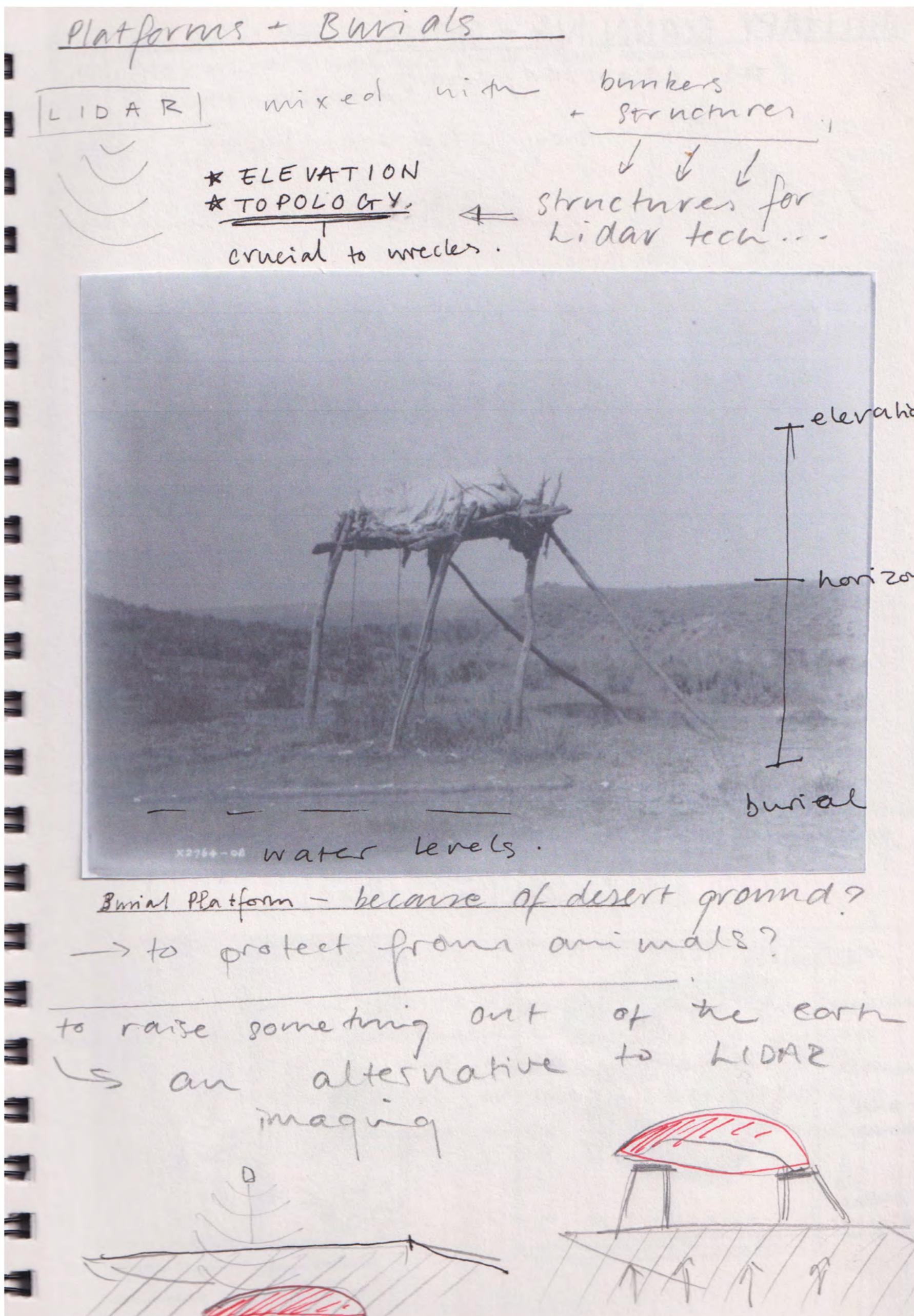
nice and dense, but the gold is a bit distracting from the form? I suppose it becomes a precious object rather than a machine.

*the final scale: rendered as 'basicwax' with low levels of sun and 'interior light' down to zero.*



*I really like the pockets of light trapped in these corners.*

# archival skies: thinking about the position of watching sky-

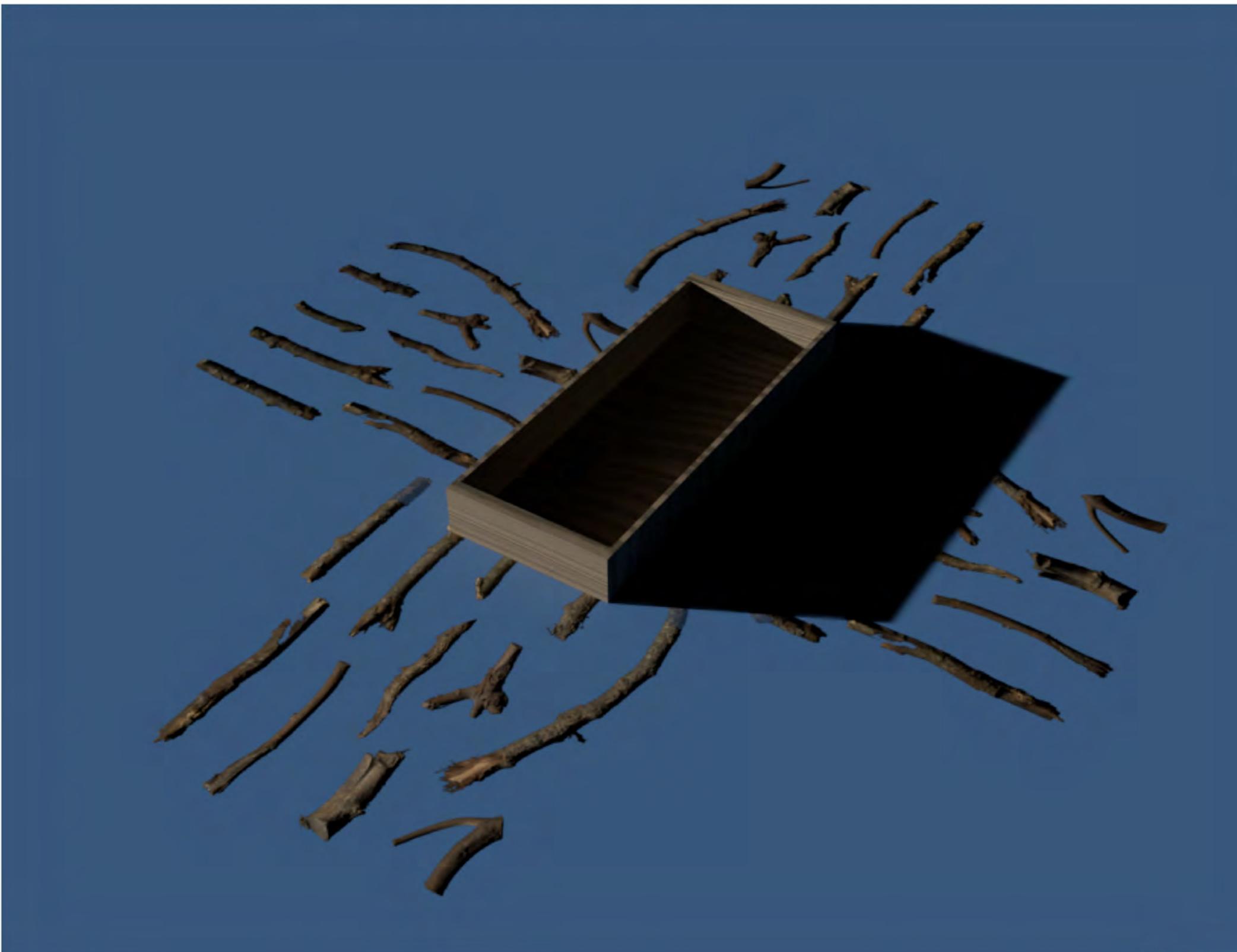


trying to understand how to communicate this: burial in earth as archive? so what could be a burial in sky? What could you build which enables you to watch the sky?

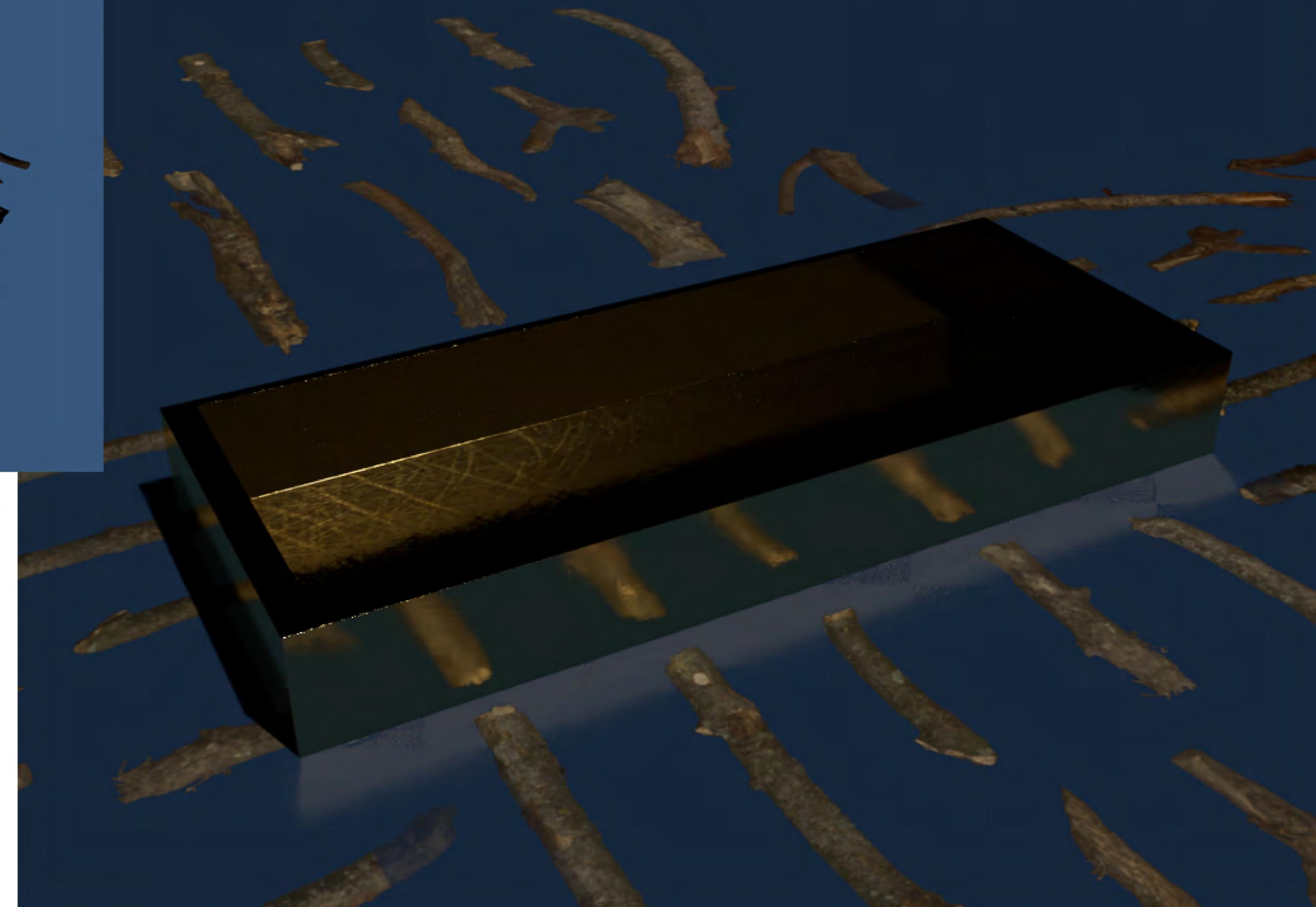
## Initial test:



*as wooden box*



*as 'scratched bronze': I like the dark reflections.  
sticks stretch across planes..*



<https://kikivdh.github.io/site-shadows/>

site:

ongoing diary

Some diaries of light, or not-light.

Documenting:  
getting lost in pages,  
getting lost on land,  
getting lost in the computer.

Evening, 17:49

## Outcomes:

research documented here:

Virgin 18:18

kikivdh.github.io

Sketchbooks

Aug - Nov 2020

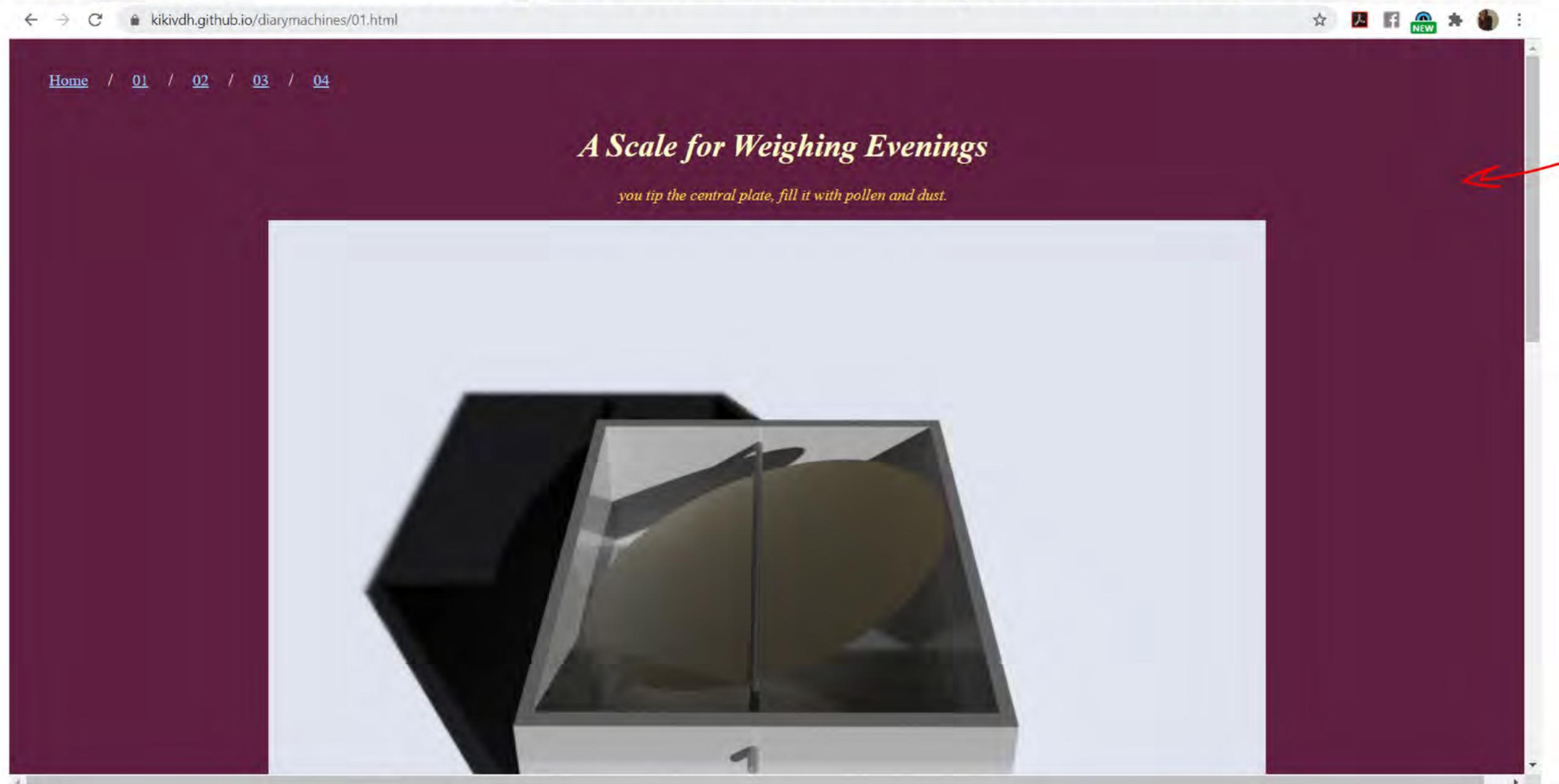
Civic Studio

Wrecks

Pecs Ex

Site

<https://kikivdh.github.io/diarymachines/index.html>



Netting:Learning Log

Secondary Research (Artist Sources)

Bookworks

