Kye Shimizu
s15415ks

Art and Science

Humans will die, but data will live on. What if it was possible to create a digital graveyard, a memoir for those that were before us. What if it was possible to emerge my own data to be visualised in the world of 3DCG. The design project that I was able to seedesigned by people in the Avatta team, was one of many conventions, but stood out with the surrounding number of DSLR camera's that surrounded the one seat in the middle. 81. 81 was the number of 81 D610 Nikon cameras, connected to a single main computer, commanding the light contraptions surrounding the venue, to create the perfect environment to take a single photo to create a 3d model.

Concluding the technical aspect of the product that the 81 D610 Nikon cameras and multitude of light, the advancement of hardware and software technology allowed the system to actually create a 3D model of a real world object, in this case myself, that could be rendered into 3D world settings. This not only creates a new level of immersion with 3DCG and virtual reality, but also shows the ability of current technology implementing objects in real life into a 3D environment such as with a Occulus Rift.

Lastly, to know that there is a different version of myself which could fly and do the impossible, creates a vast new horizon for artistic possibilities. The artistic elements of the contraption are endless as the model created could be then traced to create a mesh, which could be then fabricated into a 3D fabricator or used to create custom clothing. The beauty of the art was not only how it made me rethink about real life objects and the impression of how we touch, sense, and smell, but also the modularity and the ability for

collaboration to other design products. Although real life models, such as myself, can only go so far as to be used for other design products such as fashion and other forms of art, the 3D model can then go as to be used continuously as technology improves, just so as the data is there.
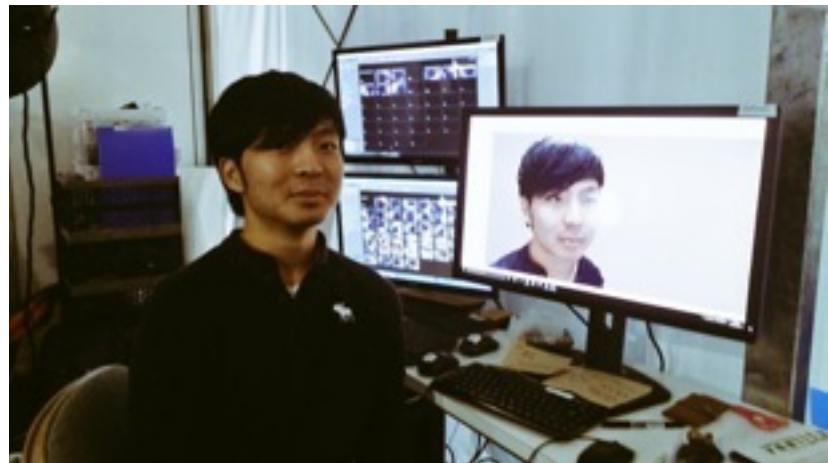
In conclusion, the contraption provided by the Avatta team, and the 3DCG model that was created after me, was one of the technologically advanced works of design I have seen which made me rethink about identity and what it is to be human. The integration of design and technology to produce a stream of possibilities further intrigued me to see what can be done with this data. One thing that could be concluded after using design project was that I felt rather "copy-able" as data on the outside, with qualities that all humans have, so I needed to be as significantly different than others as possible on the inside