

# Major Studio One: Prototype Two

the story

Usually when I'm making a sculpture form follows function. I make it work and then adjust the aesthetic qualities within those bounds.

This was hard a hard mindset to avoid.

First, I was confused and tried to make my prototype work...this was silly...it doesn't work.

Also, my parent's basement is a tough place to make anything work.

I tried to make the  
diaphragm more functional.

Lever pushes  
diaphragm and breaks.

Finally, after trying really hard for a while and being frustrated I realized I was doing it wrong.

So I decided to be a little kid and play pretend. It didn't matter if my prototype did anything at all, I just wanted it to look like it did.

This next attempt was installed in a big show at this new gallery called My Parent's Dining Room.

It was packed, I made millions of dollars on this one prototype.

Fancy gallery goers.



....interaction



Gallery goers were visibly perturbed when the machine began to sound "sick".

They were really confused by the appearance, however. There was no visual relationship between the sound and the physical object.

After this very annoying and somewhat fruitless two days spent in the basement, I sat down and thought hard about the *simplest* and *most immediate* question I wanted the viewer to ask themselves. *Not* the question I'm asking.

The question I decided on is:

**What does it mean for a machine to breath?**

*Finally* back in the comfort of my studio I stepped back into "playing pretend" mode and began to flesh out the aesthetic cues to lead the viewer to the question.

...I needed to create a visual relationship between the machine aspect and the breathing aspect.



It was messy.

Eventually, it looked better.







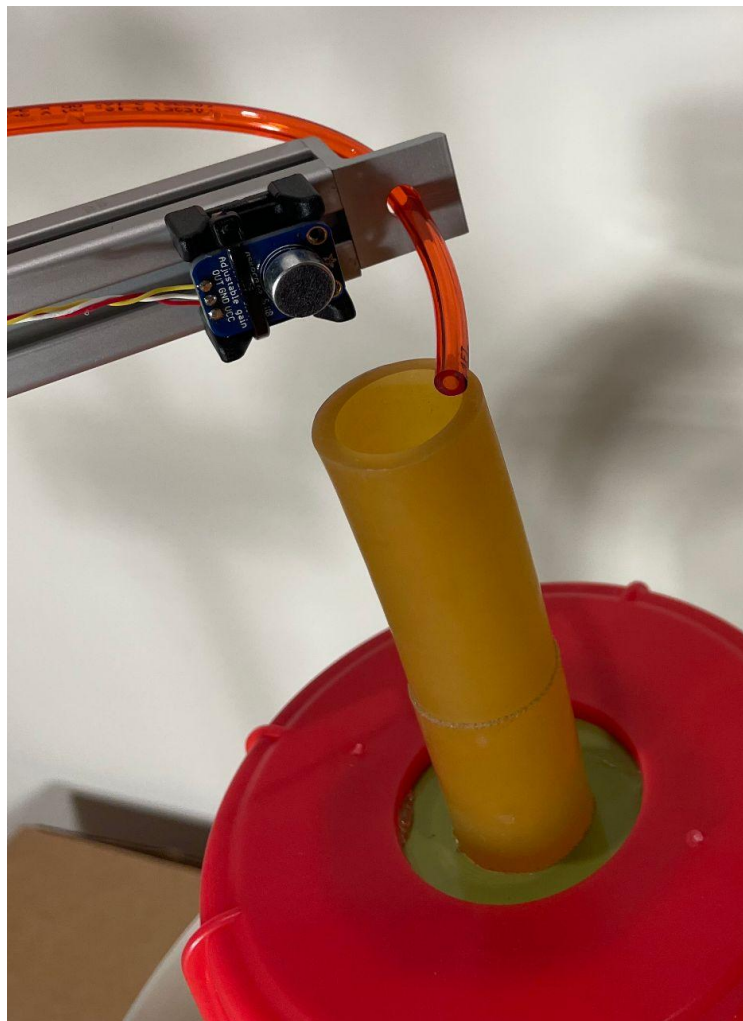
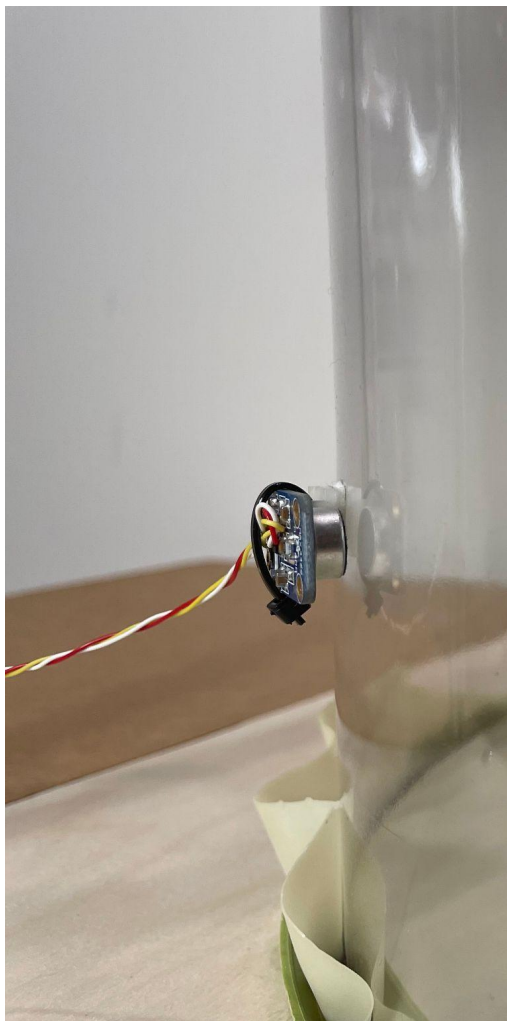


Electronics make it look  
more like a machine  
...more artificial?

A clear vessel makes it easier to see what's producing the breath noise.







Microphones  
amplify breath  
sound in two  
places.

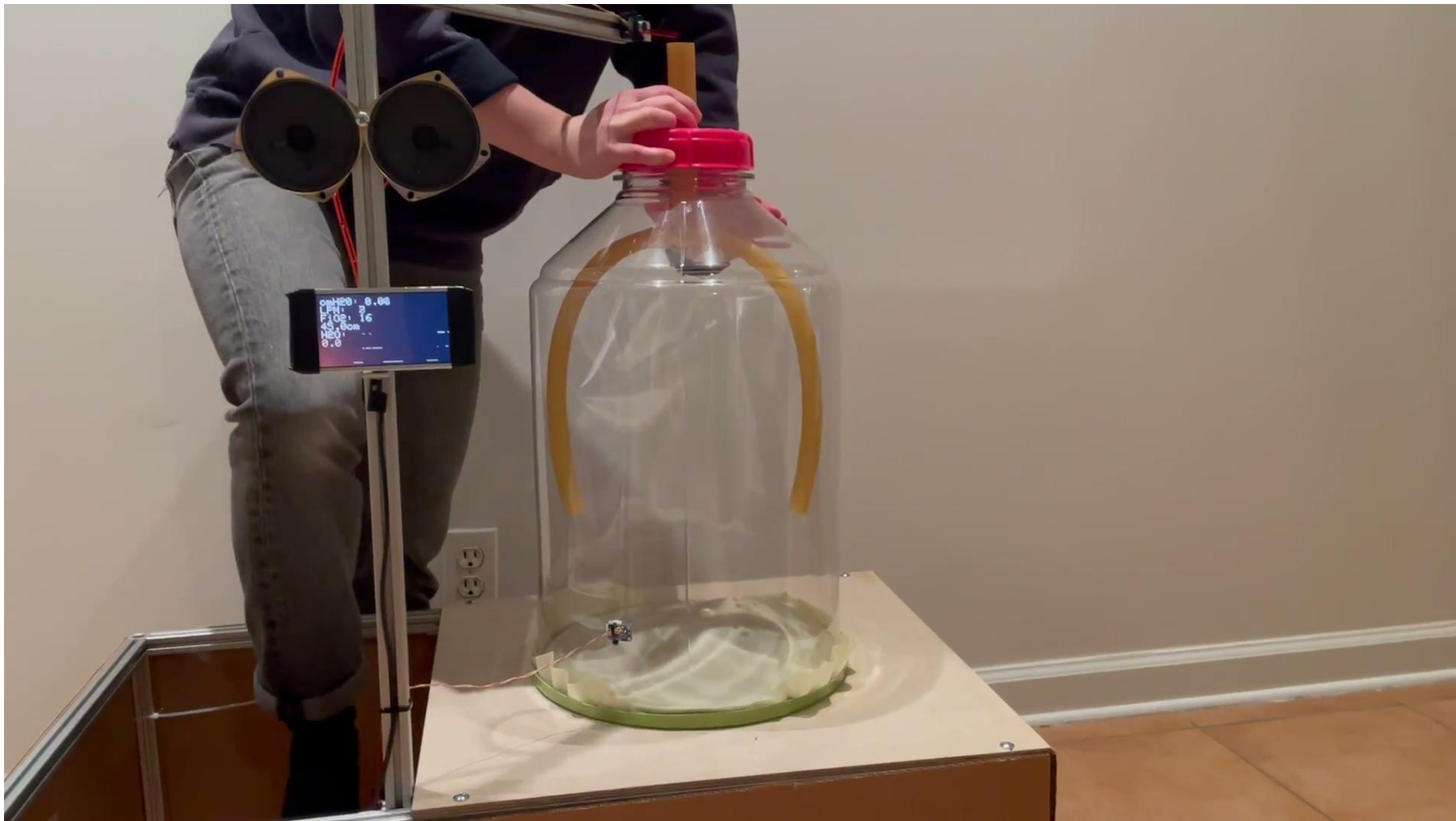
Hose is for  
adding  
moisture.

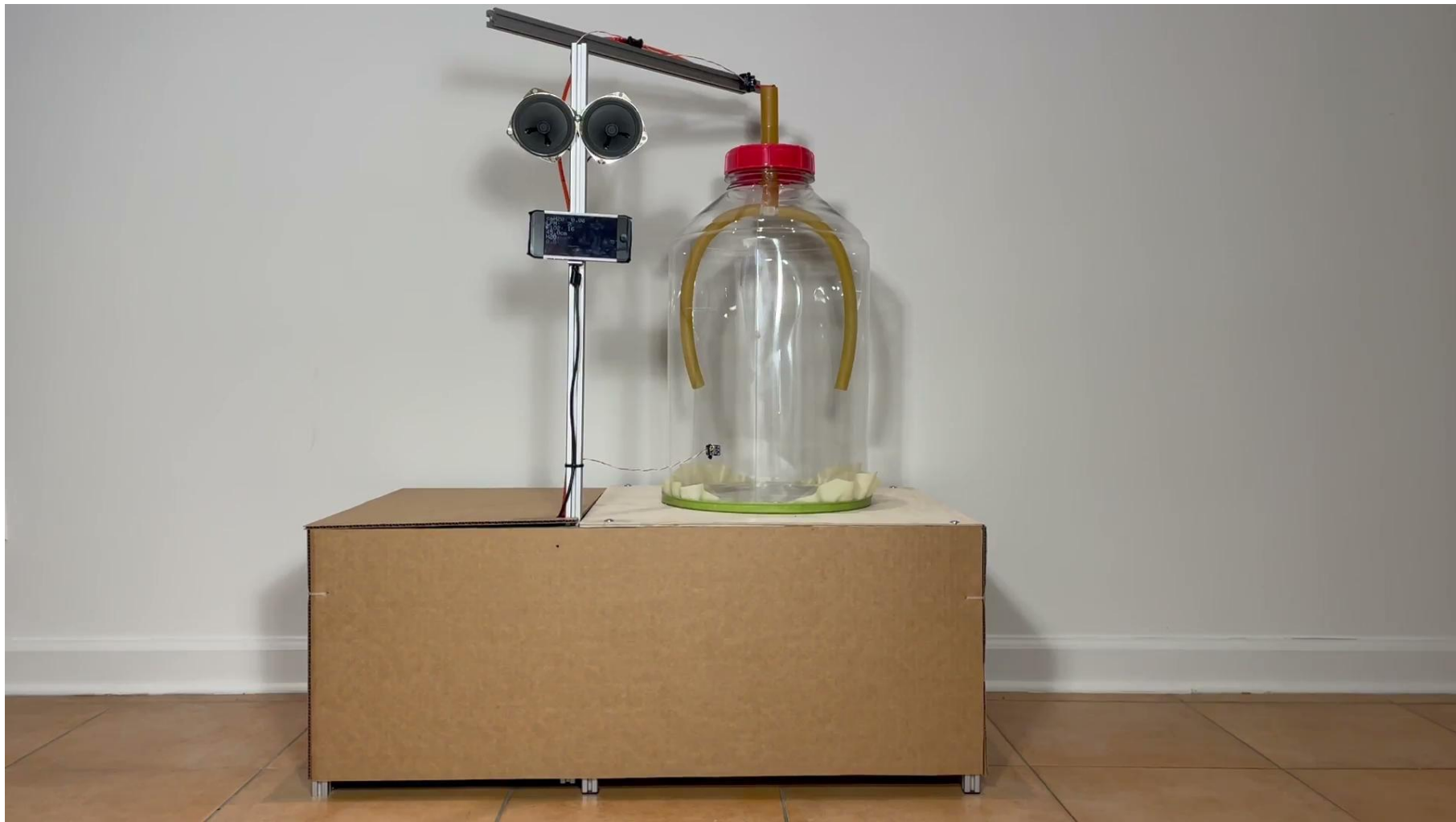


Screen to display  
changing breath  
statistics...like a  
ventilator.









What's next?

- per viewer feedback, try adding lungs
- add the new trachea and mechanism
  - will appear more life-like and natural than a plain tube
- create a better digital breath generator for testing
  - try different types of breath interaction
- work on making the diaphragm mechanism better
  - maybe pull down on diaphragm instead of pushing up?

# The End

(please rewind back to the beginning, thanks!)