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CART 353

Artist statement

**Aequor**

Aequor is a visual landscape composed of sea levels data in which the user holds authority on the environmental change. The purpose of this piece is to build an experience that provides an amplified connection between humans and nature.

Geological transformations are investigated with calculated information controlling the visual landscape. Each motion demystifies climate change in high-speed metamorphosis. With Planet Earth evolving slowly on a visual scale, human beings cannot immediately witness geological modifications. As a result, sea data inputted into the landscape advances the evolution process to a rapid growth in which the observer acknowledges a change of environmental composition.

Aequor examines hidden secrets beneath the sea level to unmask, not only the present and future models of nature, but the unnoticed past we are not fully discovering through history. Viewers become controllers of the landscape transformations with various interactive possibilities. Thereby, this piece allows the viewer to overtake the biological and physical world that creates an exploratory portraiture of human’s dominance over nature. At this point, the individual is an agent affecting the geological structure that questions our mode of exploitation over the environment.

The artwork is meant to push the boundaries of human beings’ connection to nature in a way that we tend to become less reliant on climate change, while our affection to nature grows indirectly. Correspondingly, the user’s interaction over the landscape increases with discreet actions that transform the biosphere with information, matter and energy. Aequor creates an exploratory adventure that holds the organic life as a reactive transmission, calculation and storage of environmental materiality.

**Questions raised**

**Research questions in relation to the concept:**

What does it to mean to generate a landscape from sea data?

How do humans interact with nature?

How are humans connected to the environment?

What is the relation between Nature (environment and landscape), human beings, technology and interaction with the art piece? How these 4 components are interconnected to get my main idea of a human’s authority over nature?

**These questions allowed me to be more concept on my ideas and concept.**

**Computation questions on the design:**

How could I make a fluid data generated landscape? Basically, a controlled landscape without noticing the randomness.

How do I make an easing algorithm that allows the z values to decreases when it is close to the screen borders?

Should I make a new object for my x, y, z coordinates that I could change with the interaction?

**These questions allowed me to adjust my landscape to be fluid on the screen and get ready to implement the interaction by switching the x, y and z coordinates.**

**Interaction questions related to the Leap Motion:**

How to detect fingers that would allow the user to adjust the x, y, z values?

How to affect the landscape by changing the landscape values in relation to the Leap Motion sensor detection area?

How change the speed movement, rotation, etc. to different gestures of the user.

Big problem: how do I make a good user interaction that allows the used change the landscape, but in relation to the speed movement of visuals in front of him?

References

1. Jussi, Parika, “A Geology of Media”, University of Minnesota Press, 2015, 224p.
2. Alexander, Spirkin, “Man in the Realm of Nature” in Dialectical Materialism, Progress Publishers, 1983.