

CATEGORY	NAME	FOR WHO?	ROLE	SOFTWARE (s)	DESCRIPTION	EXTERNAL LINKS
~ 2 d ~						
	BOFFO	http://www.boffo-ny.org/	Graphic Designer	Ai, Id, Psd	For each of the seven artists participating in the Fire Island Art Camp, I designed four posters and postcards to advertise artist lectures, two film screenings and residency performance. The posters were hung around the boardwalk for a two week period and postcards were distributed to all the households in the area.	http://www.boffo-ny.org/#pp2p17/archive http://www.boffo-ny.org/#pp0p5/gallery-index http://artforum.com/diary/id=48058 http://nyti.ms/2bHR6G8
	SHELLS	Commissioned	Graphic Designer	3d scanner, Psd	The assignment was to capture a ritual of sharing found rocks, shells, twigs.. I used 3d scanning produce the image of the shell and then inserted image of the environment of its home before it was found and gifted.	
	SCREEN TALE	Academic	Site visit and documentation, Google Earth explorer	Rhino w/ vray, Google Earth, Autocad, Psd, Ai	The project focused on one particular block rich in manufacturing history that faced demolition in order for the construction of work-live buildings. What happens to the idea of 'place' when heritage is wiped out? Google Earth became an important tool in tracking change over time, a mark of contemporary practice when studying 'site'. Moments captured by Google Street View present still frames of people's random activities, each transcending the time it occurred but to a Google viewer it hints at a story of this neighborhood. The intervention remains on-screen and exaggerates the snapshot quality onto other softwares used in architectural production. These images accumulate all past buildings onto the present, setting up a new digital ground where the language of contemporary tools can generate an alternative architectural narrative via technological slippages.	
	PREP SCANS	Academic	Designing and executing 3d scan techniques	123d Catch, Rhino w/ vray, PSD	3d scanning allows to investigate this vulnerability by visualizing how movement would effect the construction of a scanned object. Four ordinary objects of different textures, forms, depths, and volumes were captured in two different states: static and one where the object moved as it was captured. The rules that create a precise 3d scan were reversed in order to reveal and visualize misunderstood movement.	
~ 3 d ~						
	FRUITS	Research	3d scanner, tweaker	123d catch, Rhino w/ vray, Unreal Engine, Psd		
	RECALL FOOD	Research	Documenter, 3d scanner	123d catch, Rhino w/ vray, Psd		
	CORRIDOR	Academic	Designing and executing 3d scan techniques	123d catch, Rhino w/ vray, Maya, Psd, Ai		http://surface.syr.edu/architecture_theses/303/
	re-CORRIDOR	Academic	Designing and executing 3d scan techniques	123d catch, Rhino w/ vray, Maya, Psd, Ai		http://surface.syr.edu/architecture_theses/303/

	BATH HOUSE	Ben Schumacher http://bortolamigallery.com/artist/ben-schumacher/	Designer, Fabricator	Rhino w/vray, Zbrush, Psd, Ai, SLA prints, CNC mill	Our predilection for saving, archiving and inability to forget has become an energy burden on the earth. There is an increasing need to store and maintain our data in the cloud no matter how inconsequential it may be. This project argues that the intensity of server heat can be sent to bathhouses to be used as primary sources of heat. Water collected from showers and baths can then be recycled and used to cool the servers by drawing heat and then use it as a radiant heat source. In the bathhouse the servers are encased in glass as though in vitrine, the vitrine draws attention to the problem which is most fundamental. Even in its most reduced form, information, which we once very recently considered to be immaterial and light can be turned into an object which is heavy and emits energy just as our bodies do. Through the act of saving our information, communication becomes energy and capital. But this process mostly hidden from view, the data centers are in the north or on ships in the ocean concealing from view our waste material and energy. This building reveals that even something as basic as water can directly be turned into energy and is a direct relation to the social body and the ancient ritual of bathing..	http://www.contemporaryartdaily.com/2014/08/ben-schumacher-at-musee-dart-contemporain-de-lyon/ http://www.ofluxo.net/rebirth-of-the-bath-house/ http://www.artspy.cn/html/news/10/10219.html
~ 3 d m o d e l s ~						
	FRUITS	Research	Designing and executing 3d scan techniques from images	123d catch, Maya, Psd		
	FOOD	Research	Designing and executing 3d scan techniques from images	123d catch, Maya, Psd		
	CORRIDOR	Research	Designing and executing 3d scan techniques	123d catch, Rhino w/ vray, Psd		http://surface.syr.edu/architecture_theses/303/
	CORRIDOR.2	Research	Designing and executing 3d scan techniques	123d catch, Rhino w/ vray, Psd		http://surface.syr.edu/architecture_theses/303/
	TABLE CLOTH	Research	Designing and executing 3d scan techniques from images	Maya, Psd		
~ 3 d f a b s ~						
	BATHHOUSE	Ben Schumacher, MAC Lyon www.mac-lyon.com/ (Name of Exhibition)	3d modeller, prepared prints	Rhino, Zbrush, Meshlab		http://www.contemporaryartdaily.com/2014/08/ben-schumacher-at-musee-dart-contemporain-de-lyon/ http://www.ofluxo.net/rebirth-of-the-bath-house/ http://www.artspy.cn/html/news/10/10219.html
	GROUP SHOW	Ben Schumacher, Bortolomi Gallery http://bortolamigallery.com/artist/ben-schumacher/	Image curation	Rhino, psd		http://bortolamigallery.com/exhibitions/bloomington-mall-of-america-north-side-food-court-across-from-burger-king-the-bank-of-payphones-that-dont-take-incoming-calls/ http://www.contemporaryartdaily.com/2014/05/group-show-at-bortolami-3/
	LECKEY	Gavin Brown Enterprise https://www.gavinbrown.biz/	prepared prints, managed printers in exhibition	Formlabs Printer		https://www.gavinbrown.biz/artists/mark-leckey/exhibitions/2014 http://www.contemporaryartdaily.com/2014/08/mark-leckey-at-gavin-brown/ http://formlabs.com/blog/formlabs-enters-the-art-world-with-a-month-of-making/

	BERGGREN	Ben Schumacher http://bortolamigallery.com/artist/ben-schumacher/ http://www.croynielsen.de/CN_BSartist.html	3d modeller, prepared prints, managed production	Maya, Rhino, Meshlab		http://www.johanberggren.com/ben-schumacher/
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