Humanities Fall on the Z-Axis

Research

Exploring forms of visualization that express subjective encounters with data through 3D modeling, prototyping, and desktop fabrication.

Initial Prototype

A map that geolocates reading-time in *Ulysses*. An archival map is used to generate a displacement map, which is then applied to a 3D plane and warped along its z-axis. The z-axis expresses time spent reading.
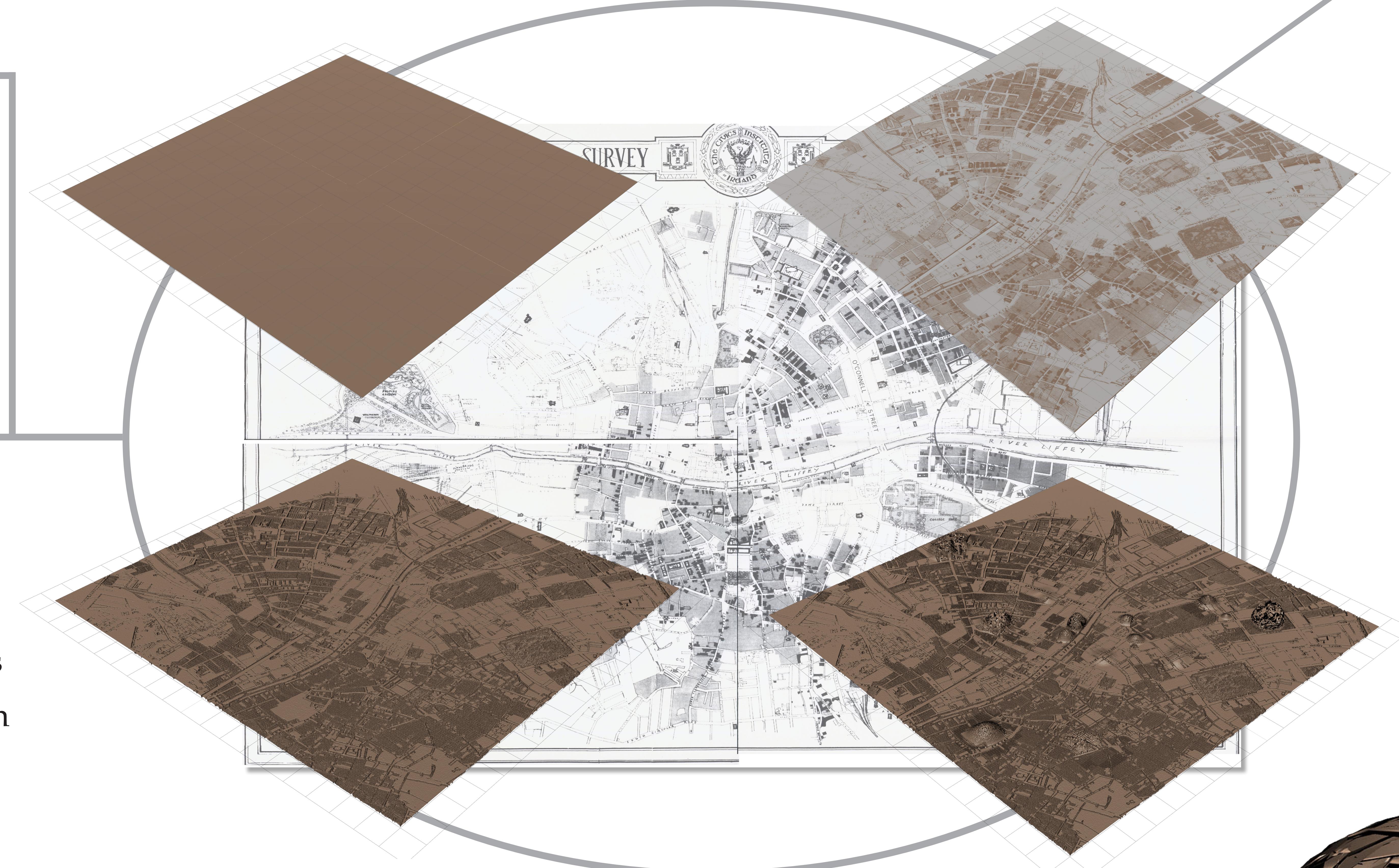
Z-Axis Methods

- Displacement
- Warping
- Cultural Analytics

Lines of Inquiry
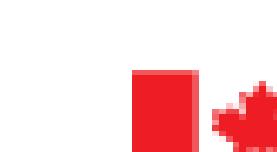
- Digital / Material Convergence
- The Material Histories of Interfaces
- Transforming Algorithmic Criticism
- Built Media as Scholarship

Deepening Data Visualization

How does that which resists quantification inform our encounters with data? On the z-axis, how should we express ambiguity? Change? Personal engagement? Difference?

Researchers

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