

Weekly 3

When I first stumbled upon Hito Steyerl's In Defense of the Poor Image, I asked myself "who in the world cares about poor images? No one uses them anyways for any purpose on the web". I was clearly wrong as there were so much more to the whole Poor Image business and how they can be used in a strategized fashion. To answer the question of how materiality is manifested in poor images, poor images in it of themselves already are visual elements in that they represent a material. They are significant in that they allow people to re-engage and create a snapshot of the affective condition of the crowd and the users. While high resolution images are used and displayed to serve as an impression while poor images are used to serve as an immersion. Because they provide an immersive experience, they are significant in that they disrupt the status quo while also help us to question our modern experience of seeing existing traditions and structures of visual languages. I was not 100% sure what the relationship between speed and digital images is but my best guess is that low quality images are much faster to load (has faster velocity) while high quality images are slower but they have better quality .