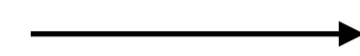


Unit 2

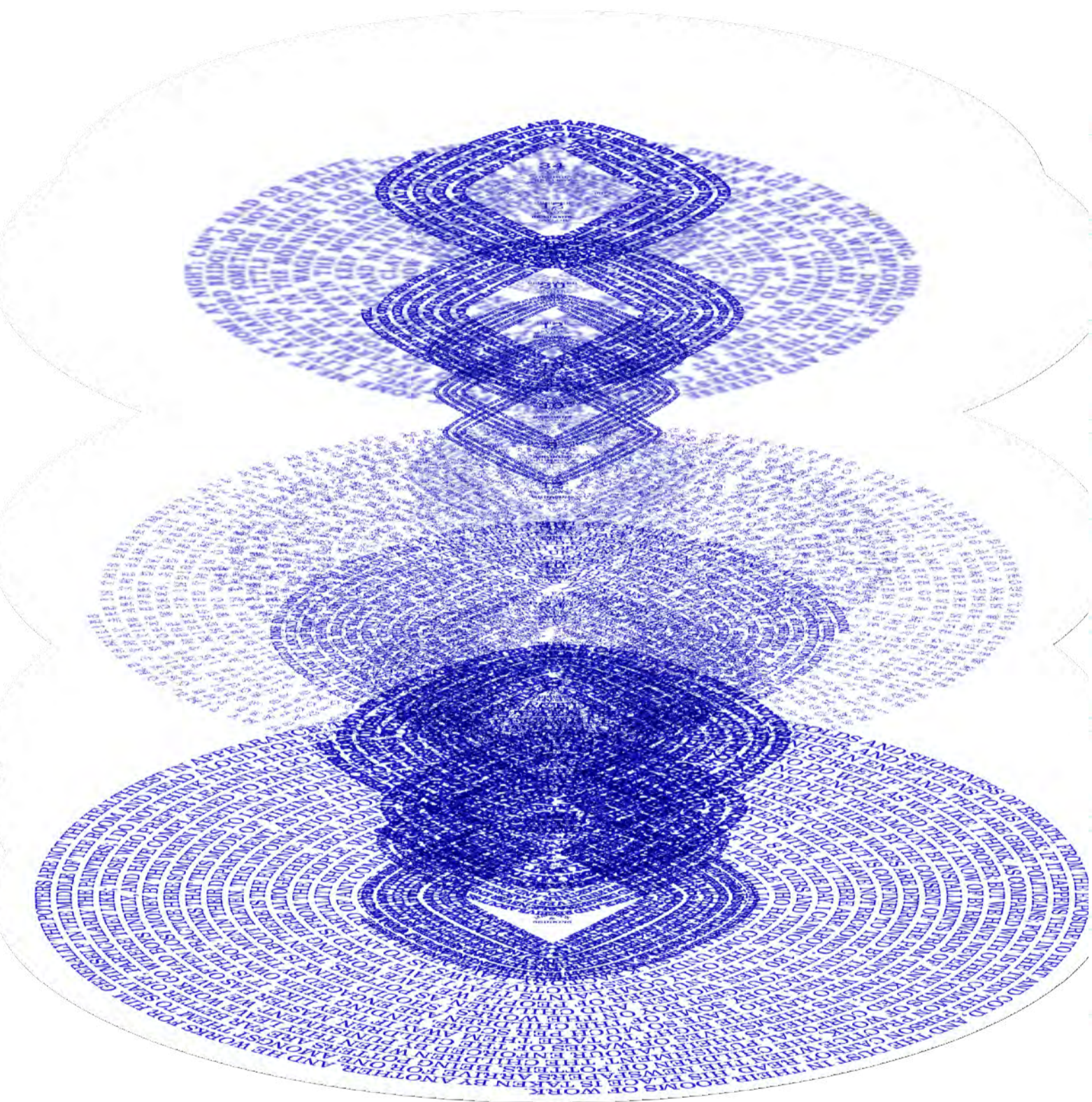
Positions through contextualising week 2

Recap

Positions through Iterating



Positions through Contextualising Week 1



Unit 2 Positions through Contextualising Prae Sunsermsook 3

Recap: Positioning through Contextualising Week 1

Undo-anaesthetic? Find the most boring, formal text and translate it?

What if a letter is a container that holds a lot of text, which in turn contains even more text? Zooming in, Zooming in, Immersive in that space, is this new kind of reading?

Space/Container

Typography

Accumulation

Atmosphere

How does the repetitive act of typographic accumulation transform data into a collective atmosphere, or is this what is called mapping?

what formal conditions produce that transformation?

Does it affect how people read and engage with?

Everyday Life? Investigate typography in some place?

There is also a relationship between space, and the things that inhabit it, and the scale of space?



I was interested in...

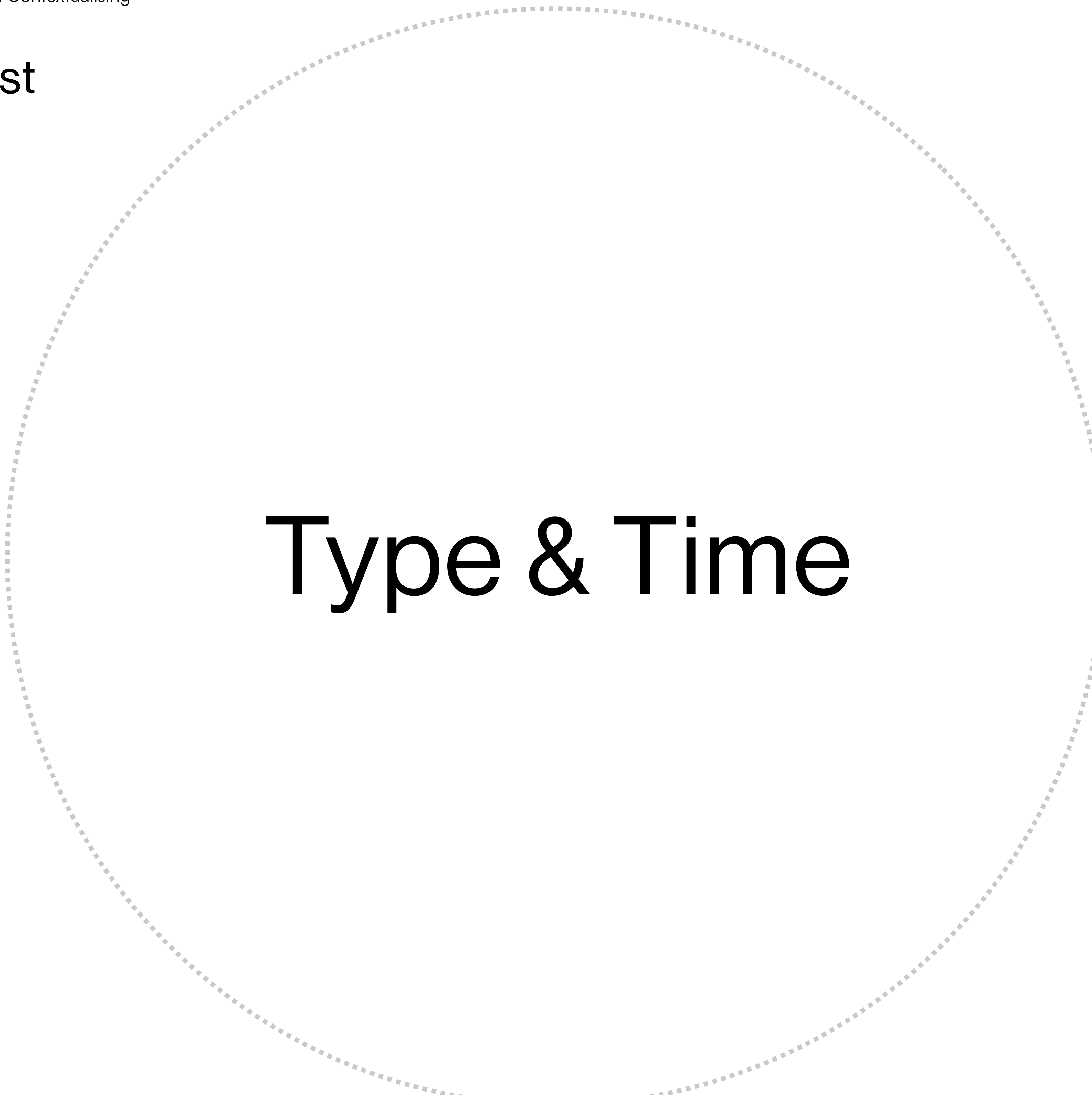
Text Formation

Atmosphere and Sensation

Today Series date painting and One Million Years by On Kawara

Last week I tried to expand my research into text formation, atmosphere and sensation. I got stuck in research and ideation, trying to form a concept rather than thinking through making, the project was too complicated to start. So Matthew suggested that I could focus on Type and Time, as reflected in my references, such as On Kawara's timekeeping practice.

Area of Interest



Type & Time

The Chosen Project: KADIST's Logotype by Dexter Sinister

```

mtdbt2f-4d --steps 100 --exit 800 --weight 10 250 --slant -.5 .5 --super .4 .9 --pen 0 .1 20 0 720 --archive 1 --keep 0
1/21/2013 17:11:46.39199
processing.core.PFont@aaa392
mtdbt2f4d-370

```

KADIST

- — > Metafont
- — > Meta-the-different-between-two-font
- — > Meta-the-different-between-two-font-4D
- — > ?

The reference I've chosen to respond to is Dexter Sinister's Kadist identity. It is a logo that changes slowly every week for 10 years. What interested me about this was that it looks simple, but as I read more about the project, I found a much more complex conceptual and technical structure behind it.

KADIST	2013
<i>KADIST</i>	<i>2014</i>
KADIST	2015
KADIST	2016
KADIST	2017
KADIST	2018
KADIST	2019
KADIST	2020
KADIST	2021
KADIST	2022

Background: 3. Meta-the-difference-between-the-two-Font-4D

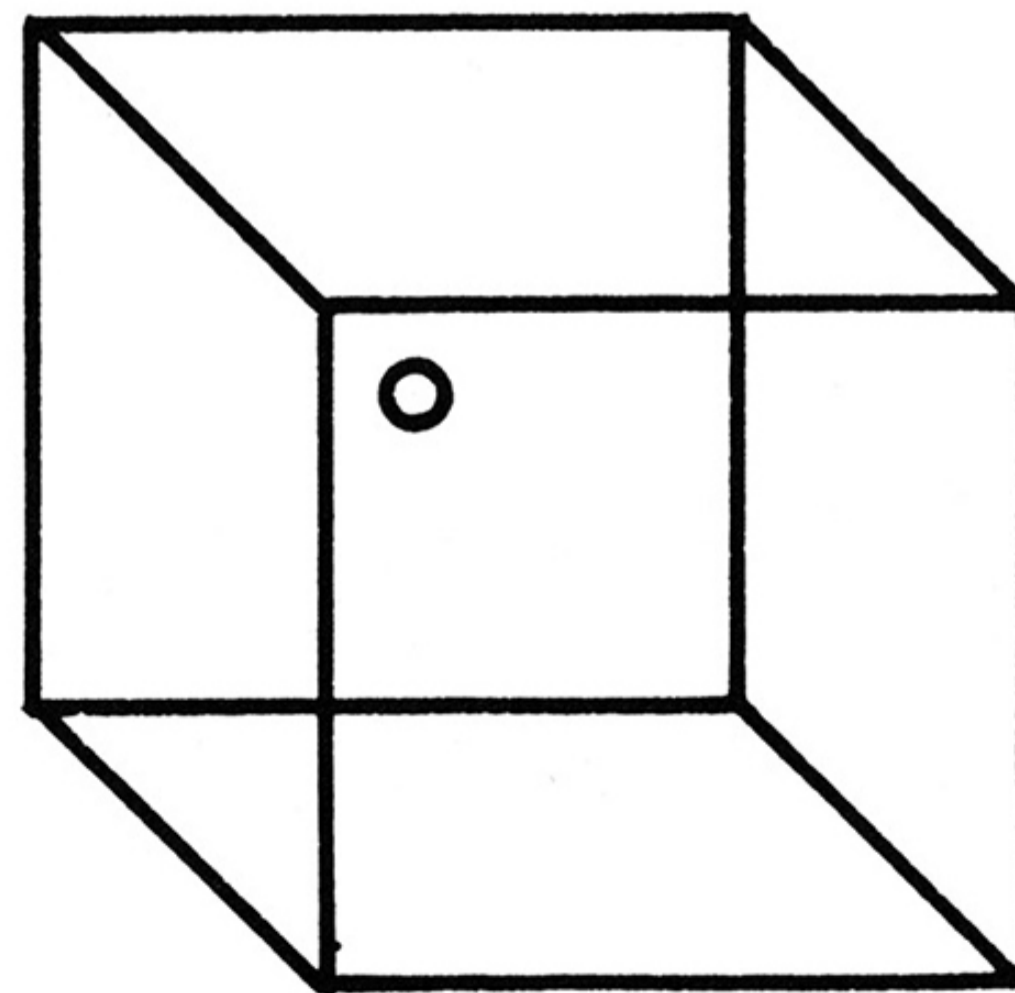
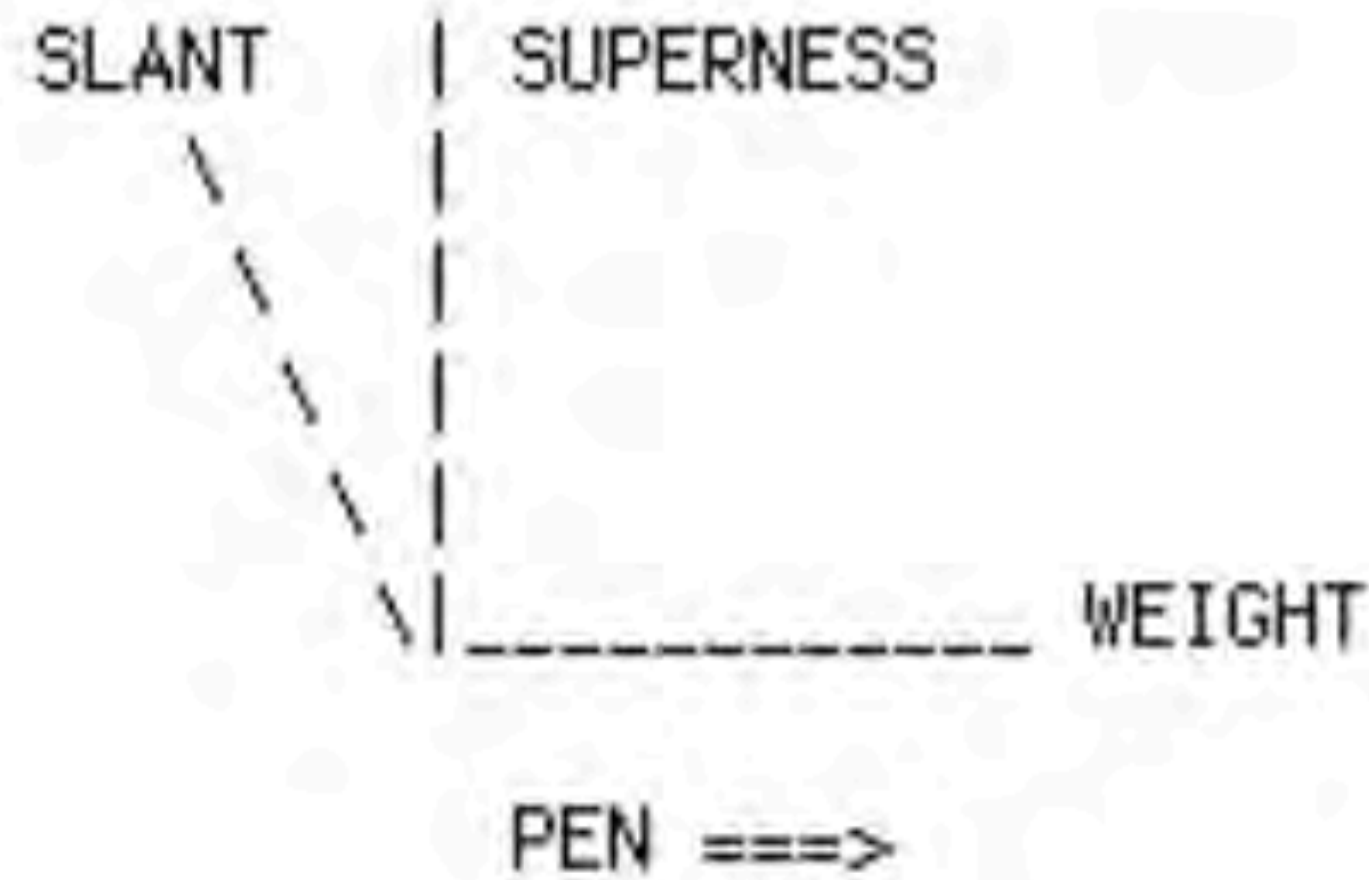
```

mtdbt2f-4d --steps 100 --exit 800 --weight 10 250 --slant -.5 .5 --super .4 .9 --pen 0 .1 20 0 720 --archive 1 --keep 0
1/21/2013 17:11:46.39199
processing.core.PFont@aaa392
mtdbt2f4d-370

```

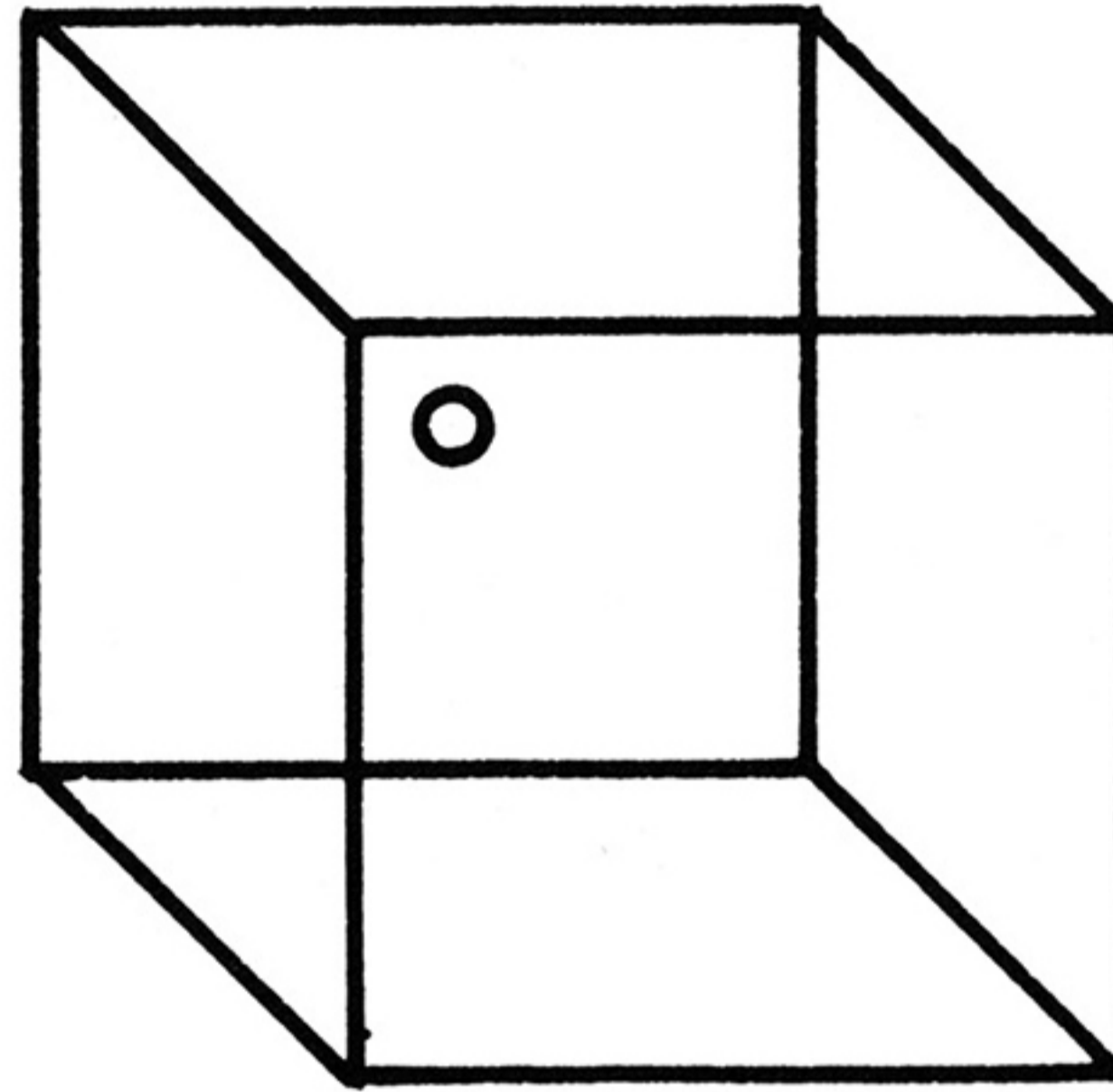
KADIST

KADIST	2013
<i>KADIST</i>	<i>2014</i>
KADIST	2015
KADIST	2016
KADIST	2017
KADIST	2018
KADIST	2019
<i>KADIST</i>	<i>2020</i>
KADIST	2021
<i>KADIST</i>	<i>2022</i>

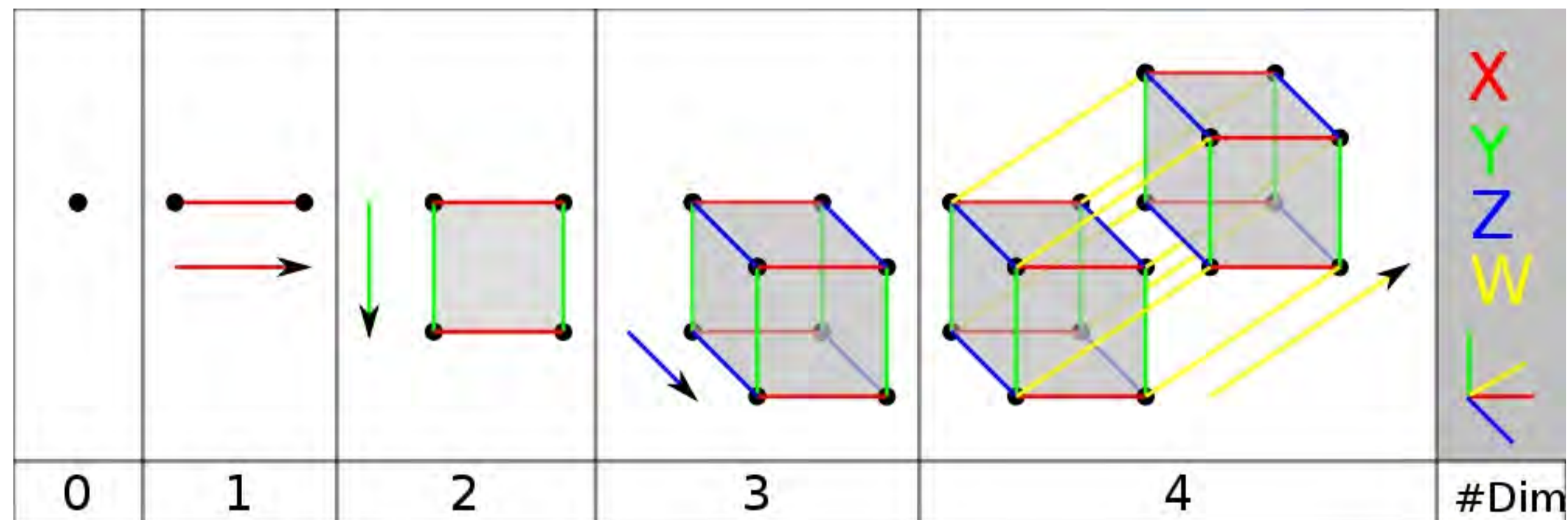


Four-dimensional space

Time as a design parameter



4D?



Making Prompt

Translate the reference into a new medium

in order to introduce it into a different (but specific) context.

Digital — — > Physical

Code

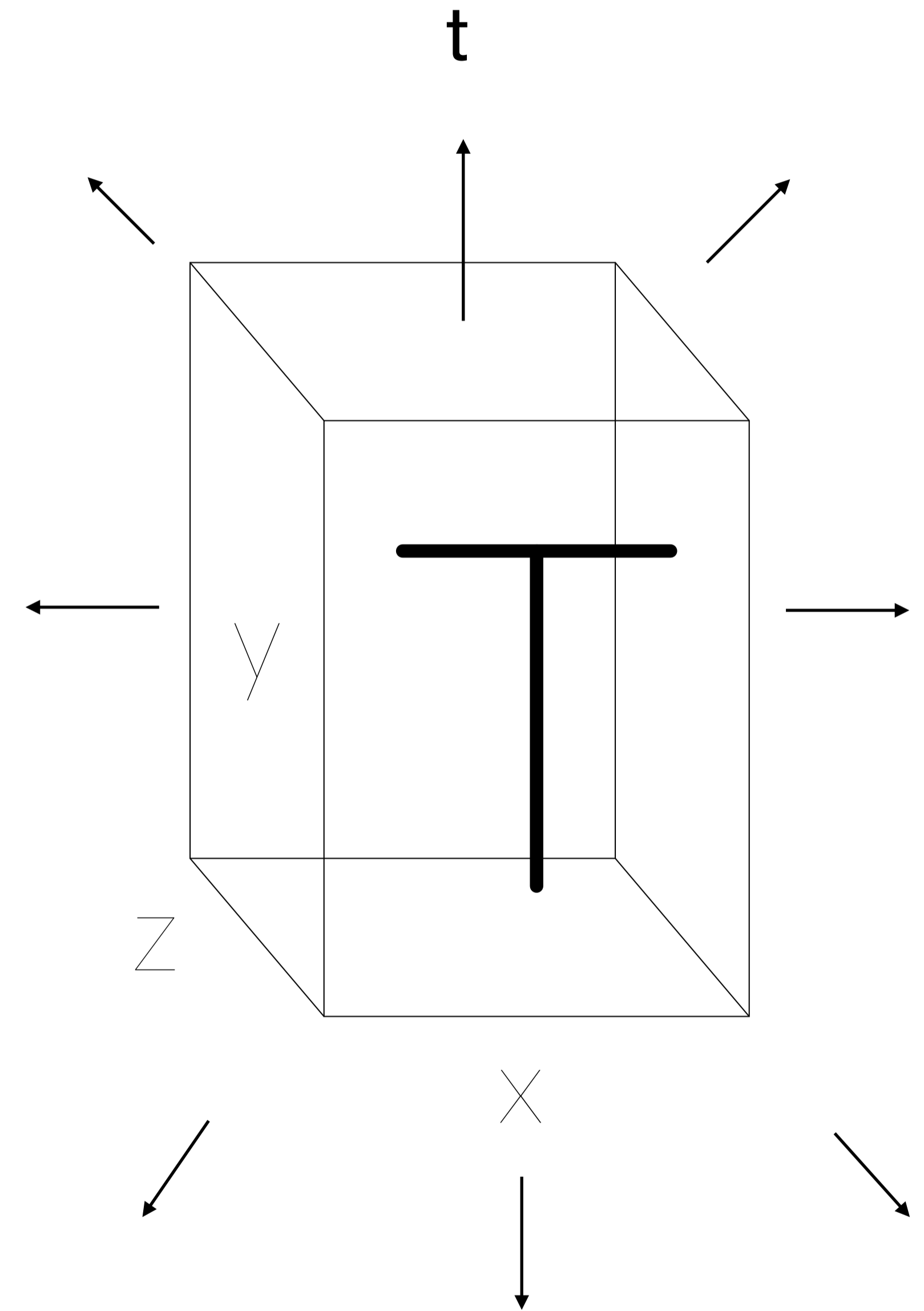
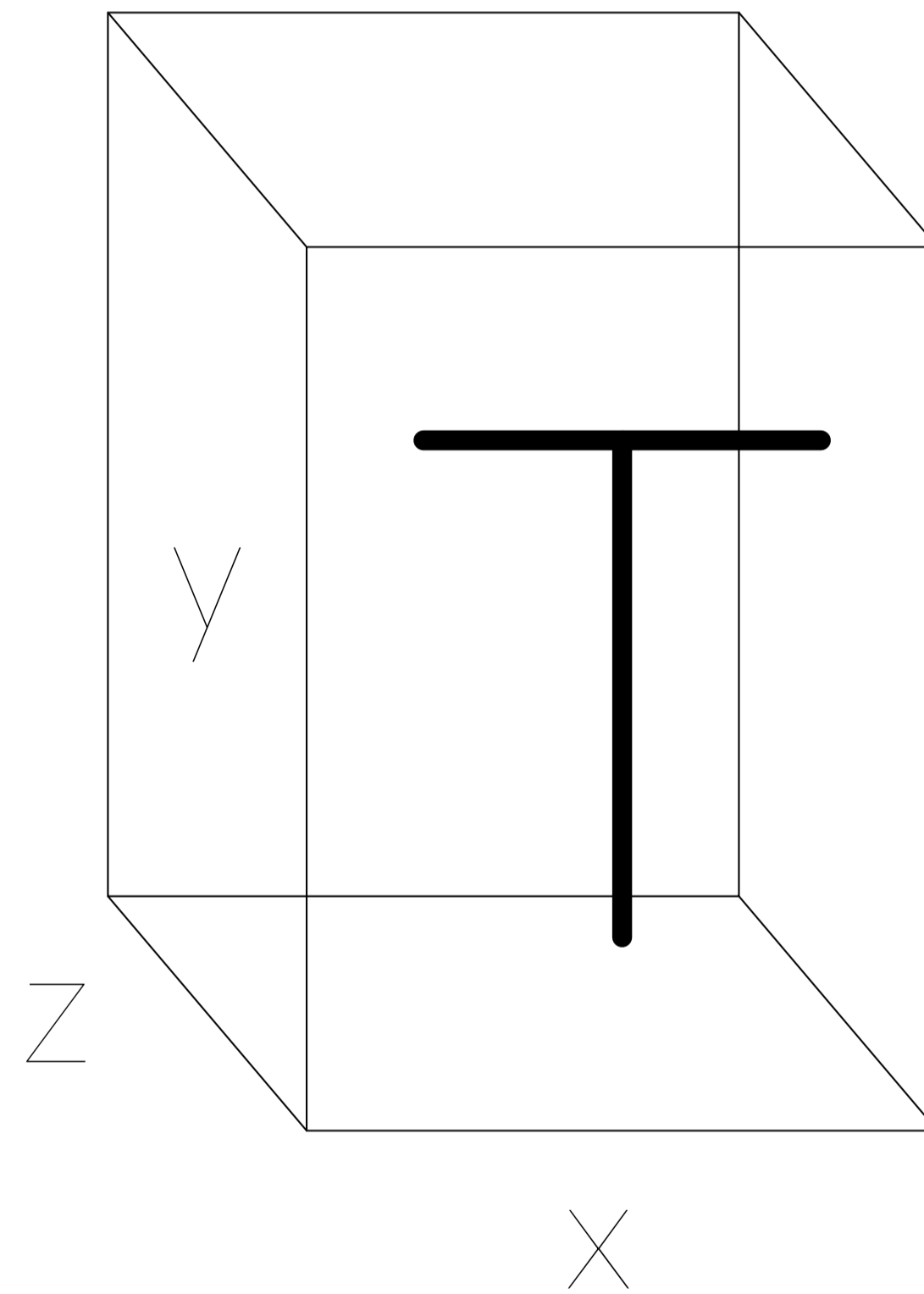
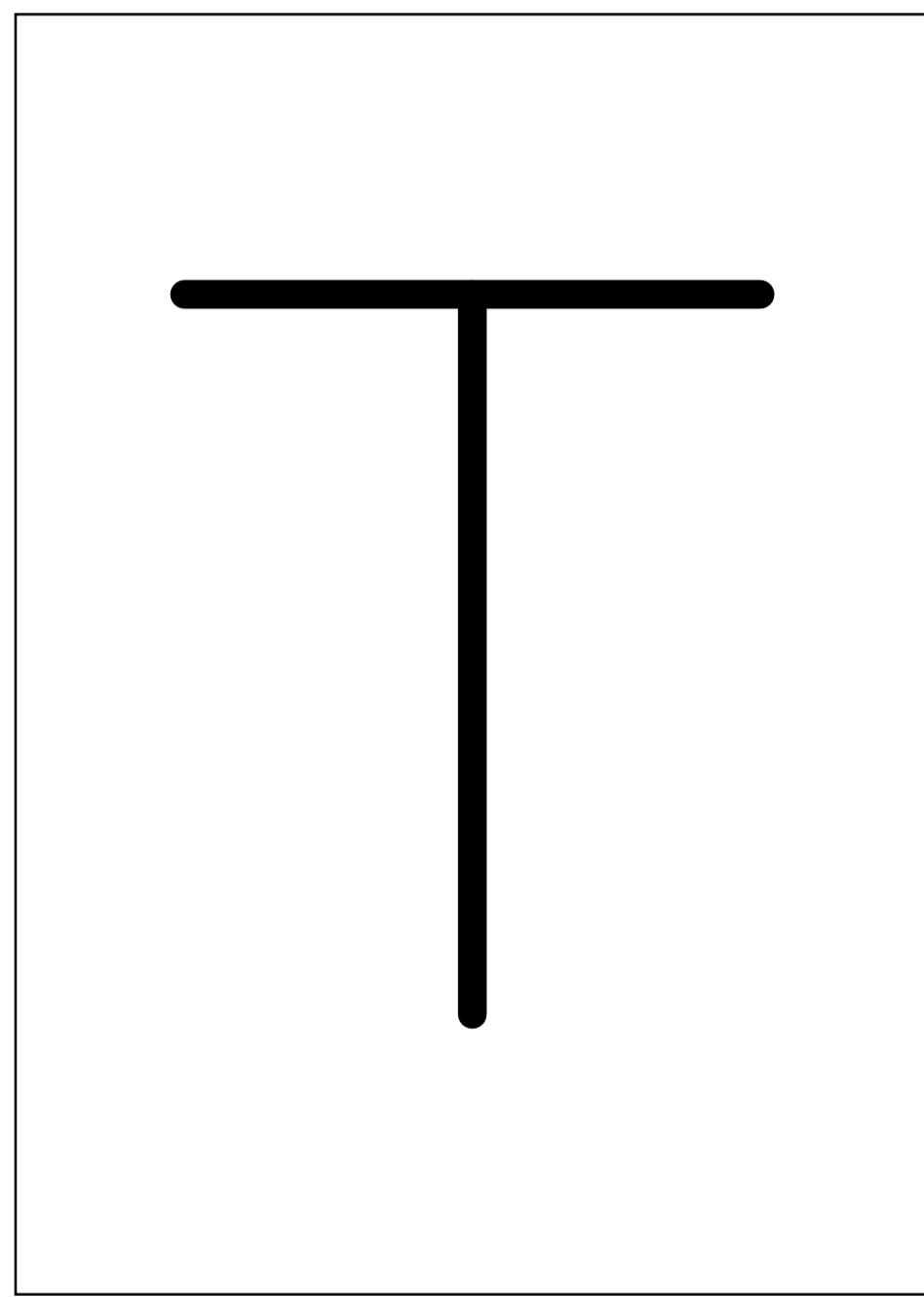
Medium related to time and duration

a. Cyanotype

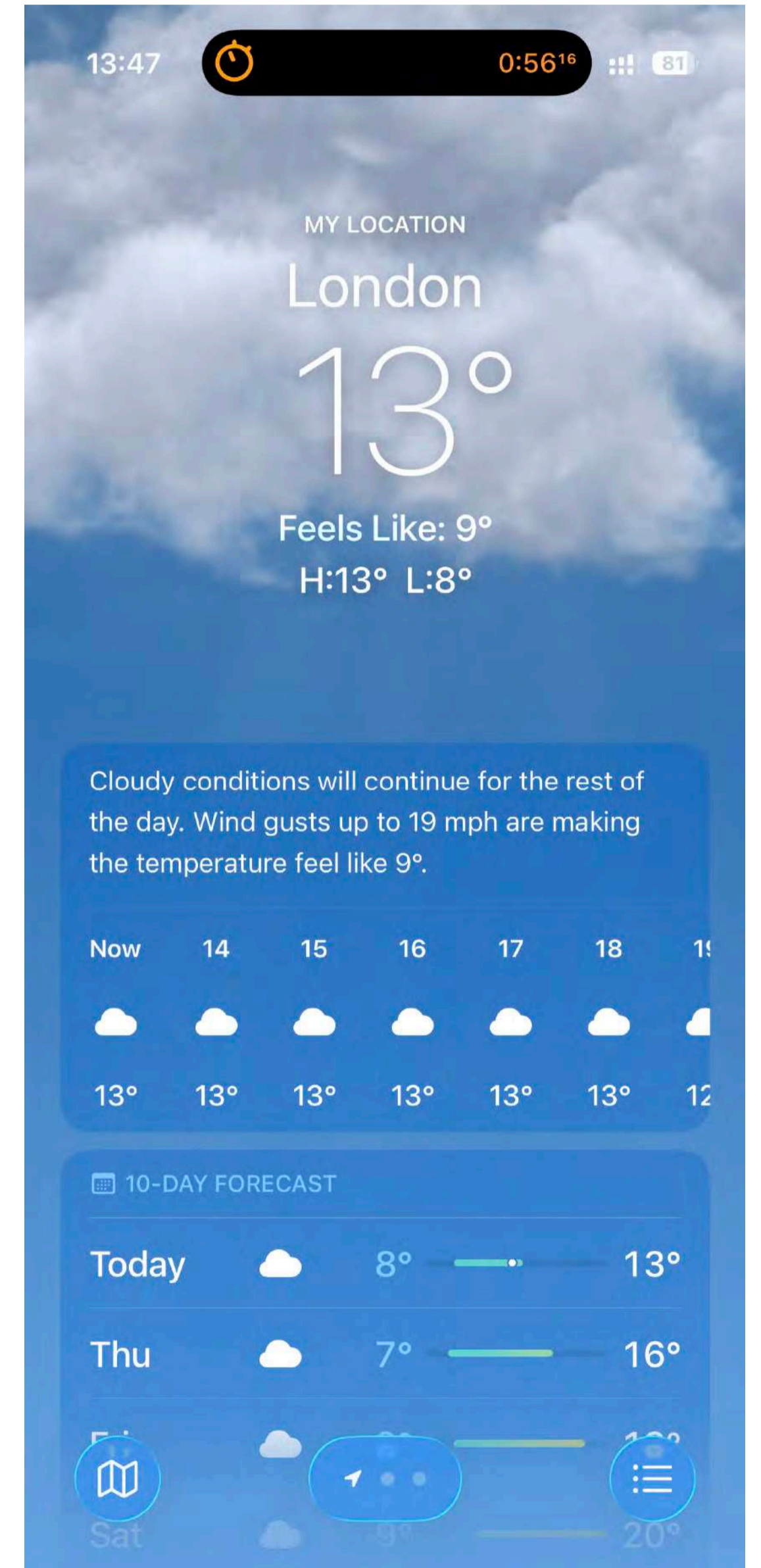
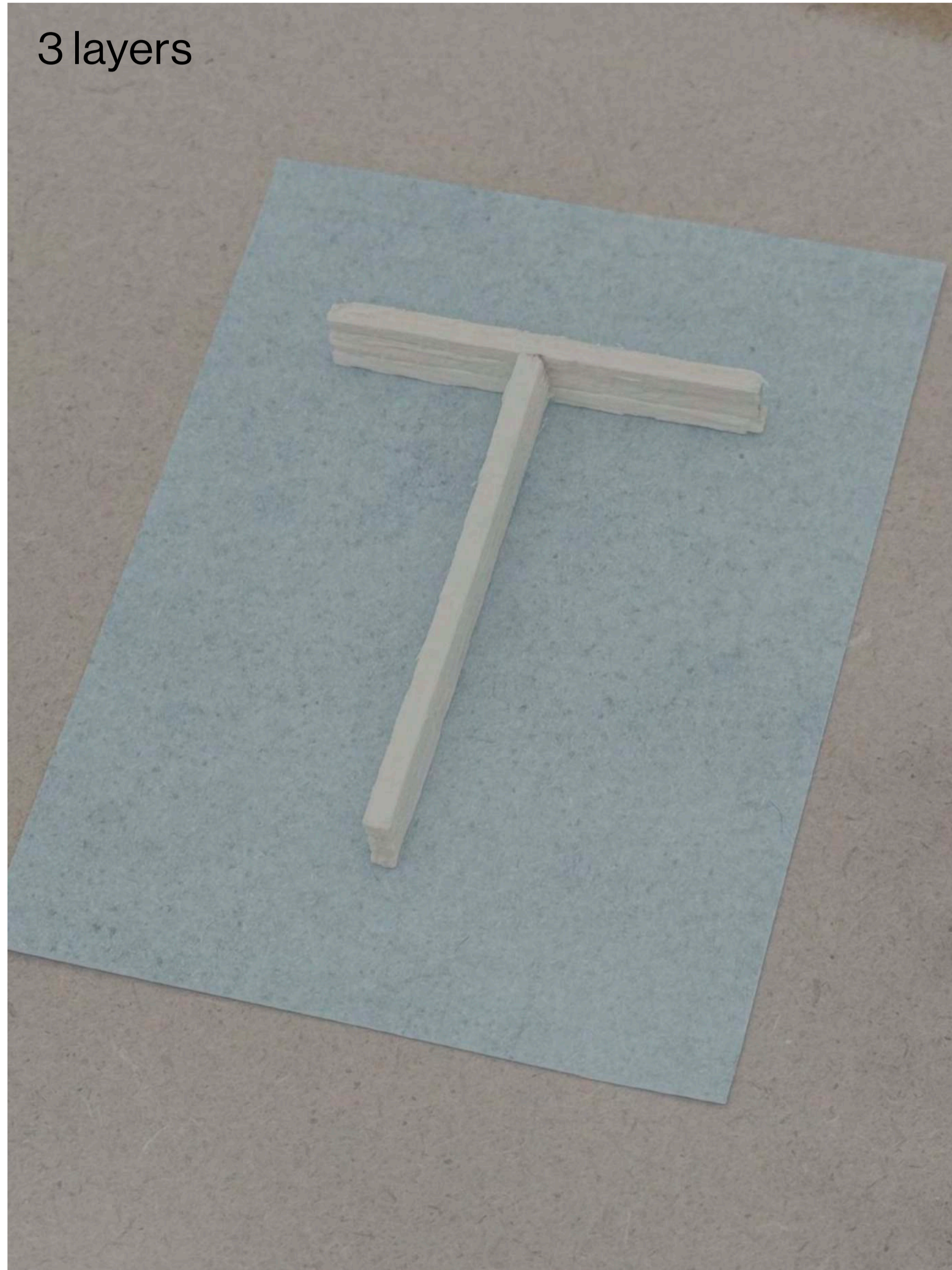
b. Scanner

Most of my projects have been explored in digital media, so I think experimenting with physical methods might open something up for me

Can a two-dimensional surface be perceived as four-dimensional?

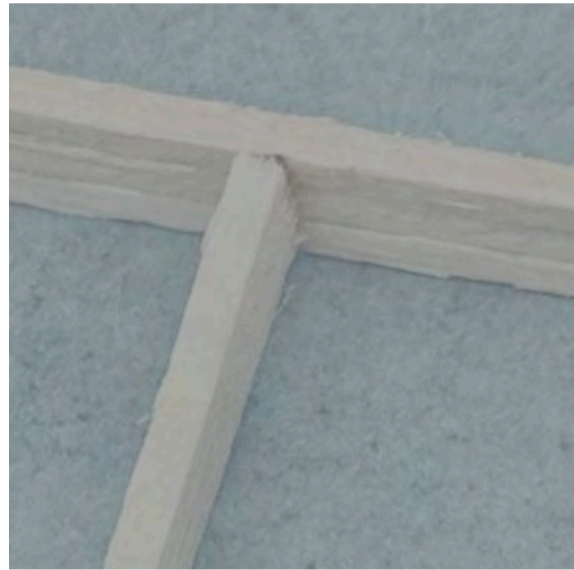


A. Cyanotype + 3D Letter



A. Cyanotype + 3D Letter

3 layers



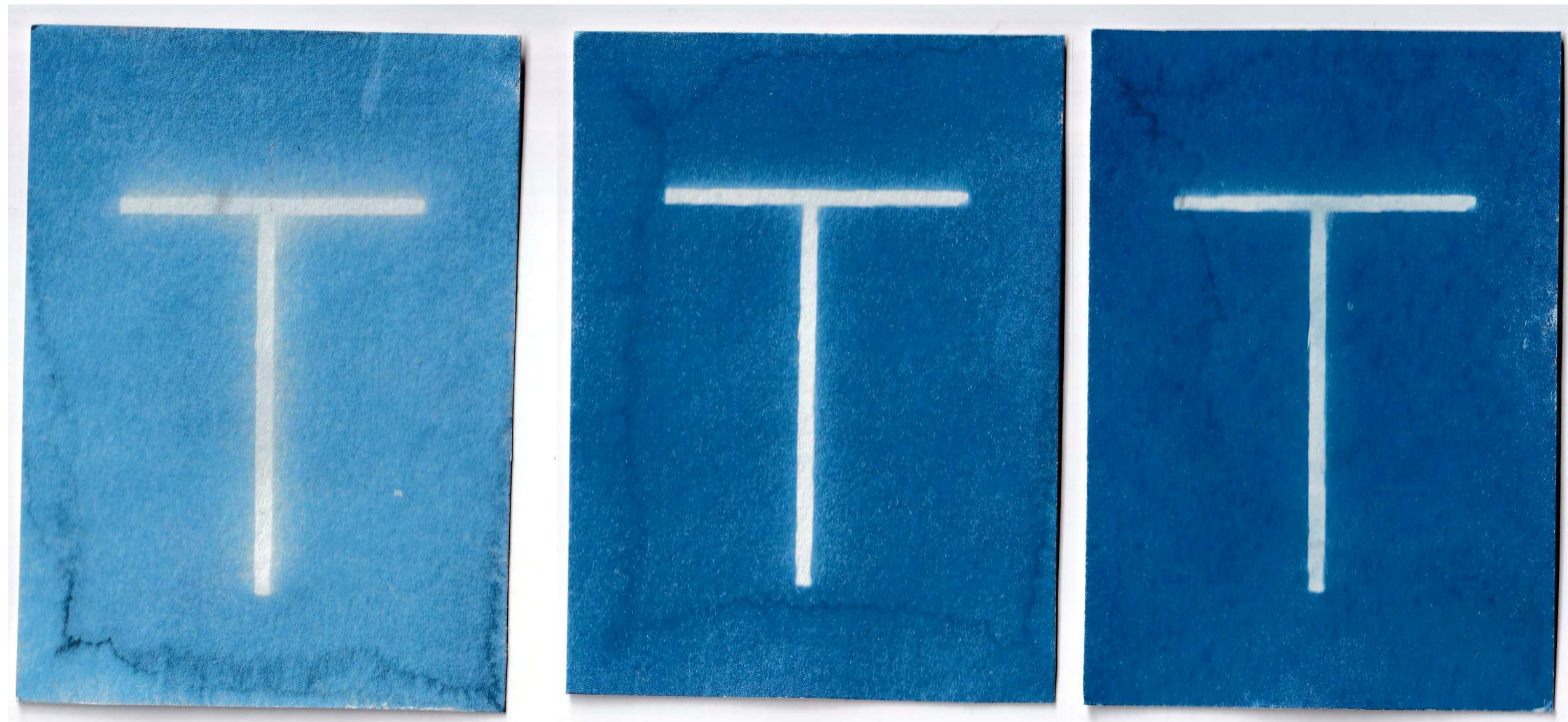
1 layer



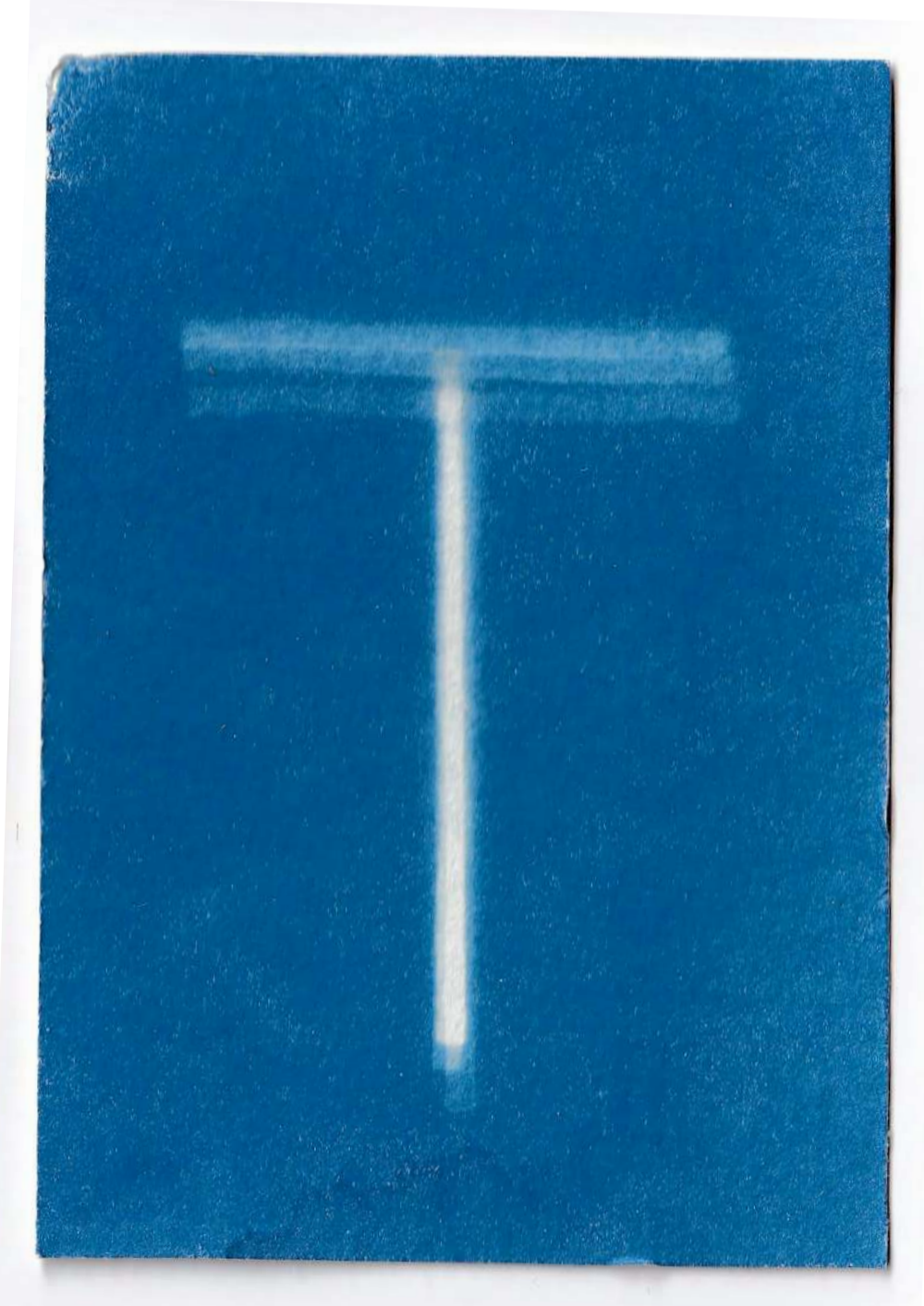
Exposure to sunlight for..
2 minutes

4 minutes

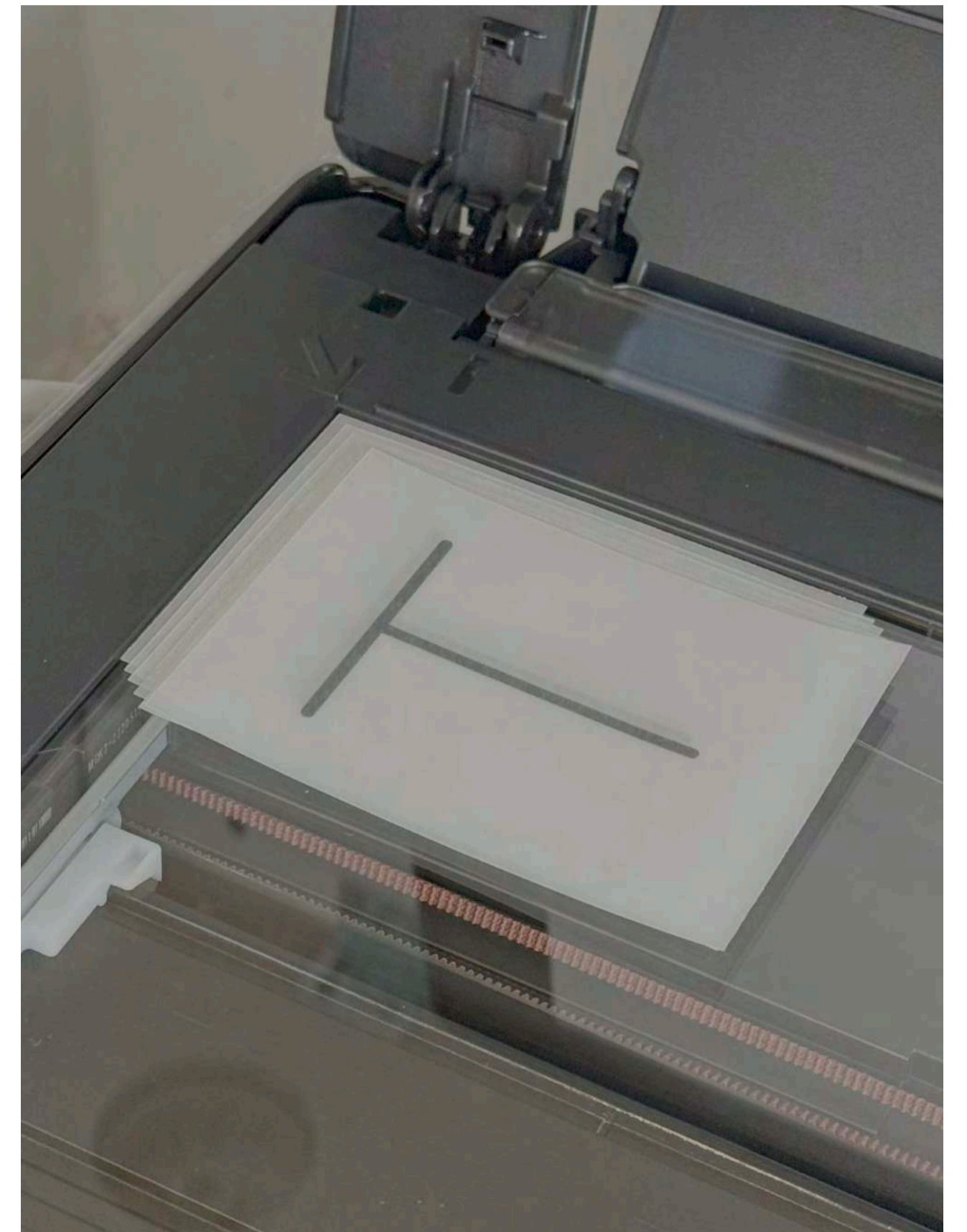
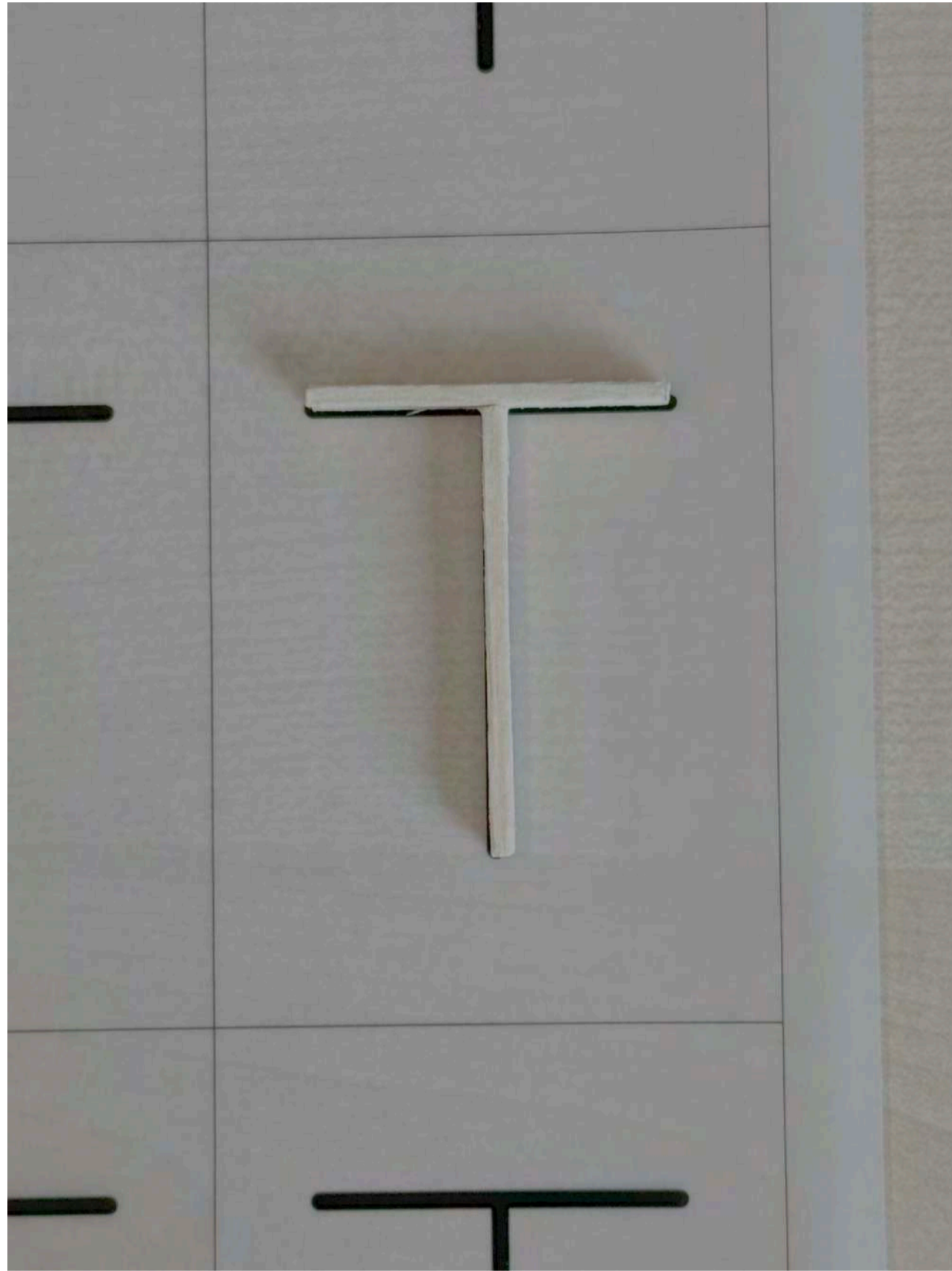
6 minutes



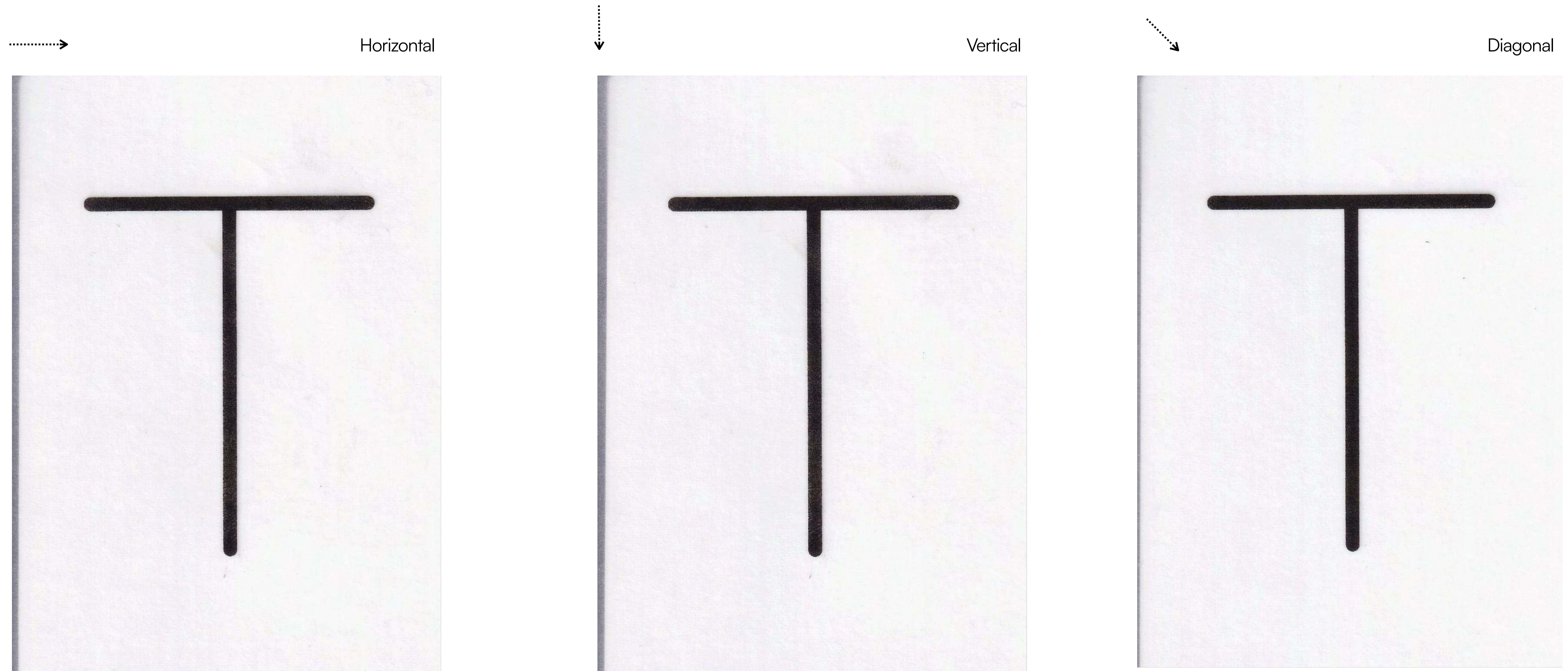
*Exposure to sunlight for
2 minutes after each of 3 moves*



B. Scanning of 6 layers of T

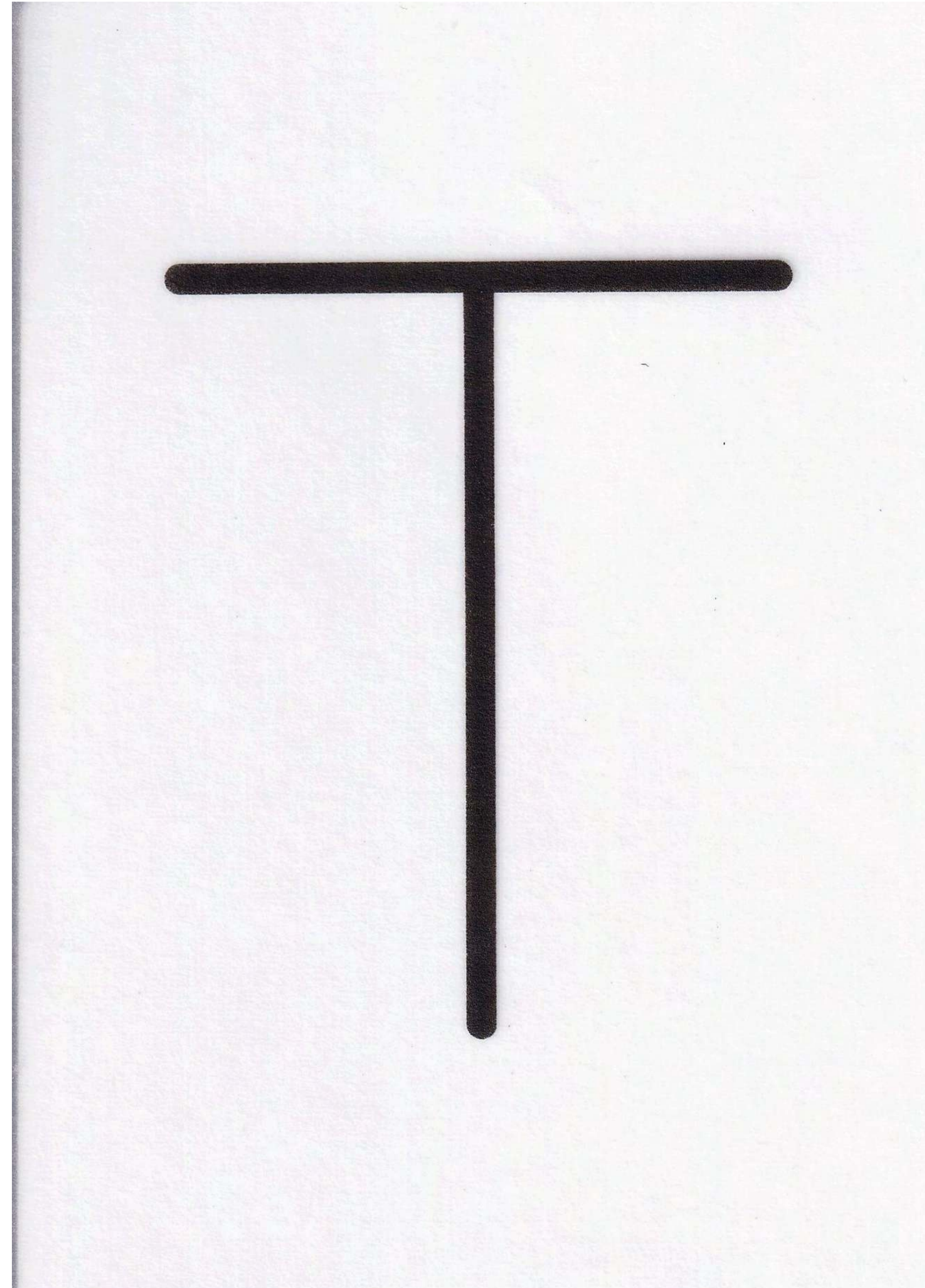


B1. Scanning of 6 layers of T x 3 Directions



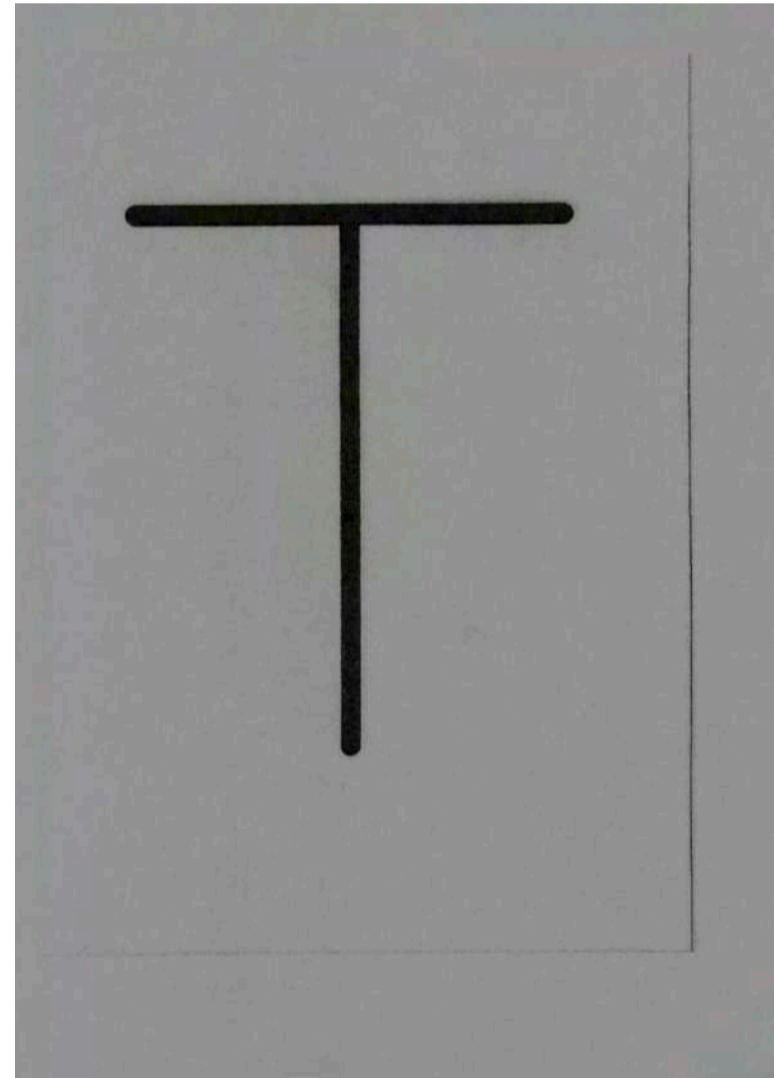
I layered the T one sheet at a time, scanning after each addition, accumulating six layers in three directions: horizontal, vertical, and diagonal. The idea was to translate the font's behaviour in four-dimensional space into a physical layering process. Instead of code adjusting parameters, I'm manually adjusting the weight by adding layers. Each scan captures a moment in that accumulation.

B2. Scanning of 6 layers of T x Combined 3 Directions

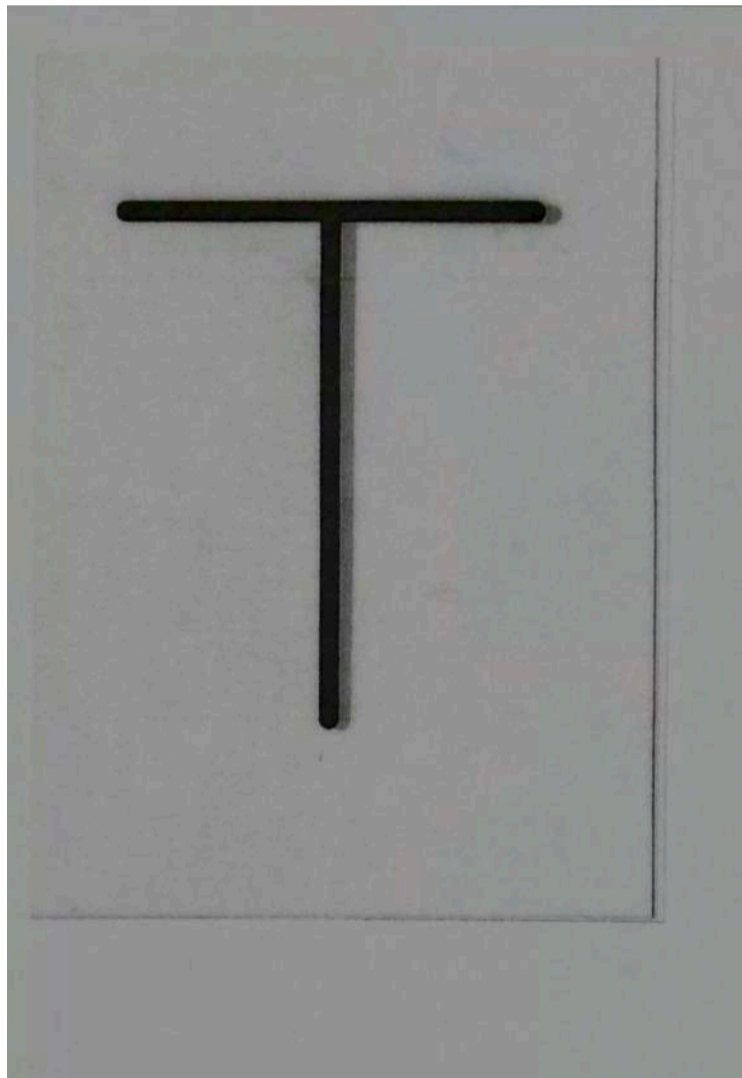


B3. Copying of 6 layers of T onto the same paper (process)

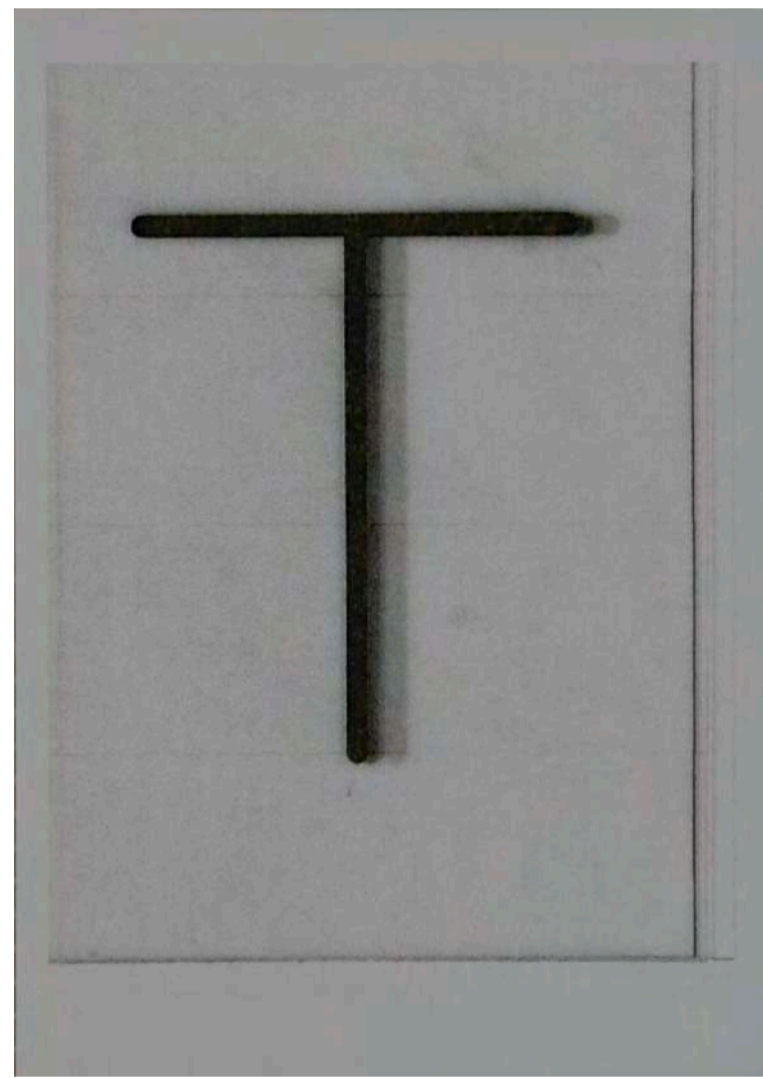
1



2



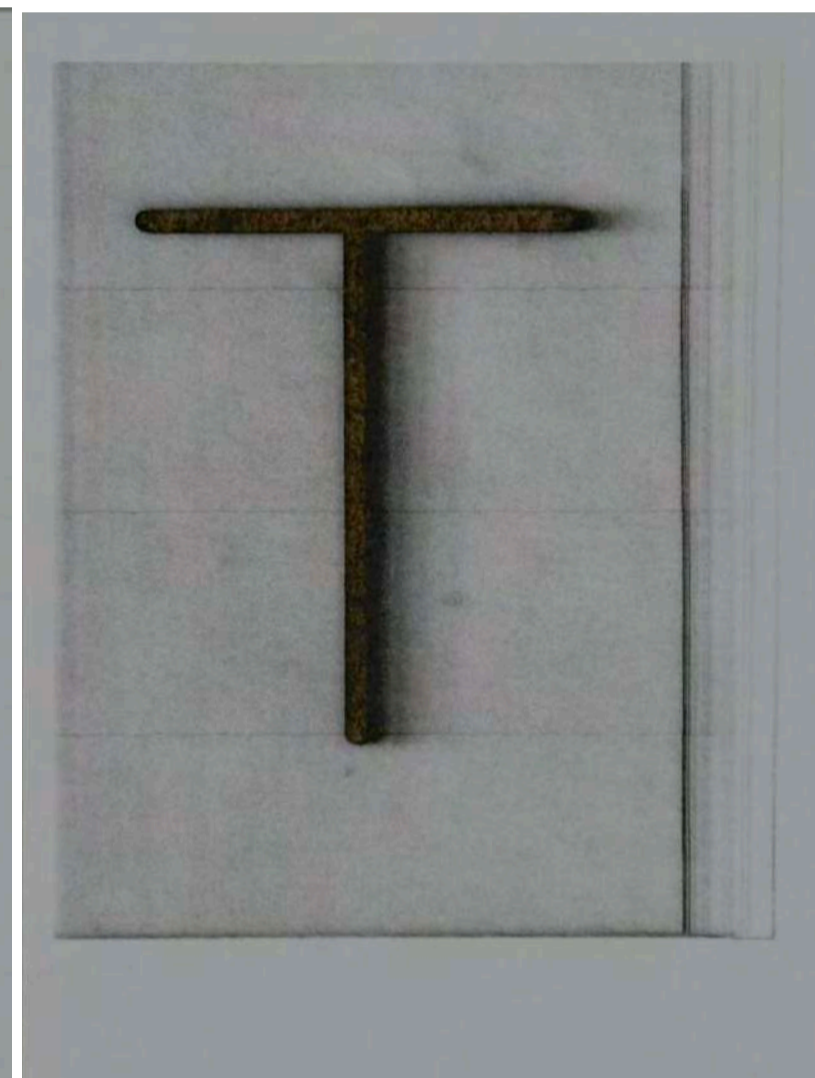
3



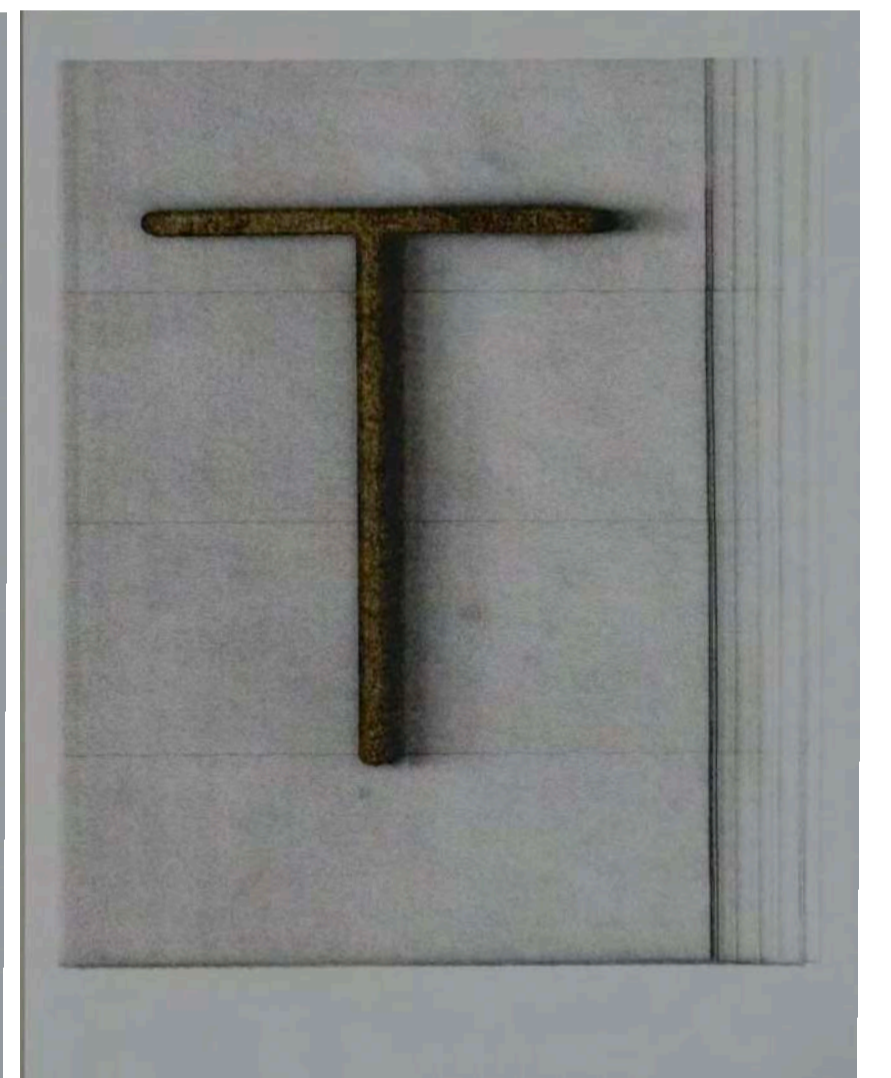
4



5



6

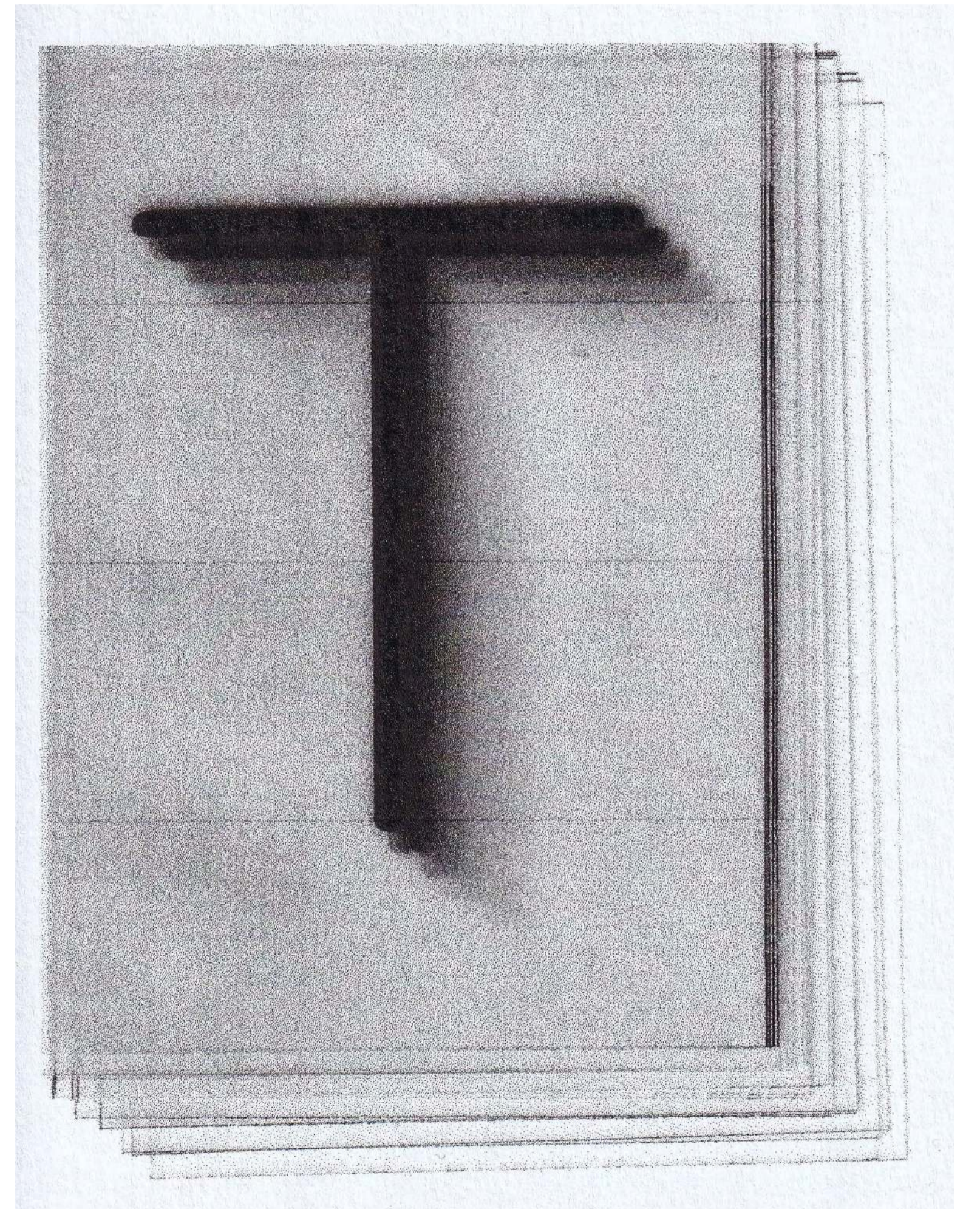
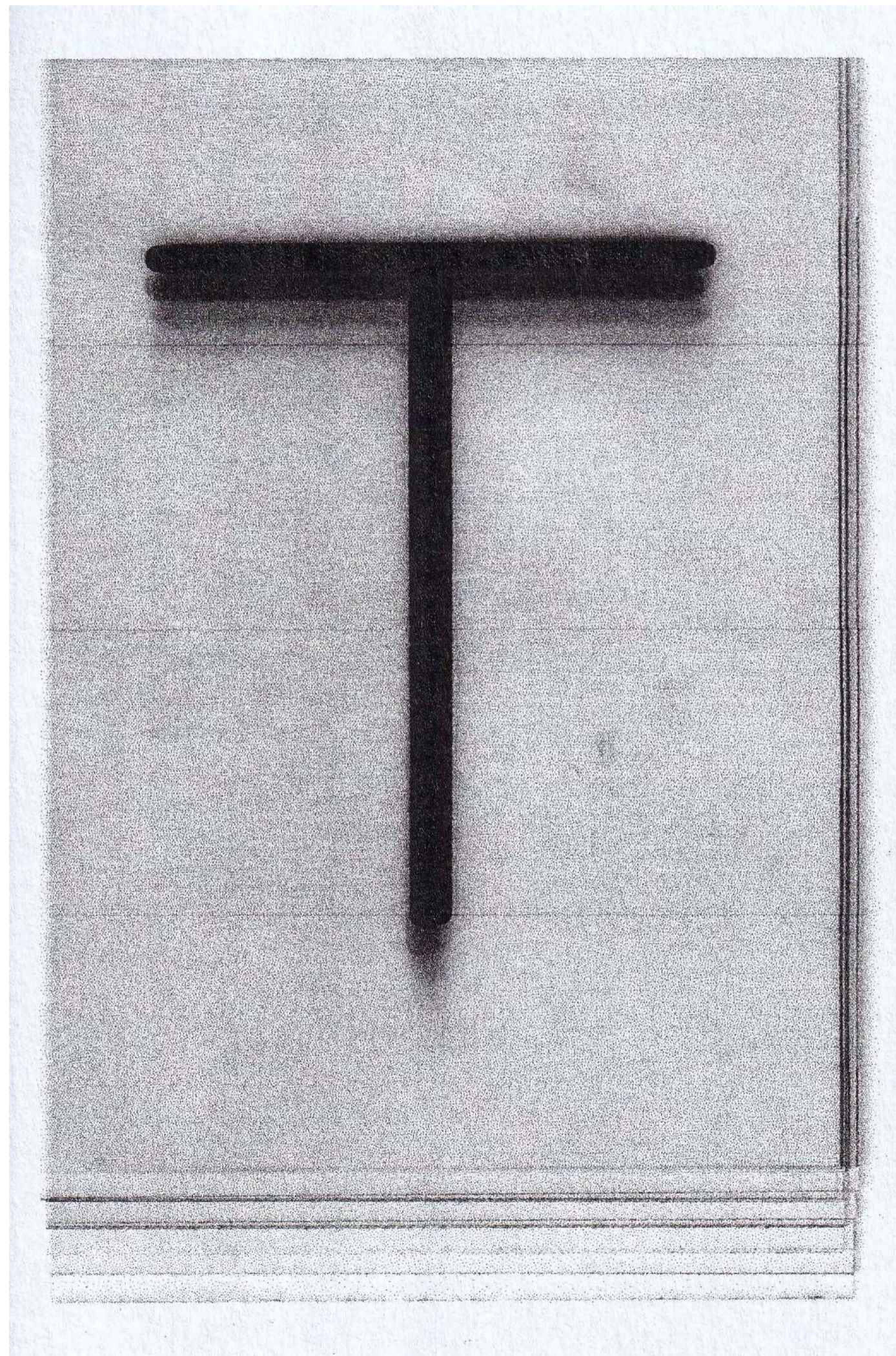
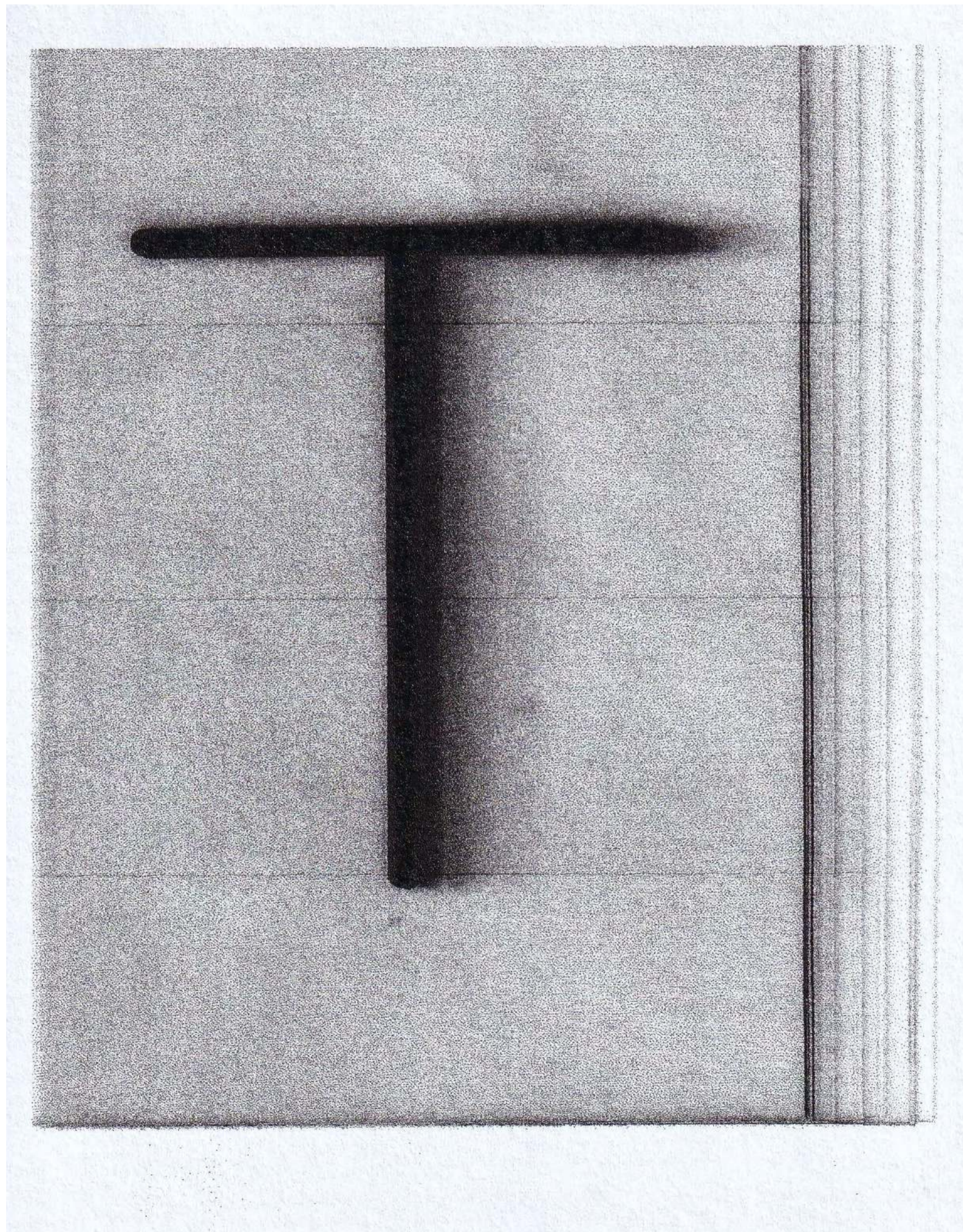


B3. Copying of 6 layers of T onto the same paper (result)

.....→ Horizontal

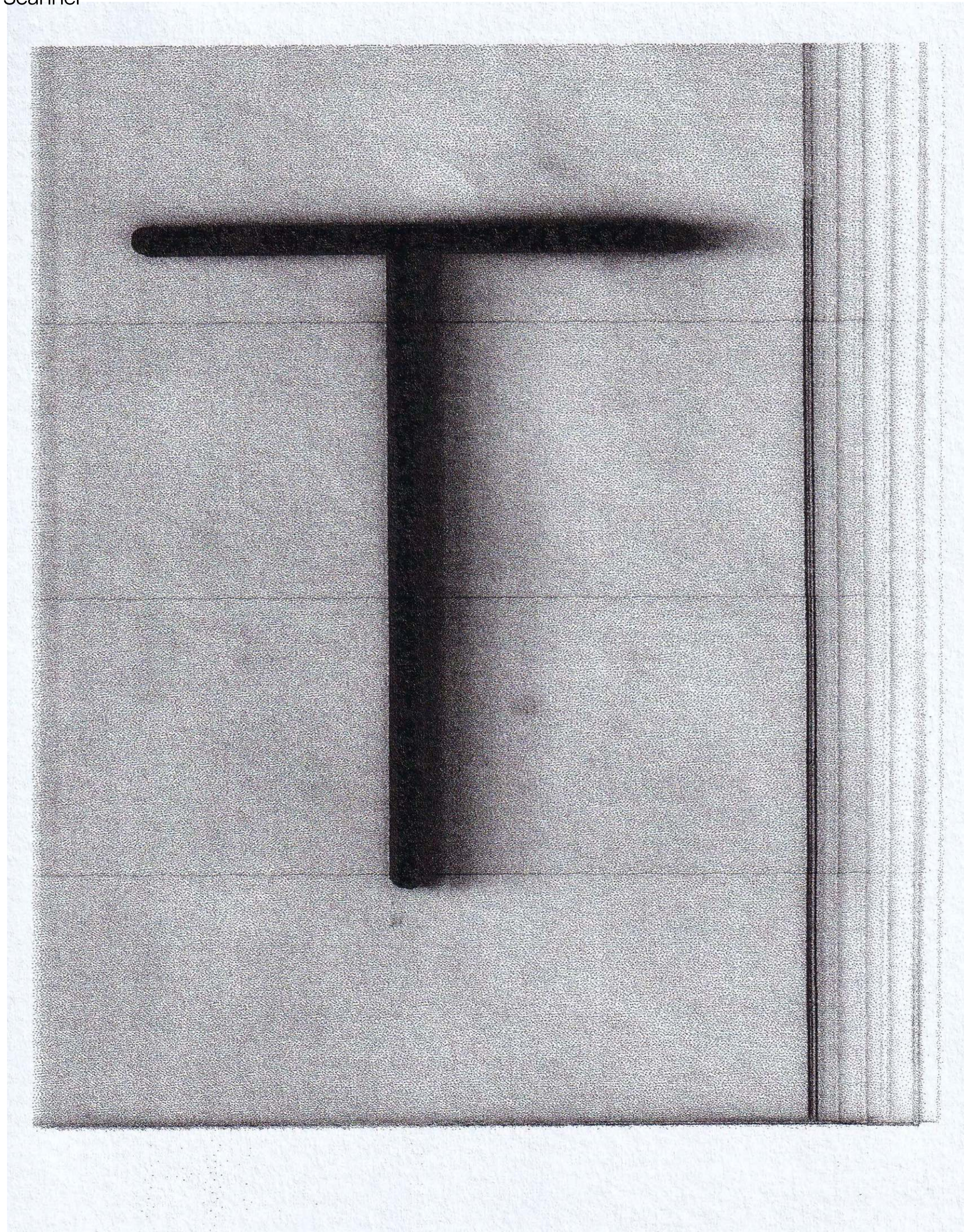
↓ Vertical

↘ Diagonal

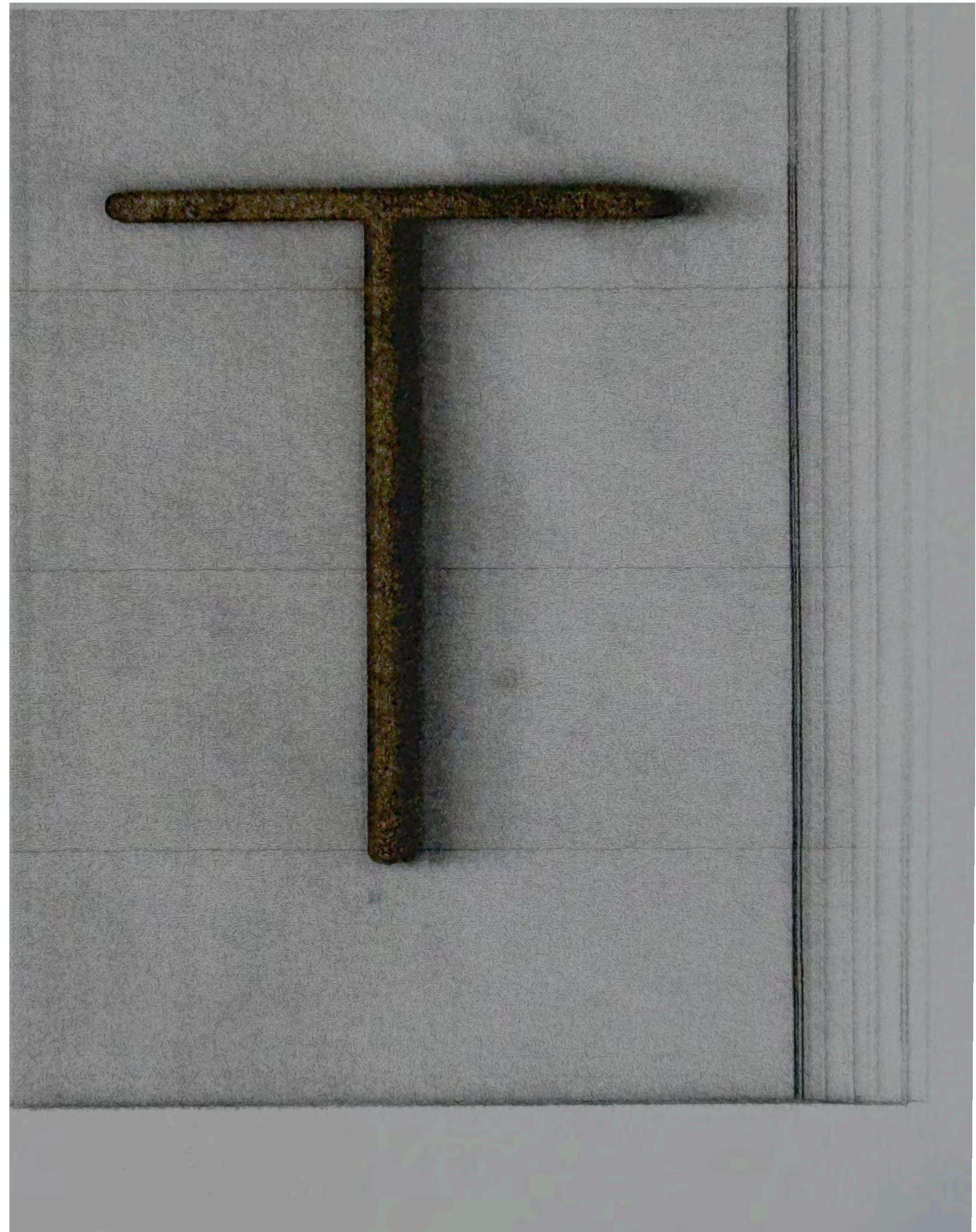


Comparing the texture quality in image processing between a scanner and an iPhone camera

Scanner



iPhone Camera



Scanner

iPhone Camera

B4. Scanning at various DPI (Dots Per Inch) settings

Inspiration



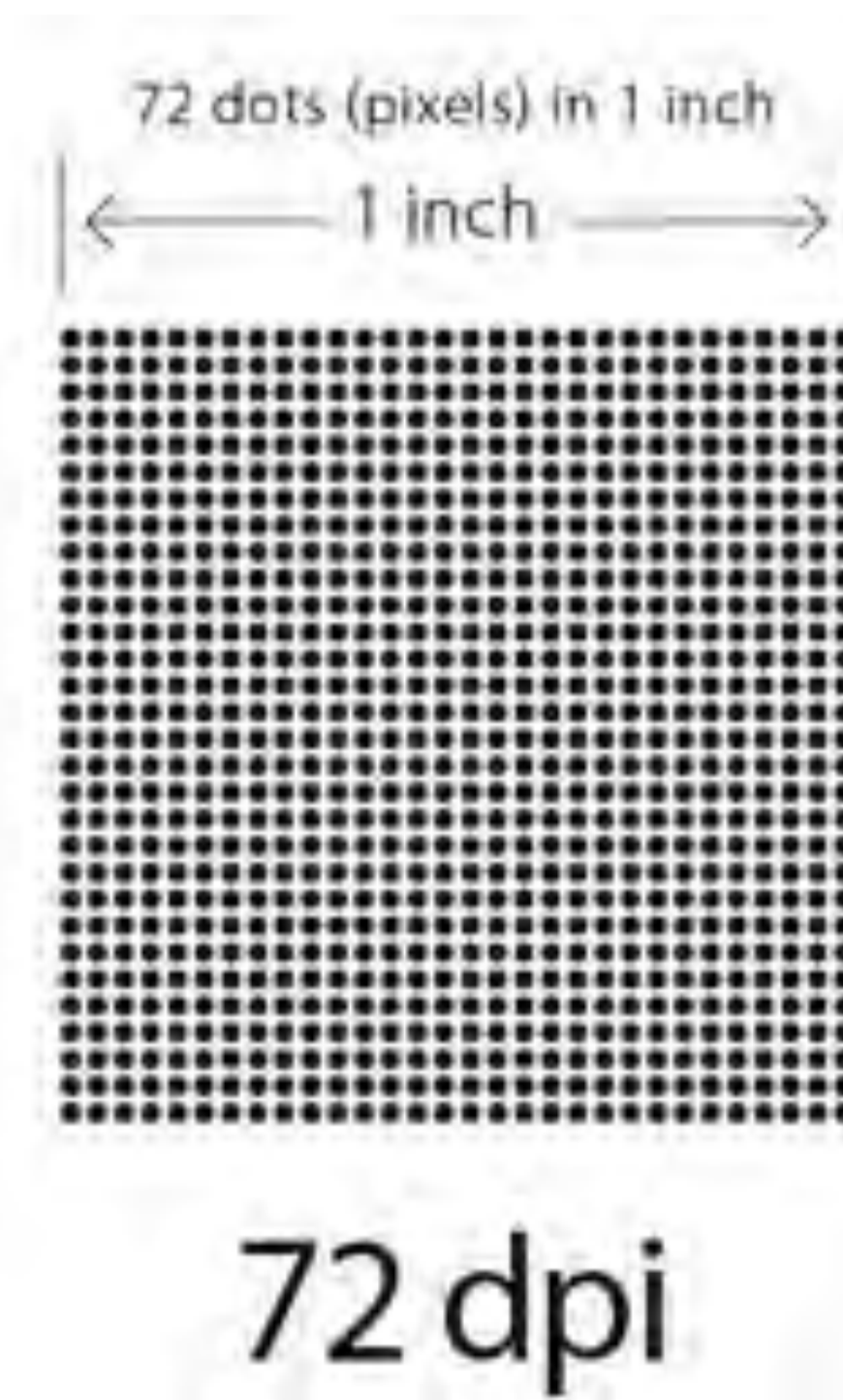
A light source inside a scanner



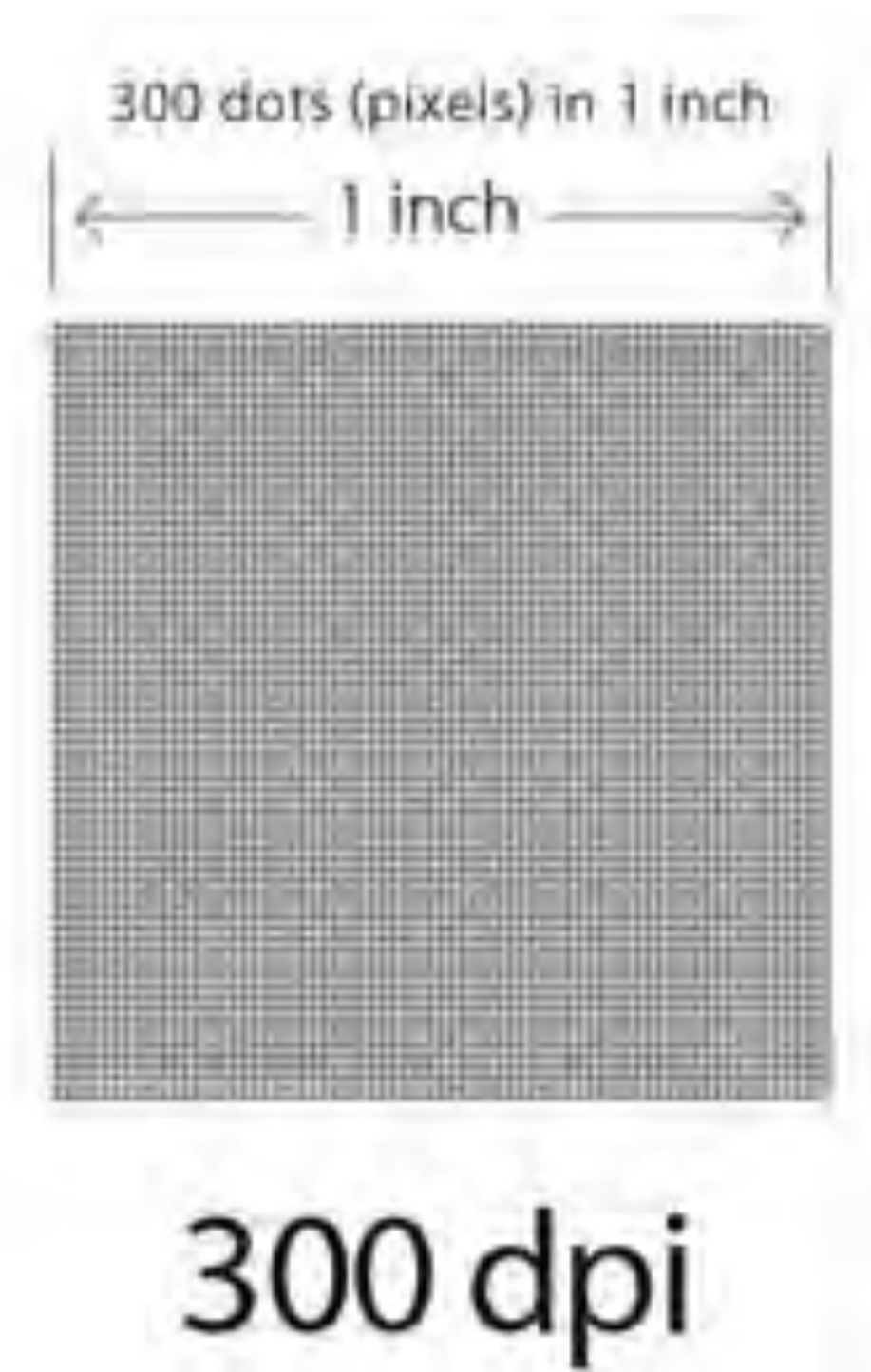
Watchscan by David Reinfurt (2009) uses a 1200 DPI scanner setting. Because the scanner moves slowly, the second hand appears bent. I like how it visualises the passage of time, capturing its progression.

DPI (Dots per inch)

A light source moves **faster**



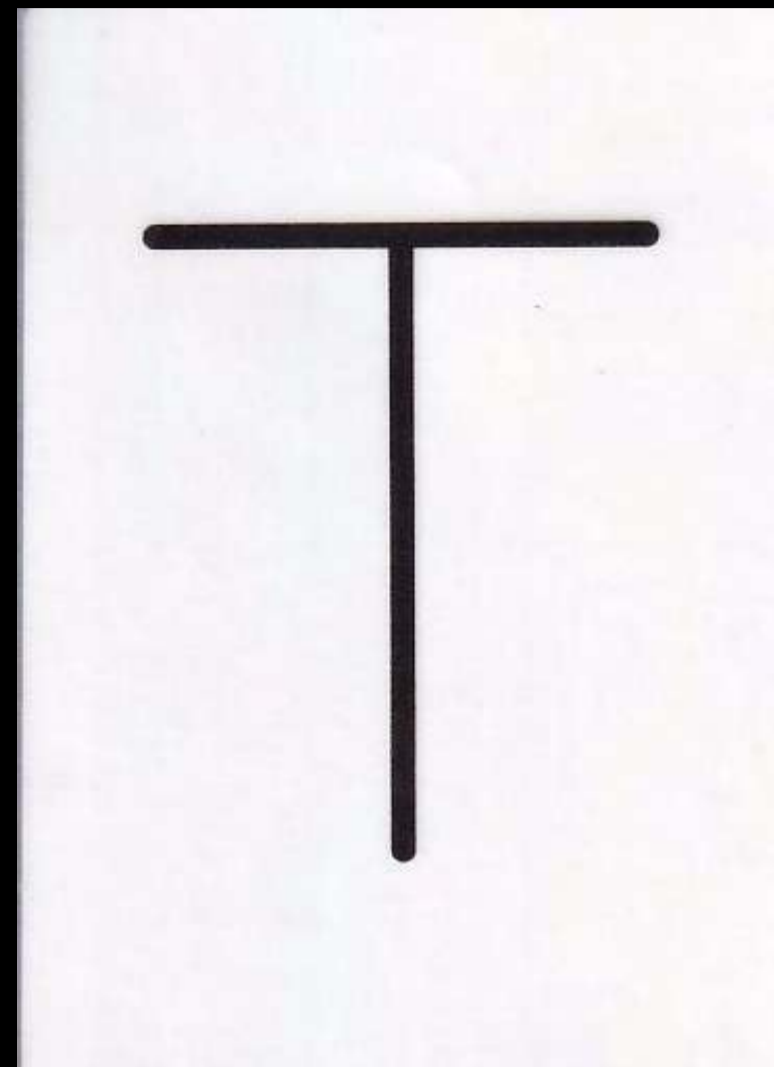
A light source moves **slower**



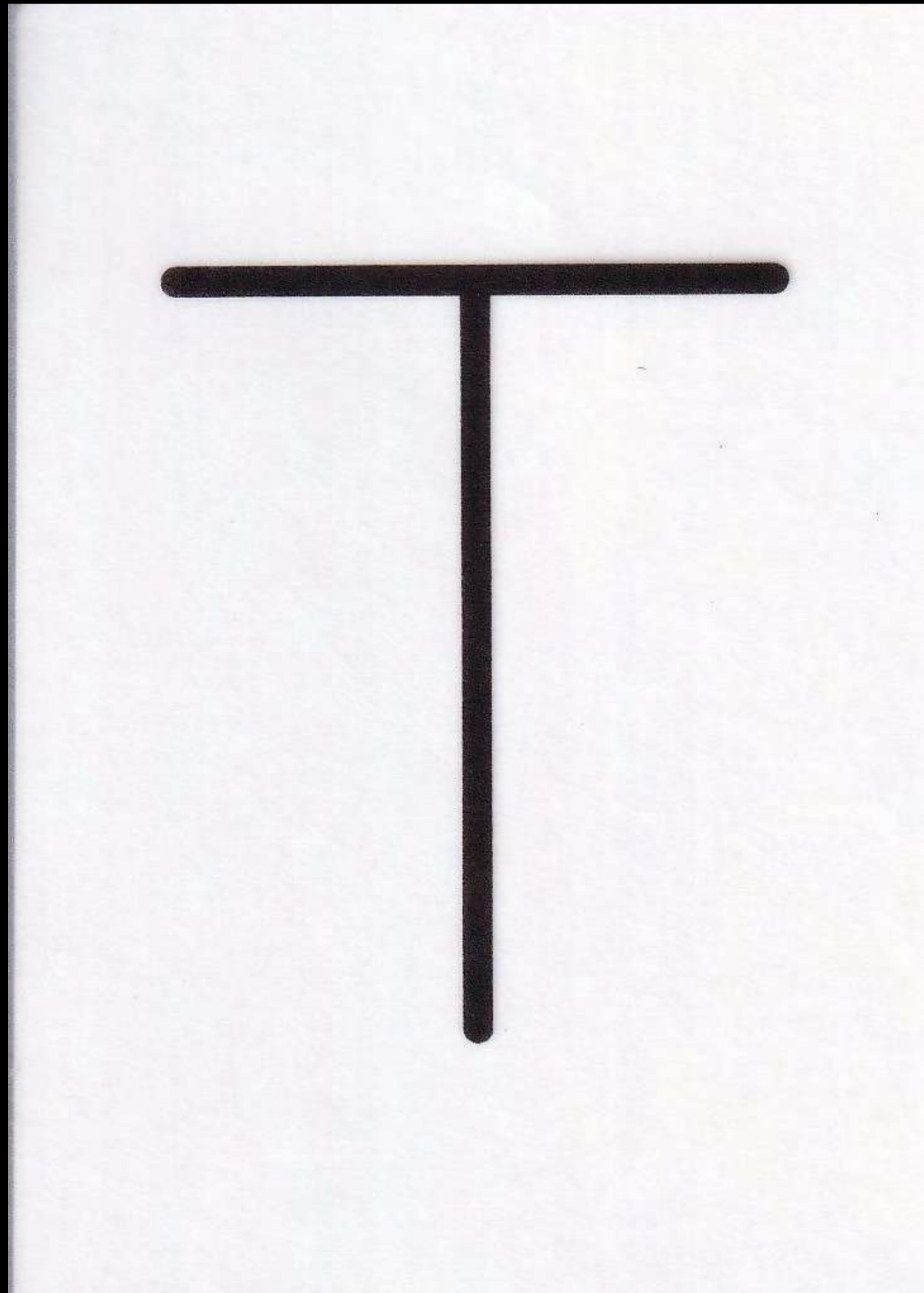
B4. Scanning at various DPI (Dots Per Inch) settings



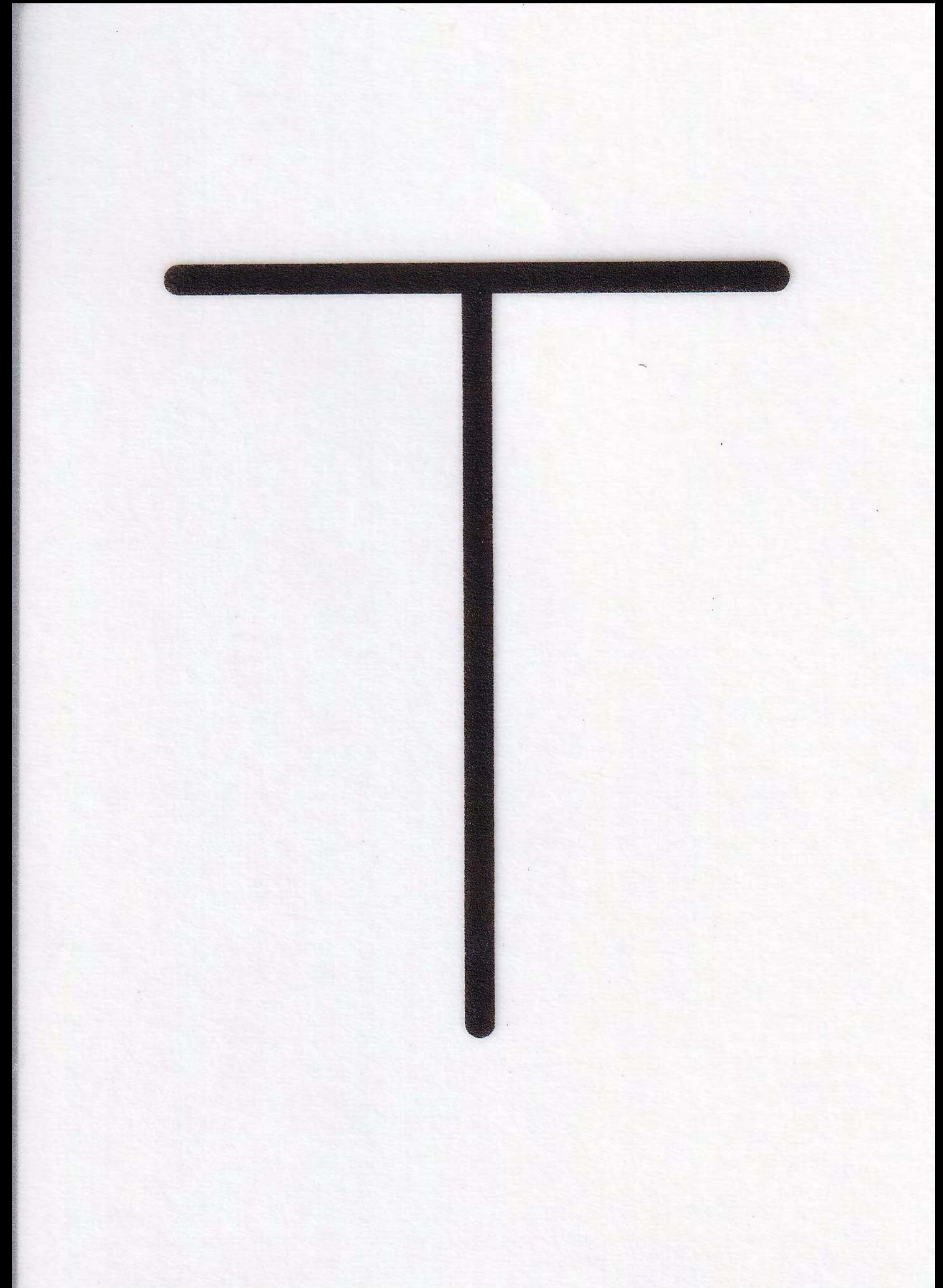
75 DPI
14.48 seconds



150 DPI
12.46 seconds



300 DPI
12.88 seconds



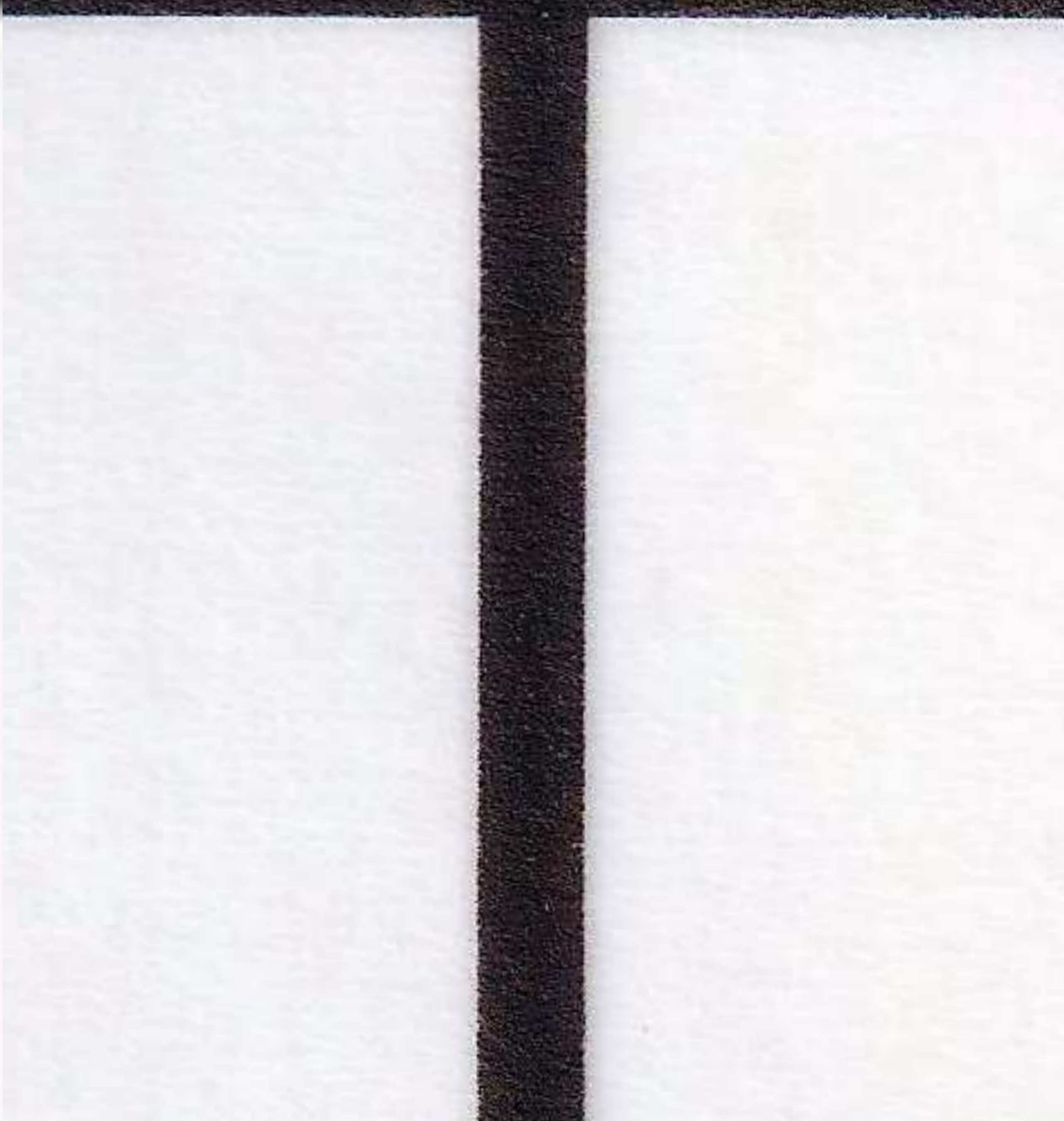
600 DPI
30.31 seconds

B4. Scanning at various DPI (Dots Per Inch) settings

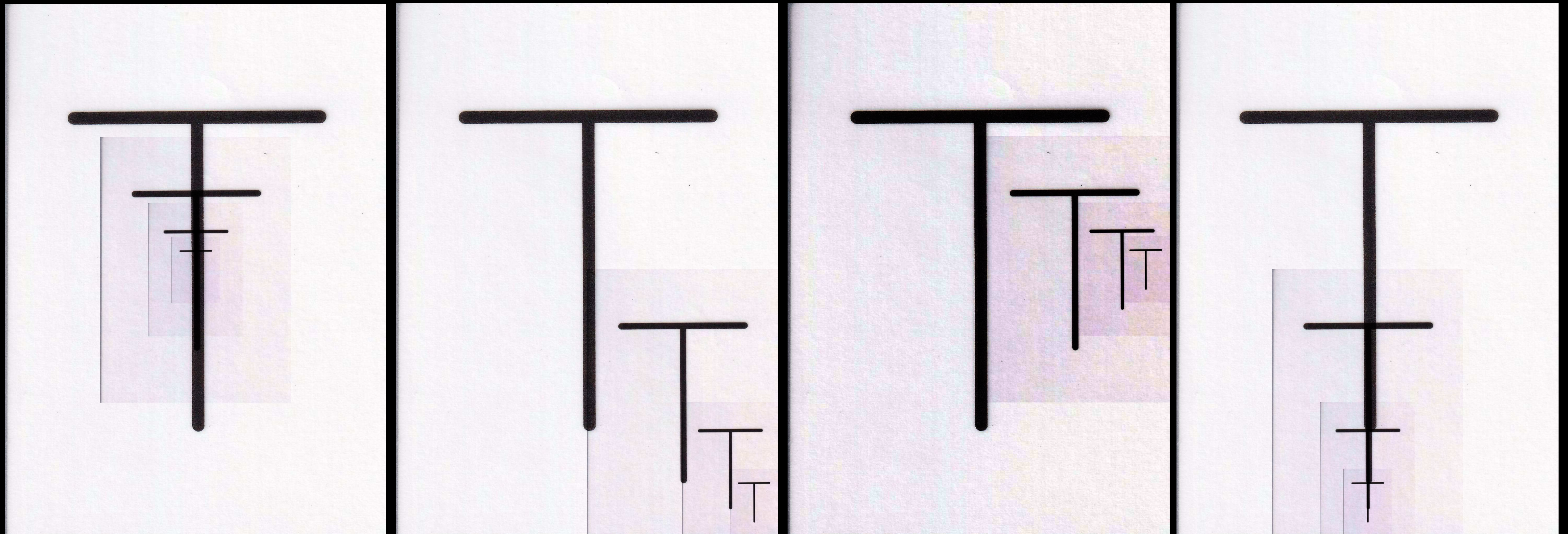
Name	Date Modified	Size	Kind
75DPI	Yesterday at 16:50	--	Folder
IMG_202...-14.48.jpg	Yesterday at 15:59	6 KB	JPEG image
IMG_202...-14.38.jpg	Yesterday at 16:10	7 KB	JPEG image
IMG_202...1-13.46.jpg	Yesterday at 16:21	9 KB	JPEG image
IMG_202...4-15.13.jpg	Yesterday at 16:29	9 KB	JPEG image
IMG_202..._15.60.jpg	Yesterday at 16:38	10 KB	JPEG image
IMG_202...-18.45.jpg	Yesterday at 16:50	11 KB	JPEG image
150DPI	Yesterday at 16:50	--	Folder
IMG_202...1-12.46.jpg	Yesterday at 16:01	21 KB	JPEG image
IMG_202...7-11.51.jpg	Yesterday at 16:11	26 KB	JPEG image
IMG_202...-13.05.jpg	Yesterday at 16:22	31 KB	JPEG image
IMG_202...-14.66.jpg	Yesterday at 16:29	34 KB	JPEG image
IMG_202...-14.70.jpg	Yesterday at 16:39	39 KB	JPEG image
IMG_202...-14.38.jpg	Yesterday at 16:50	42 KB	JPEG image
300DPI	Yesterday at 16:51	--	Folder
IMG_202...-12.88.jpg	Yesterday at 16:03	88 KB	JPEG image
IMG_202...-13.58.jpg	Yesterday at 16:12	102 KB	JPEG image
IMG_202...1-14.58.jpg	Yesterday at 16:23	117 KB	JPEG image
IMG_202...-14.05.jpg	Yesterday at 16:30	127 KB	JPEG image
IMG_202...8-15.18.jpg	Yesterday at 16:40	141 KB	JPEG image
IMG_202...-13.60.jpg	Yesterday at 16:51	151 KB	JPEG image
600DPI	Yesterday at 16:52	--	Folder
IMG_202...-30.31.jpg	Yesterday at 16:05	404 KB	JPEG image
IMG_202...-35.67.jpg	Yesterday at 16:13	476 KB	JPEG image
IMG_202..._30.72.jpg	Yesterday at 16:24	551 KB	JPEG image
IMG_202...6_31.27.jpg	Yesterday at 16:31	599 KB	JPEG image
IMG_202...-31.05.jpg	Yesterday at 16:41	660 KB	JPEG image
IMG_202...-34.30.jpg	Yesterday at 16:52	706 KB	JPEG image

75 DPI
14.48 seconds

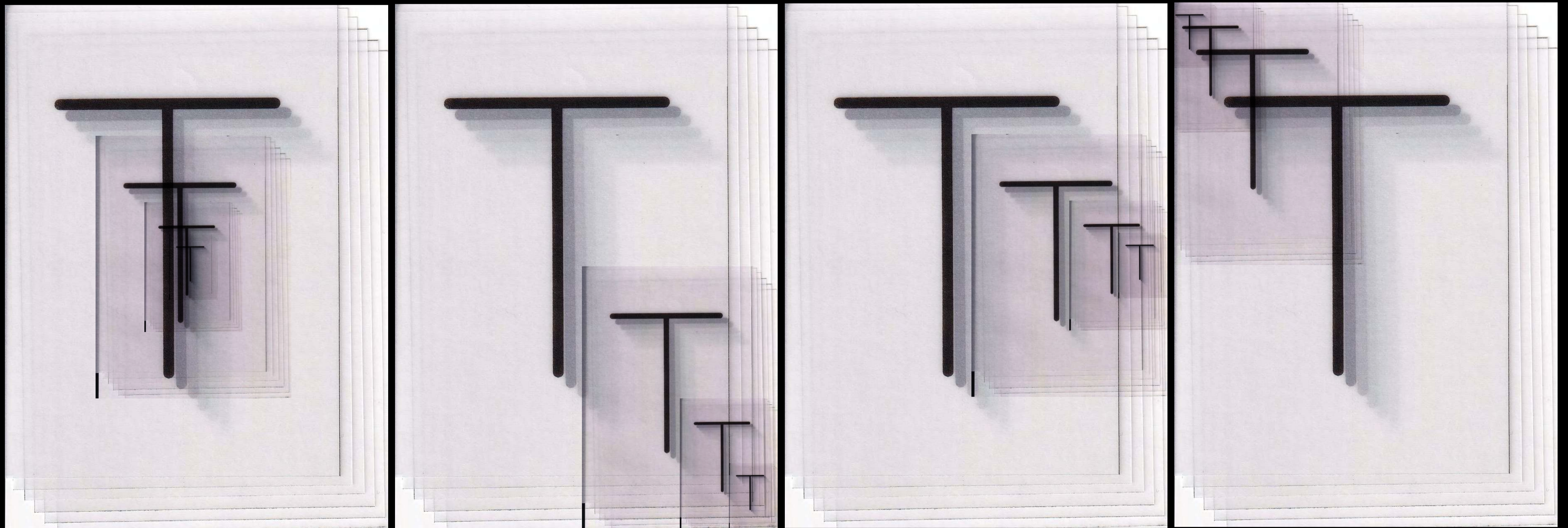
600 DPI
30.31 seconds

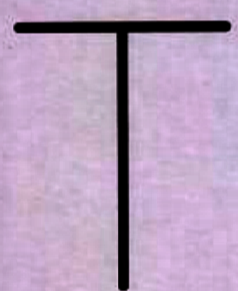
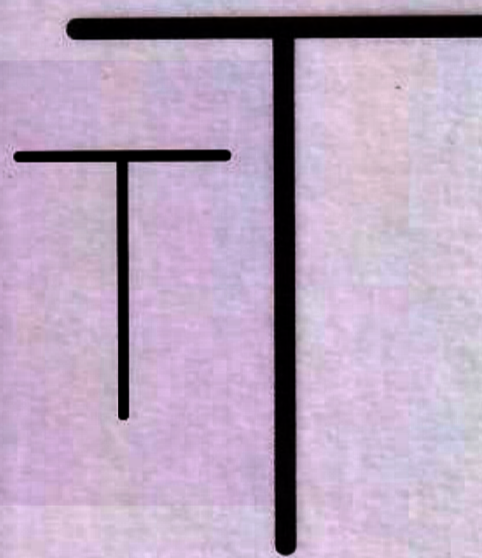
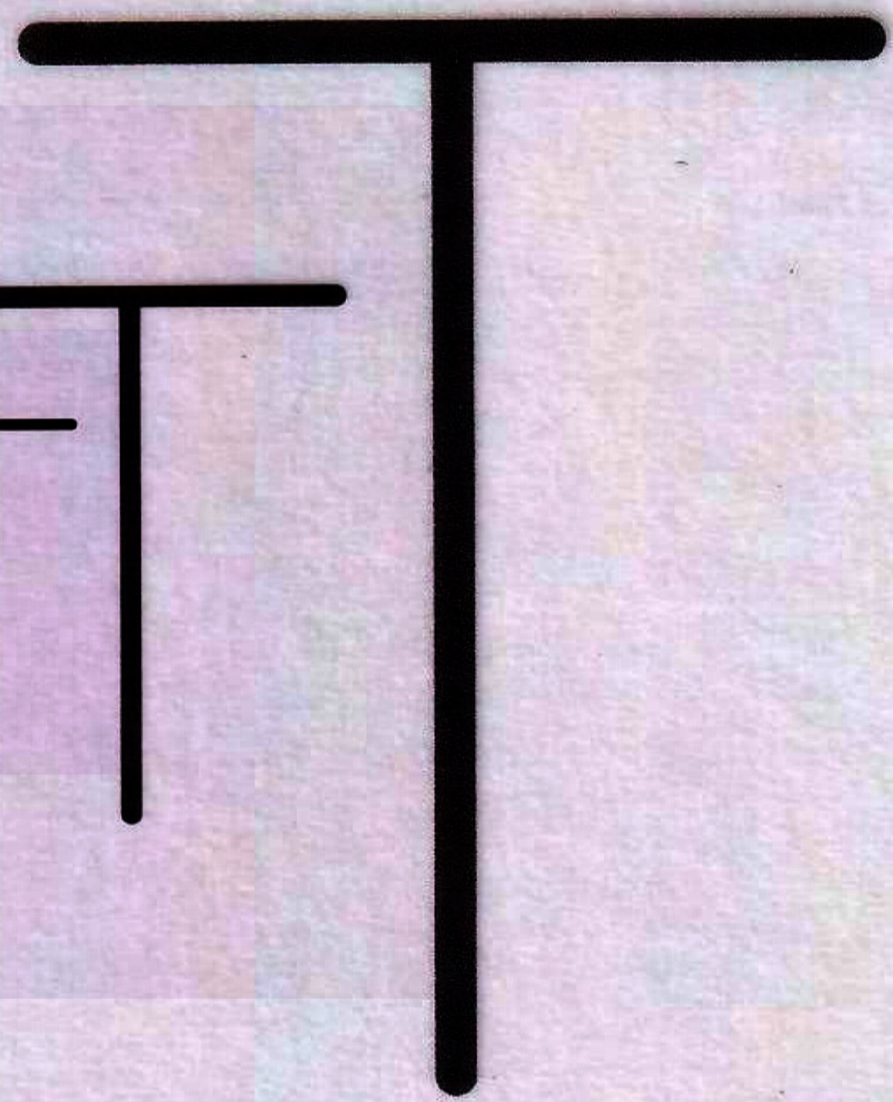
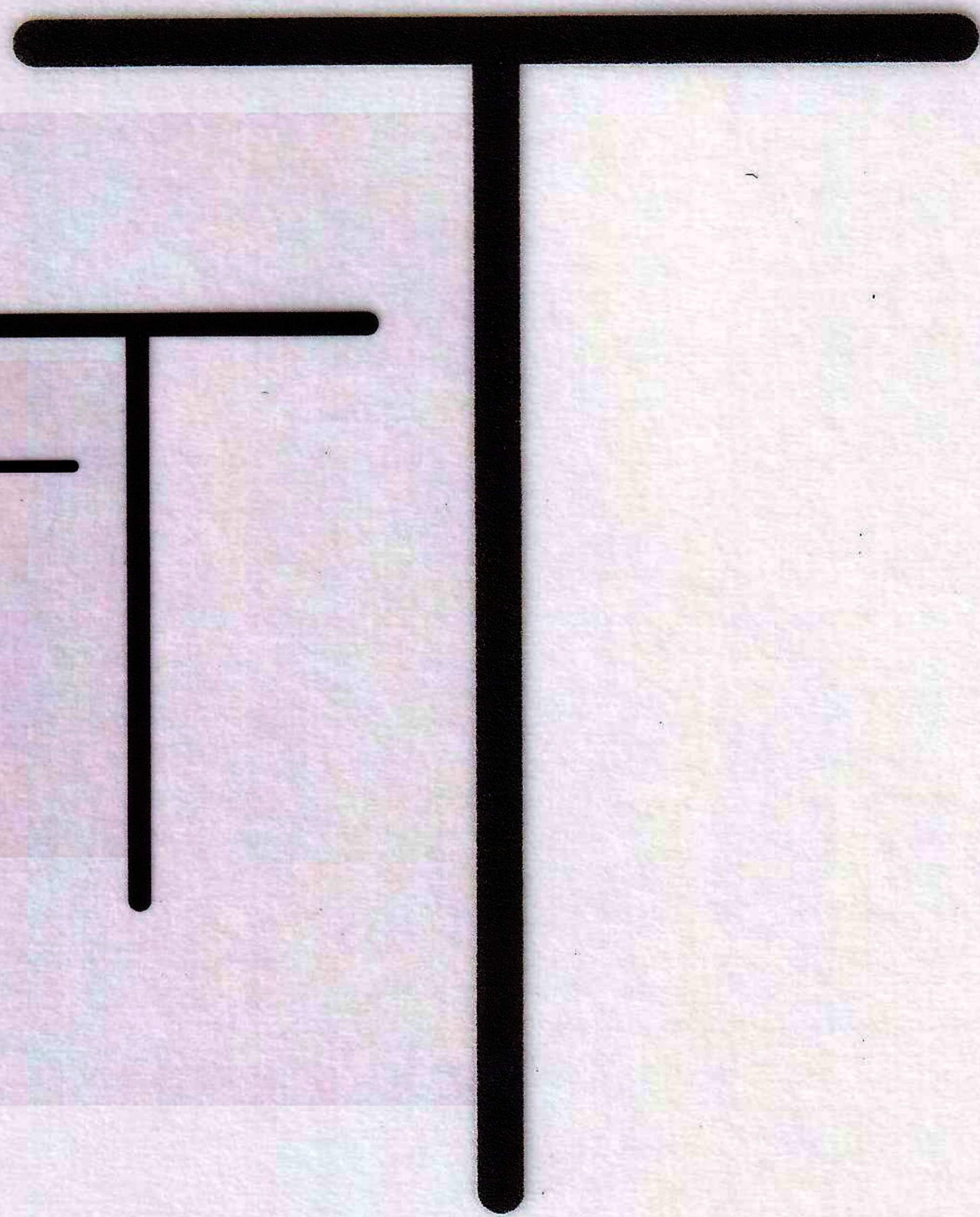
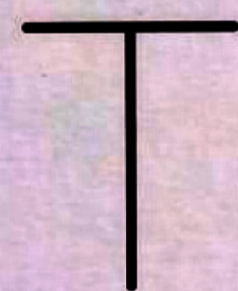
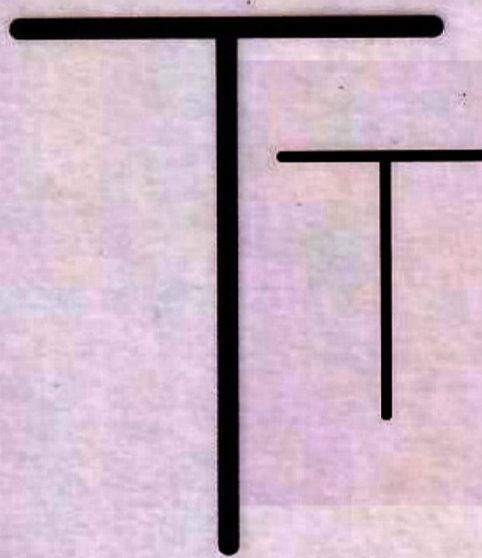
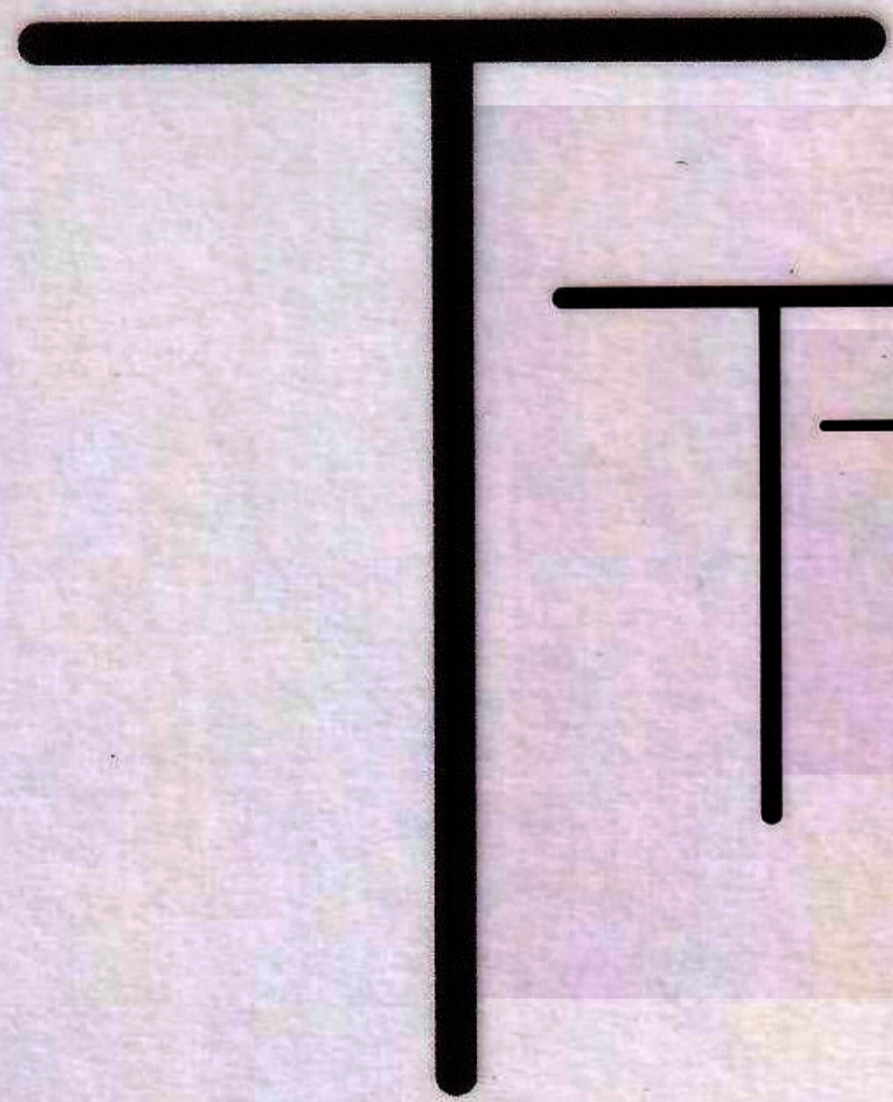
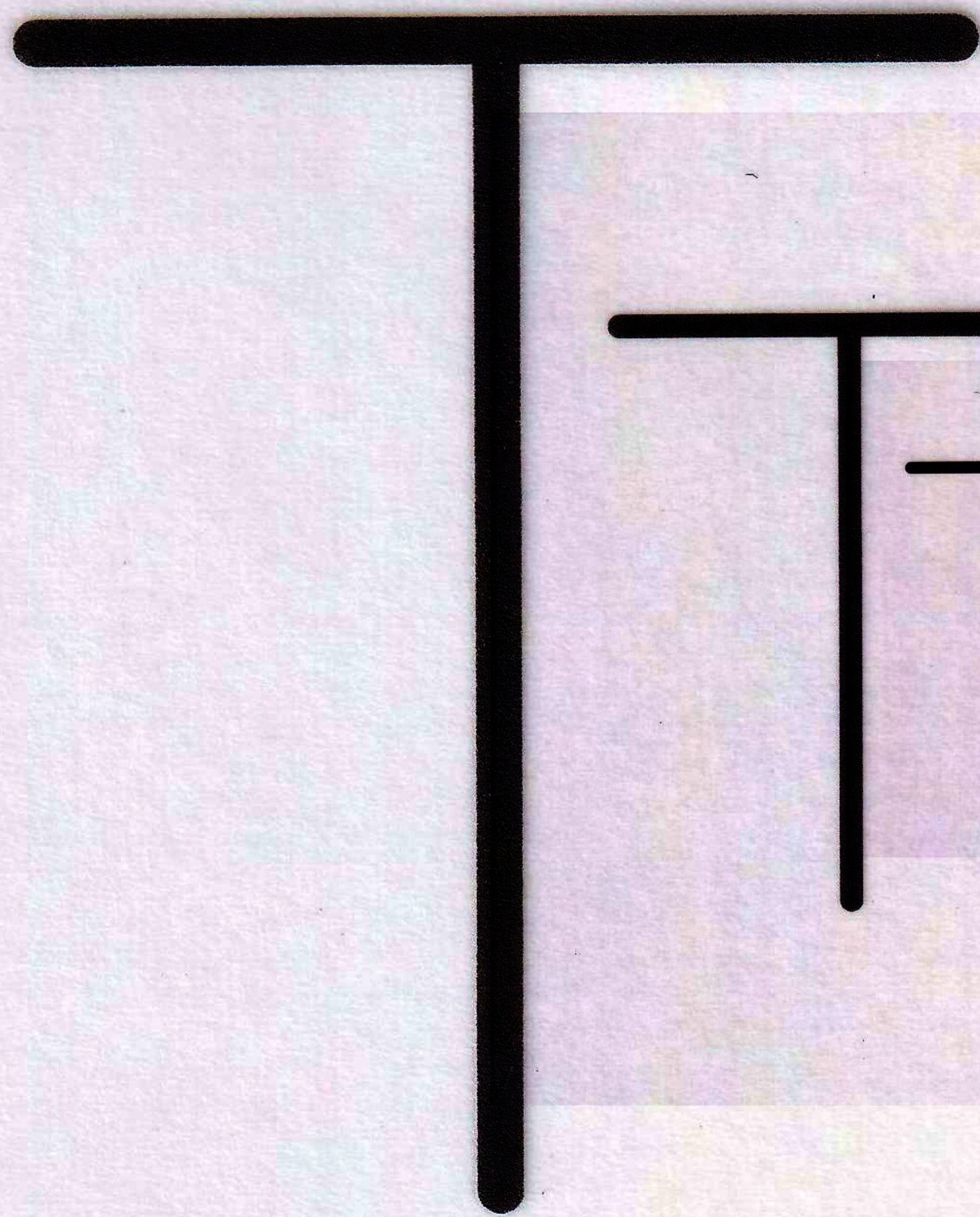


B5. Combining 4 DPIs

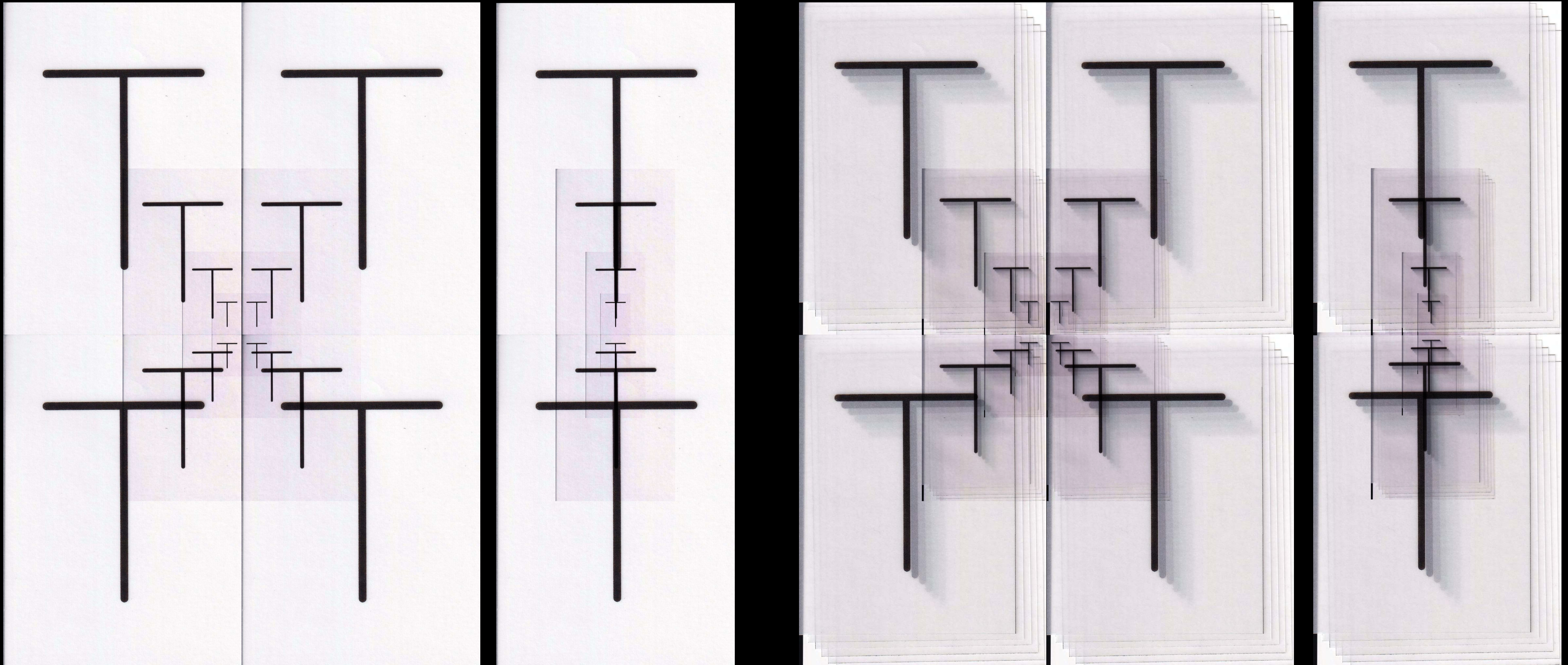


B5. Combining 4 DPs

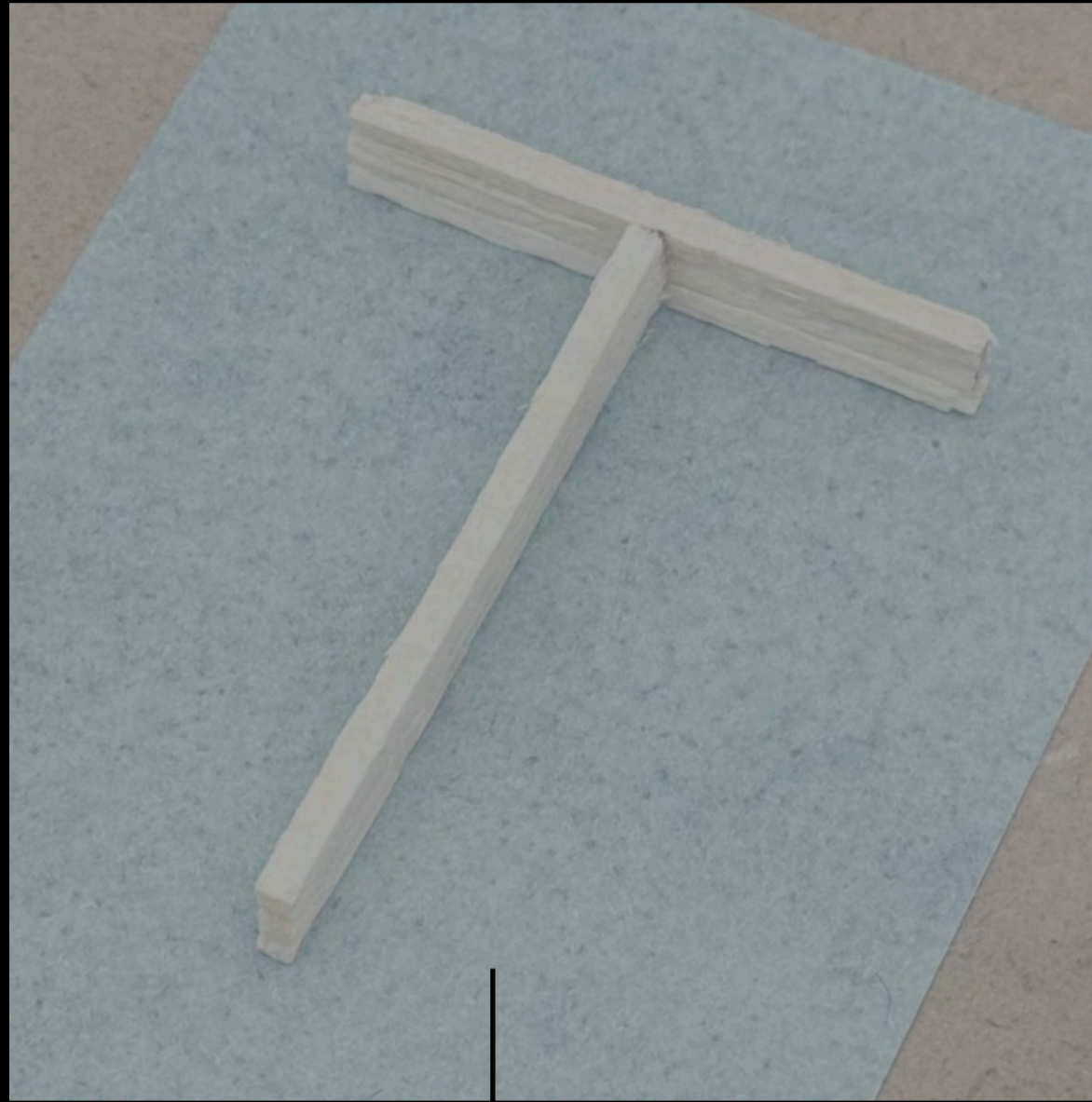




B5. Combining 4 DPls

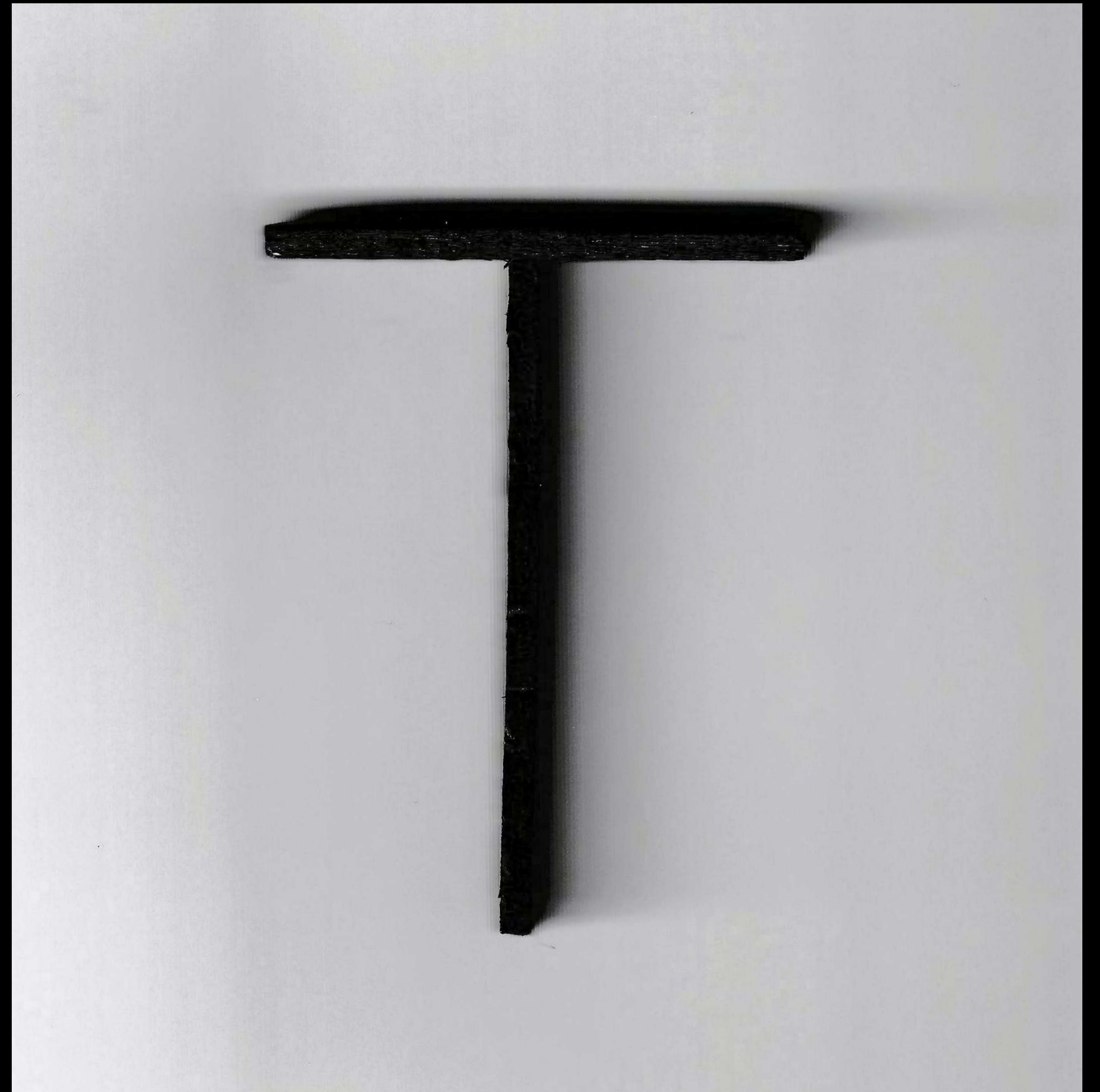


B6. Scanning a 3D Letter

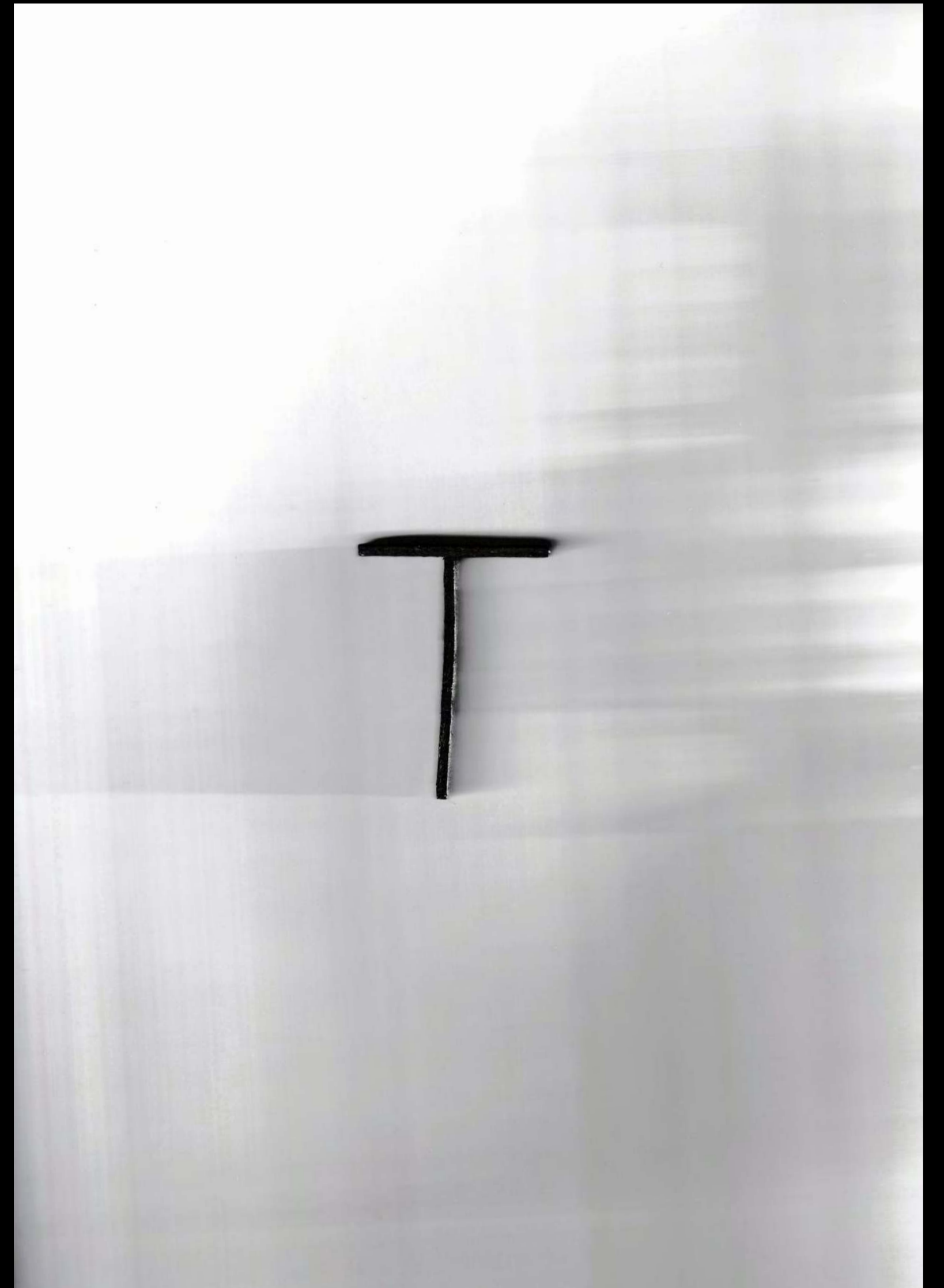
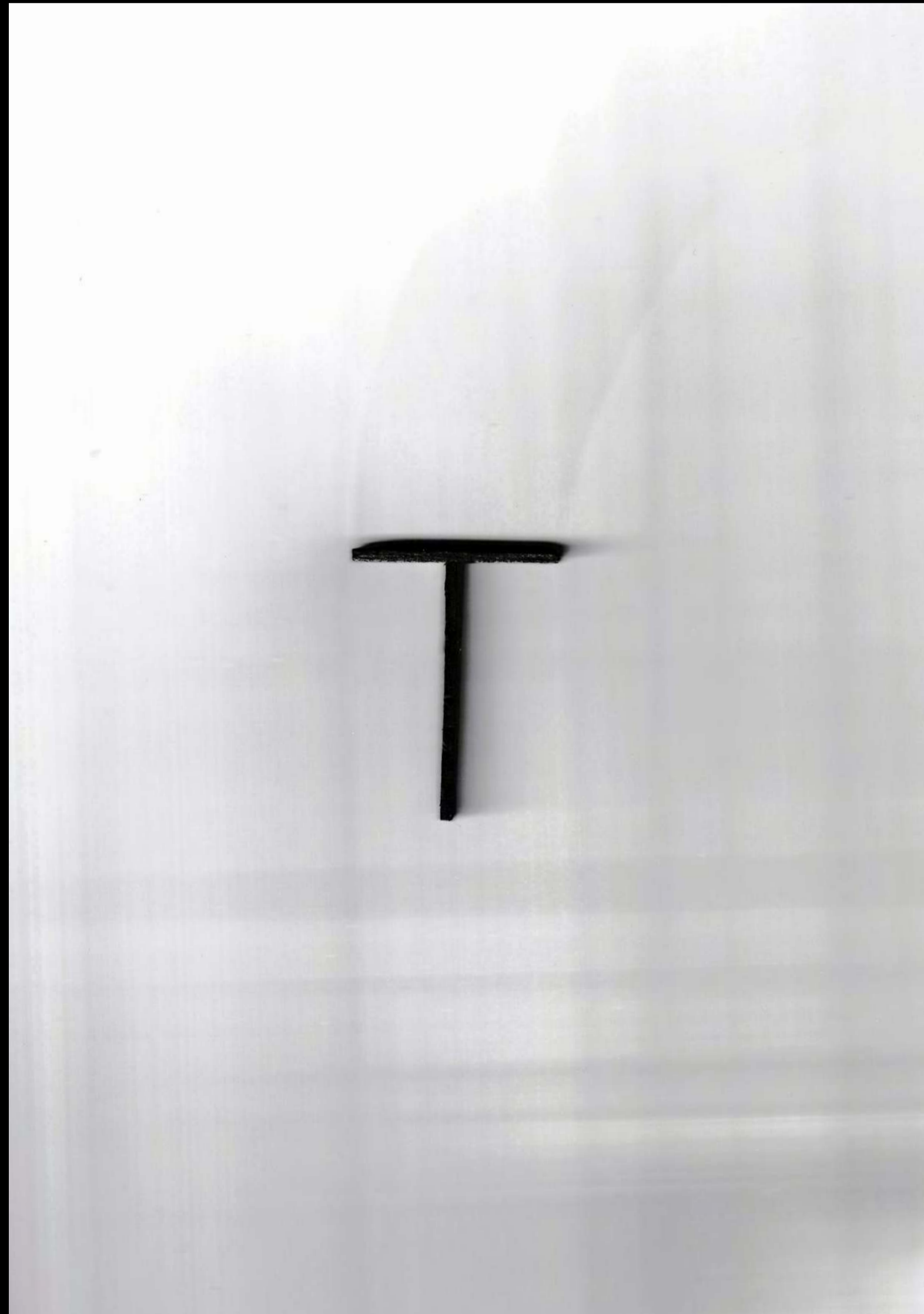


A black-painted wooden T

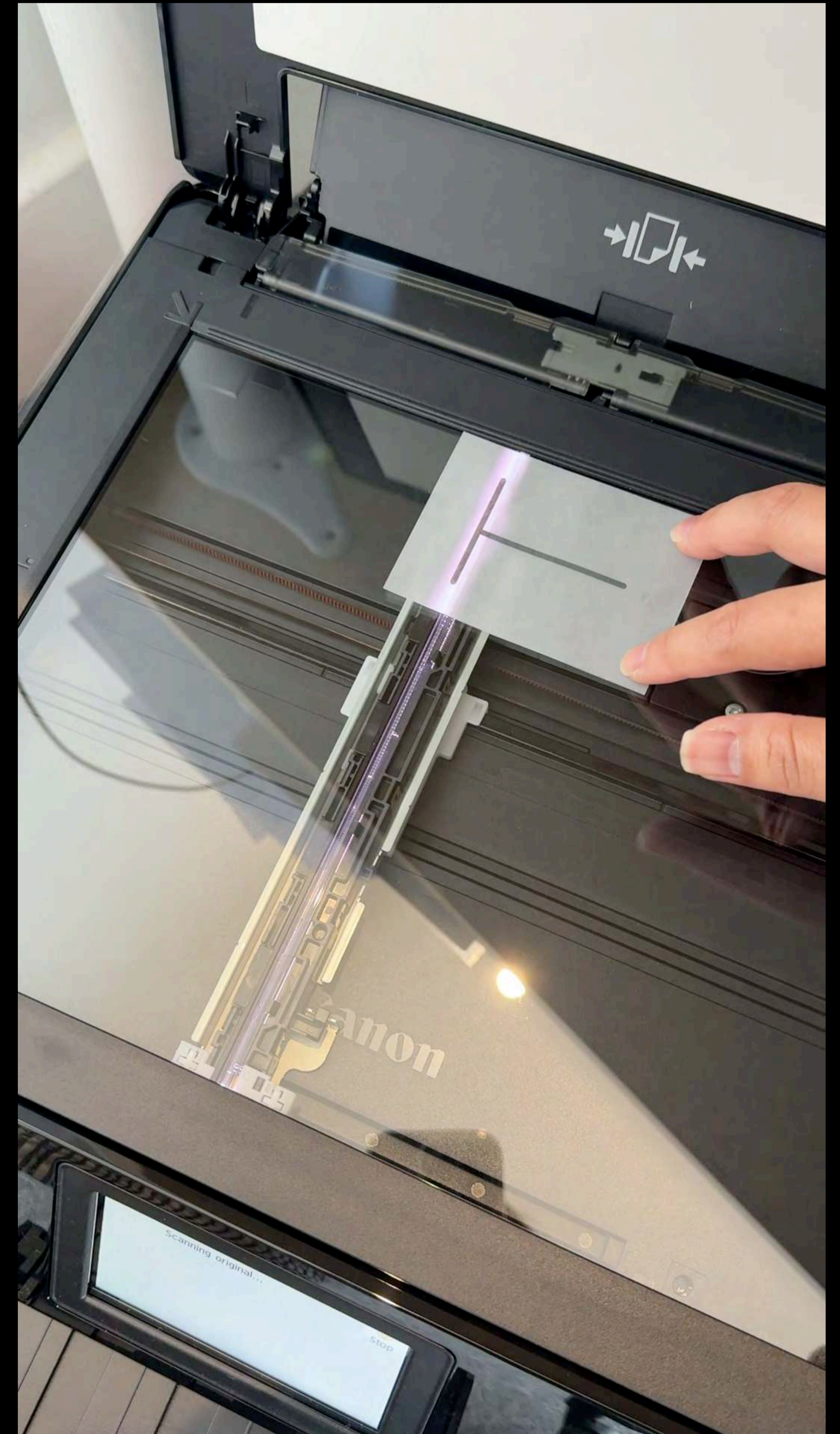
Scanned



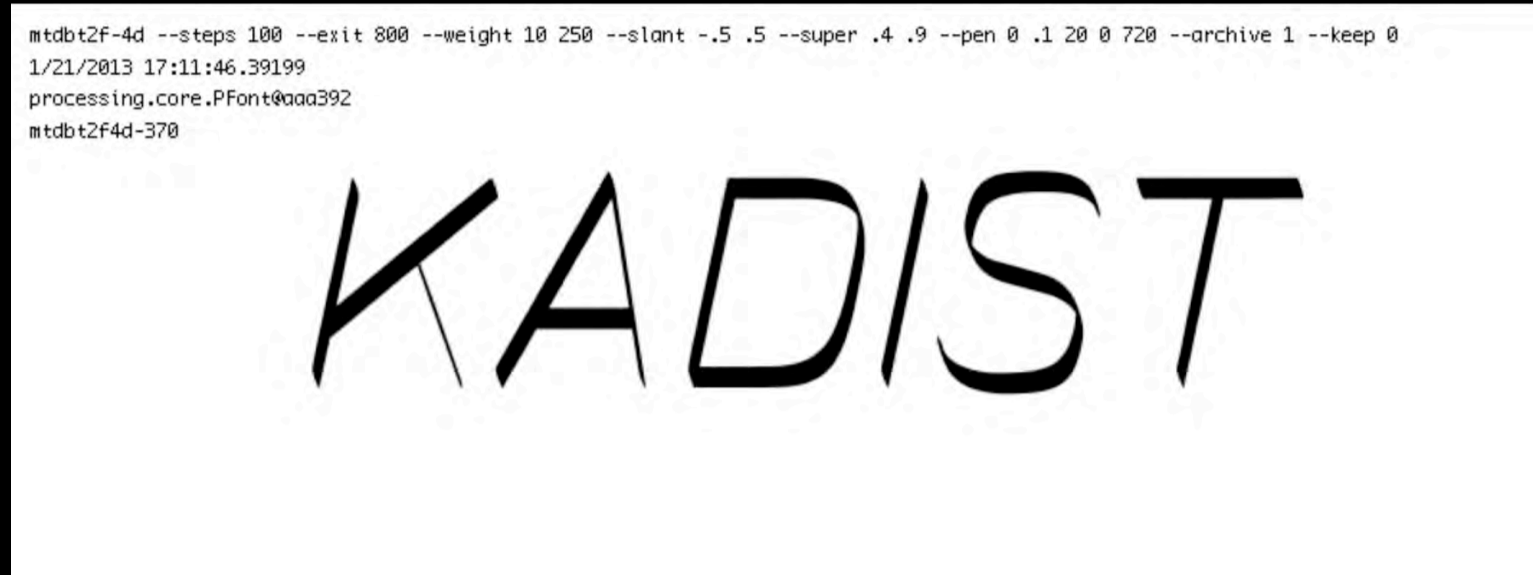
B6. Scanning a 3D Letter + Moving Flashlight



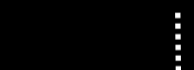
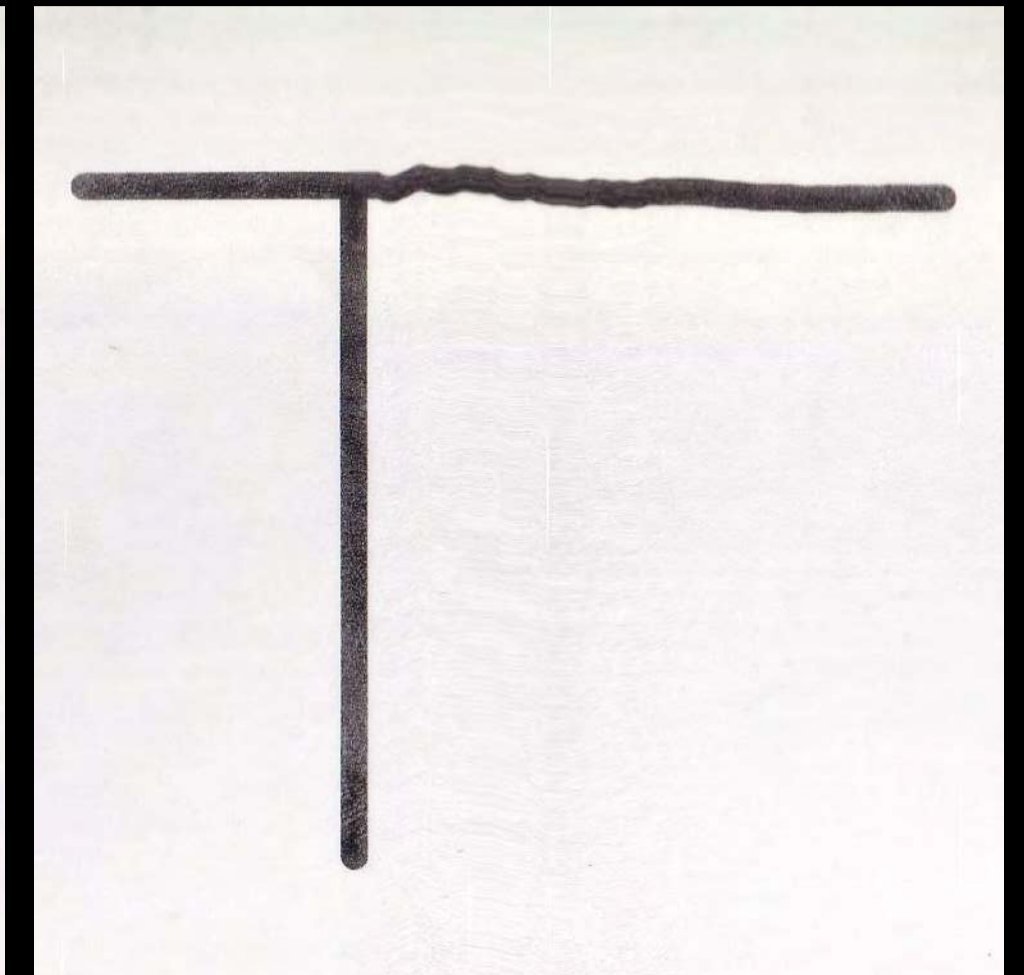
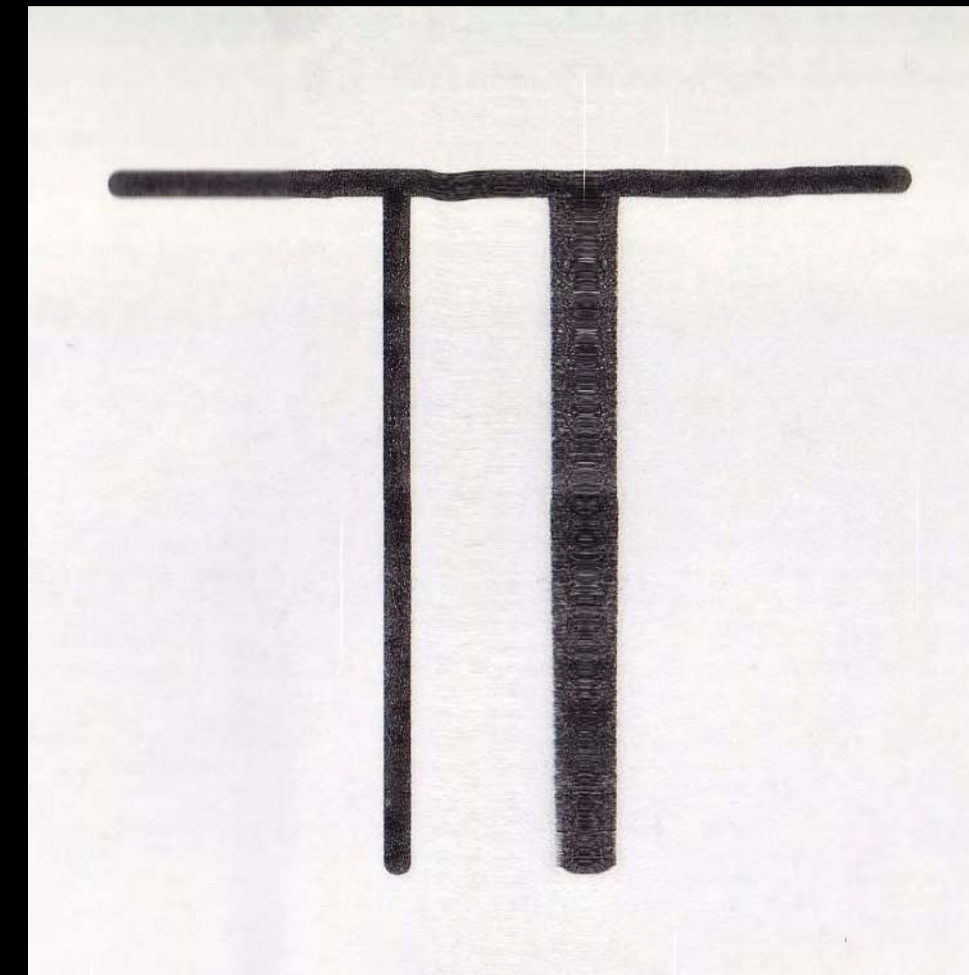
B7. Scanning a Moving 2D Letter



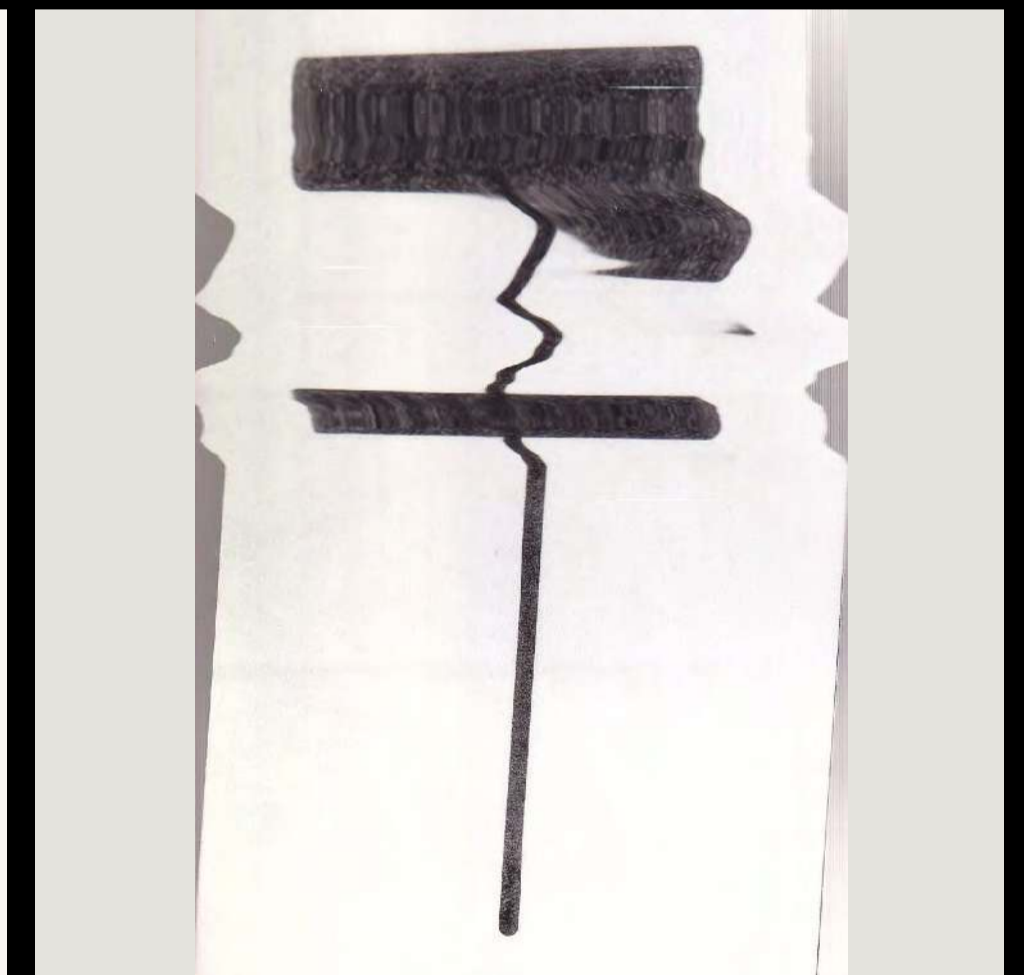
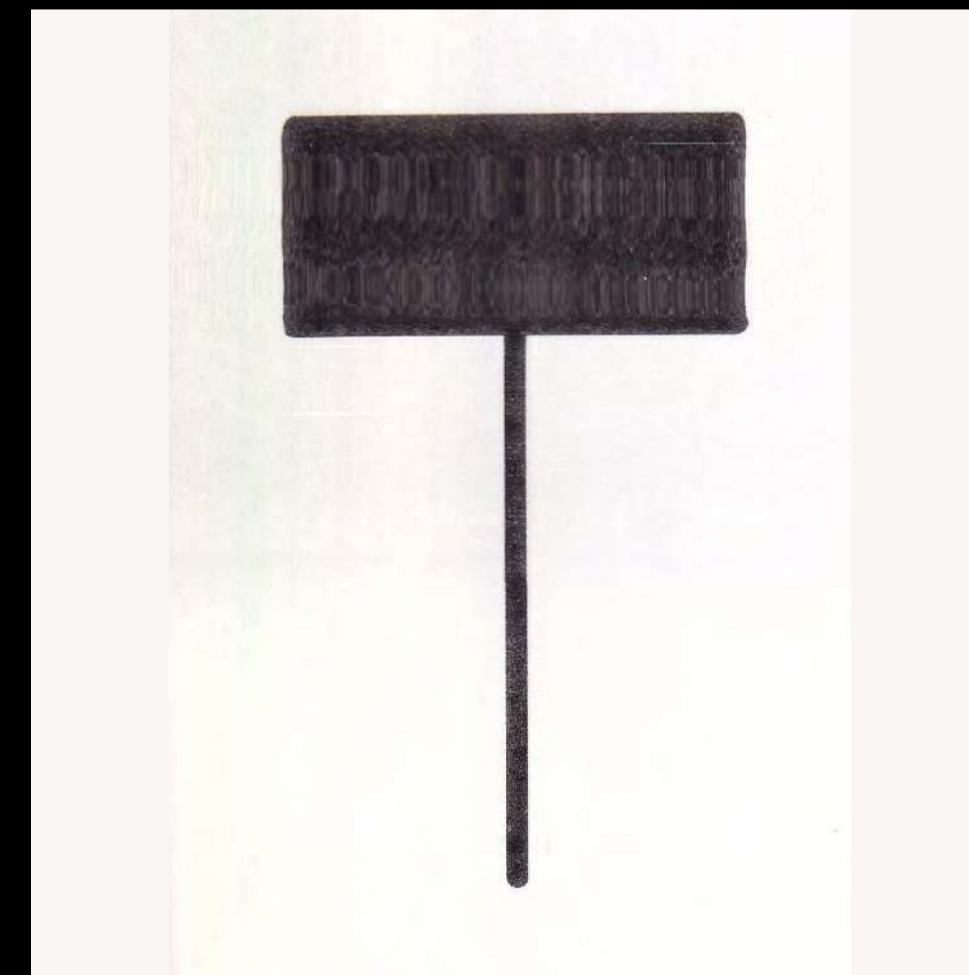
B7. Scanning a Moving 2D Letter: Short Duration



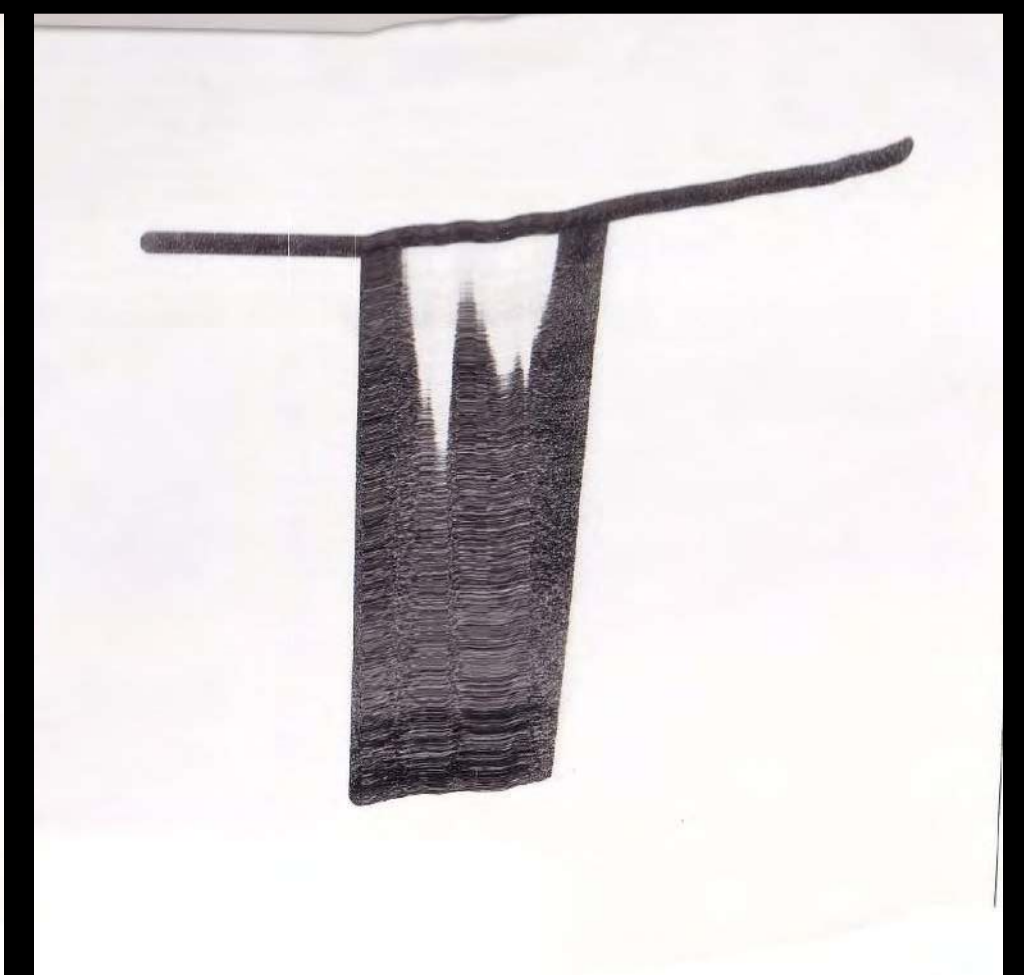
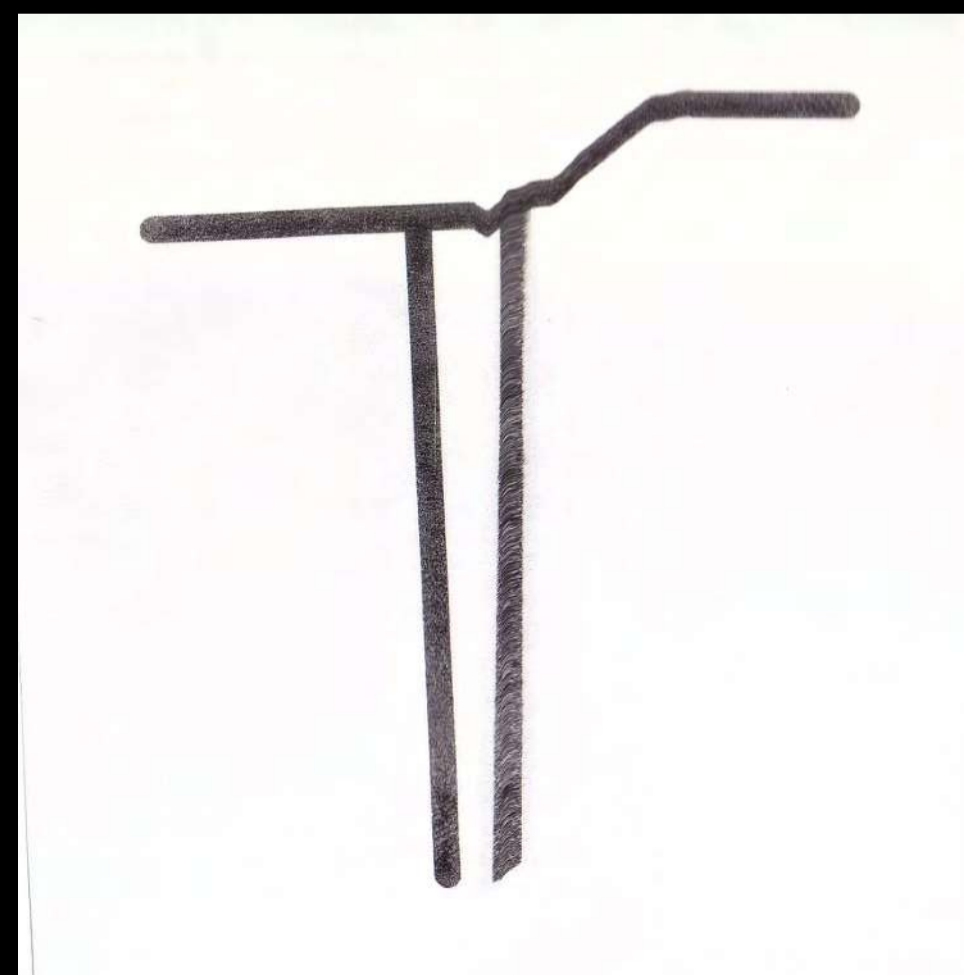
Horizontal



Vertical



Diagonal

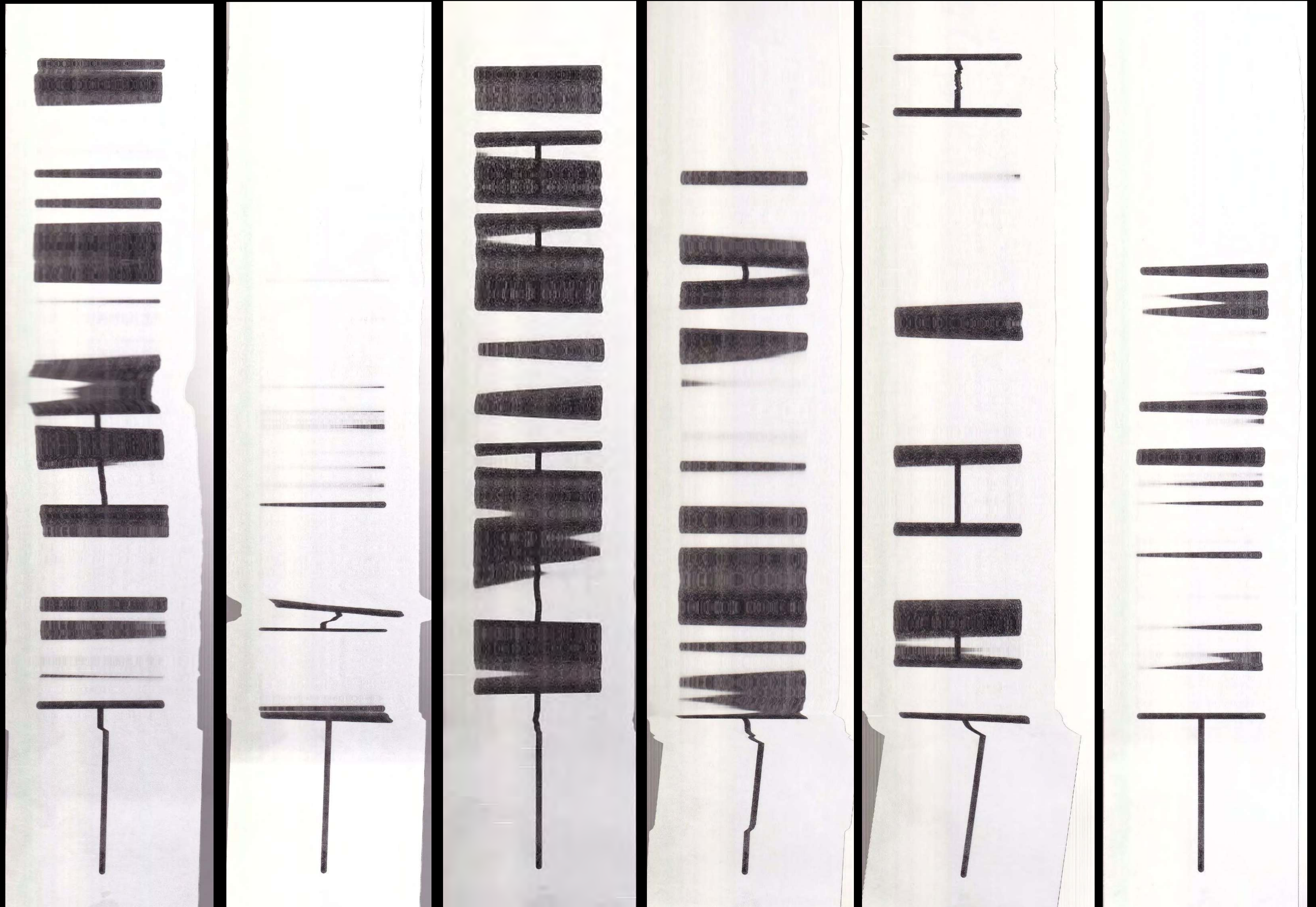


Material



B7. Scanning a Moving 2D Letter: Long Duration

Vertical

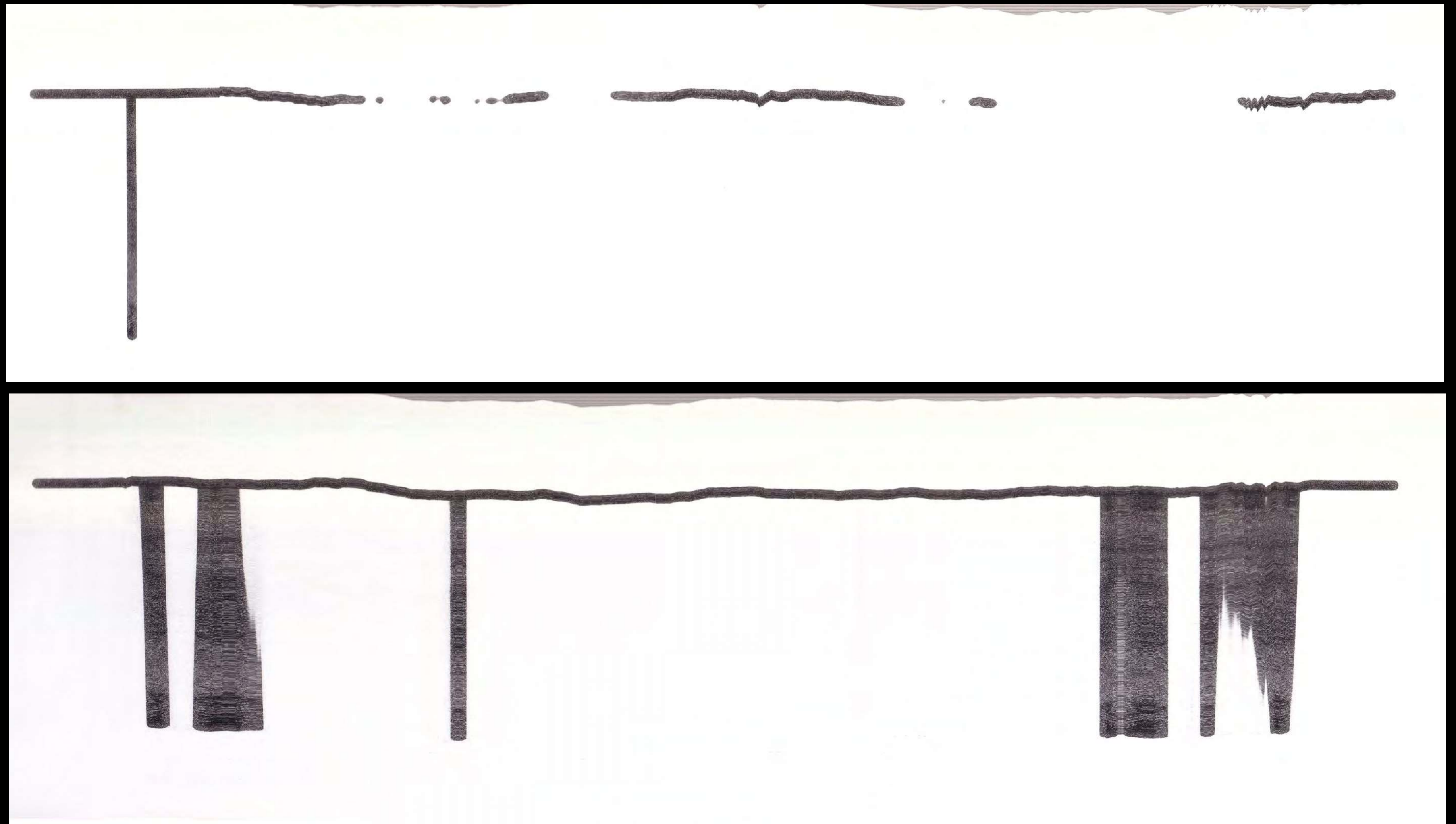


Material

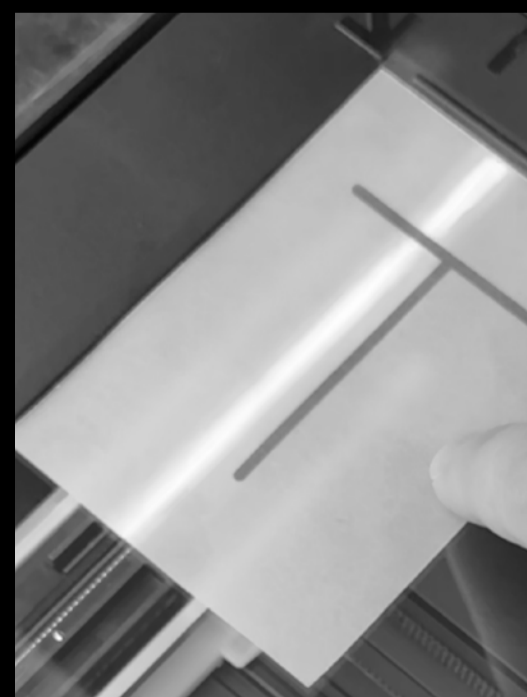


B7. Scanning a Moving 2D Letter: Long Duration

Horizontal

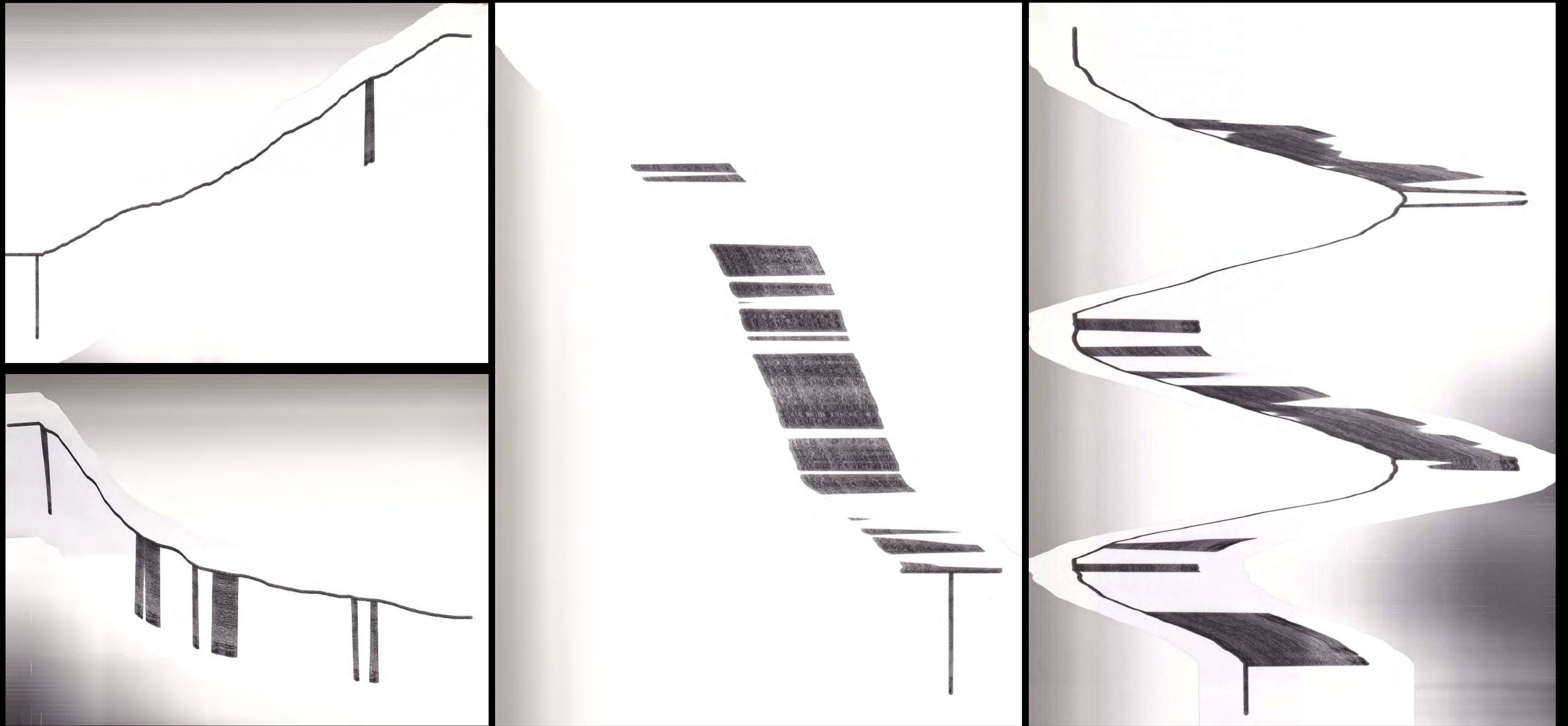


Material



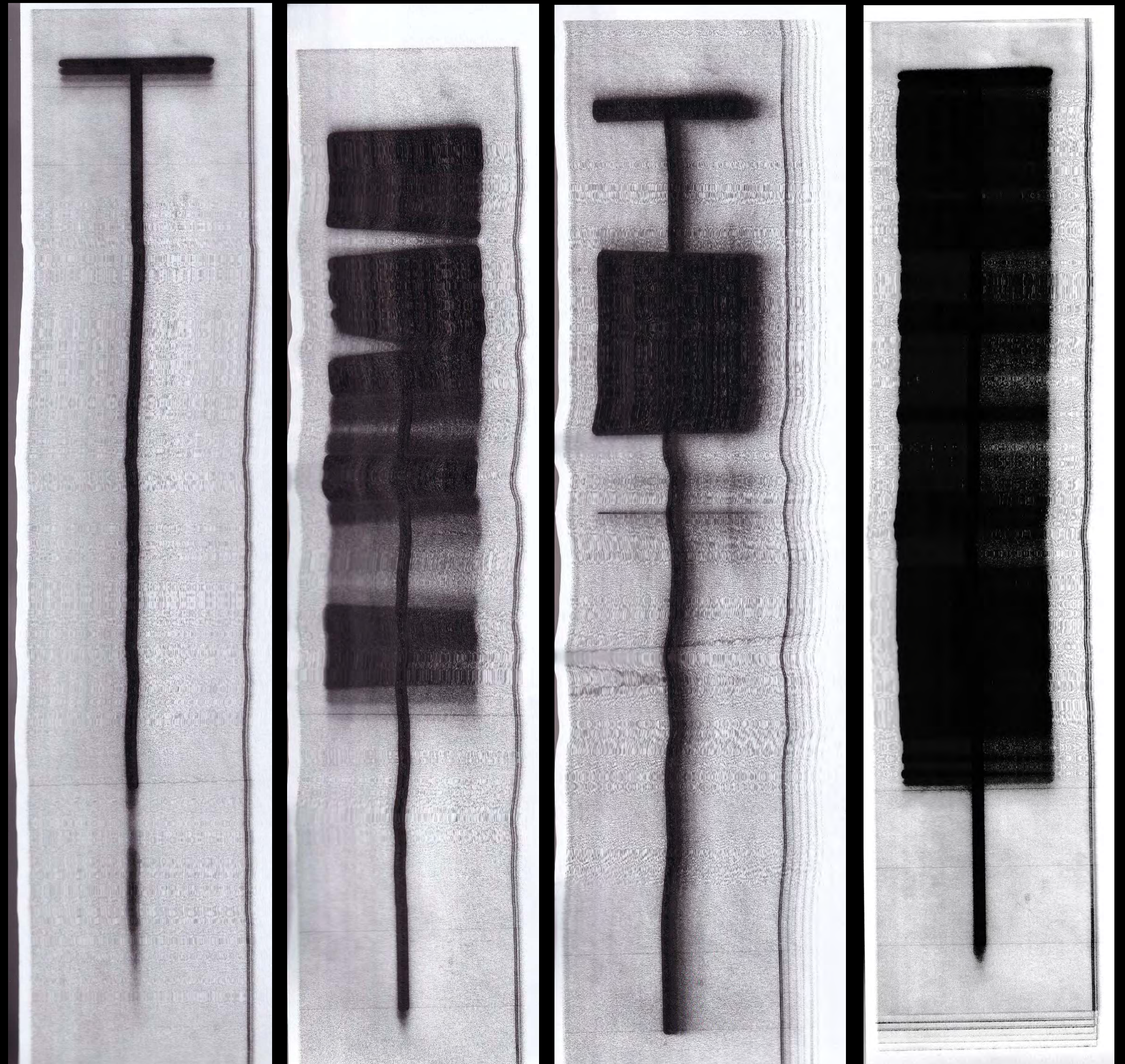
B7. Scanning a Moving 2D Letter: Long Duration

Diagonal 

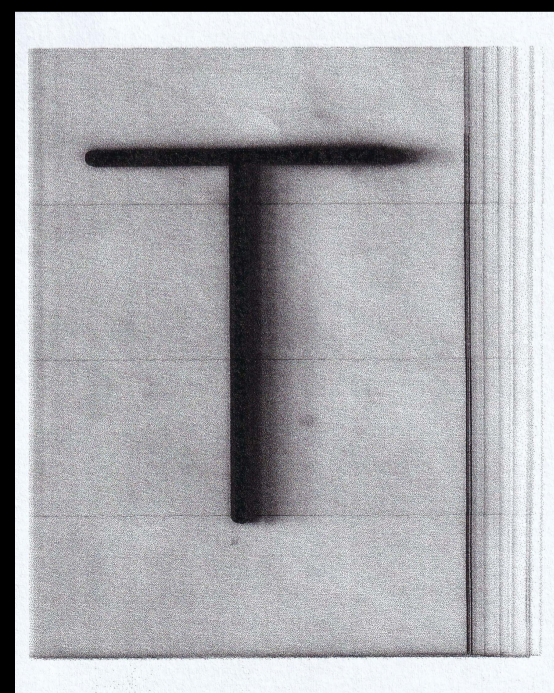


B7. Scanning a Moving 2D Letter: Long Duration

Vertical

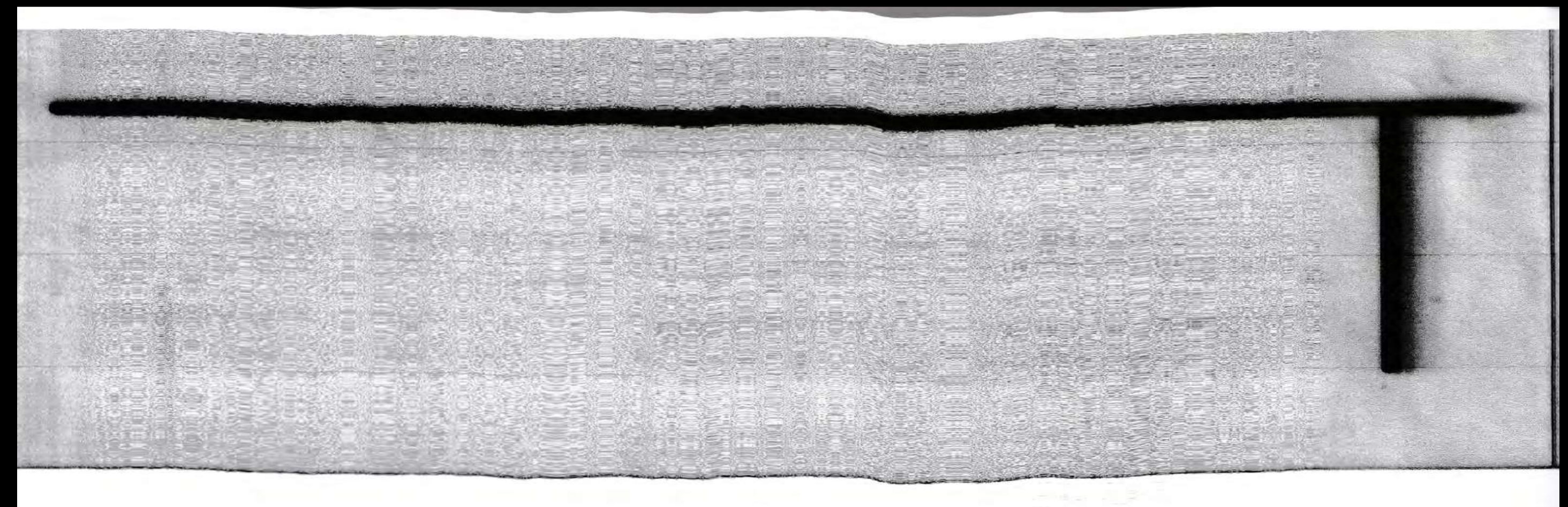
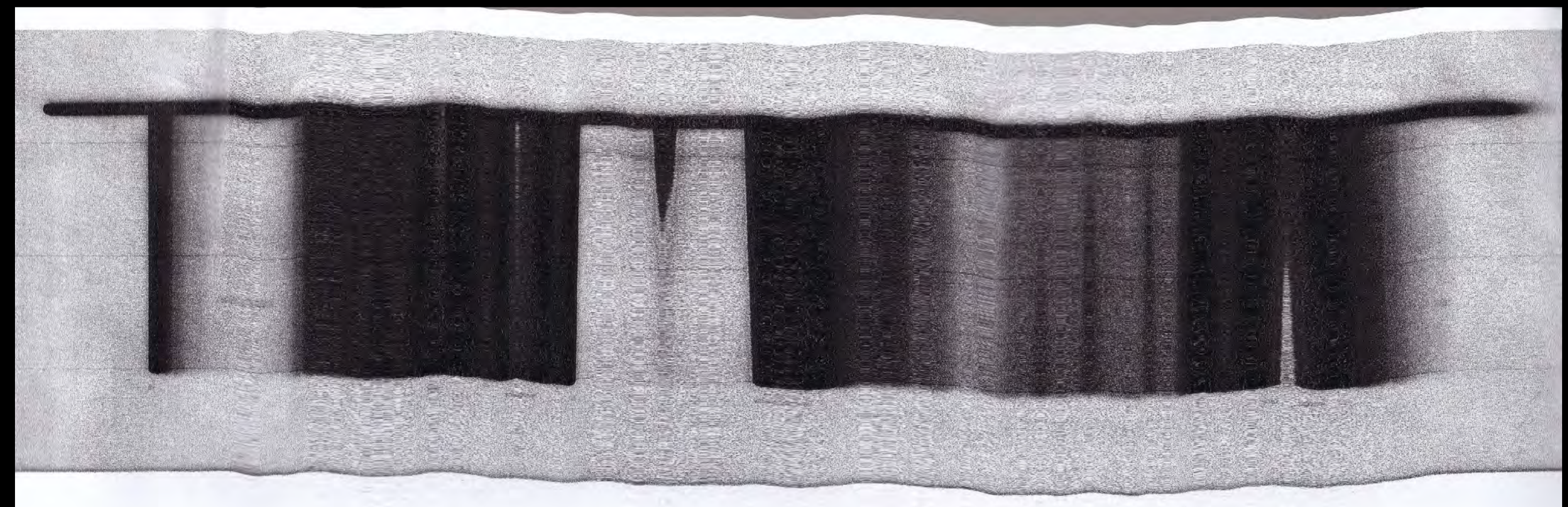
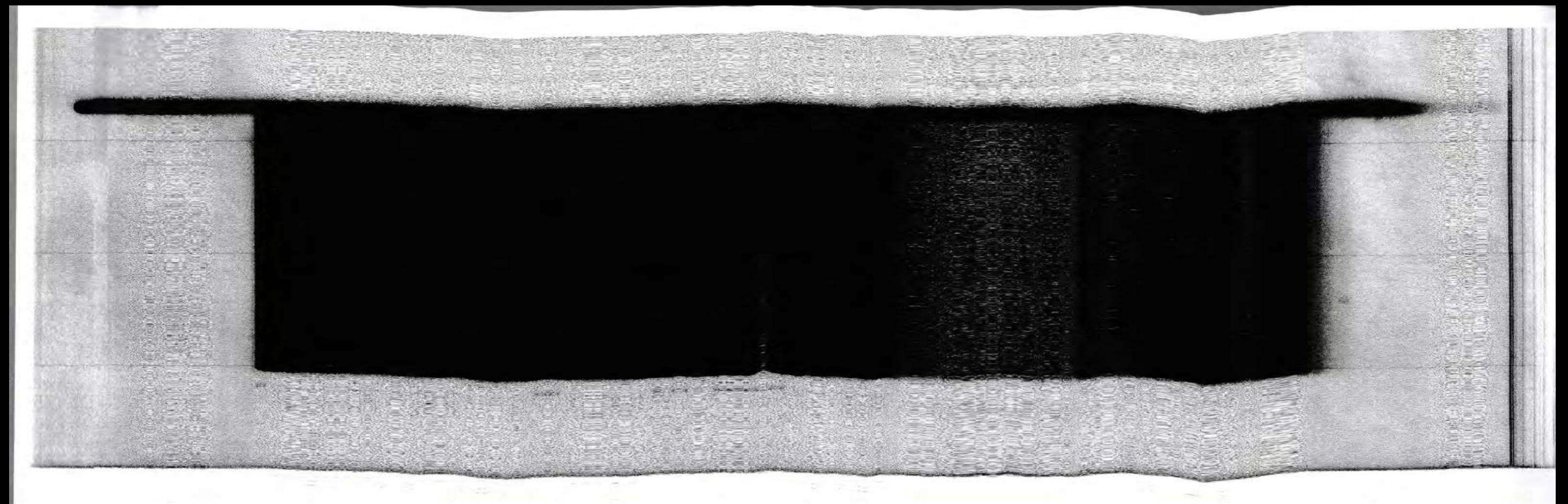


Material

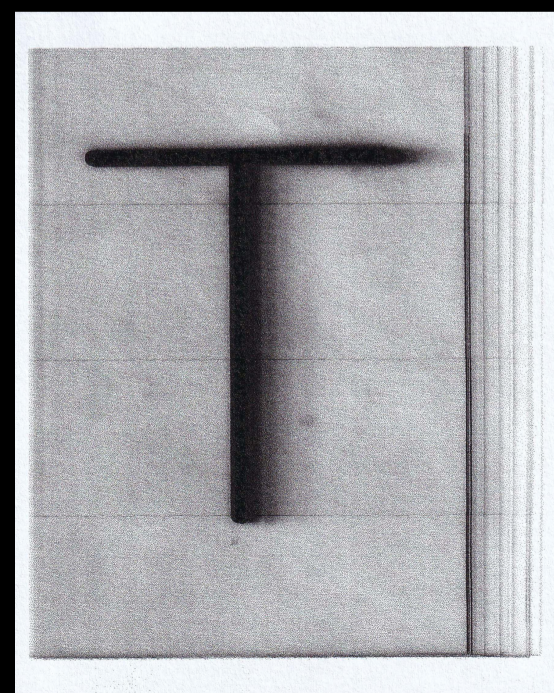


B7. Scanning a Moving 2D Letter: Long Duration

Horizontal



Material

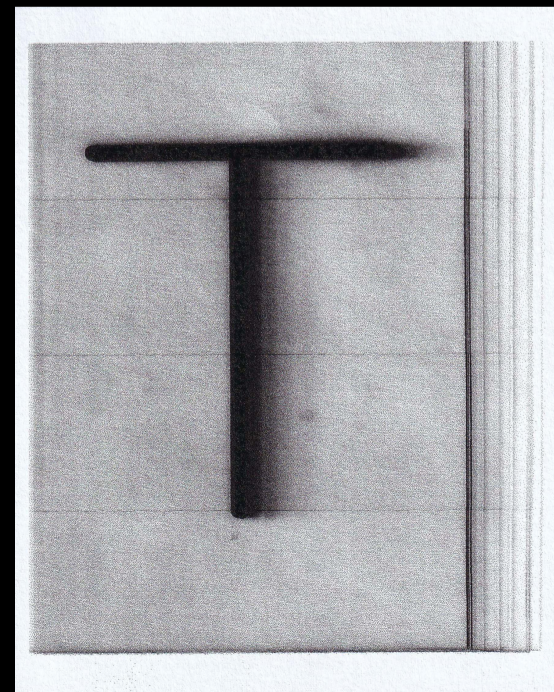


B7. Scanning a Moving 2D Letter: Long Duration

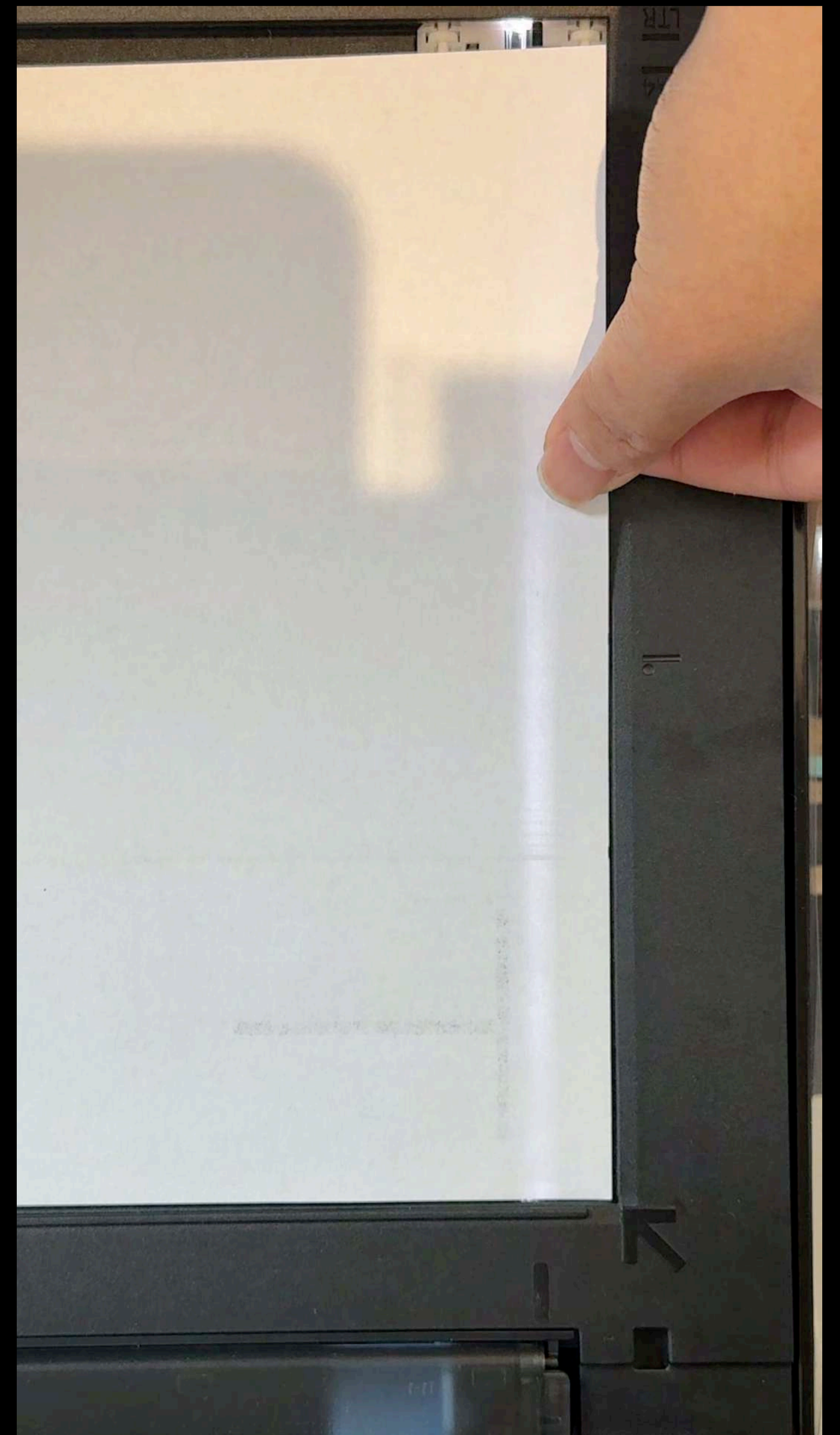
Diagonal 



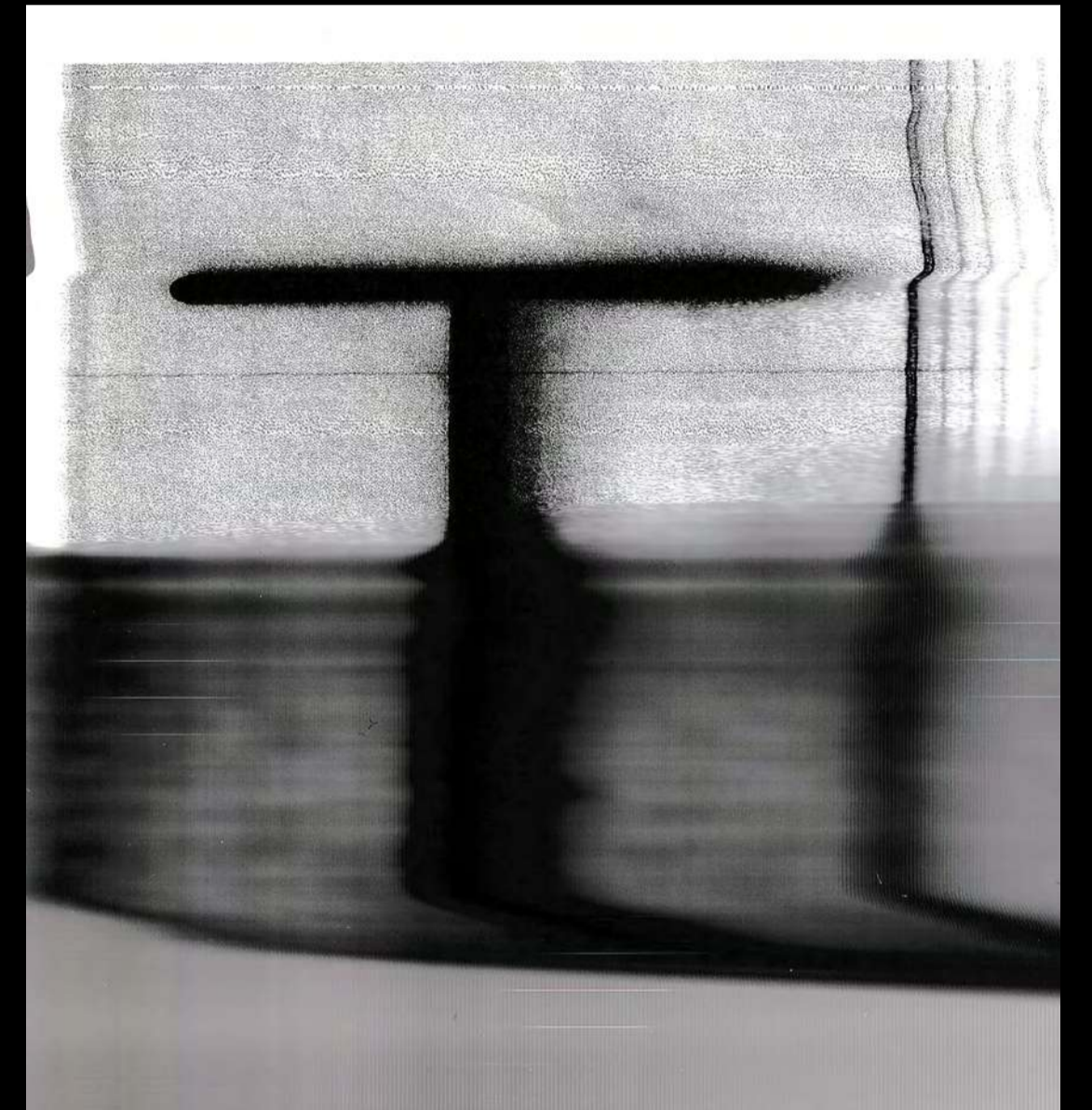
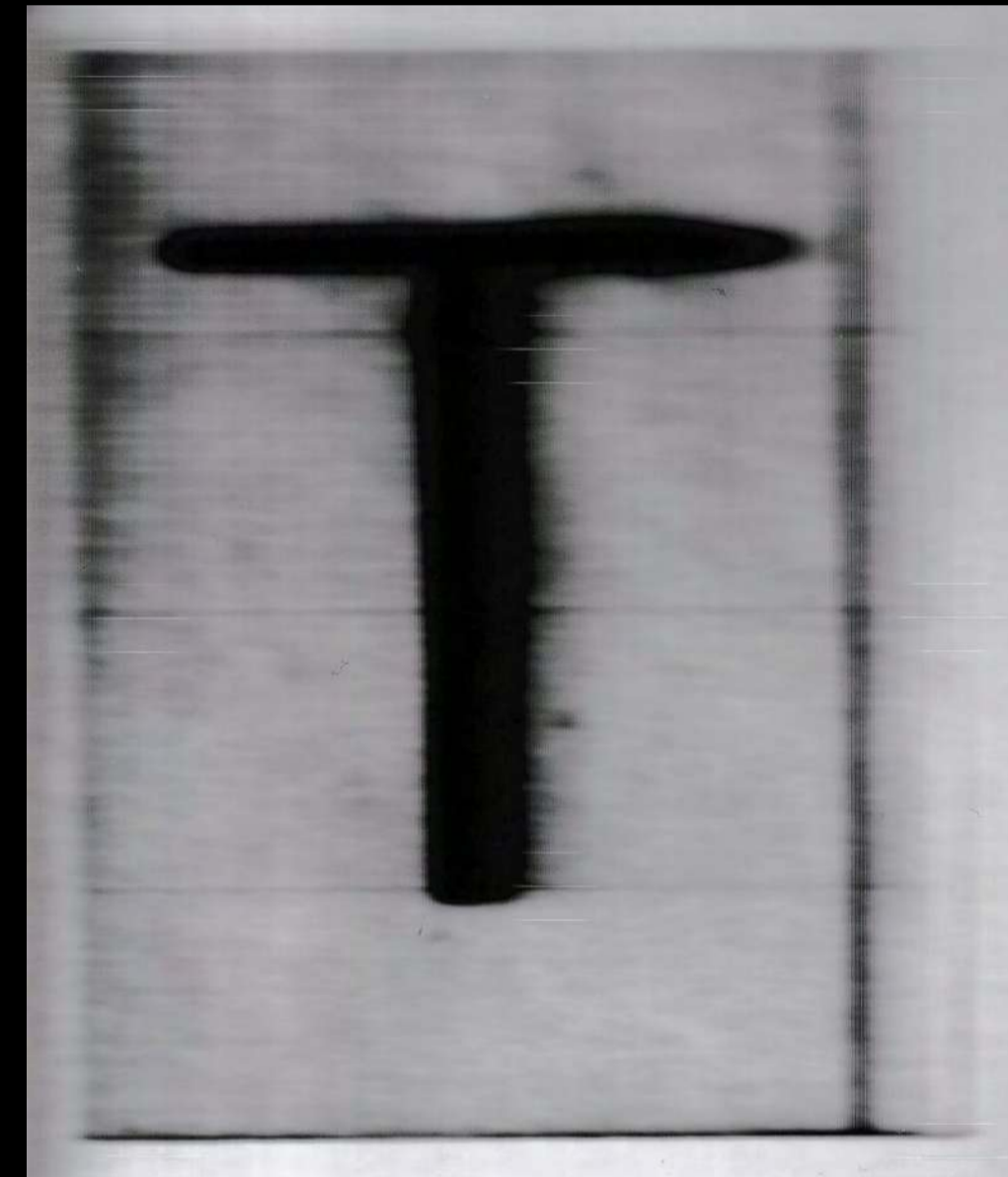
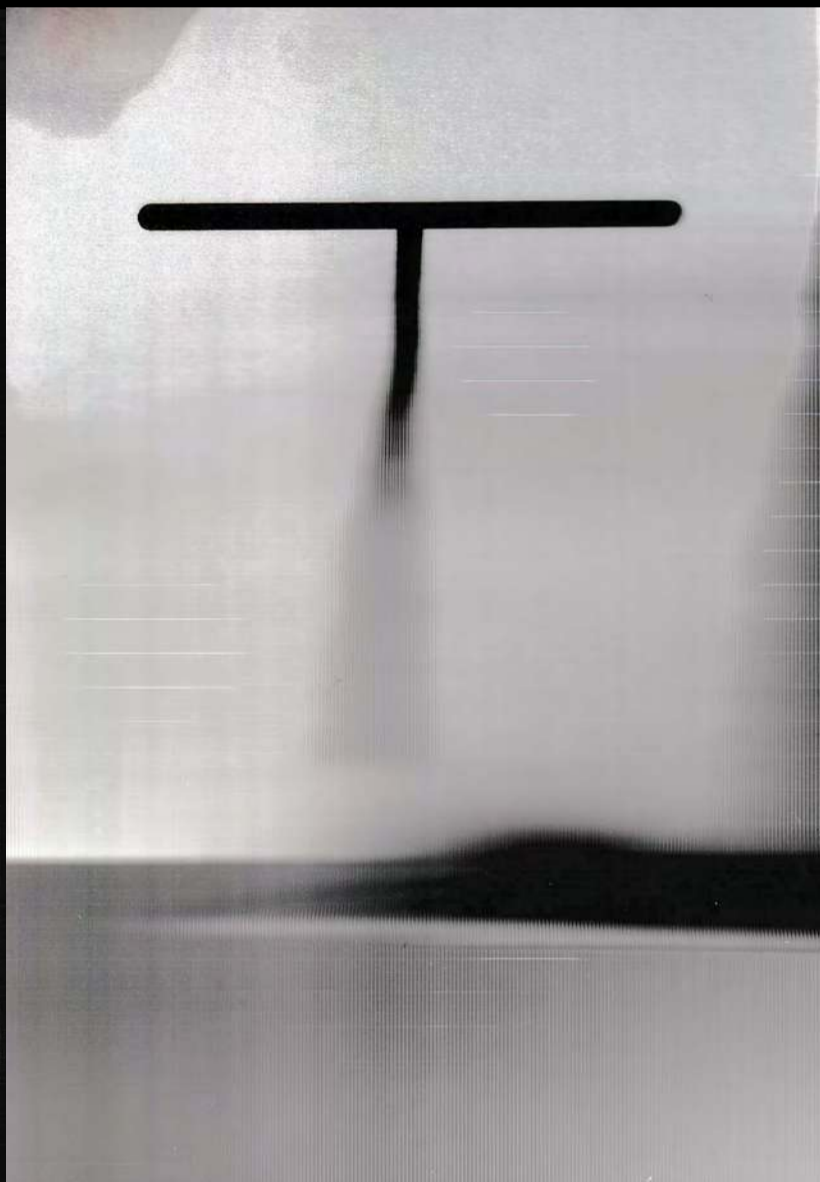
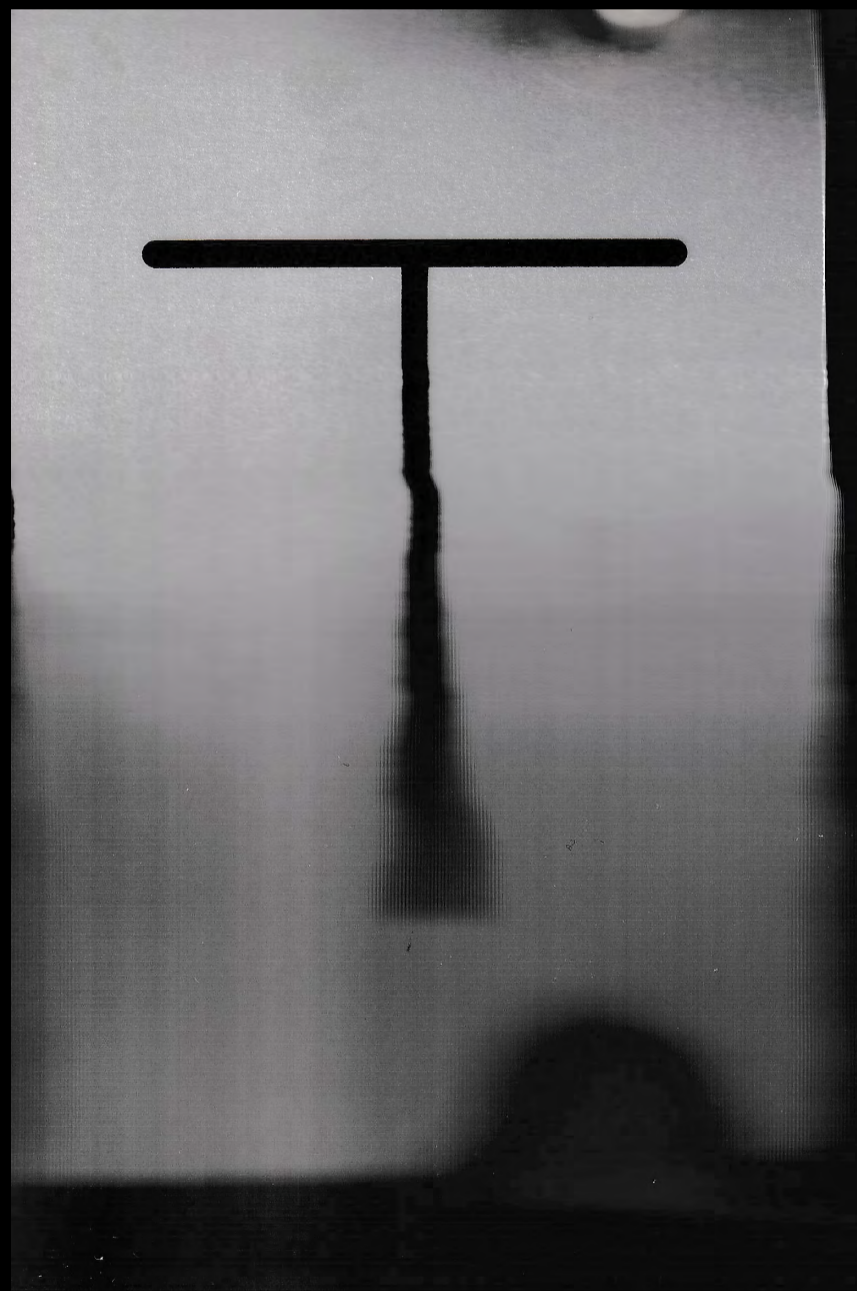
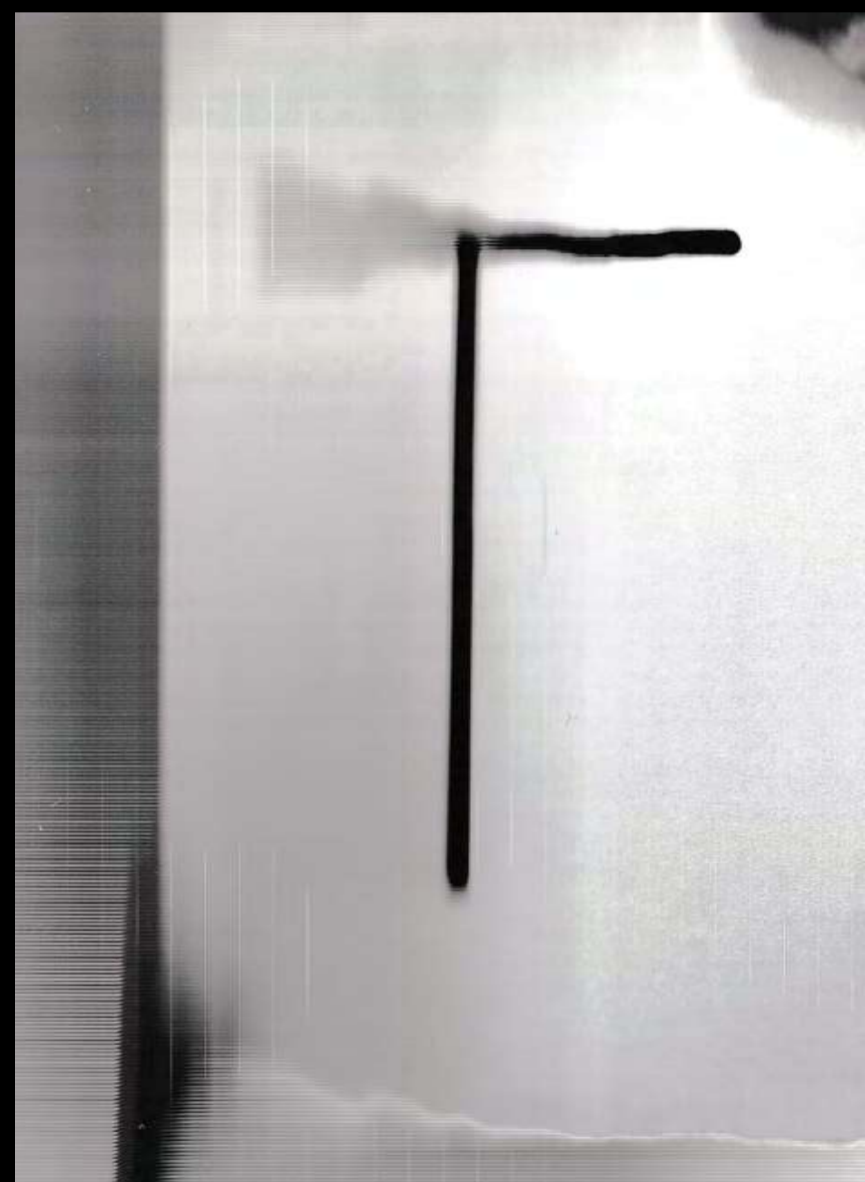
Material



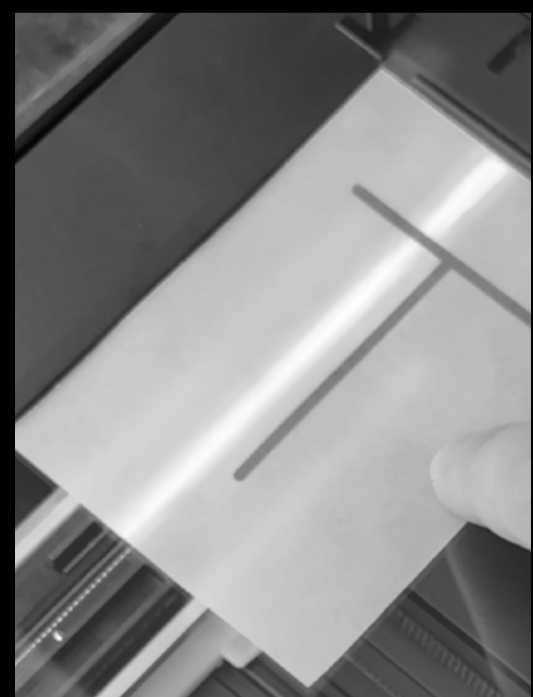
B8. Scanning a Lifting 2D Letter



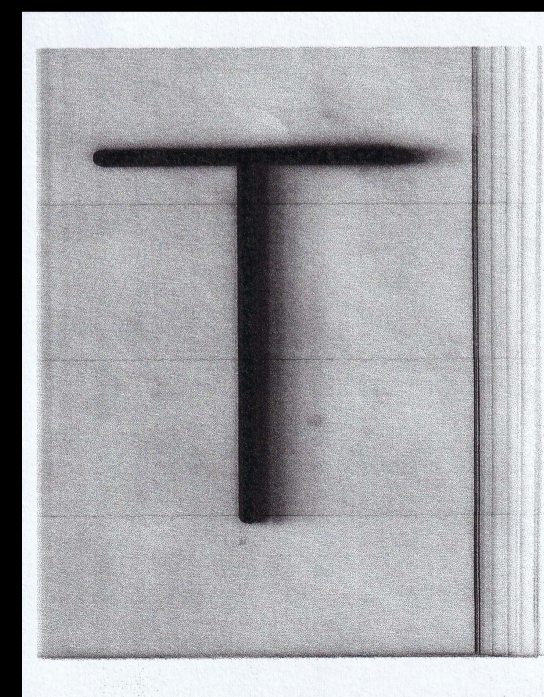
B8. Scanning a Lifting 2D Letter



Material



Material



Area of interest: Type and Time, Cross/Multidimensional 4D<>3D<>2D

