

#GAMSWEN

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#Introduction

Today's lecture was an introduction to this terms project where we have to create a magazine, newspaper, animation or film. It was also a taster of the many (well twelve) lectures we have coming up which will all be about different subjects given by various lectures. There are three things we have to do for each lecture.

The first is record the lecture. There are various ways to record data and information such as video recorders, audio recorders, taking notes on laptops or with a good old pen and paper. I have chosen to record the lectures using a camera; this way I get the visual and the audio which may help a great deal when it comes to the next steps.

The second is research. Research is a major part of any project and as much as I may dislike it, I know that it has to be done and it will help to improve ideas and methods. This will also be good practice for our dissertation next year.

Last of all is the 300word final outcome. The final outcome for each week will be a 300 word articles for each lecture displaying my own interpretations of what each lecture is about. After I have finished each week's article i will collaborate them into this magazine.

So with those three things in mind I recorded this week's lectures using a microphone. After only capturing the audio I decided it would be better to use a camera for the next lectures because I felt that there were some things that would have been better explained with the visual. As this was only an introduction there wasn't much research do be done apart from to have a look to see what the upcoming lectures will be about and do some research about them. And for the final 300 words well you've just read it.



"Don't follow the trends"

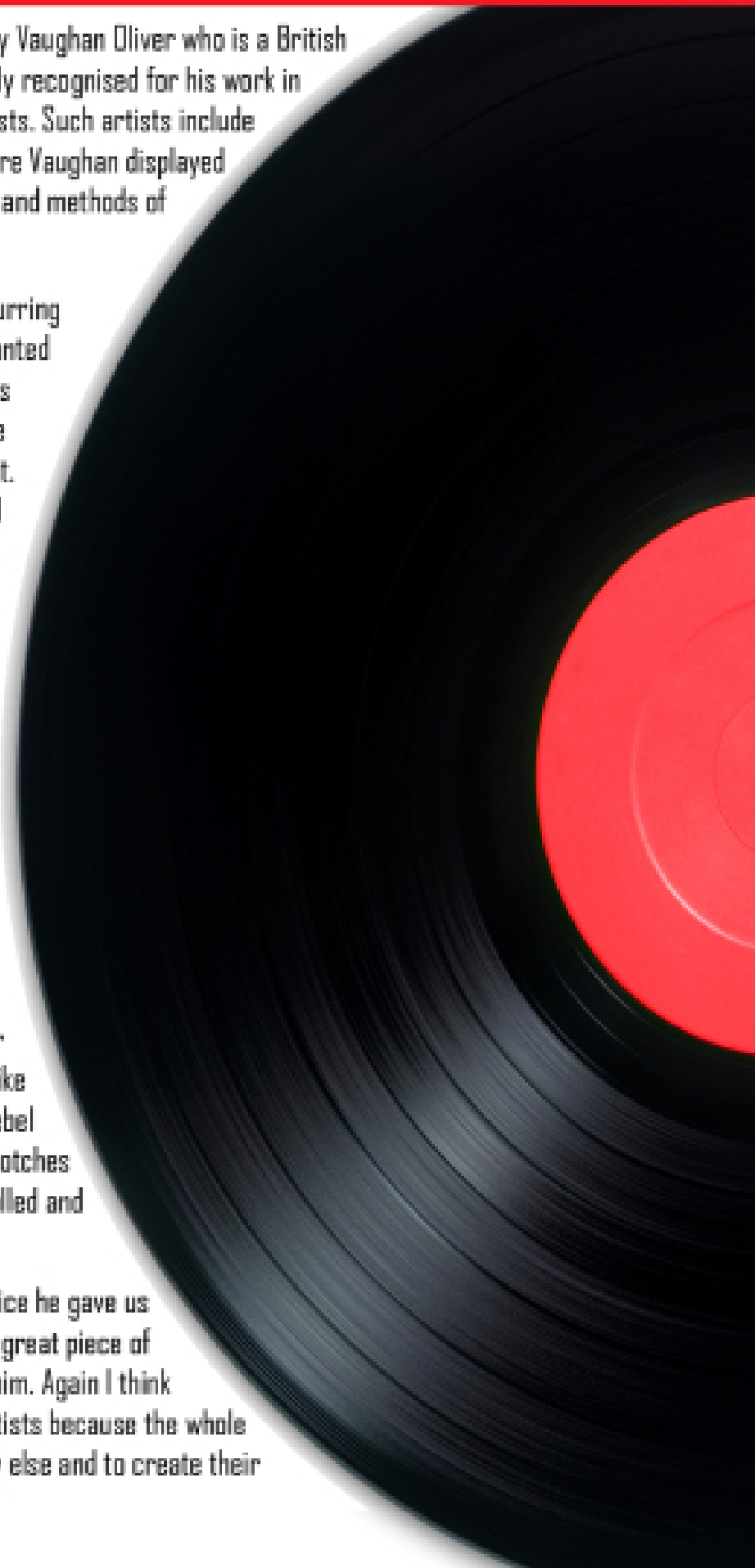
- Vaughan Oliver

#Record Sleeves

Today we had a very interesting lecture give by Vaughan Oliver who is a British graphic designer based in Epsom who is mainly recognised for his work in record sleeve designs for various famous artists. Such artists include The Pixies and Cocteau Twins. During the lecture Vaughan displayed a lot of his work and described the inspiration and methods of how he ended up creating these final pieces.

Throughout Vaughan's lecture there was a recurring point that he kept mentioning about what he wanted his work to achieve. Vaughan said he wanted his sleeves to allow the customer to know what the music would be like without having to listen to it. Vaughan tries to capture the feel and the mood of the music in visual form. He tried to make it so that the customer knows what they are buying with having to actually listen to the songs. I found this point very interesting in which he gives his art work the same feel as the music. The way in which he did this was through a collection of techniques from matching the colour to the mood, using different materials to better fit the feeling of the songs. For example with rebellious punk music he used a lot of ink blotches in his designs. The reasoning behind this is because when you use ink blotches you can never tell or control how they will turn out which is kind of like the whole idea of punk music. It was created rebel against the older generation. And like the ink blotches in its early days punk music was very uncontrolled and raw.

Another point he touched on was a piece of advice he gave us which was "don't follow the trends". This was a great piece of advice and you can tell it worked very well for him. Again I think this derives from his work with a lot of punk artists because the whole idea of punk music was to not be like everybody else and to create their own rebellious style.





*"Its called the angel with the
brazilian bush..."*

- Neil Spiller

mail 6977u2#

Today's lecture was given by Neil Spiller, the dean of the school of architecture at the University of Greenwich. During the lecture he took us through a tour of one of his projects that he has been working on for many years. The project is called "Communicating Vessels" which is a surrealist island in MR Spiller's mind. The title "Communicating Vessels" has already been used by Andre Breton who has been considered to be the pope of surrealism. Mr Spiller used that title as a tribute to Andre Breton.

Mr Spiller's Island is a mythical island situated in Kent that he has been creating for many years. This lecture was very interesting however it was also rather confusing. I think this was down to there being so much information mixed with my lack of knowledge about the surrealist movement. With that said it was still a very interesting lecture with some very interesting points.

One thing I did pick up on which I think a lot of people did and didn't understand why but in a lot of this work there are a lot of lines. I thought this was an interesting style choice which gave a very surrealist feel to all of his designs. I would like to speculate the idea that the reason behind this is due to his background being in architecture. Architects use lines to create their 2D visualisations of the building they have in mind. An architect deals with lines their whole career so to me it seems fitting that MR Spiller find using them the best way to express his ideas and his surrealist designs.

A man with glasses is speaking at a podium. On the podium, there are two water bottles and a small Apple logo. The background is dark.

"The idea of what architecture is, is just about the production of the buildings. That's one aspect of it"

- Nic Clear

#Architecture and Animation

Today's lecture was given by Nic Clear who has taught at the School of Architecture at the University College London. During this time he was also working in his own practice. After this he then became a full time academic concentrating on "using film and animation in the development and representation of architectural ideas and architectural practices."

One of his main points was how evolution of modern day technology needs to be used more in the architecture field which is why he is so interested in exploring the two mediums of film and animation. As a 3D design student I found this lecture very interesting to see a lecturer from a profession which until recently has done the majority of its work on paper in 2D, explain how advancements in 3D design allows architects the ability to create a lot quicker and easier.

He then spoke about the traditional architectural drawings and how even though they are conceived in 2D on paper they still imply space in and around the drawing. There are protocols in place for architectural drawings to imply space which takes a long time to learn. You need to learn these even if you are looking at them to learn how the space has been implied. However space is not 2D which is why the use of 3D animation allows a user to create plans without the knowledge of the protocols.

From a 3D designers point of view I found the difference between the two techniques very interesting. Even though designing a building in 3D is quicker and easier and allows the user to be a lot freer with their designs, the 2D drawings have tradition and skill. Even though 3D design renders the 2D space protocols obsolete doesn't automatically mean that it is the best technique. Using those protocols are a skilled way of portraying someone's visions of a new structure. Even though 3D design may over take the 2D traditional technique it will still take time for this to take effect.



"Our social networks become this kind of iceberg beneath us. When I look at each and every one of you I have no idea of which social networks your part of"

- Stacey Pitsillides

#Digital Death

Today's lecture was entitled "Digital Death" and was given by Stacey Pitsillides. Stacey's main area of interest is the research into what happens to your digital presences when you die in real life? This was a very interesting lecture which was unfortunately cut short due to timing issues. One of the points that Stacy made was that "When we die our online presence lives on". After listening to the lecture given this statement was stuck in my head. At first this statement intrigued me and made me think about that subject for some time.

However after a long time spent thinking and researching this there is a part of that sentence I disagree with. I disagree with the idea of our "digital life" living on. Stacey had some very good points about how when we die our online accounts and avatars are still there and can live on. However I don't believe that our online presence lives on and surpasses our own life expectancy. The reason why I don't is because if we look at our online presences like another body that we inhabit. When we die our life, what and who we are leave the body that it has inhabited for the past however many years. What it leaves behind is a cold corpse: an inanimate piece of meat which was once a person. Once the person dies that body can't be interacted with to receive the same response then before the death.

Just like how the body is left once the person is dead so is their online presence. All of their accounts, avatars and characters are still there in the virtual world. Even though they are still there the characters and accounts become lifeless like the body. If you talk to their body you wouldn't get an answer. If you sent that person a message through a website you still wouldn't get an answer. However you try to interact with that person's account you would never get the same response if they were alive; just like interacting with their body. This is why I think that a digital death happens at the same time.



"Having a technological appendage did not make you more machine like. It made the appendage more human"

- Rachel Armstrong

#Evolved not Made

Today's lecture was given by Rachel Armstrong. Rachel's main area of research revolves around how sustainable development of the built environment can make us ask questions about our own homes and cities. She uses synthetic biology and smart chemistry to design sustainable solutions for built and natural environments. Rachel is on the forefront of creating innovated platforms for industry to help deal with environmental challenges such as smart living materials and sustainable designs, carbon capture and recycling.

This lecture focused mainly on the biology and the science of the environmental world rather than the art and creative side of things like the previous number of lectures. I found this quite interesting because this has taught me that there are always many ways to look at a piece of work. If I am to get stuck on a project in the future this would be a technique I will try to implement.

Rachel mentioned how "Computers and technology are constrained to natural law and cannot enter the world of surrealism because it would be crushed. It cannot predict the unknown." I found this point very thought provoking which lead me on to think is this the statement which will never allow artificial intelligence to grow or have human feelings, thoughts and rationality. If you think about it the world is very surreal. anything can happen at any given time. How does a computer which thinks in algorithms process a "thought" about what could happen and might happen if it has never happened yet? Is this possible without any form of human input? Rachel also said that a computer "lacks the context and meaning" when doing something which is where the humanities become very important.



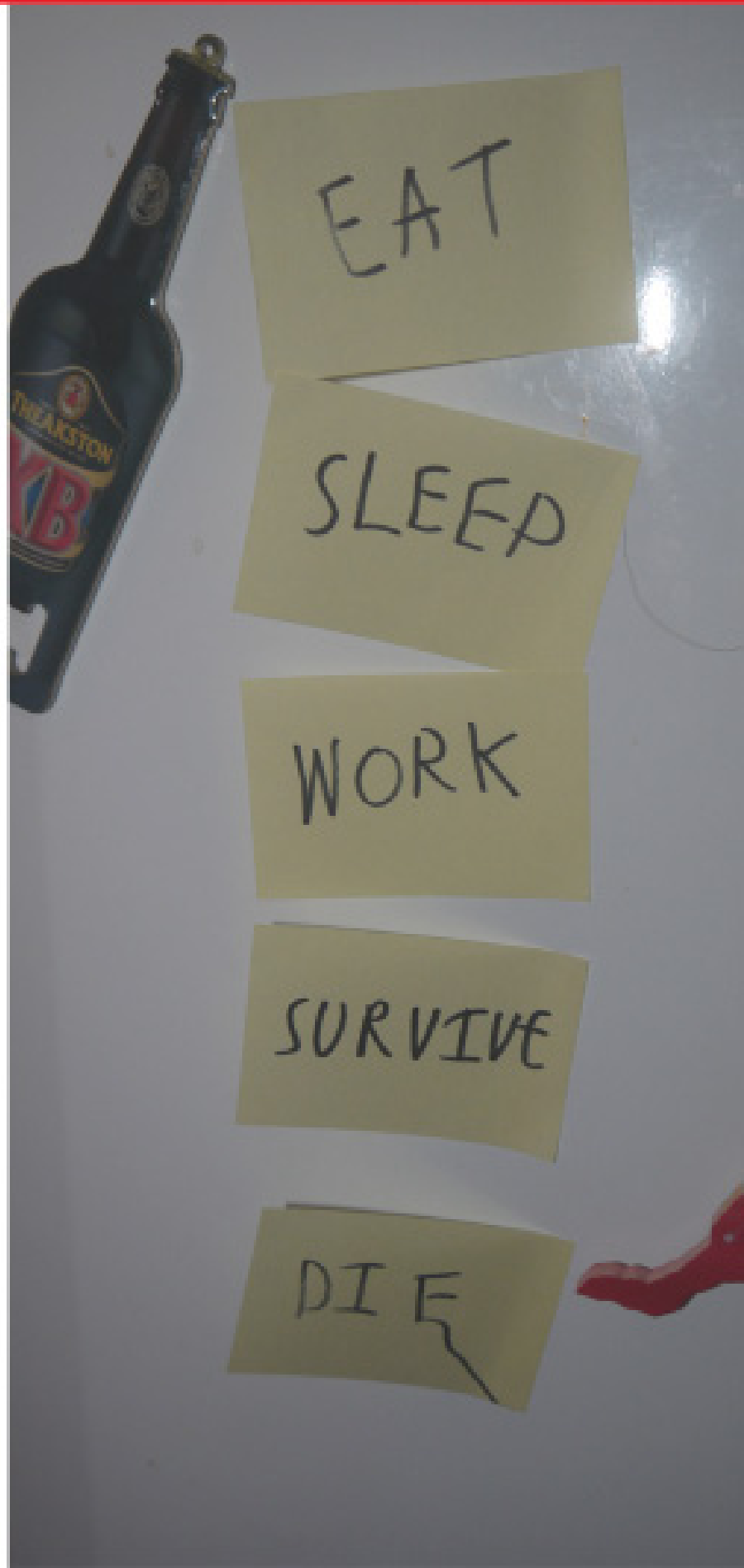
"Fortune favours the bold"

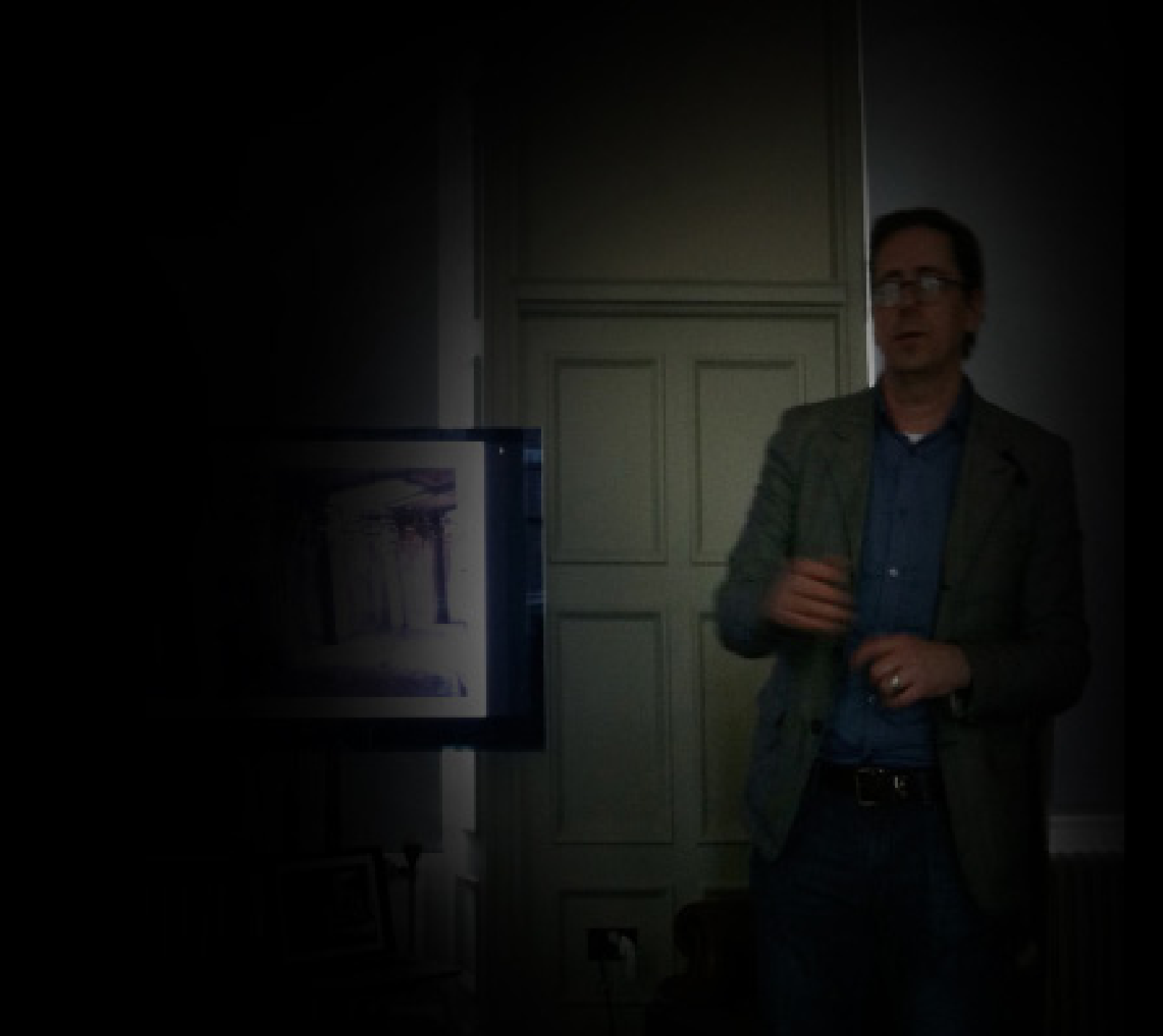
- Scott Gibbs

Favorite quote

#Manifestos

Today's lecture was given by our tutor Mark Ingham about manifestos. For this week's Blog update I decided to make a manifesto of my own. I was thinking about what to right and what I wanted to achieve and then I started to think about how many people's dreams and wishes really come true. It got me thinking that most people don't have big dreams they are just happy to be alive. This is when I got the idea to create the manifesto of the ordinary guy which you can see bellow.





*“What you never do... is start
and essay off with a definition”*

- Mark Ingham

#Robots

Today's lecture was given by our tutor Mark Ingham about Animation focusing on animated robots. Today's lecture was a much more interactive compared to the previous lectures with a lot more questions asked by Mark and with time given to us to think and discuss certain points in a group. Mark wanted us to learn about the history of animation and the way he did this was by focusing in on one small aspect of it which was animated robots. I must say I did prefer this lecture as it was much more engaging compared to having someone talk at us for an hour.



My Favourite animated robot from my childhood was Marvin from Hitchhikers Guide to the Galaxy.



*"I thought i would show you
my baggage"*

- Simon Ferron

#Drawing

Today we had a very interesting lecture given to us by Simon Herron who grew up with a dysfunctional family. His father was an artist who designed and drew "the walking city" in 1965. Today Simon started his lecture with some background information about his father's work and a magazine from the same time period called the Archigram. He touched on the point about how all of their work had to be drawn and copied using photography because there were no computers designed for art and design back then.

Simon then moved on to show us work done by his previous students which was very interesting. A lot of their work involved techniques that didn't involve a computer or modern day technology to produce. An example of this which fascinated me was the use of exposing a negative to a match in a dark room. These results of this technique cannot be exactly replicated without the use of modern technology which I found quite interesting because in the time before computers people would not be able to create duplicate pieces of work if these sorts of techniques were used.

Another student burned cigarettes under a piece of tracing paper which left a residue on the paper which left patterns. A point that Simon said was that "this student actually taught himself to smoke for this project" which I thought was an extraordinary example of the lengths some people go to to produce the finish they want. I consider this to be a great inspiration.

This lecture was really interesting and taught me quite a lot. The main idea that I have come away with from this lecture is that drawing involves a lot more than just putting pen to paper and moving your arm to see what you get. There are so many other techniques that can be used to create any drawing and this lecture has opened my eyes to just a few.



*"Word of advice. If your going
to be graphic designers get a
Mac"*

- Neil Spiller

WORKS

#2066912W

Today we were given a lecture by Neil Spiller who is the Dean of school of architecture at the University of Greenwich. This lecture was about surrealism again however instead of being about his own work MR Spiller gave a lecture entitled "Ornamental Savagery" which is about previous and famous surrealist artists. At the start there were a few technical hitches where MR Spiller expressed his dislikes for PC's and said "if you want to be a graphic designer do yourself a favour and get a mac". Apart from this it was a very interesting lecture.

Surreal means on top of the real, the first part of the word being French. The part of the lecture that really stuck in my mind was how Salvador Dali used a lot of bread baguettes in a lot of his work. According to Dali "the bread had absolutely no function or utilitarian meaning, but was rather a symbol of torquidity and excess of free imagination." Personally I do not understand the reasoning behind the use of the baguettes and I do not know how or why a baguette represents imagination. However I suppose that there is no logical link between a baguette and imagination; it is a surreal link and doesn't need to make sense.

One of Dali's techniques which fascinate me is his "paranoid critical method". This is where an artist would enter a controlled elusive imitation of mental disease. He said that if it was masterfully skilled by the painter it would allow him the ability to see the double significance of things. As naive and dangerous as it is it is still a wonderful technique and very fitting to surrealism. By allowing yourself to simulate mental disease you are above the real and rational thinking which is where surrealism populates.

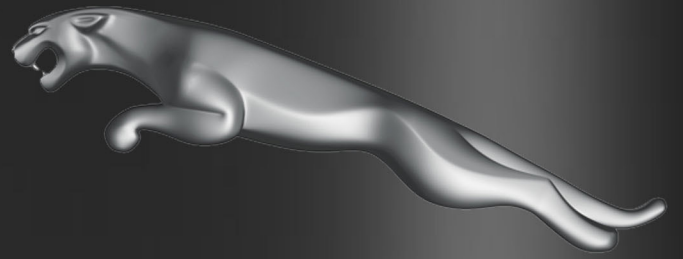
The end... or a new beginning

So the lectures have come to an end and therefore so has this magazine, a sad moment I know. As we look back over the previous twelve weeks it becomes clear that we have been quite lucky to have experience these weekly lectures give by some very highly talented people. They had brought with them collections of some truly amazing pieces of art work and their own unique thoughts and talking points.

Each lecture had been a thought provoking hour and a half which has opened my eyes up to some areas of interest that never crossed my mind before today. Each and every one proving that art and design extents deep into the unknown and isn't constrained to a piece of pen and paper.

Our last lecture giving by Mark Ingham was about endings and how nothing was truly an end but a new beginning. A valid point because even though these lectures are over I will be starting new work and new project in due time to which I will be applying the knowledge that I have gained from these lectures to. So is it maybe an end the gathering this knowledge but it's the start of applying it. To which is a valuable skill for anyone to have. Therefore I wish you the very best of luck in trying to achieve it because I know I'm going to try my hardest to do so too.

So as we are not finishing this magazine with an ending or a conclusion, make sure you check us out again next month for the next instalment of this monthly magazine and until then apply what you have learnt and stay safe.



The All New
Jaguar XJ



#References

These references were taken from the lectures given by each individual during the twelve week lectures. The reason i have chosen these quotes is because they were the most memorable quote from the lectures.

"Don't follow the trends" - Vaughan Oliver.

"It's called the angel with the brazilian bush... - Neil Spiller

"The idea of what architecture is, is just about the production of the buildings. That's one aspect of it" - Nic Clear

"Our social networks become this kind of iceberg beneath us. When I look at each and every one of you I have no idea of which social networks your part of" - Stacey Pitsillides

"Having a technological appendage did not make you more machine like. It made the appendage more human" - Rachel Armstrong

"What you never do...is start an essay with a definition" - Mark Ingham

"I thought I would show you my baggage" - Simon Herron

"Word of advice if your going to be a graphic designer get a Mac" = Neil Spiller

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