

Sunjoy has programmed Mian's design for the Exquisite Corpse App so that it is functioning on the iPad.

Posted 4 days ago



Students and staff from the School of Art and Design at the University of Salford; Megan Jones Level 6 BA Hons Graphic Design, Sunjoy Prabakaran MA Creative Technology, Professor Paul Sermon and Charlotte Gould, programme leader Graphic Design, have been invited by Shanghai University to join the Experimental Application Workshop.

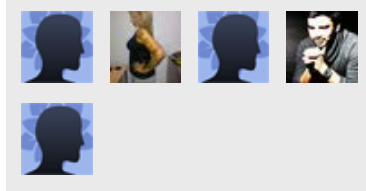
<http://www.allan.com/2012workshop/>

Here they will be working in a team with students from Shanghai University including Cai Jianjun PhD, Chang Hao, Han Rong, Song Panpan, all MA Graphic Design and Hong Jing, Qin Mian, BA Graphic Design to develop an App for a mobile device. Universities involved include Shanghai University, MIT Media Lab, RMIT Australia and University of Salford.

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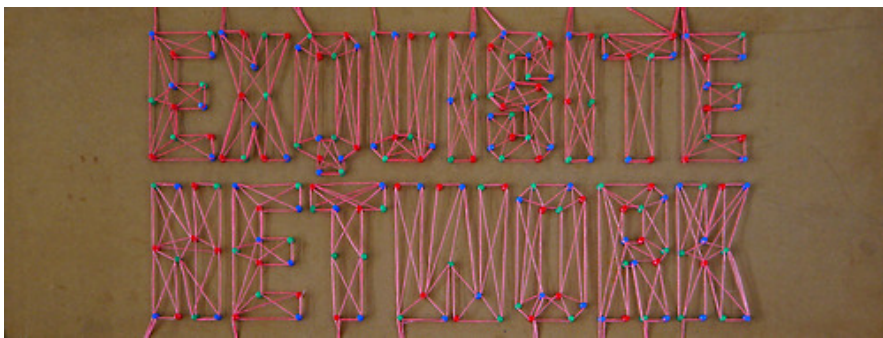
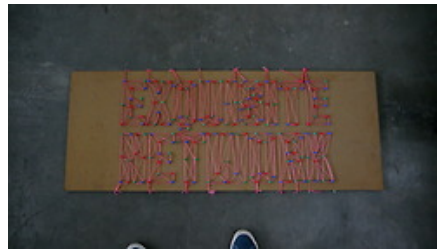
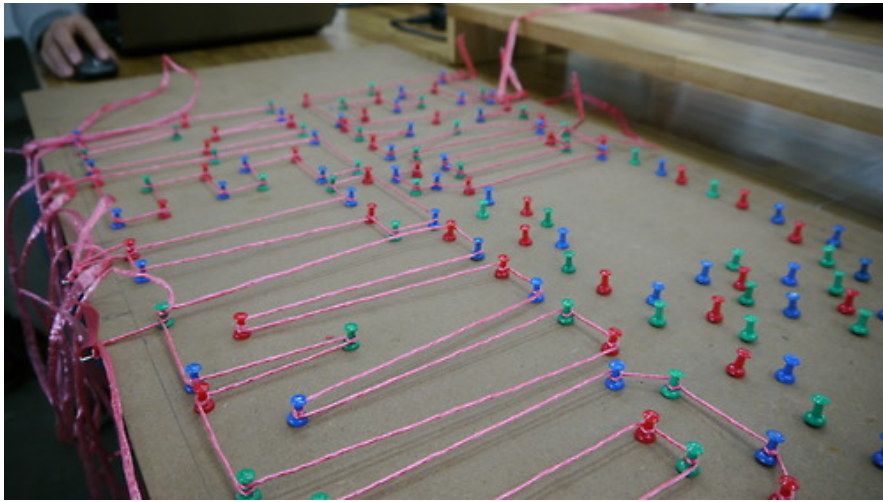
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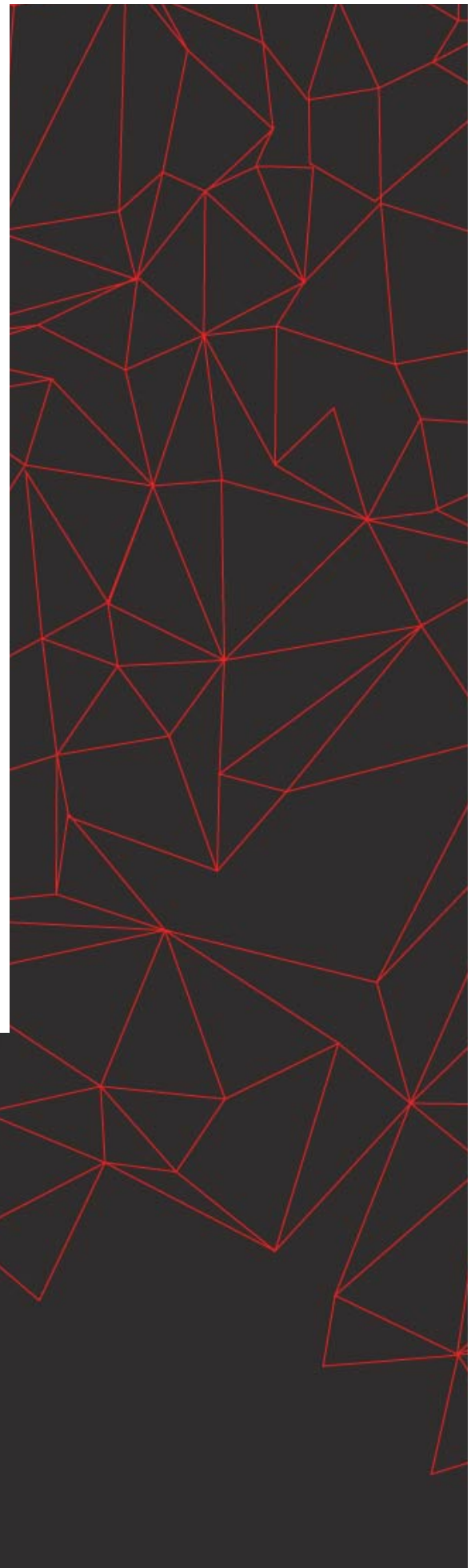
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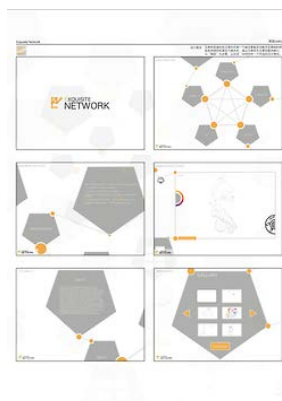
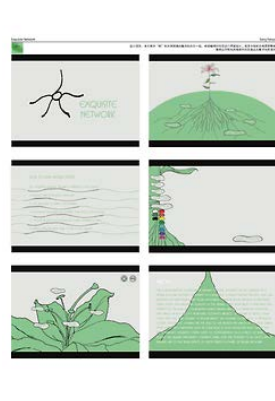
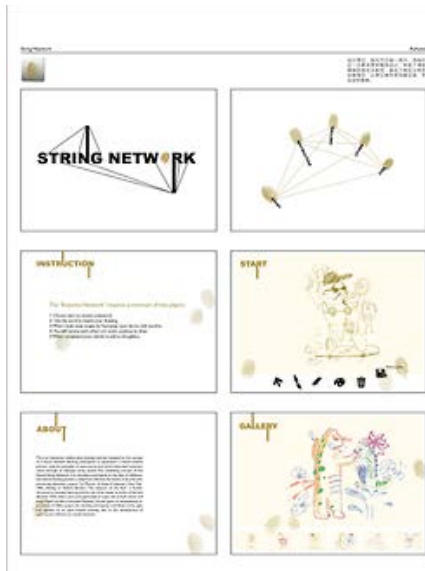
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Megan has created a logo for Exquisite Network in string.

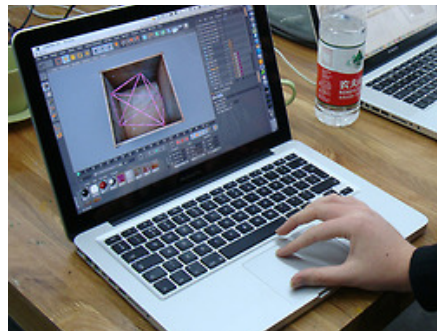
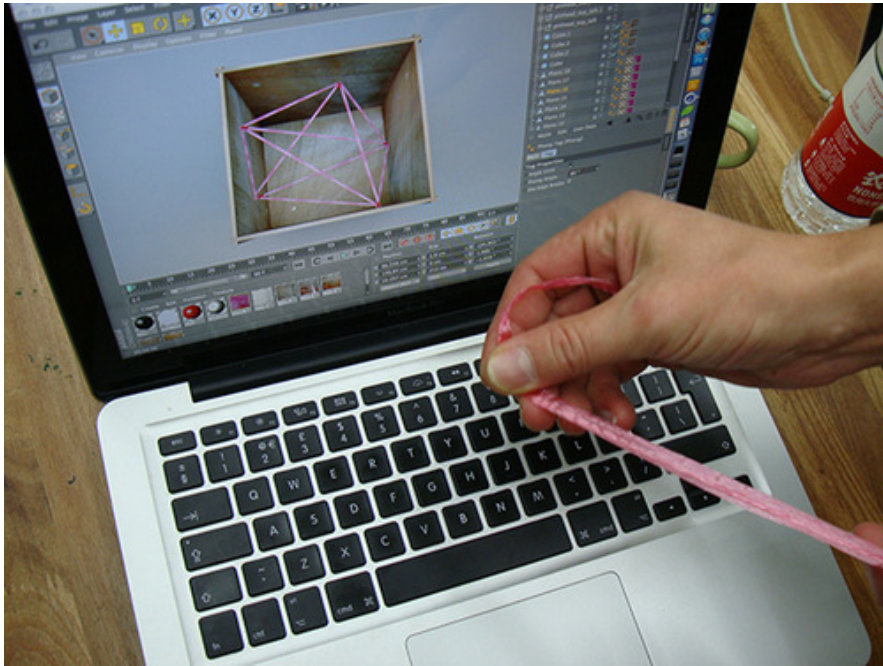
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Here are the student design sheets. These will be on show in the exhibition.

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Megan is making the box interface in 3D so that players can use this to navigate the game. She is mapping the textures from the physical box onto the 3D model to create as true a physical feel as possible.

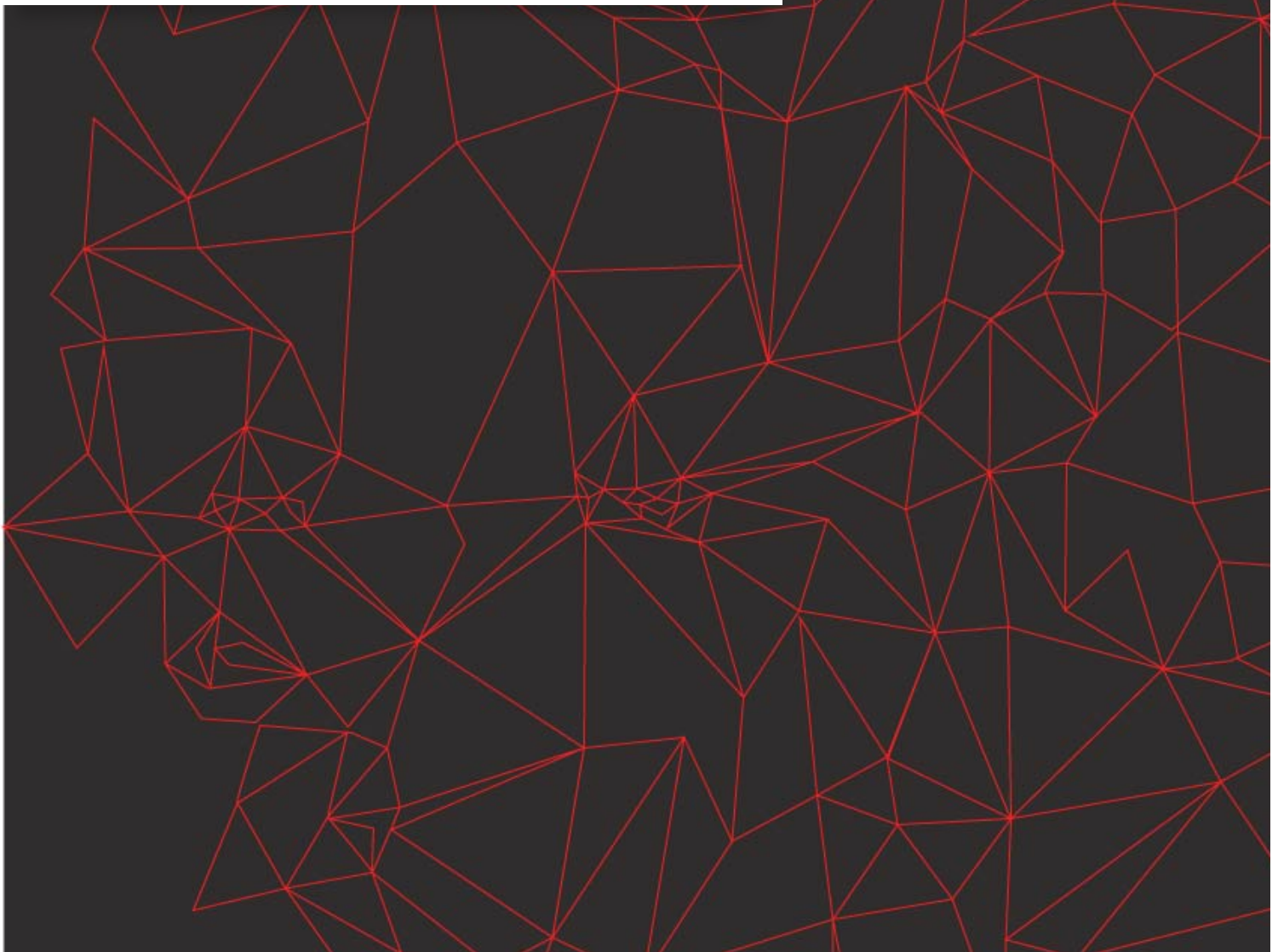
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All this string activity inspired a game of cat's cradle!

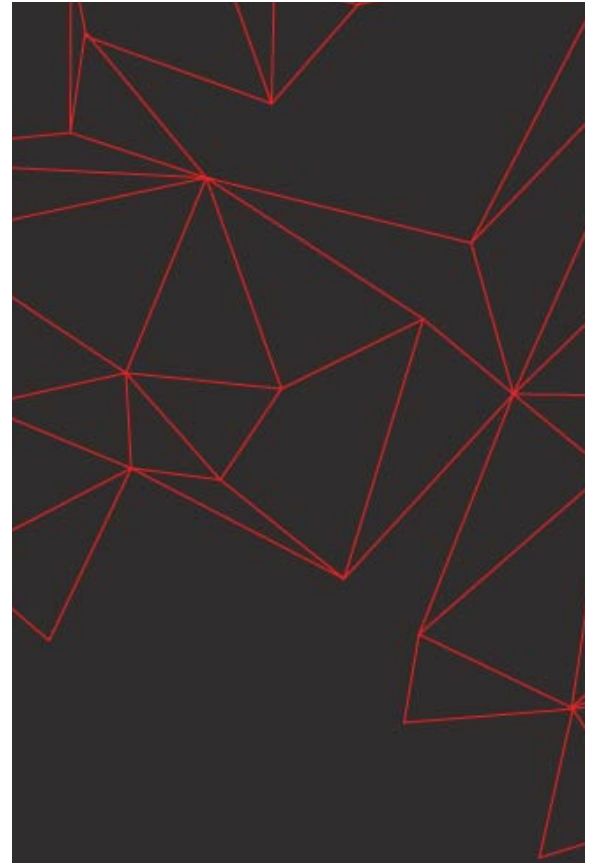
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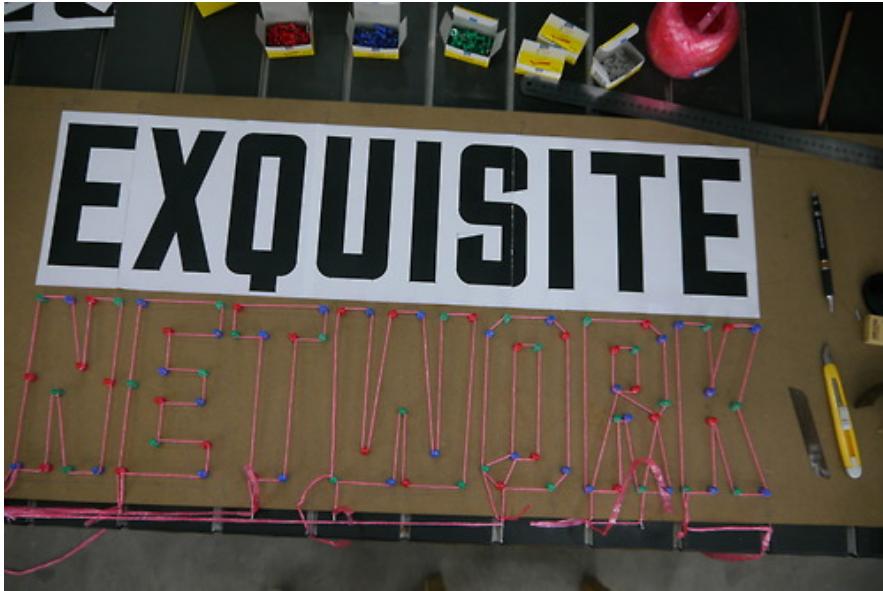
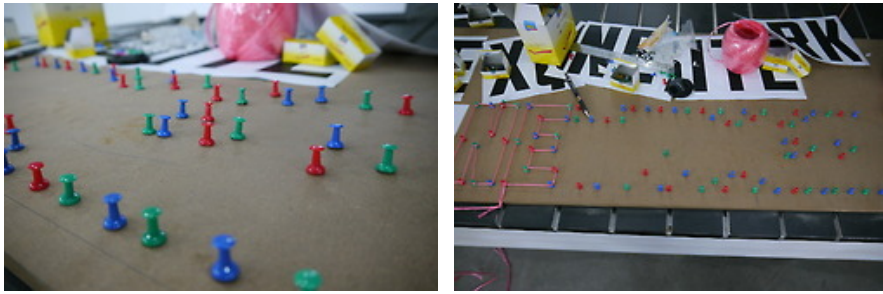




We made a construction of the string network within a box in order to inform the design- we want to create an app with a hands on, physical feel to the interface. We will also show this object as part of the exhibition.

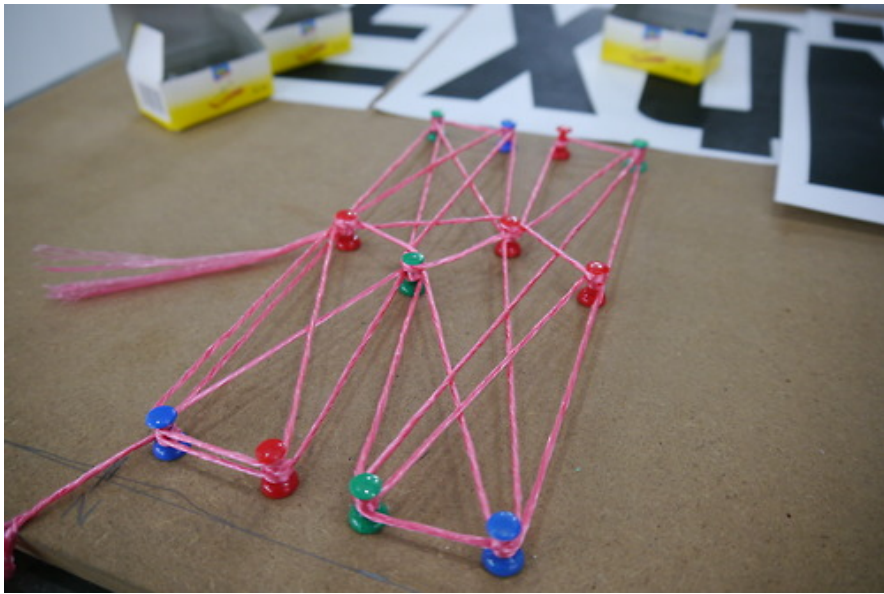
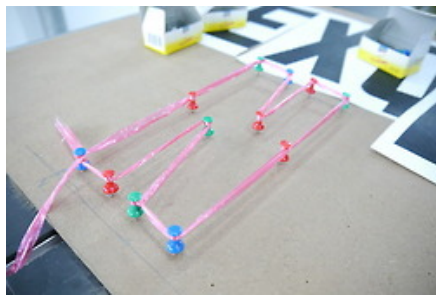
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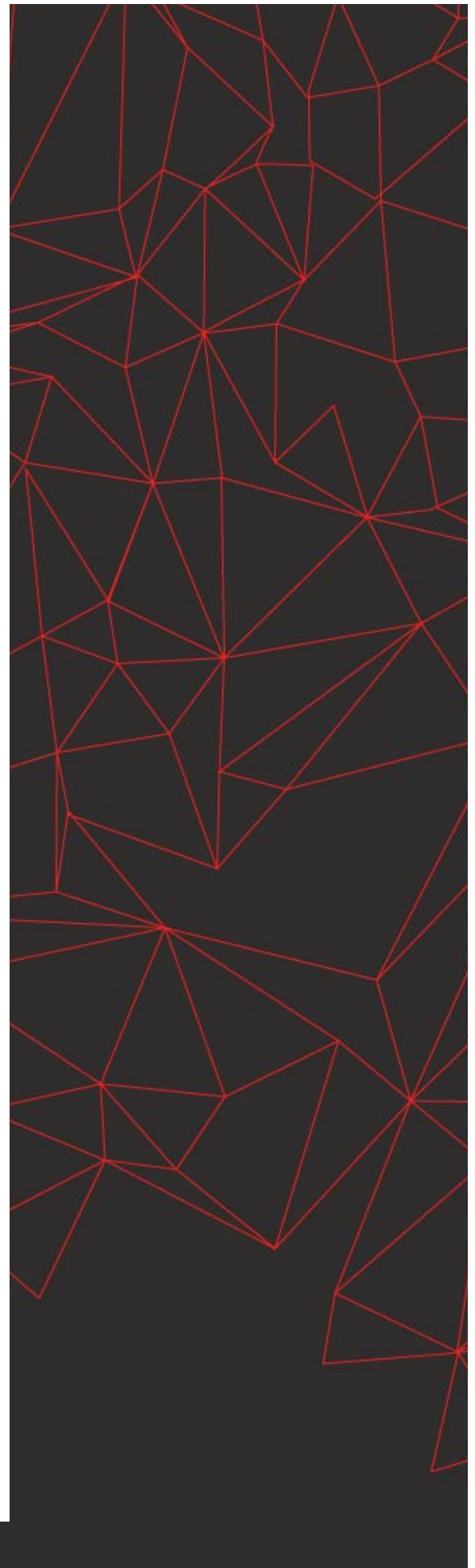
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All of the students are developing design ideas for an Exquisite Corpse or Exquisite Network App. We have had production meetings to feedback on their designs

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Lunch is served each day at our desks!

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Text for the Apps

ABOUT

Exquisite Network/ String Network

This is an interactive collaborative drawing 'machine' designed on the concept of a neural network, allowing participants to experience a shared creative process, using the principles of open-source and social networked communication through an analogue string system. The underlying concept of the Neural String Network is to introduce participants to the idea of collaborative-shared drawing practice, a dispersed collective that draws on Roy Ascott's pioneering telematics project, "Le Plissage du Texte: A planetary Fairy Tale" 1983, alluding to Roland Barthes "The pleasure of the Text" a further discourse on semantic layering and the role of the reader as writer of the text (Barthes 1975) where each participant plays an equal role as both viewer and artist. Played out like a surrealist 'Exquisite Corpse' game of consequences or as a piece of Haiku poetry, the drawing participants contribute marks, signs and signifiers to an open-content drawing, akin to the development of open-source software on neural networks.

Exquisite Corpse

This is an interactive collaborative drawing 'machine' designed on the concept of the surrealist game 'Exquisite Corpse', this is a game of consequences, which deals with concepts of chance, the subconscious but also of collective consciousness. Surrealist Nicholas Callas talked about the unconscious personality of the group and Max Ernst about mental contagion. Similar to a piece of Haiku poetry, the drawing participants contribute marks, signs and signifiers to an open-content drawing, introducing participants to the idea of collaborative-shared drawing practice, a dispersed collective that draws on Roy Ascott's pioneering telematics project, "Le Plissage du Texte: A planetary Fairy Tale" 1983, alluding to Roland Barthes "The pleasure of the Text" (Barthes 1975) where each participant plays an equal role as both viewer and artist.

HOW TO PLAY (INSTRUCTIONS)



The "Exquisite Network" requires a minimum of two players

- 1: Choose start to receive a keyword.
- 2: Use the word to inspire your drawing.
- 3: When ready swap images by "bumping" your device with another.
- 4: You will receive each other's art work, continue to draw.
- 5: When completed press submit to add to the gallery.

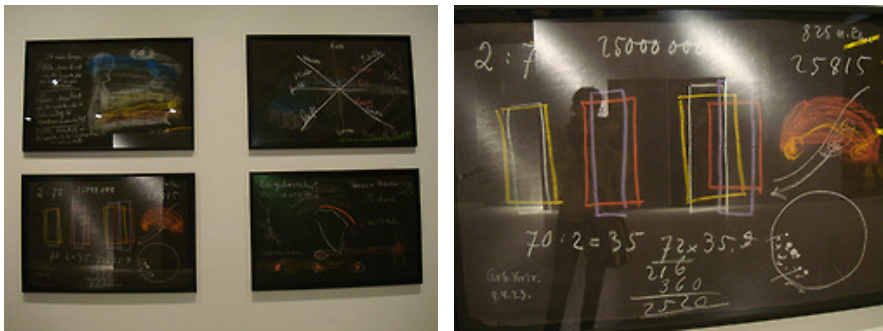
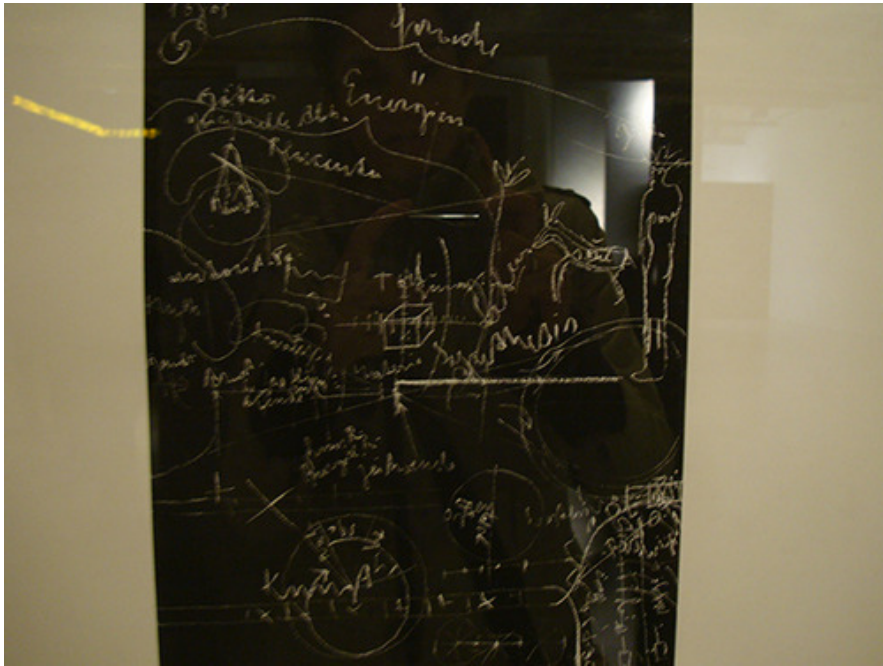
HOW TO PLAY

The "Exquisite Corpse" requires a minimum of two players

- 1: Choose start and draw the head then press submit.
- 2: You will receive another canvas, now draw the body.
- 3: Continue until you have drawn the hips and thighs, calves and feet.
- 4: When completed press submit to add to the gallery.

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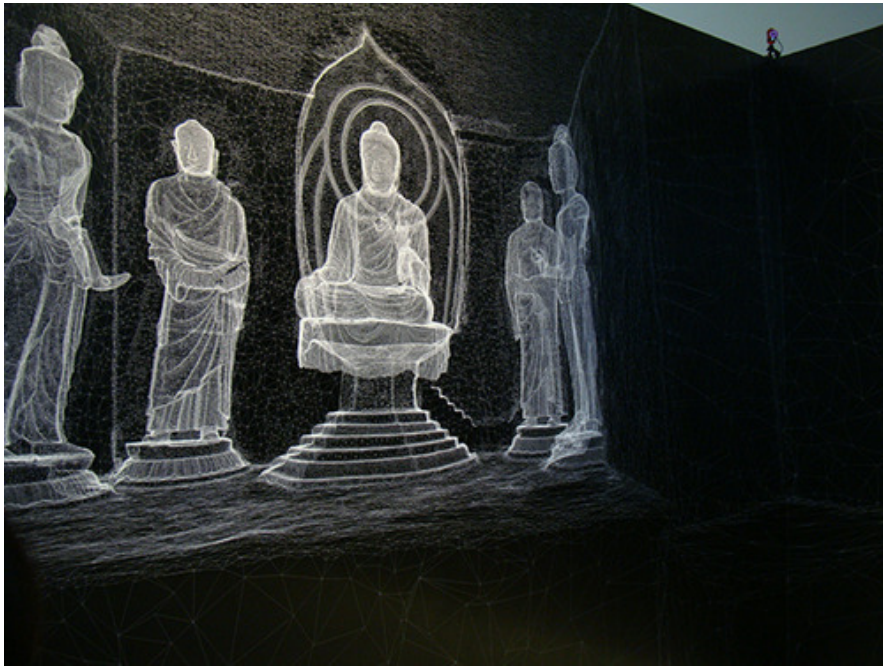




Outyang Chun's work could also offer inspiration in terms of the linear, hand drawn feel of the design.

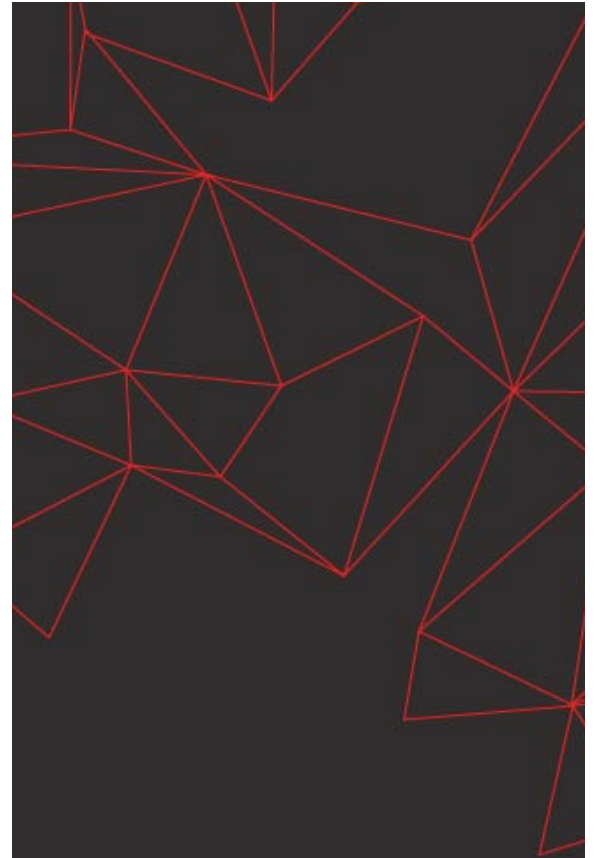
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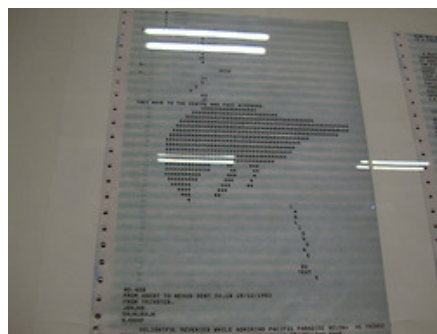
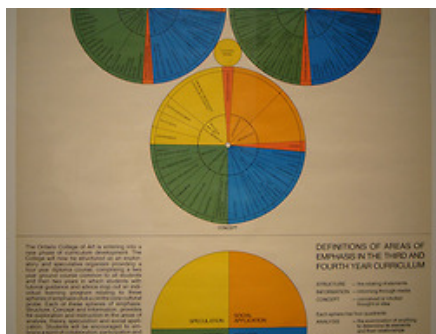
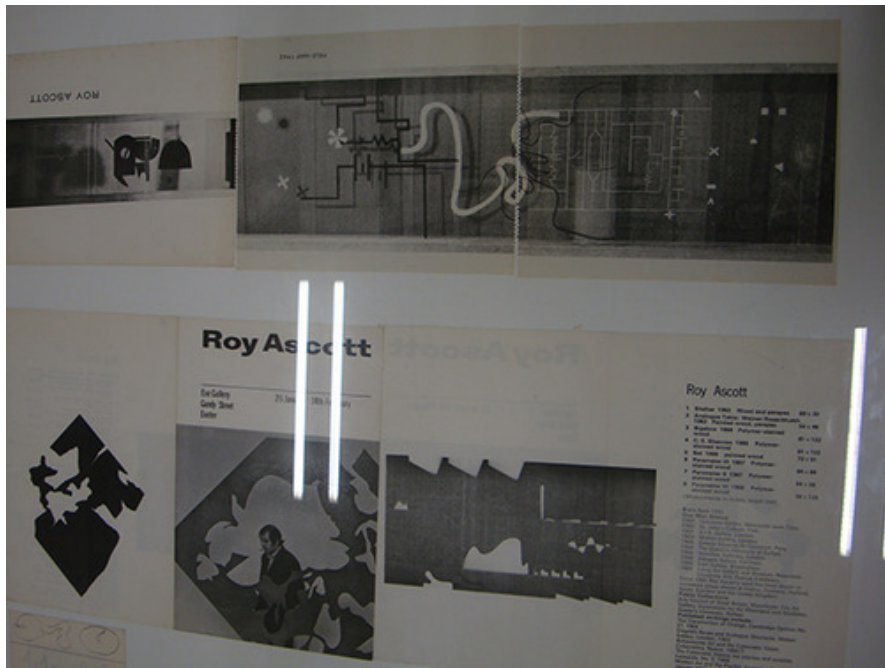




Jeffery Shaw's augmented reality piece could be inspire the interface design as a series on nodes and networks, or star network.

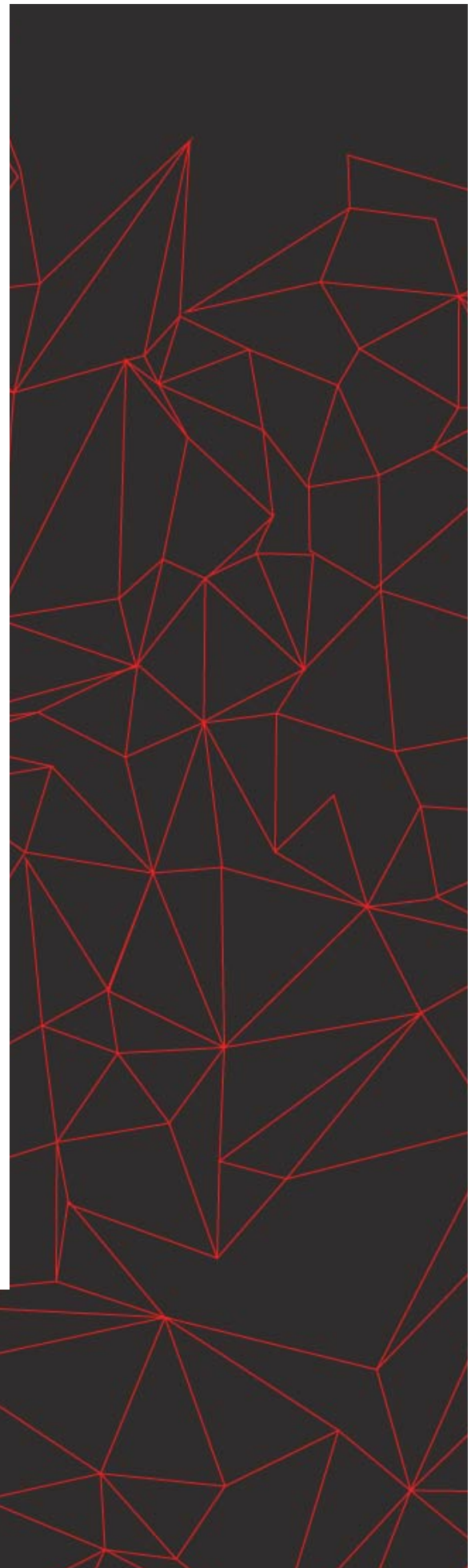
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Coincidentally Roy Ascott's work was on show. A pioneer in telematic art his seminal project "Le Plissage du Texte: A planetary Fairy Tale" 1983, alluding to Roland Bartes "The pleasure of the Text" a further discourse on semantic layering and the role of the reader and writer of the text (Bartes 1975).

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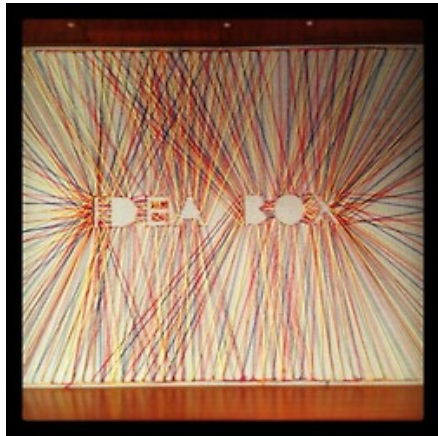
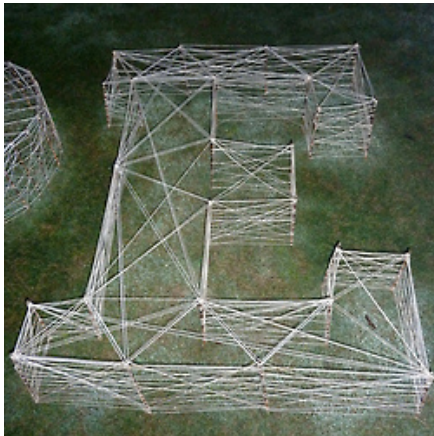
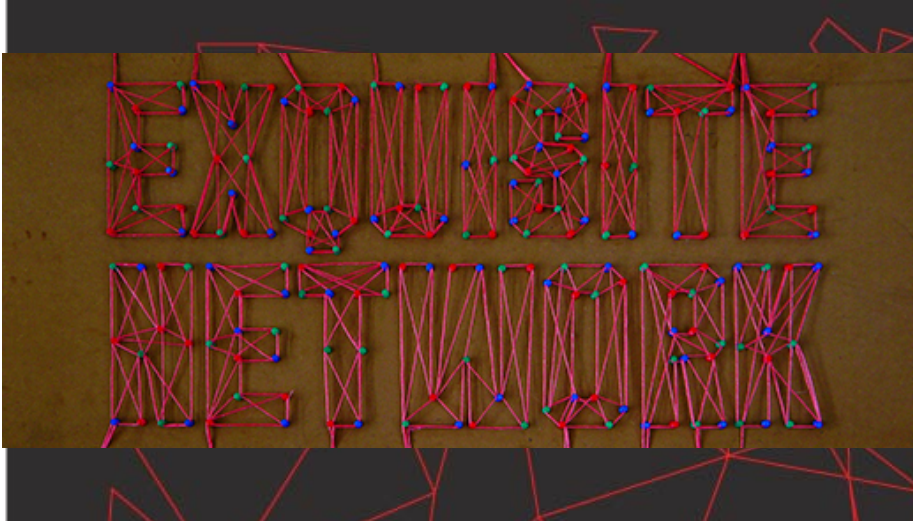




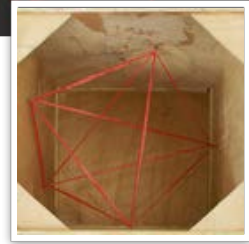
We went to the Power Station of Art where the Shanghai Biennale is showing. It was very inspiring, it is a beautiful space.

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Megan is going to experiment with drawing the logo "Exquisite Network" with string. She has found these images as inspiration.



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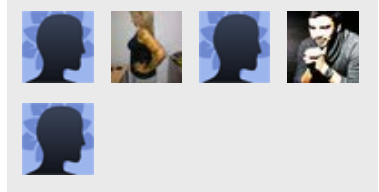
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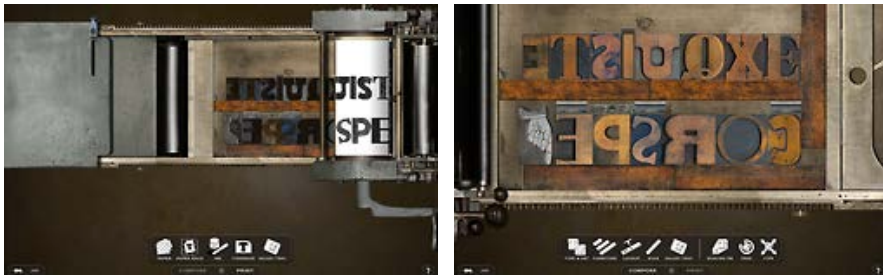
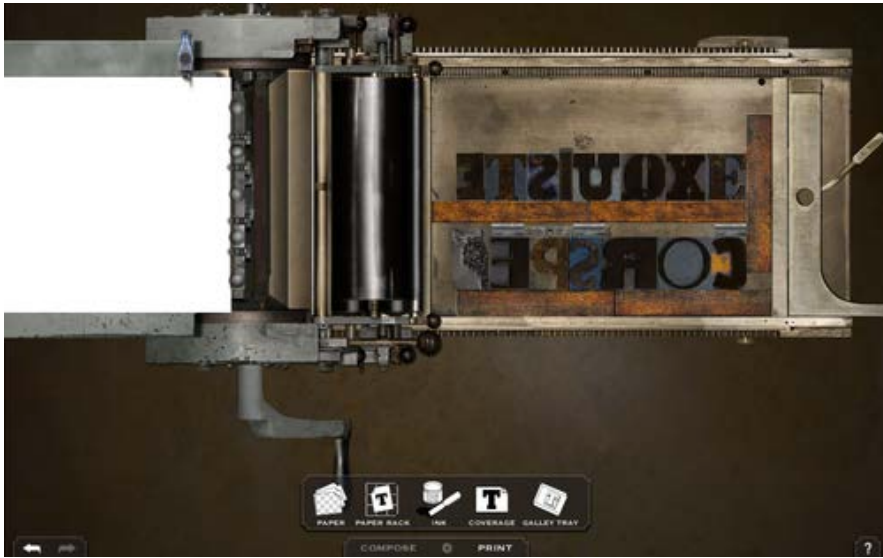


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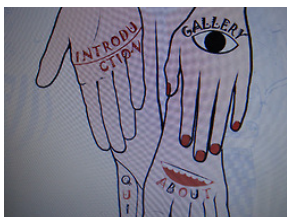
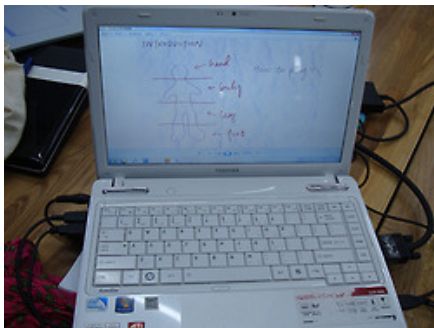
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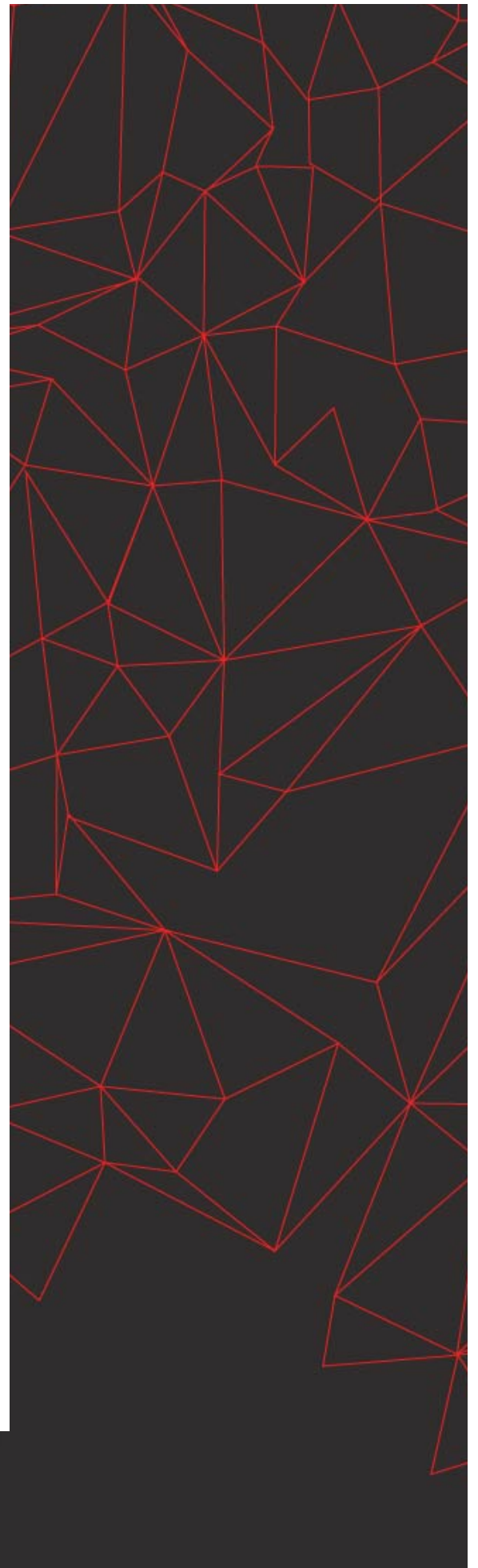
Megan found a letter press app which works very nicely with the Dada routes of the project!

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We had a production meeting to look at the work- all students are working on their own designs for Exquisite Corpse or String Network.

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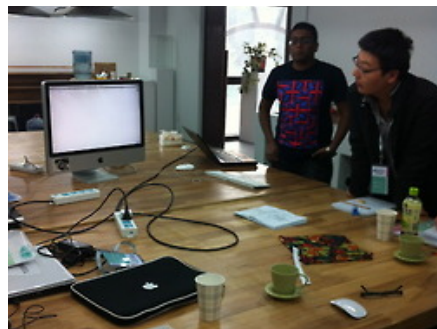


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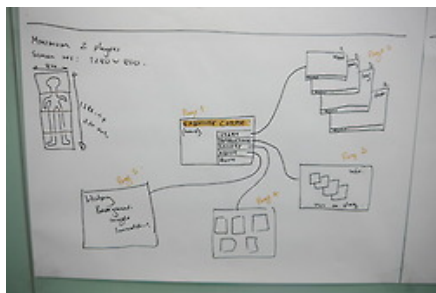
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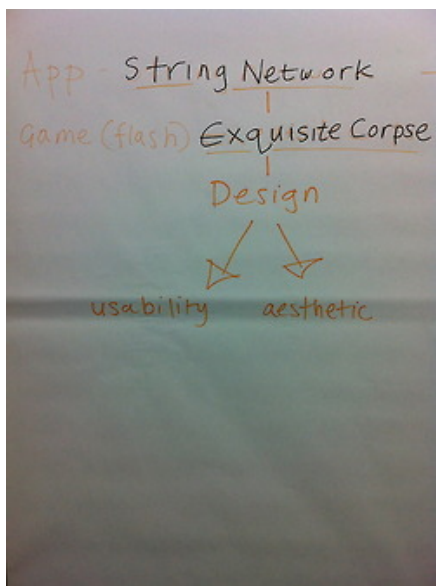
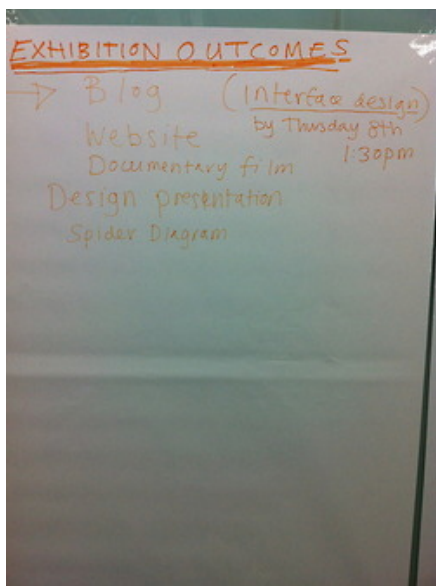
Students were each assigned roles, depending on their skill set to develop design ideas for the Exquisite Corpse and Neural String Network Apps.

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Here are the spider diagrams for the Exquisite Corpse and String Network Apps.

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Then we started the mind mapping process. We aim to produce the following outcomes:

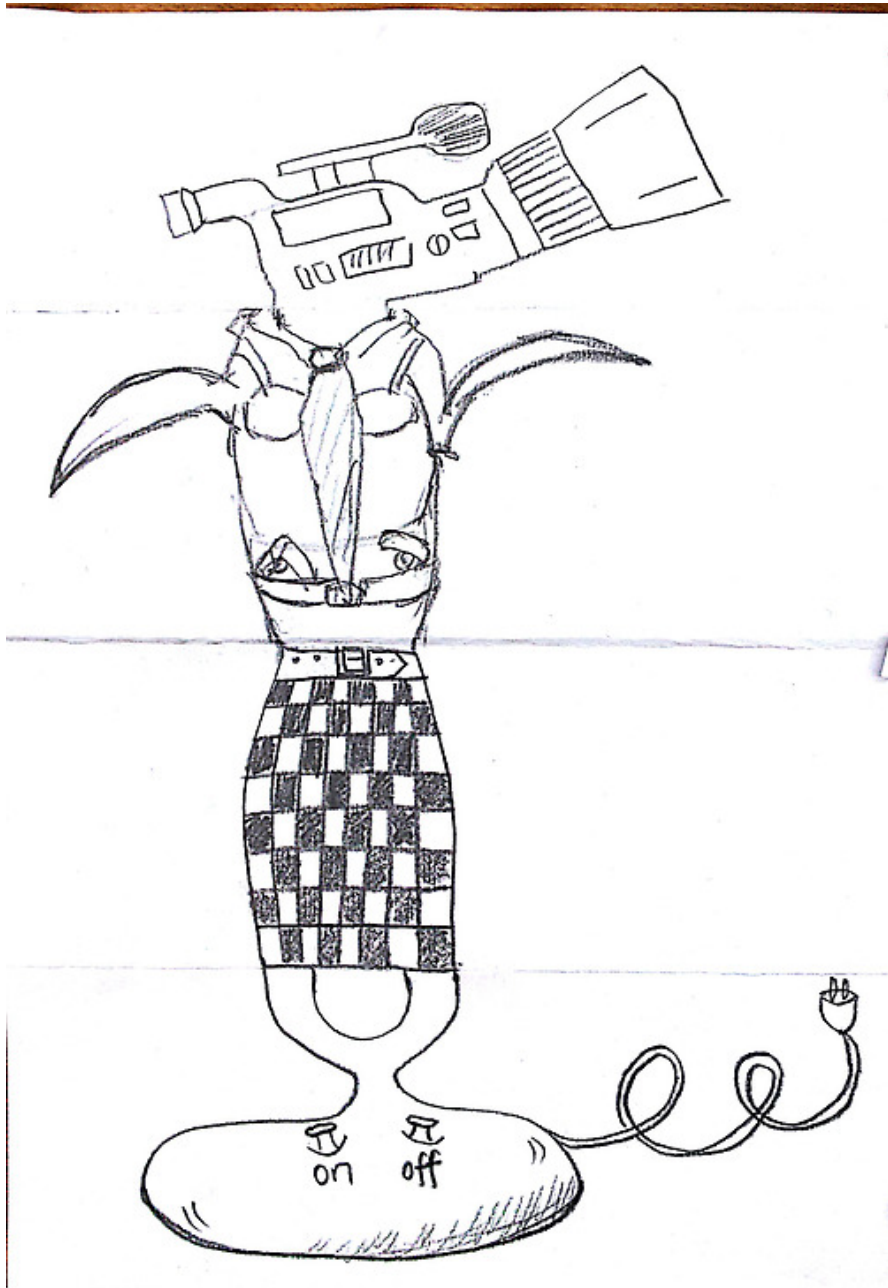
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- Website
- Documentary film
- Design flats
- Neural string network app
- Exquisite corpse App

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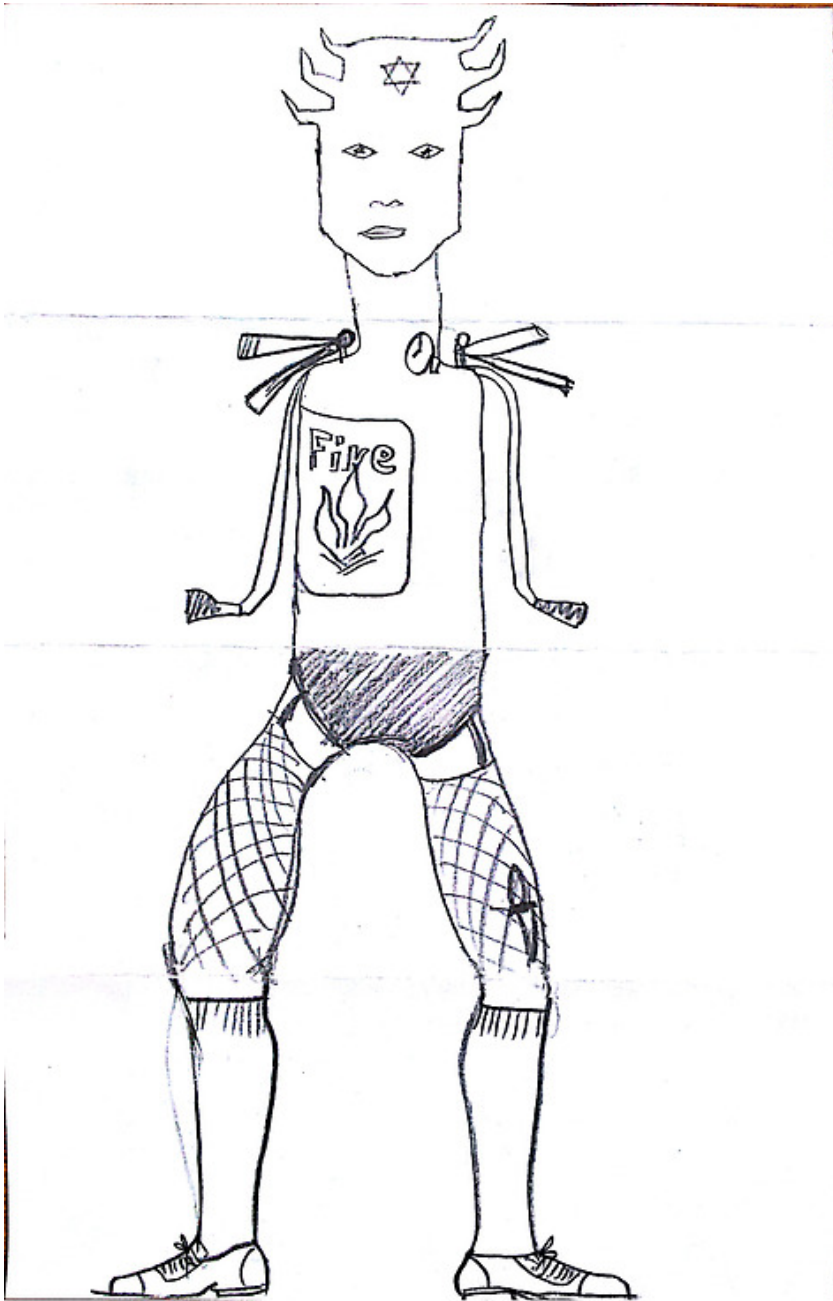
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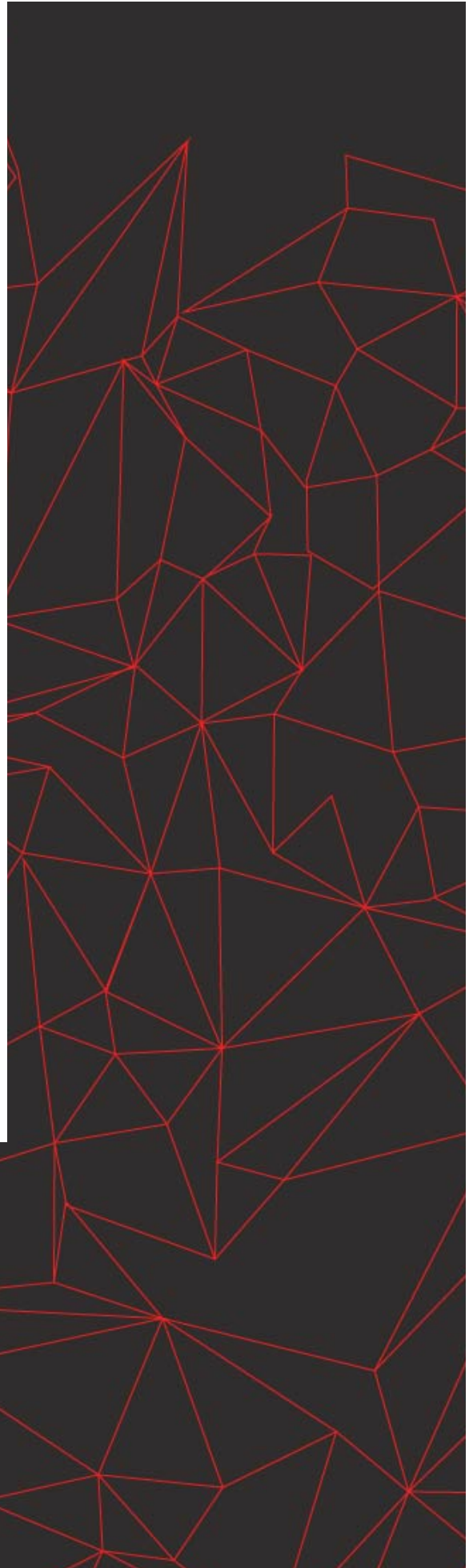


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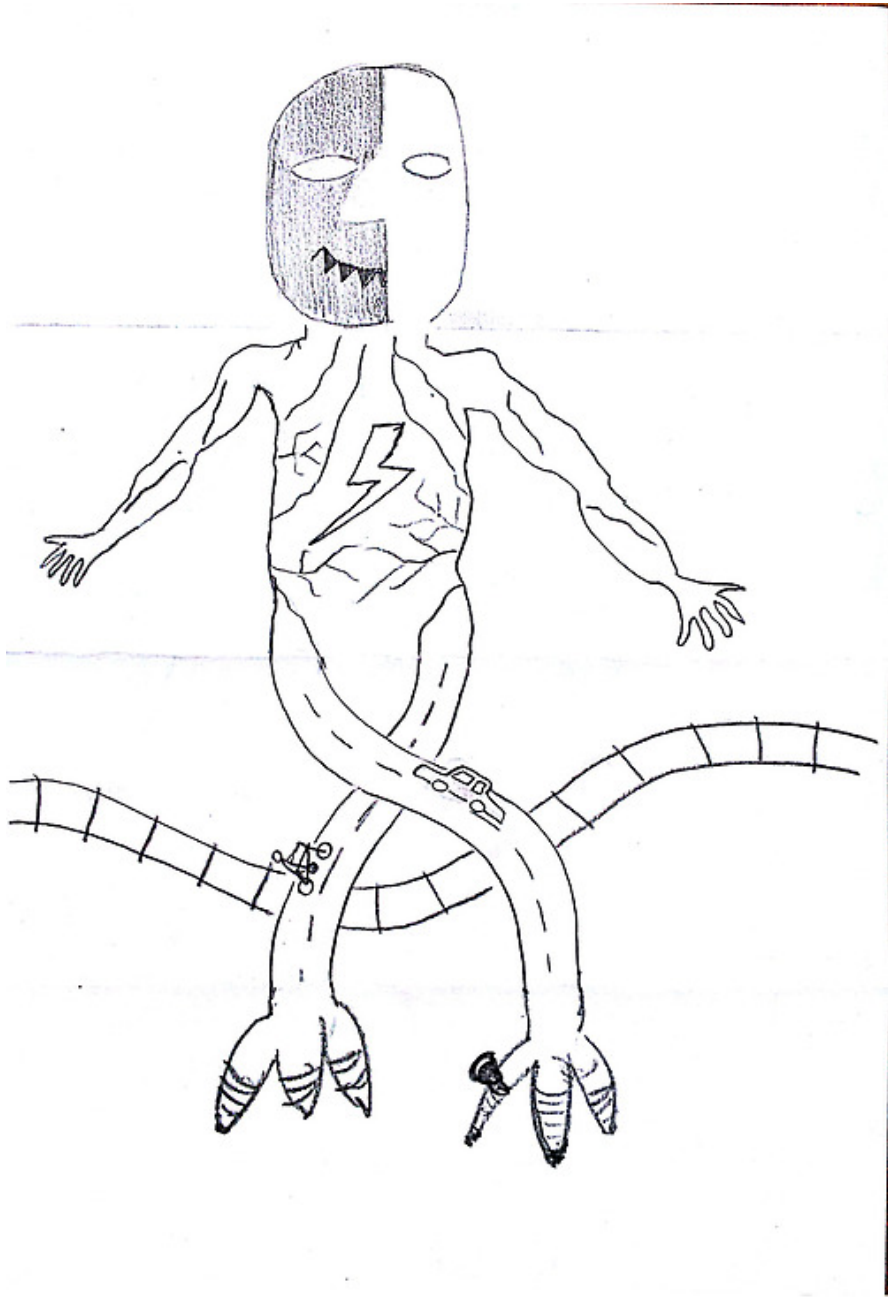
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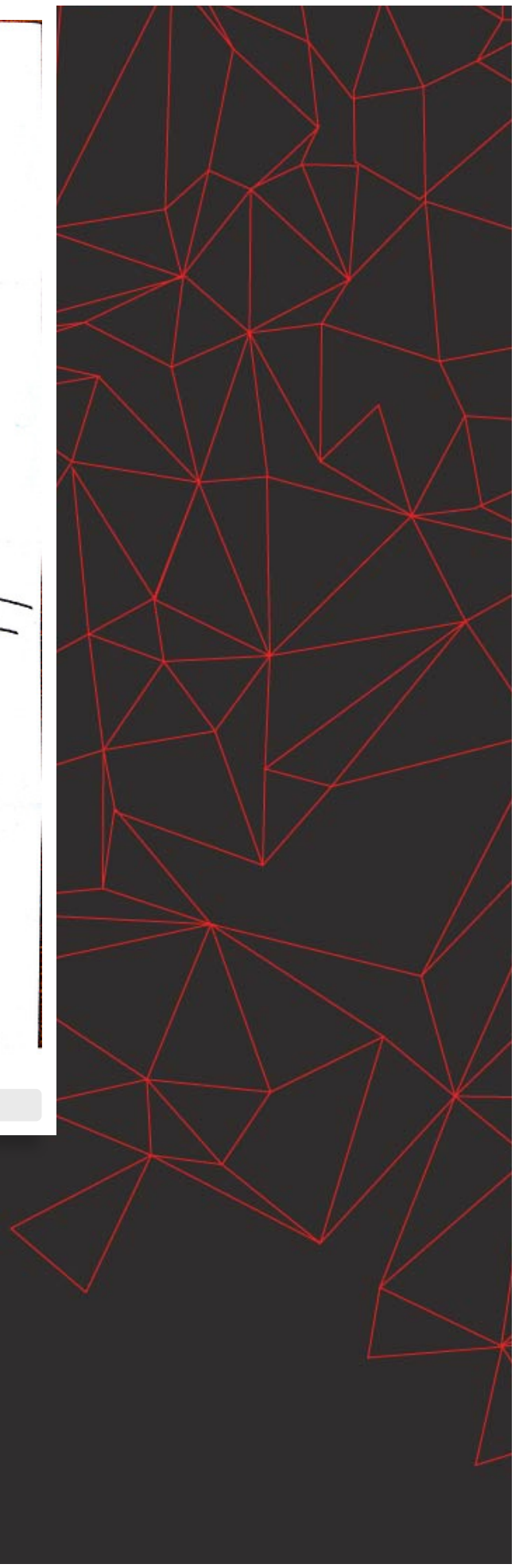


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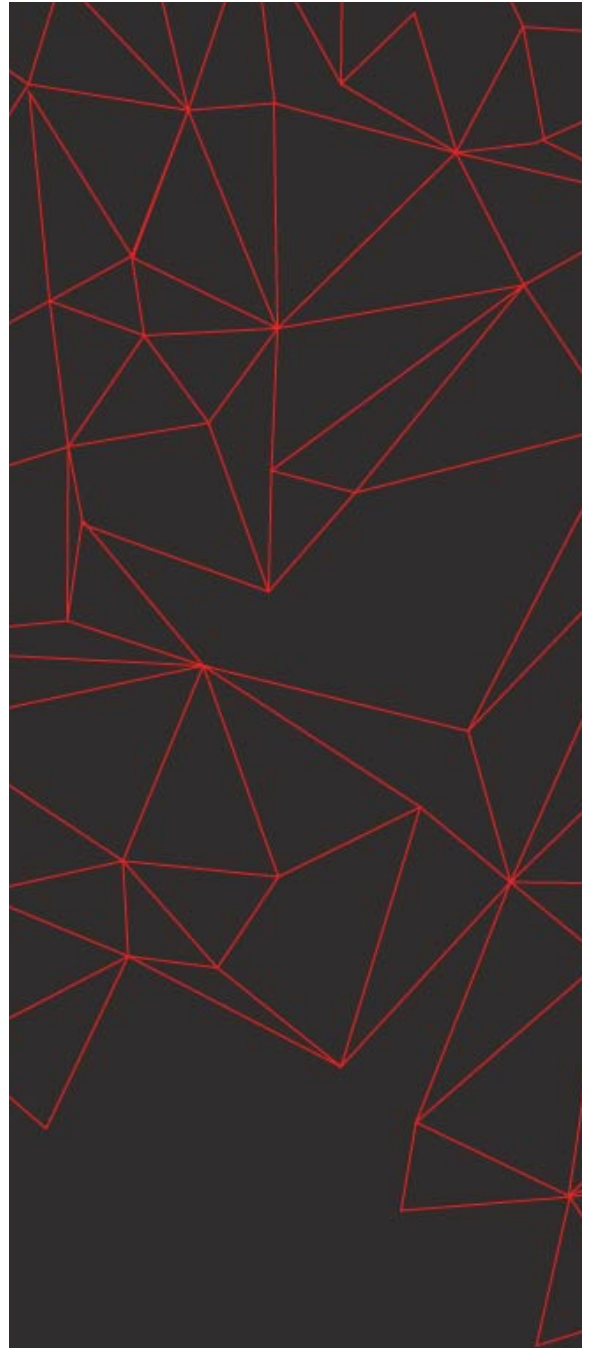


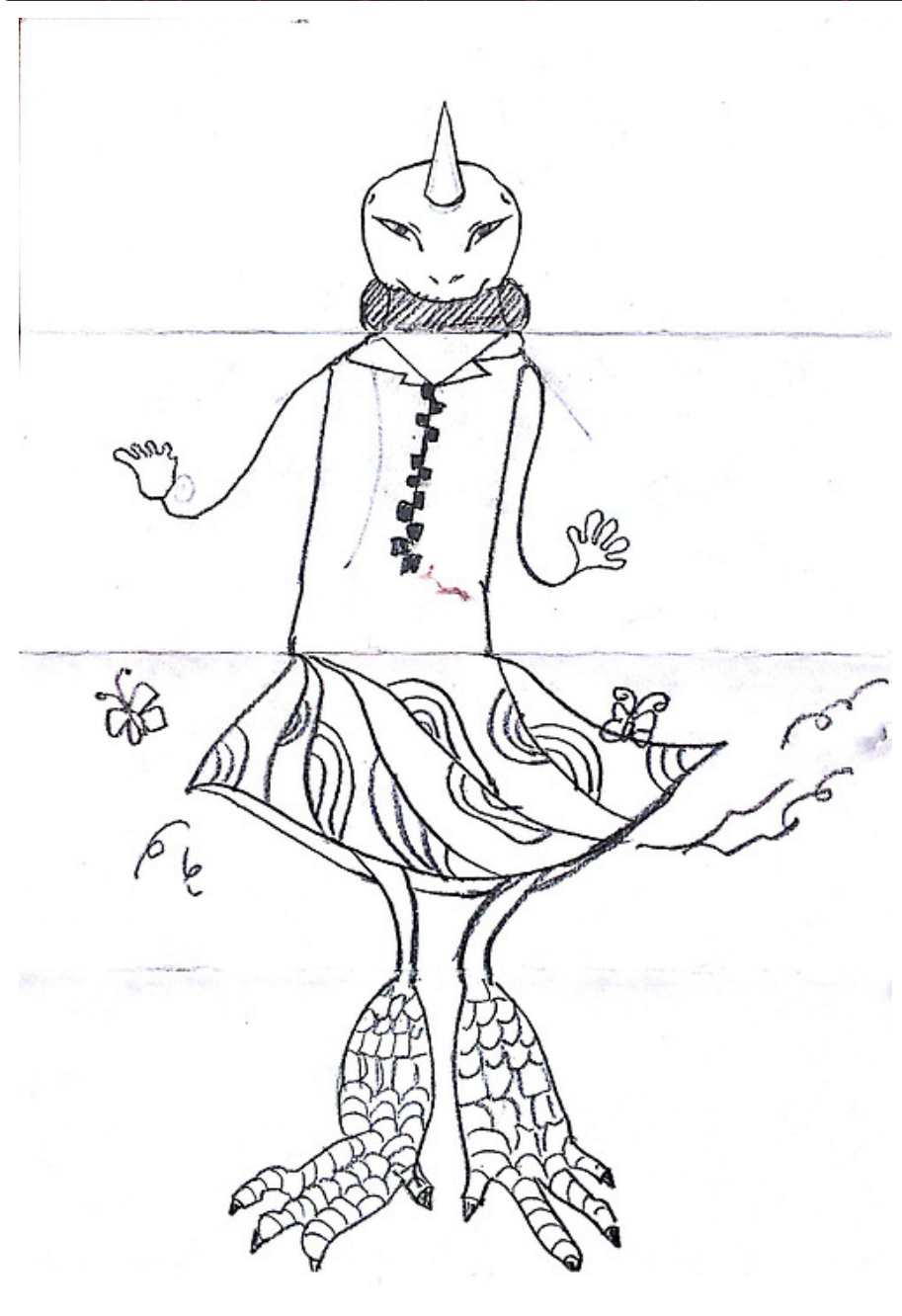
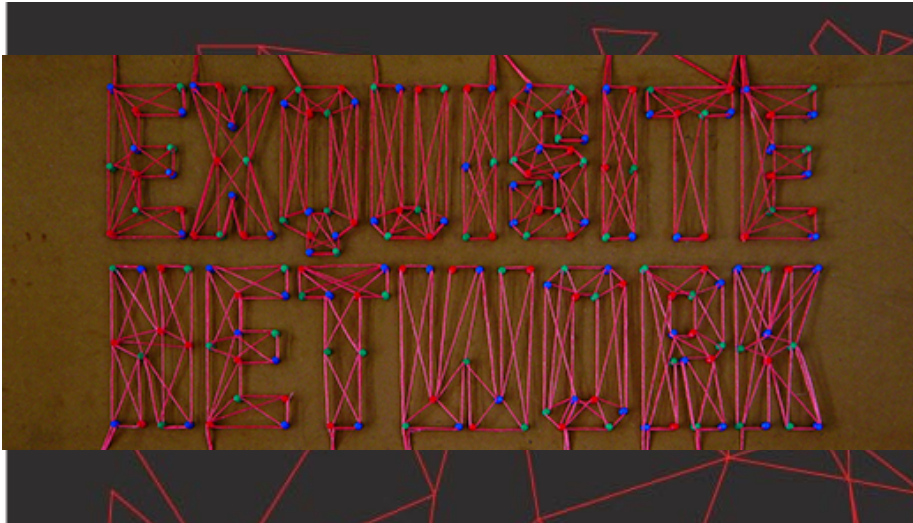


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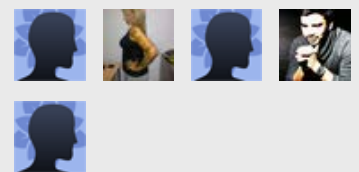
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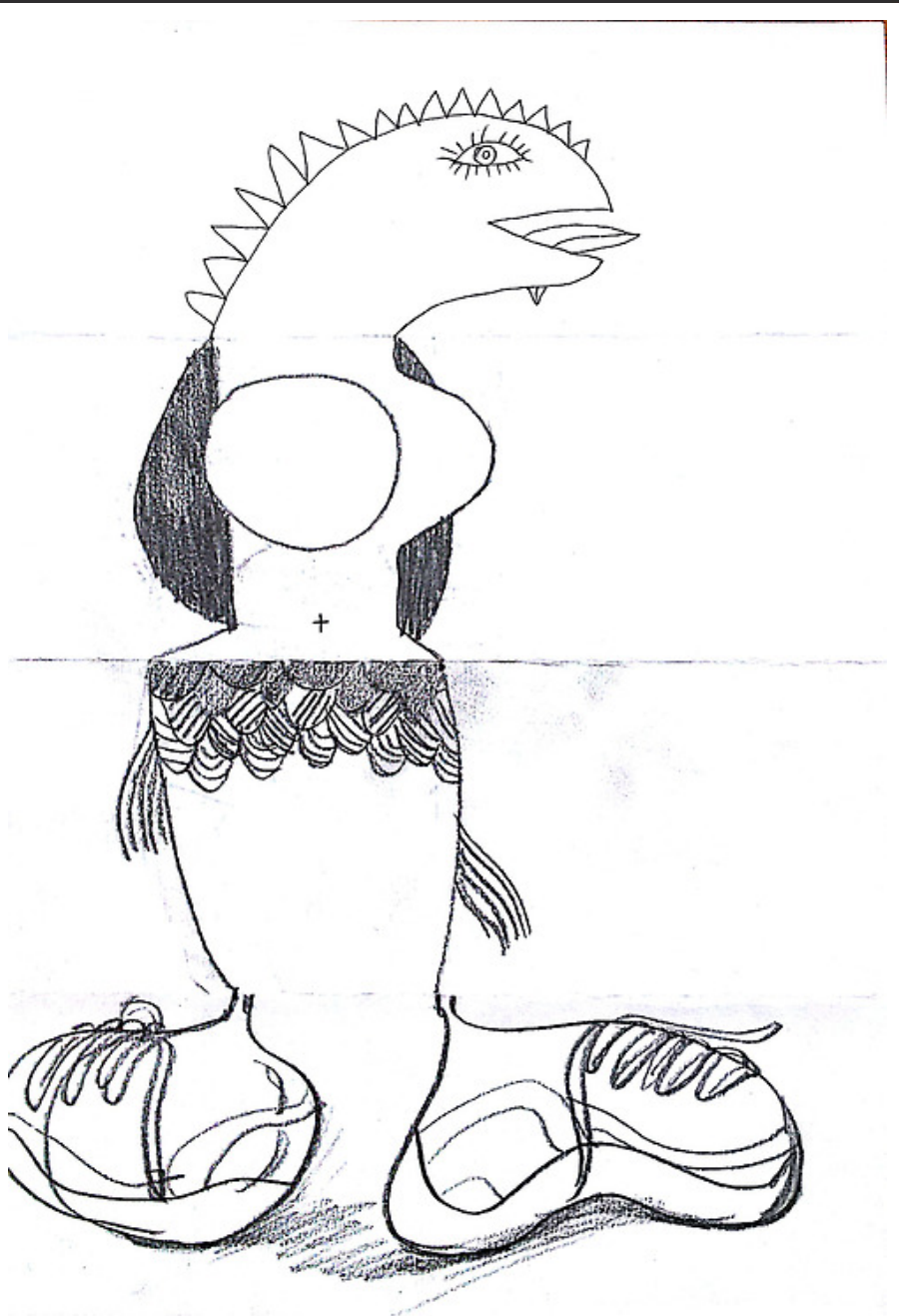
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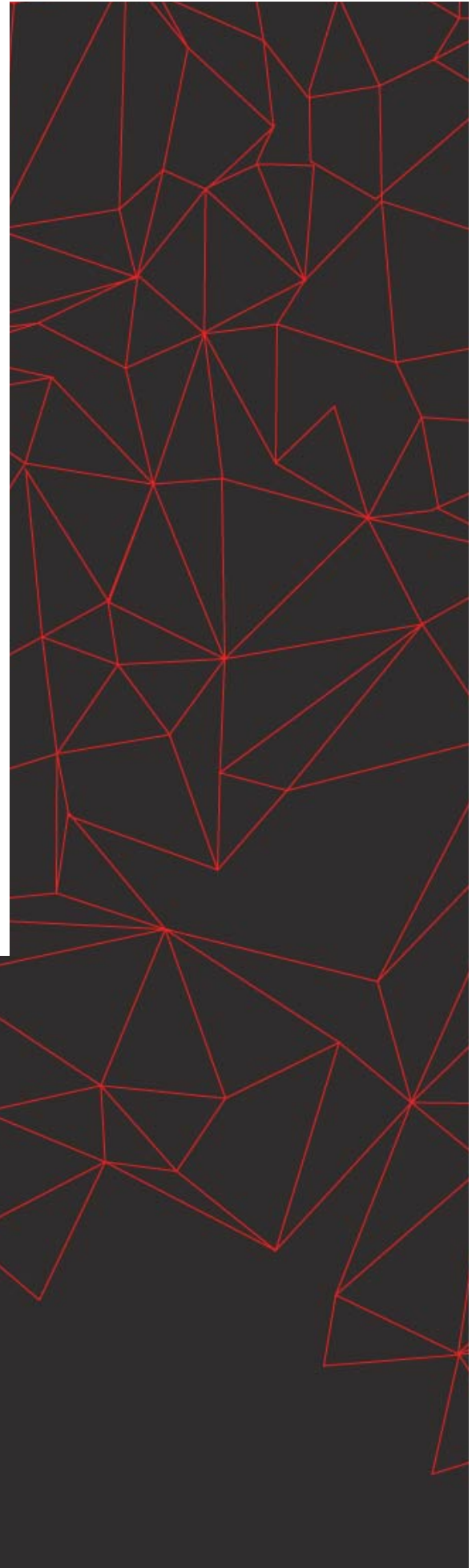
Here are the images from our Exquisite Corpse game.

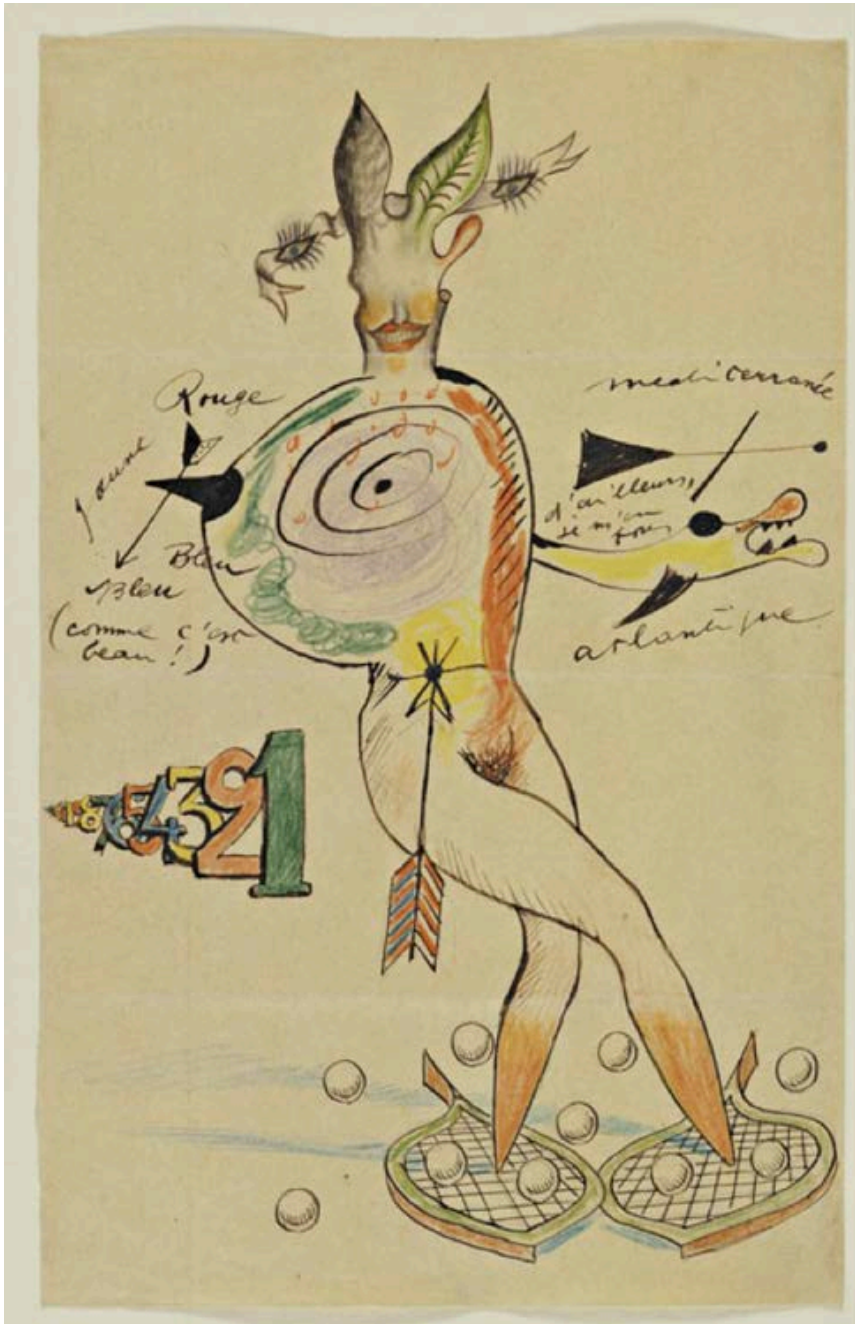
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Then we played our own game of Exquisite Corpse!

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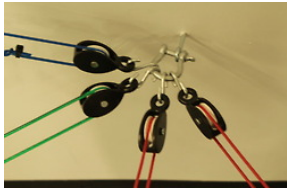
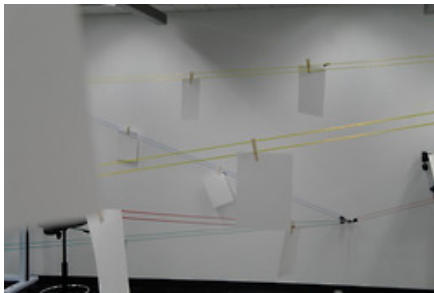
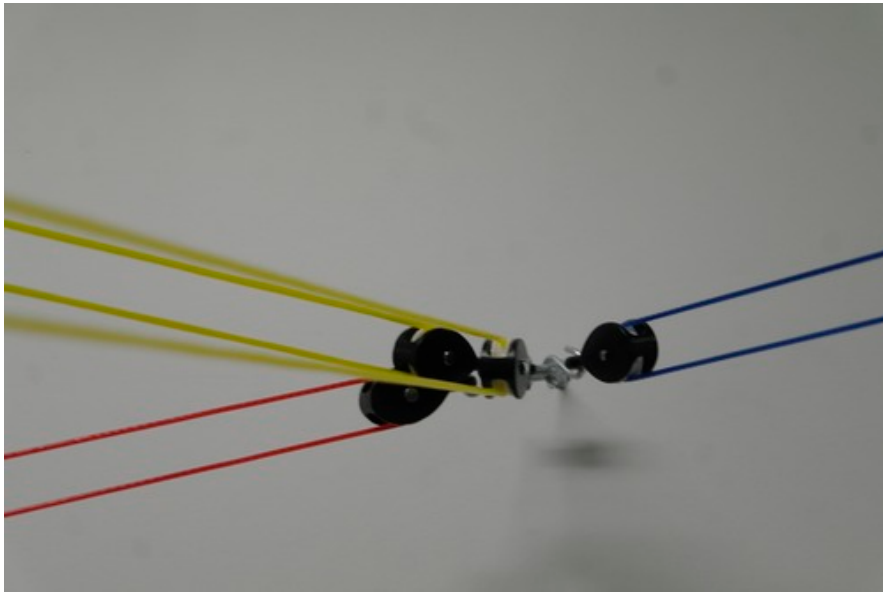




An original images from the Surrealist Exquisite Corpse game.

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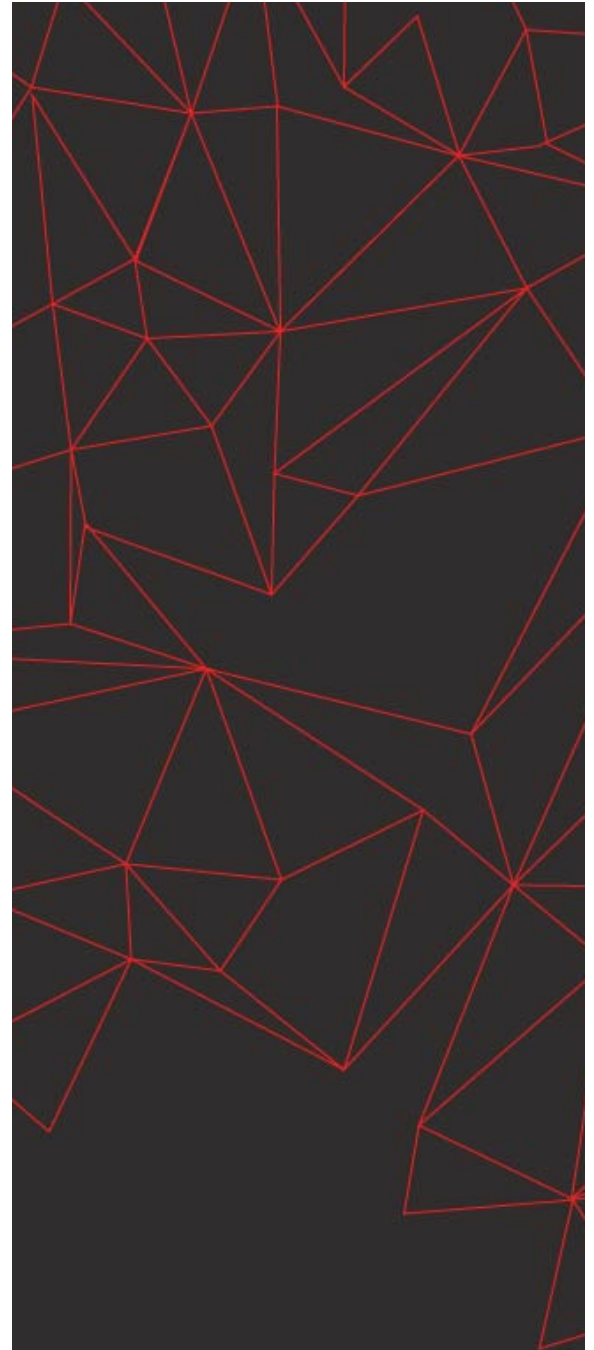




The neural string network is a collaborative drawing machine inspired by the surrealist game the exquisite corpse which deals with concepts of chance, the subconscious but also of collective consciousness. Nicholas Callas talked about the unconscious personality of the group and Max Ernst about mental contagion.

We started by mind mapping the requirements for the app which is about sharing content, it is open source and has a hands on feel. The content is shared through a network of connections and through the design we asked students to consider neurons, synapses, star networks.

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Here is our team outside the Public Art Center, Gucan Park, Shanghai, where we will be working for the next 10 days to develop our App.

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Experimental app workshop, Shanghai University

Students and staff from the School of Art and Design at the University of Salford, Megan Jones level 6 BA Hons Graphic Design, Sunjoy Prabakaran, MA Creative Technology, Professor Paul Sermon and Charlotte Gould, programme leader Graphic Design, have been invited by Shanghai University to join the Experimental Application Workshop. Here they will be working in a team with students from Shanghai University to develop an App for a mobile device. The starting point for the concept is a project developed for the Decode/Recode project presented at the Official Opening of Media City on March 23rd 2012, "Neutral String Network".

Neutral String Network Concept

This is an interactive collaborative drawing 'machine' designed on the concept of a neural network, allowing participants to experience a shared creative process, using the principles of open-source and social networked communication through an analogue string system. The underlying concept of the Neural String Network is to introduce participants to the idea of collaborative-shared drawing practice, a dispersed collective that draws on Roland Barthes 'The Death of the Author' (1967) whereby each participant plays an equal role as both viewer and artist. Played out like a surrealist 'Exquisite Corpse' game of consequences or as a piece of Haiku poetry, the drawing participants contribute marks, signs and signifiers to an open-content drawing, akin to the development of open-source software on neural networks. The string network consists of five drawing table 'nodes' within a room/studio space measuring eight by eight metres square. Each node is linked to the other four via pulleys and washing lines, making it possible to peg a sheet of A4 paper to a line and winch it across to any one of the other nodes. The network system uses 10 string connections between the five drawing tables, creating a pentagram within a pentagon neural network design.

Representing the interconnected synapses and neurons of the brain the role of each participant is that of cause and effect, a single instruction initiates a series of consequences that unfold in drawings, marks and patterns that are created whilst being hoisted simultaneously across the room in quick succession. The Neural String Network project was first set up in February 2012 to coincide with the centenary celebration of Alan Turing, a project undertaken by students from the BA Graphic Design programme at MediaCity Salford University. Each participating student was given a single word drawn from the Turing theme, such as machine, brain, code and apple that were interpreted as a drawing by a collective consciousness.

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