

Artefacts and the digital creation cycle/process

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ARTeFACTs

Fernandes-Marcos, A. (2017). *Computer artefact: the crucial element in artistic practice in digital art and culture*. In *Revista Lusófona de Estudos Culturais*. [Em linha]. ISSN 2183-0886. Vol. 3, n. 2 (2017), p. 149–166.

ARTeFACTs

Digital textile artefact that studies the interaction of **e-materials** with the traditional **tapestry technique**

Explores a kind of **interactive visual-sound-musical language**

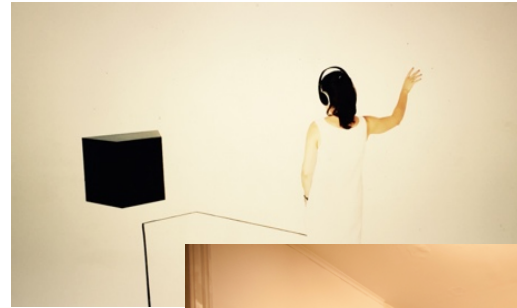


"Interactive Carpet "Óbidos / Oppidum"", by Teresa Barradas et al. (2014)

ARTEFACTS

Uses the **principles of sound art** to explore the concept of the **user's sound portraits**

Performer immerses himself in a performative and **choreographic dimension of self-representation** (self-portraiture)



"Sculpture Présence", by Rudolfo Quintas (2015)

ARTeFACTs

Develops a **pictorial, dynamic representation** that represents the place of the pilgrimage, which is changing as a result of the **interaction** of the user who manipulates a **pendulum**.



"Between the Sacred and the Profane in the Feasts of S. João d'Arga", by Dominguez et al. (2014)

ARTeFACTs

- ✓ From Latin *arte factu*- «made with art»
- ✓ Art and culture are social phenomena, resulting from social interaction, as well from individual and collective imaginary manifestations, that together establish a common **communicational and informational space** embracing **artefacts** said to be cultural and artistic.
- ✓ These **artefacts**, where some are possibly non-tangible, constitute, in fact, the resulting product from the artistic and cultural phenomenon. They are expressions of our imaginary.

ARTeFACTs

... common *communicational and informational space*, supported by cultural and artistic artifacts

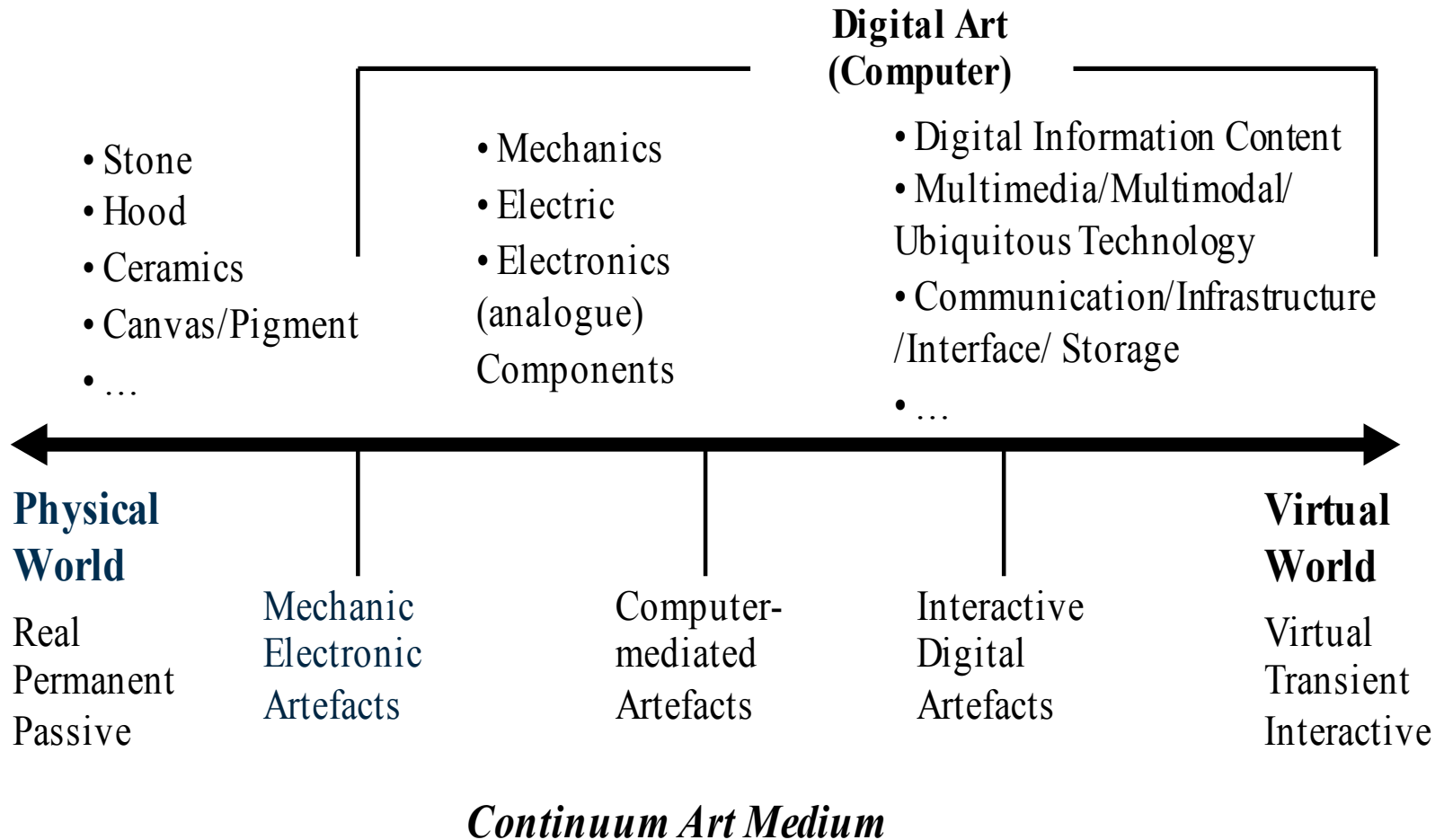
i.e, the central element here is ***INFORMATION (or informative content)***

... and the artistic and cultural Artifacts can be defined as *Informational Objects*

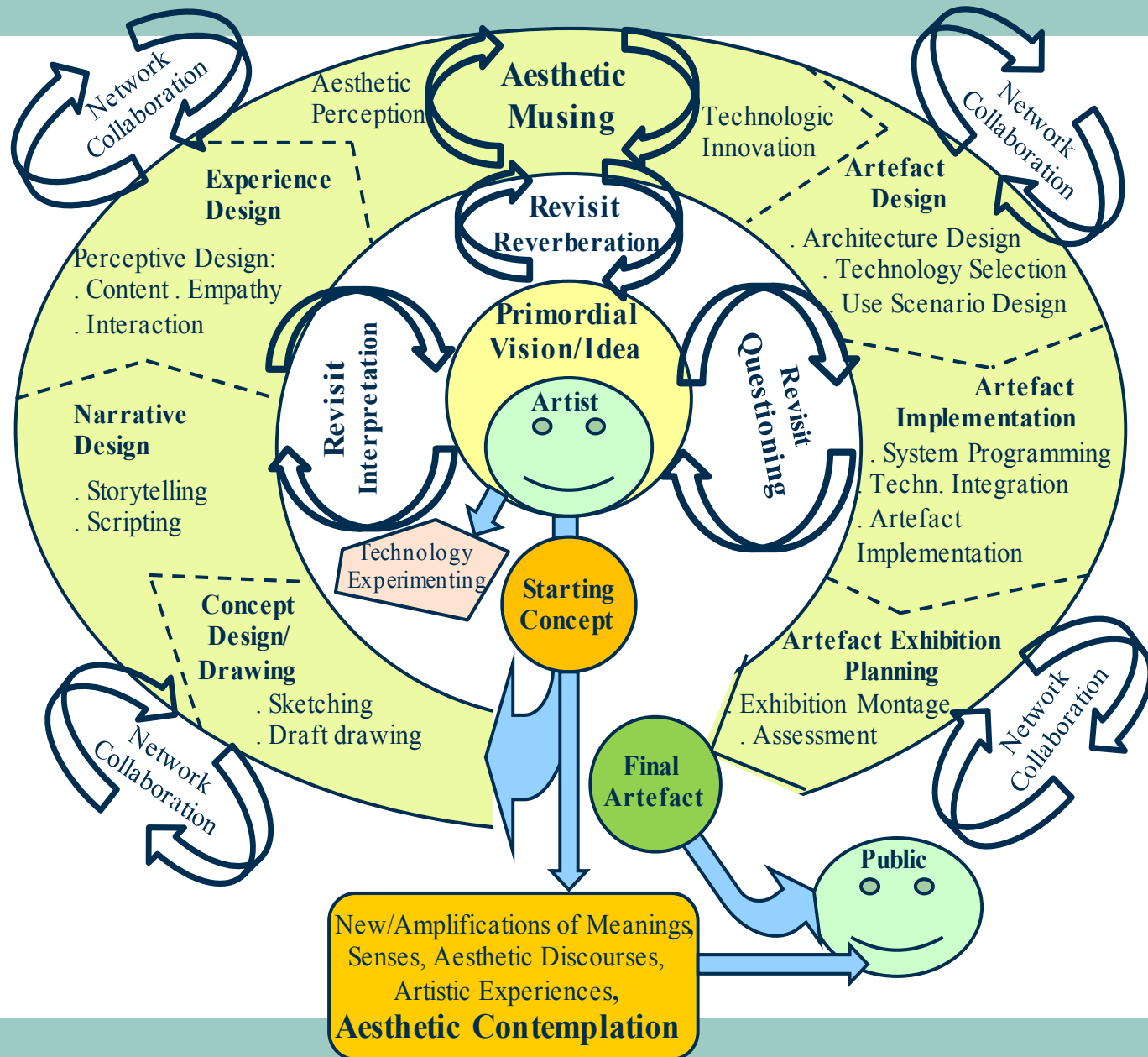
ARTeFACTs

- ✓ **Art objects** might be described as **symbolic objects** that aim at stimulating emotions.
- ✓ They **reach us through our senses** (visual, auditory, tactile, or other).
- ✓ They **are displayed by means of (un)physical material** (stone, paper, wood, mechanics, electronics, digital, etc.) and combine some patterns to produce an aesthetic composition.
- ✓ Their creator intends **to convey some message**, normally to suggest some state of mind or **to induce an emotion** and the consequent feeling.

ARTeFACTs



Artefacts and the digital creation cycle/process



ARTeFACTs

Aesthetic Musing:

This activity plays a central role in the creative cycle, since it represents the moments of contemplation where the artist/creative revises, revisiting his seminal vision in the light of the decisions made (or only planned) (see Figure 3) during design and development of the artefact.

Thank you