Ken Grint – Walking Research Group

"Taking a Line for a Walk" (Paul Klee)

The above statement was expounded by the artist Paul Klee when he described animation.

Whilst I have an interest and some practice in animation this is not my tenet for the work but serves as contextual 'hook for illustrative and literary purposes.

The notion of time and place forms the core of my exploratory work.
Observation of linear and volumetric based image are a fascination for me and I intend to produce various forms of artworks with these notions in mind. Lines and tracks in virtual space can be captured using various methods of software based analysis – physical activity via motion capture being my preferred methodology.

Recording the pathways explored in differing environments can be seen as the limits of an experience. External influences and internal monologues 'attached' to such journeys extend the basis to include the traveller, whether this be the originator or the viewer. Added to this the personal control of one's body via diet, medication, etc., influences the practical method. It is a possibility that recording and display of such may enhance the resultant work.

From the field of Quantum mechanics, Feynman diagrams and Bubble Chamber plots have a beauty that links these ideas with mathematical significance that also play a part in my personal history and may contribute to the output.

In addition, the application of imagery and context to the recorded data sets reveal a record of events that can be explored in a number of ways -

    Interactive
    Output as physical 3D model
    Layered images

All of the above are to be investigated.

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Notes regarding GPS data conversion

Tracking data is available in many forms from devices such as Garmin, iPhone, etc.
Such information can end up as .gpx files that need converting to .csv and run via a Python script to be used in Maya and other 3D modeling software.

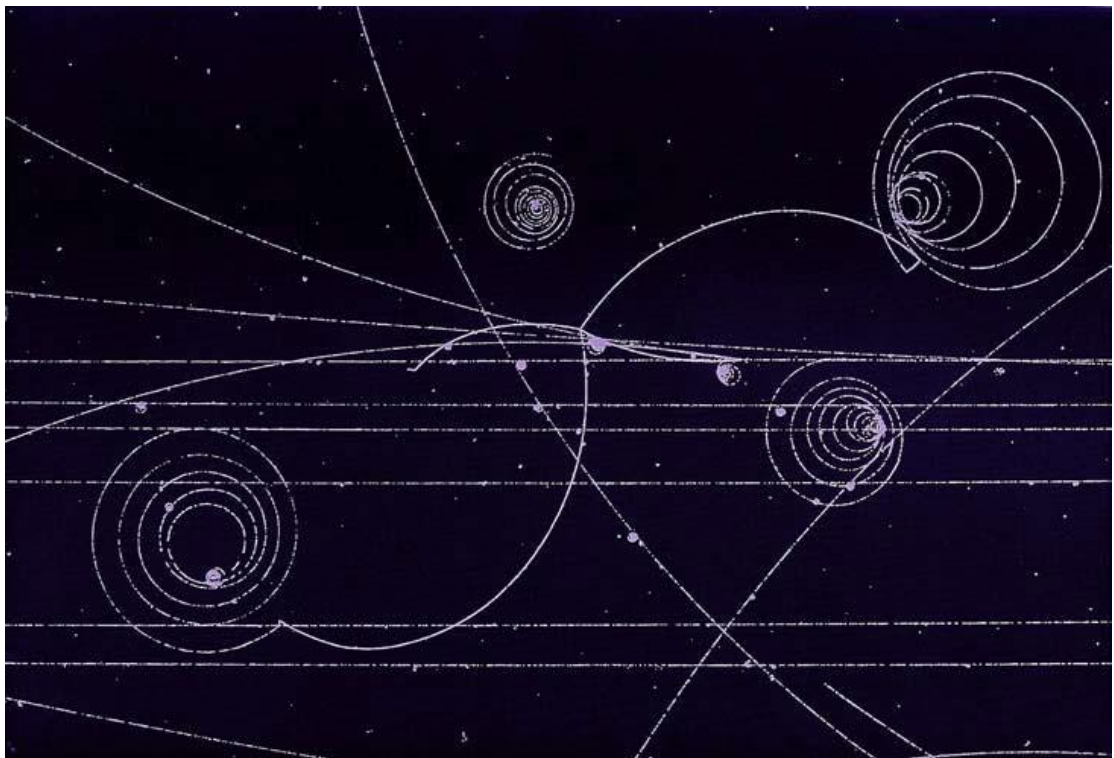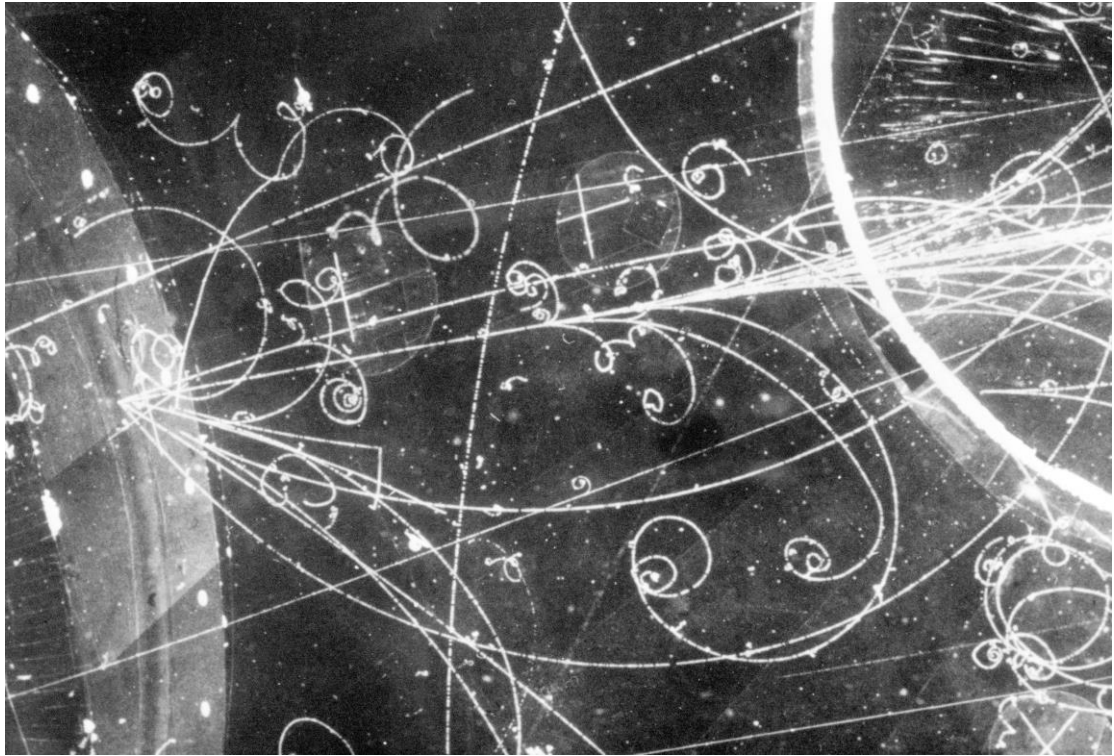An example of the .csv information –

ID,trksegID,lat,lon,ele,time
1,1,53.37148597,-1.577181984,291.9,2015-04-11T14:13:05Z
2,1,53.37153099,-1.57717796,291.8,2015-04-11T14:13:12Z
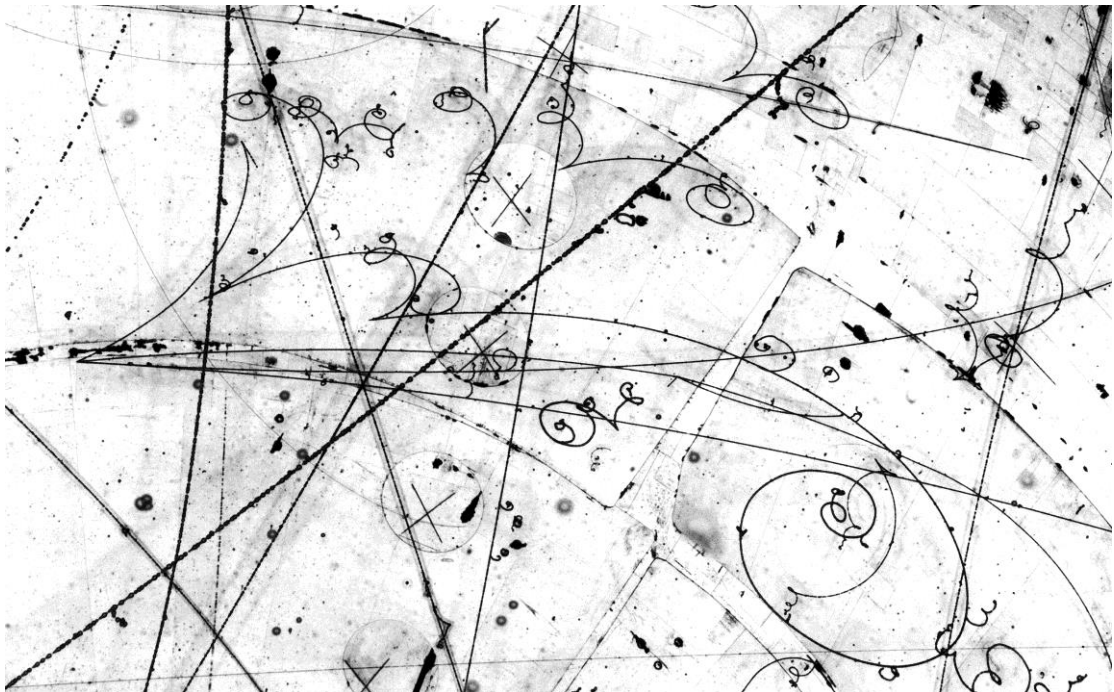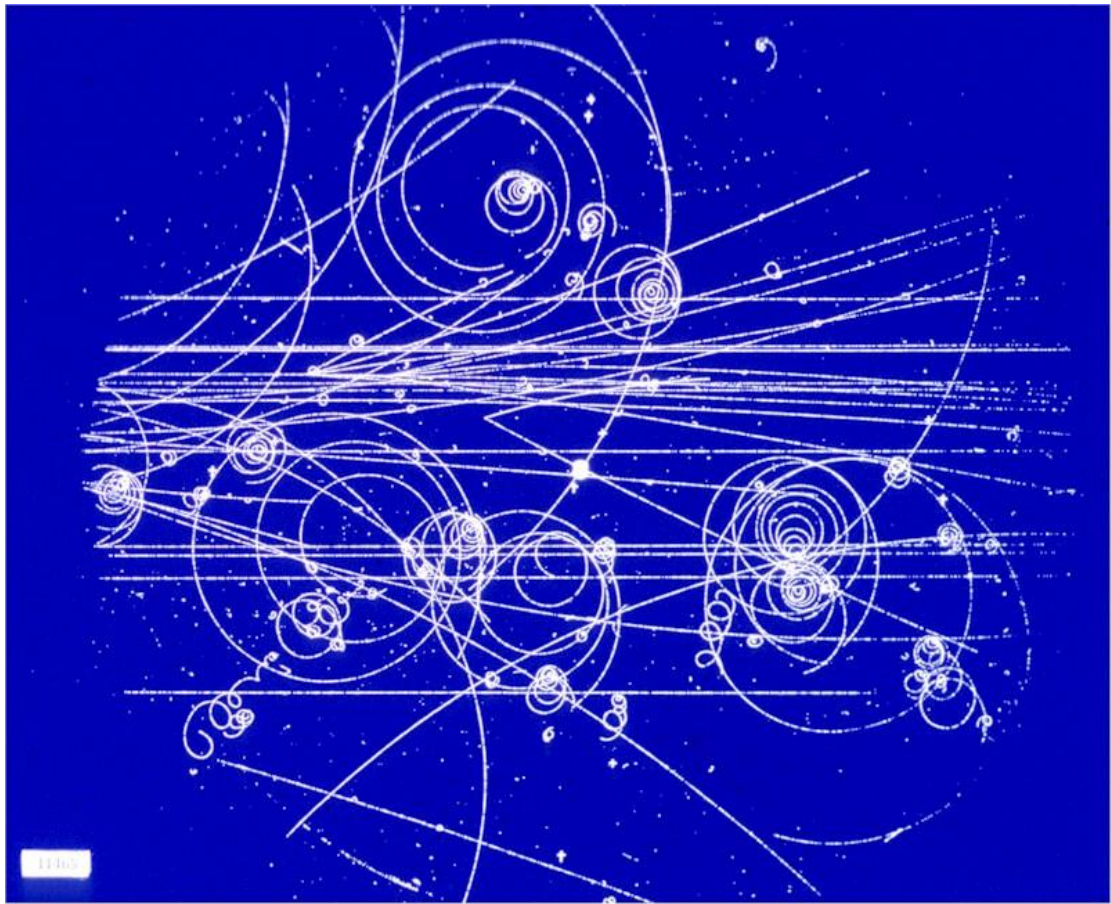3,1,53.37151799,-1.577264965,292.2,2015-04-11T14:13:19Z

An example of the technique –

http://actcgaa.blogspot.co.uk/2014/02/visualising-data-in-maya-journey-in.html

The data needs to conform to the script notation therefore the above example requires editing. The resultant basic form then requires attributes to be assigned for modeling/animation purposes.

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KG_Walking_Research.docx

Example Bubble Chamber images

KG_Walking_Research.docx

Feynman diagrams