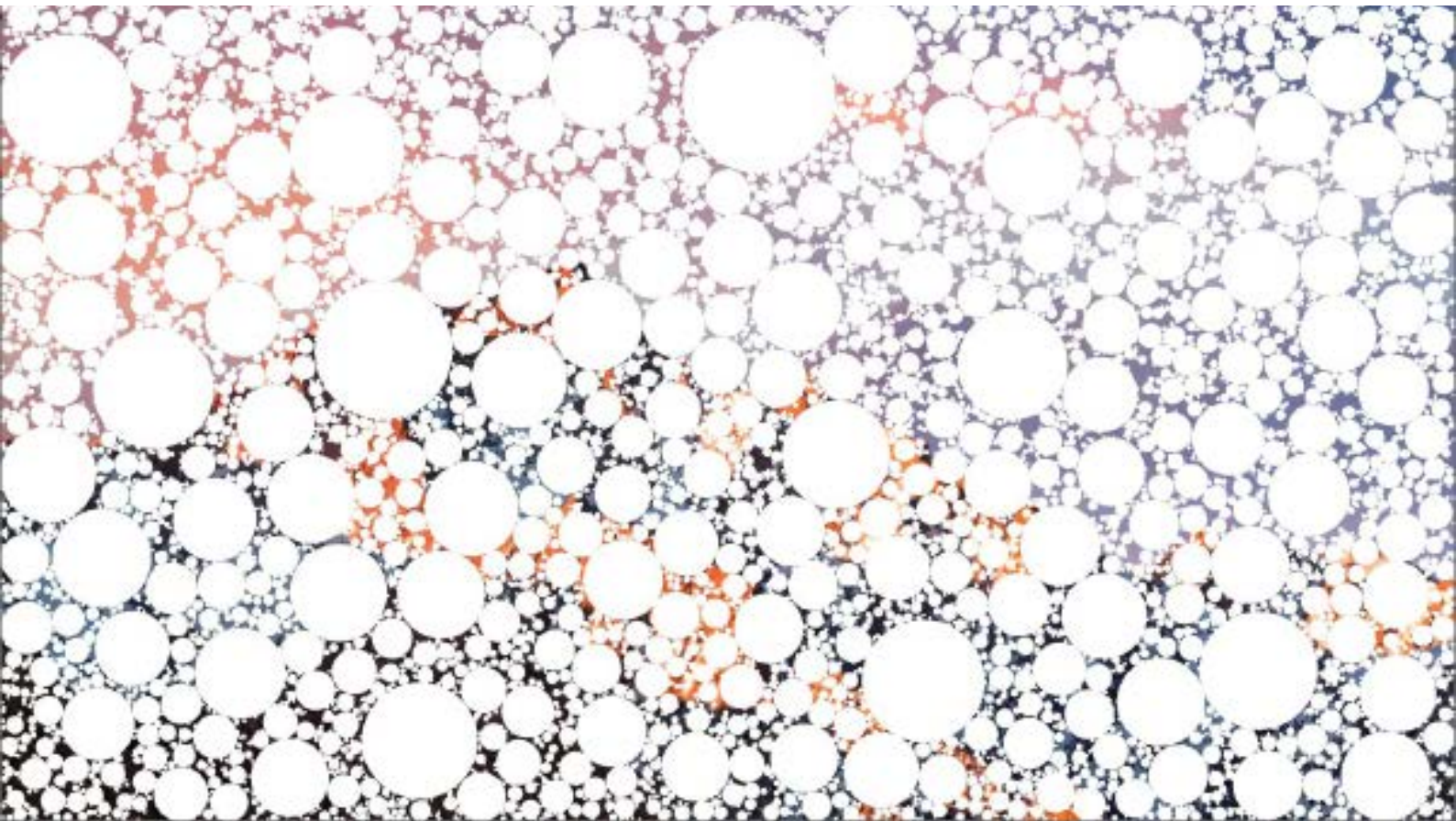


# **Digital Ecologies : Pixel Blizzard**

**Core Studio Response 2019  
Nicholas Evans**



## Digital- Ecologies Response.

Face the fact that something unpreventable is coming and yes we are responsible for the event to come. Instead of prevent and we should switch to trying to persevere through. Perserverance is the main theme of my Project. In order to Persevere we must first recognize our technology, tools, and our ways of inventing has drawn us farther from nature. We have built this structure this habitat where we interact less and less with nature. This is detrimental because we have built this Digital ZOO where we don't know much of what is happening where are we getting our food, why aren't I as free as I want to roam, what can I do about all of these trolls that bombard me, this enclosure looks so real like the wild but again there are too many barriers.

"We can be trained to do anything"

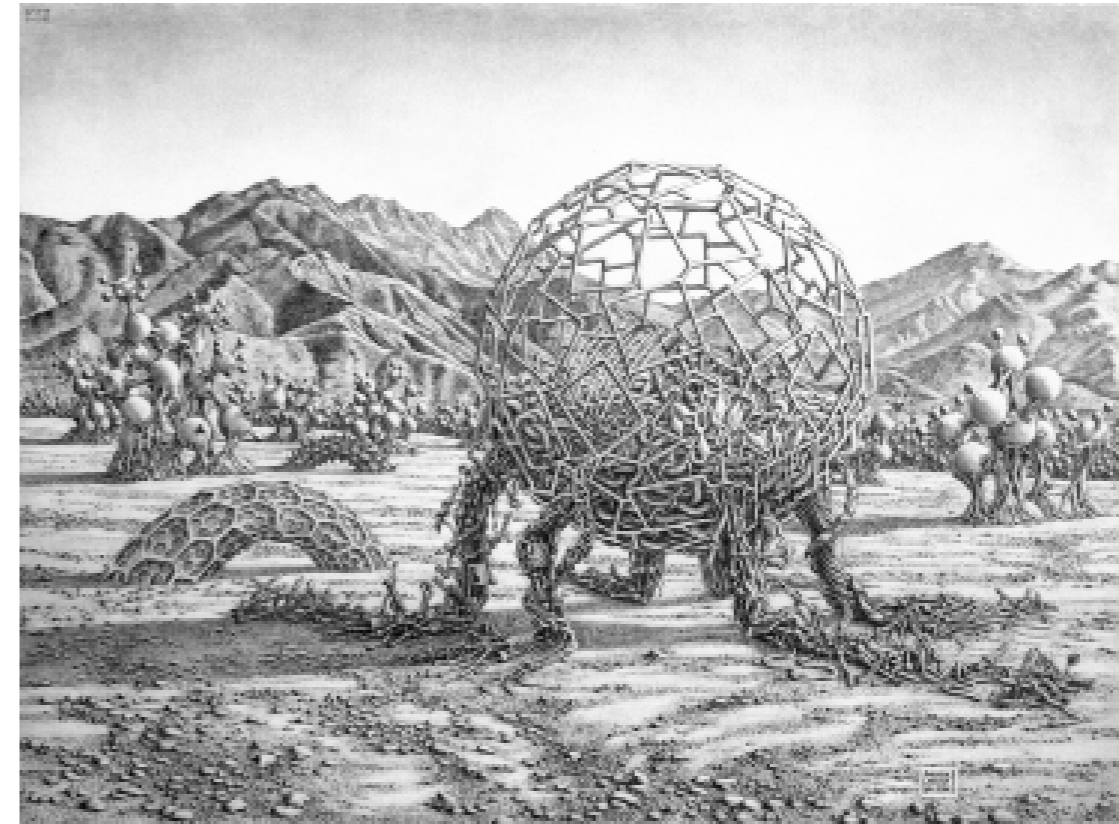
"Leave the Digital ZOO and come back to the wild in order for us to learn to perservere and face what's to come"

"Obviously some of us may not know how to live in nature now because we dont practice it enough."

## Themes center around:

Perserverance: Time to allow what is coming, Stop with running away because we can't hide forever just try to withstand maybe we can train to endure it

Drawing Landscape Design  
Andrew Neson "Living Machine"

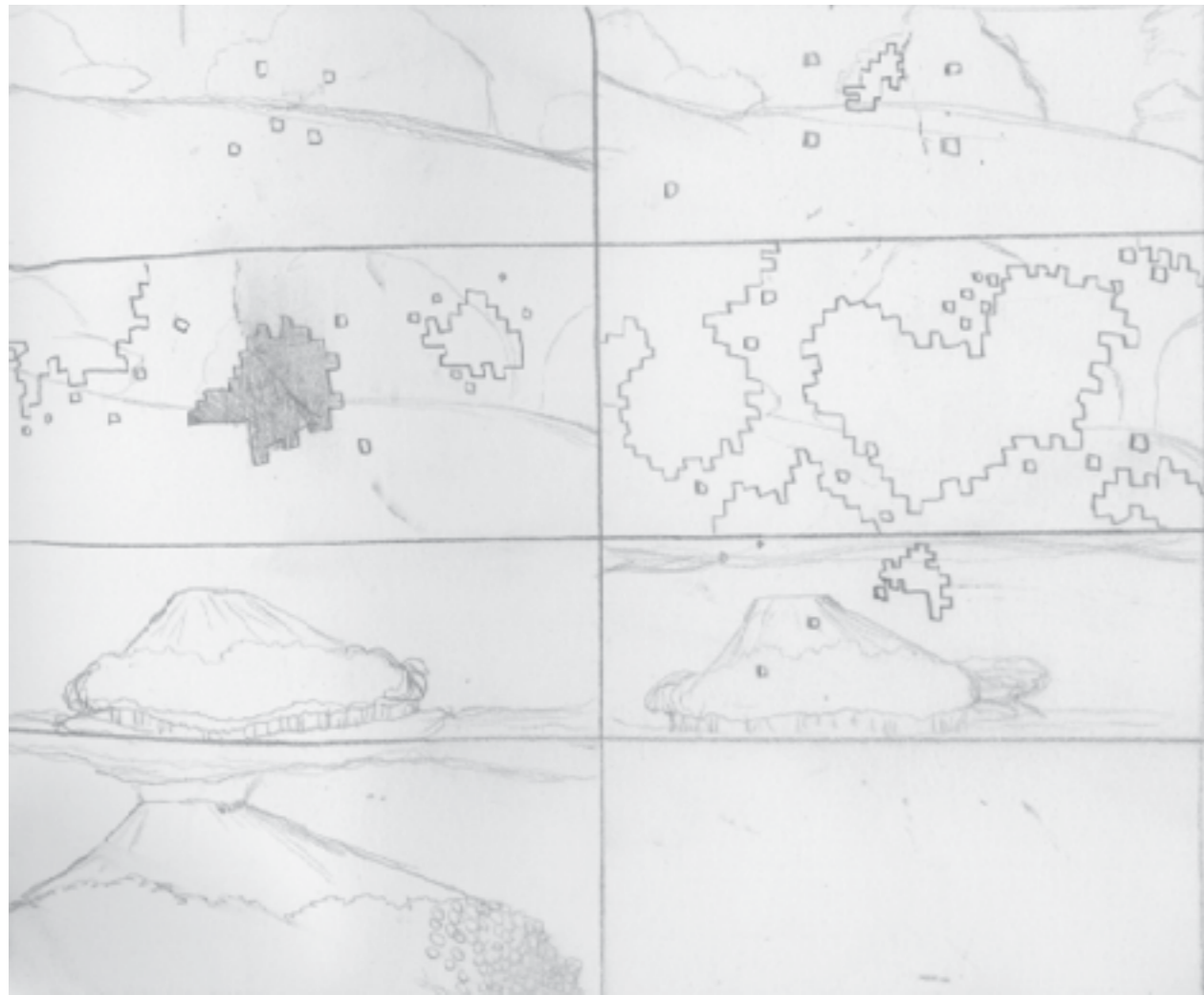


3D: Jon Rafman "Tabor Robak"

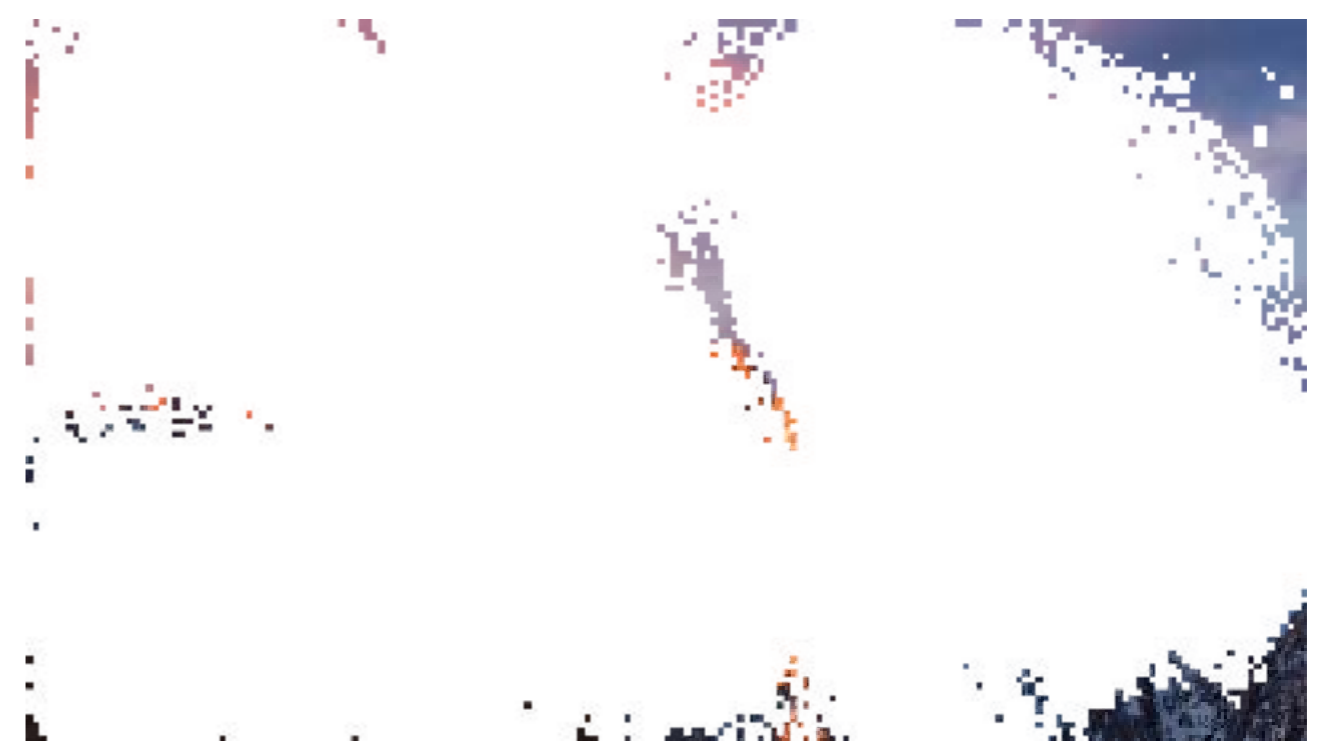
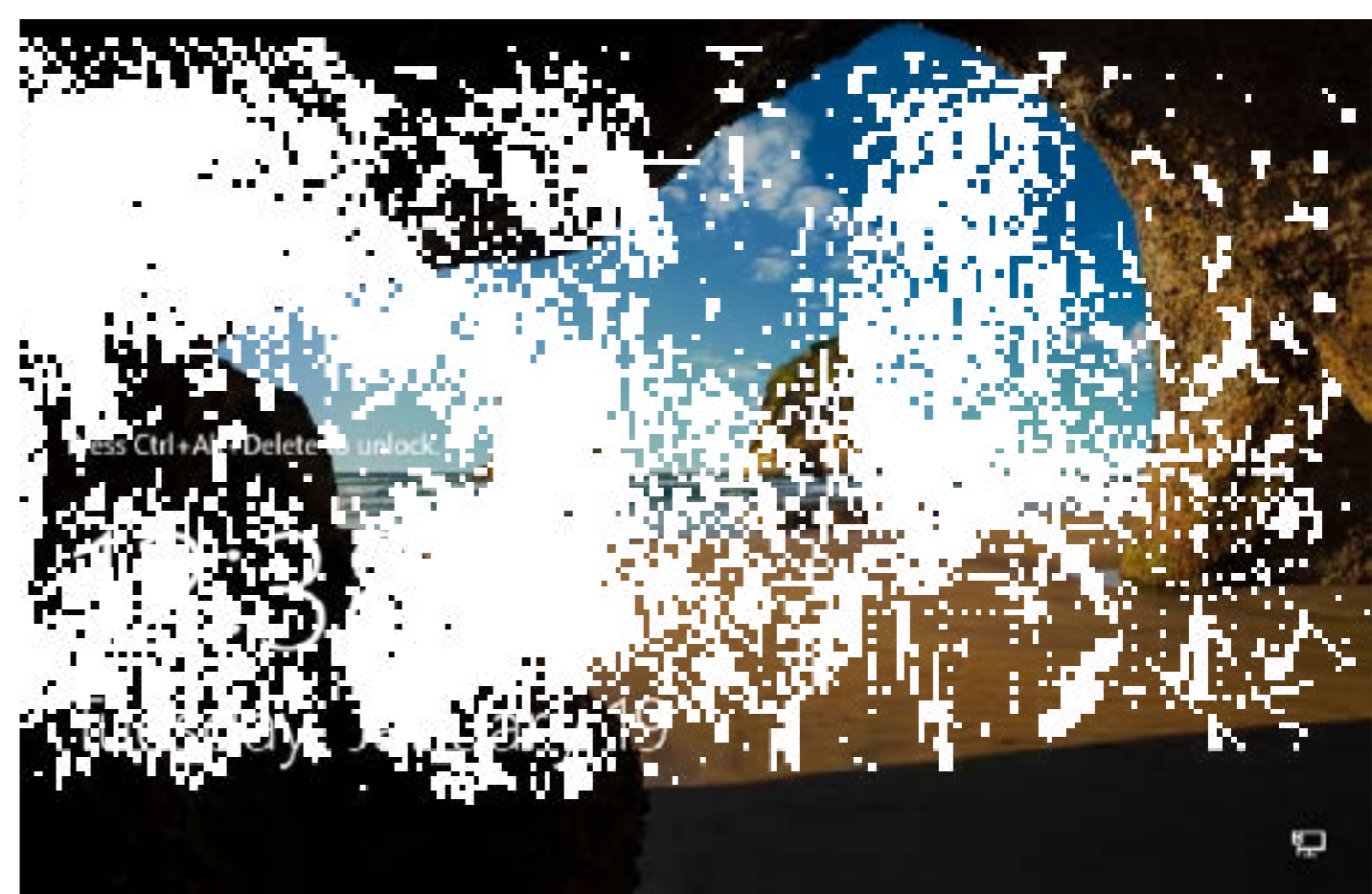


## Main Project Pixel Blizzard:

Use recognizable desktop wall papers like the window landscape or just landscape images with isadora to make an animation that grows white pixels across the image. By doing so the image becomes extremely difficult to read which is to resemble how the carbon emission from data leads to a blurred vision. As a fact the amount of data we consume when operating on our devices emits carbon which creates holes in the ozone layer.

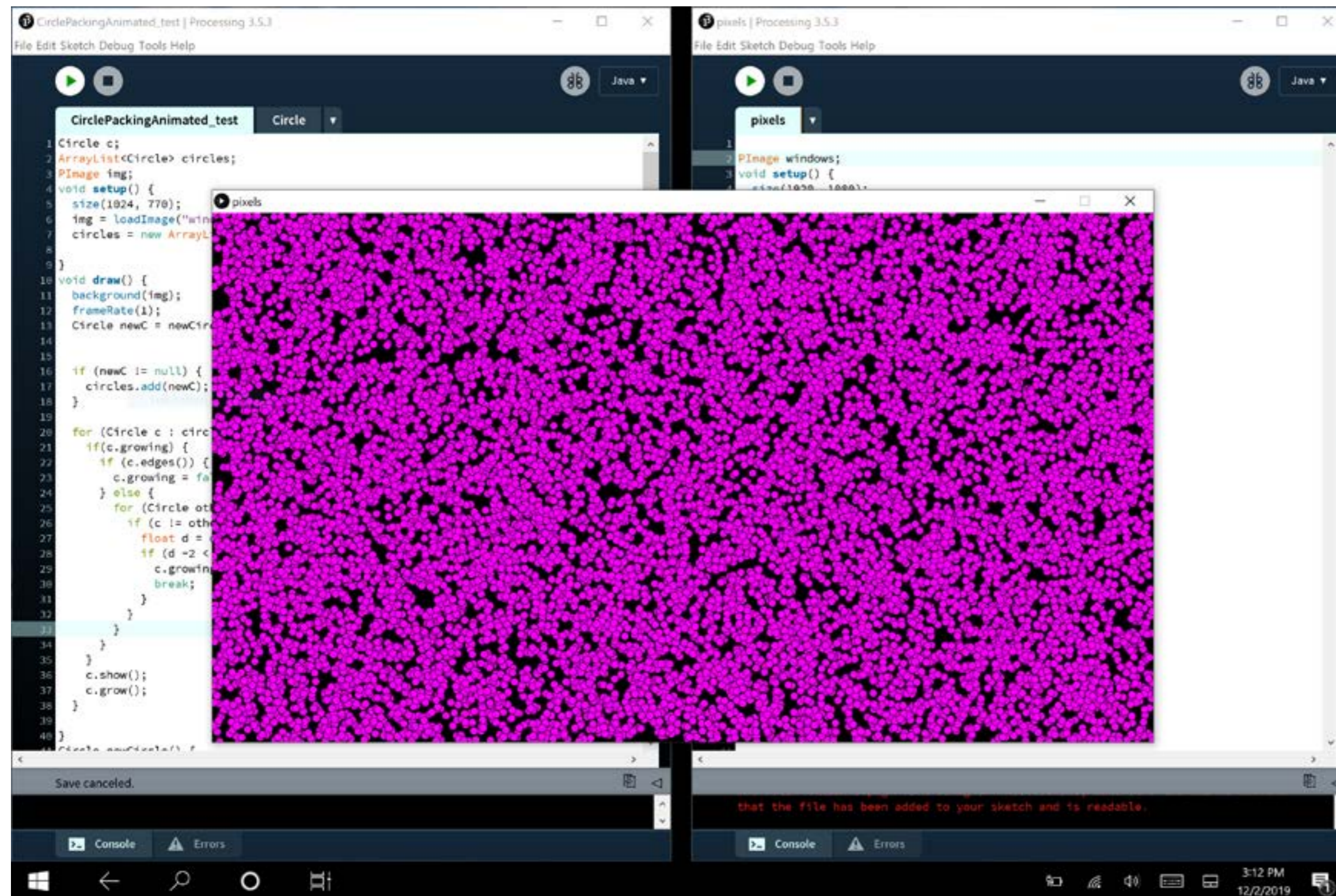


# EXPERIMENTS ANIMATION

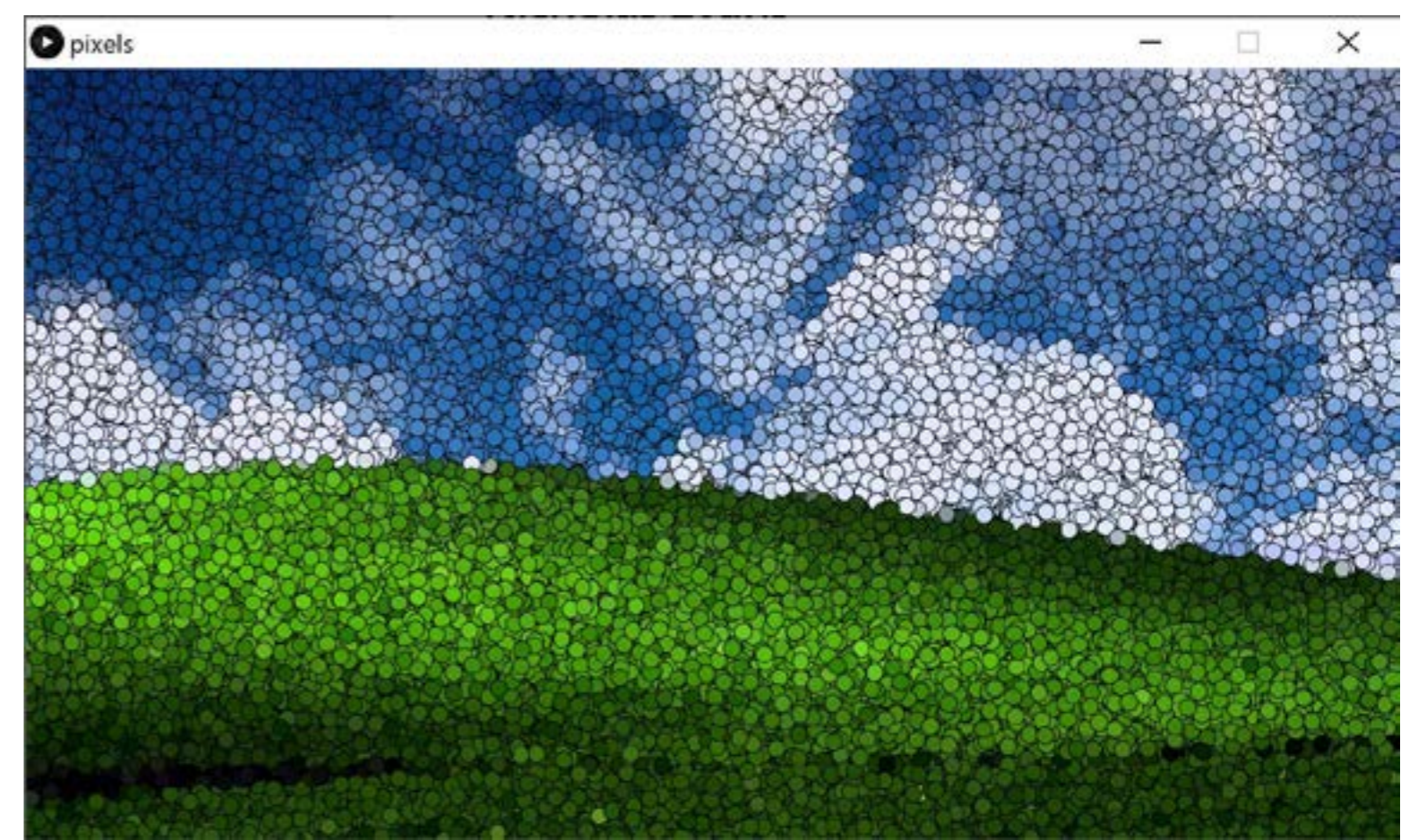
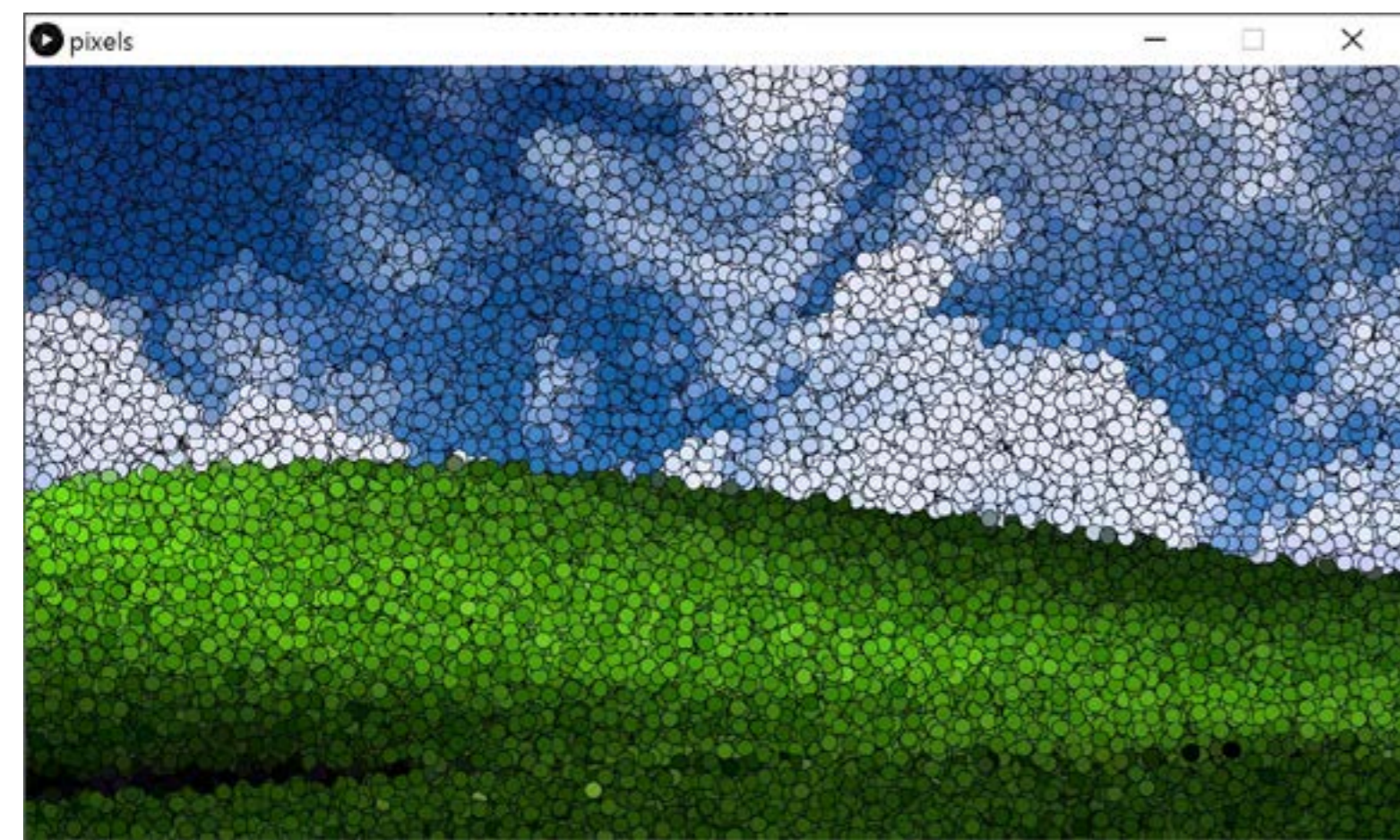


# EXPERIMENTS PROCESSING 3.5.3

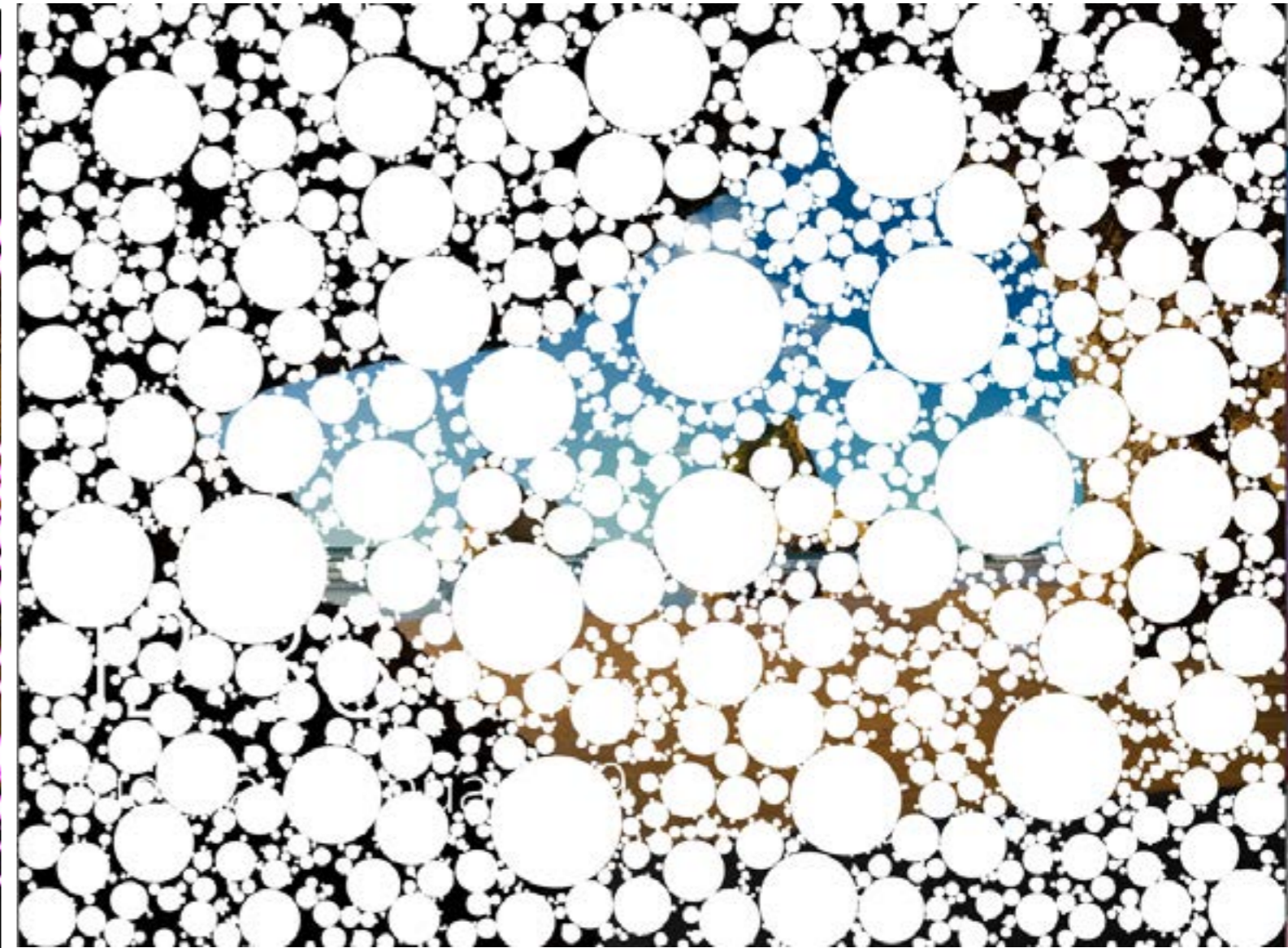
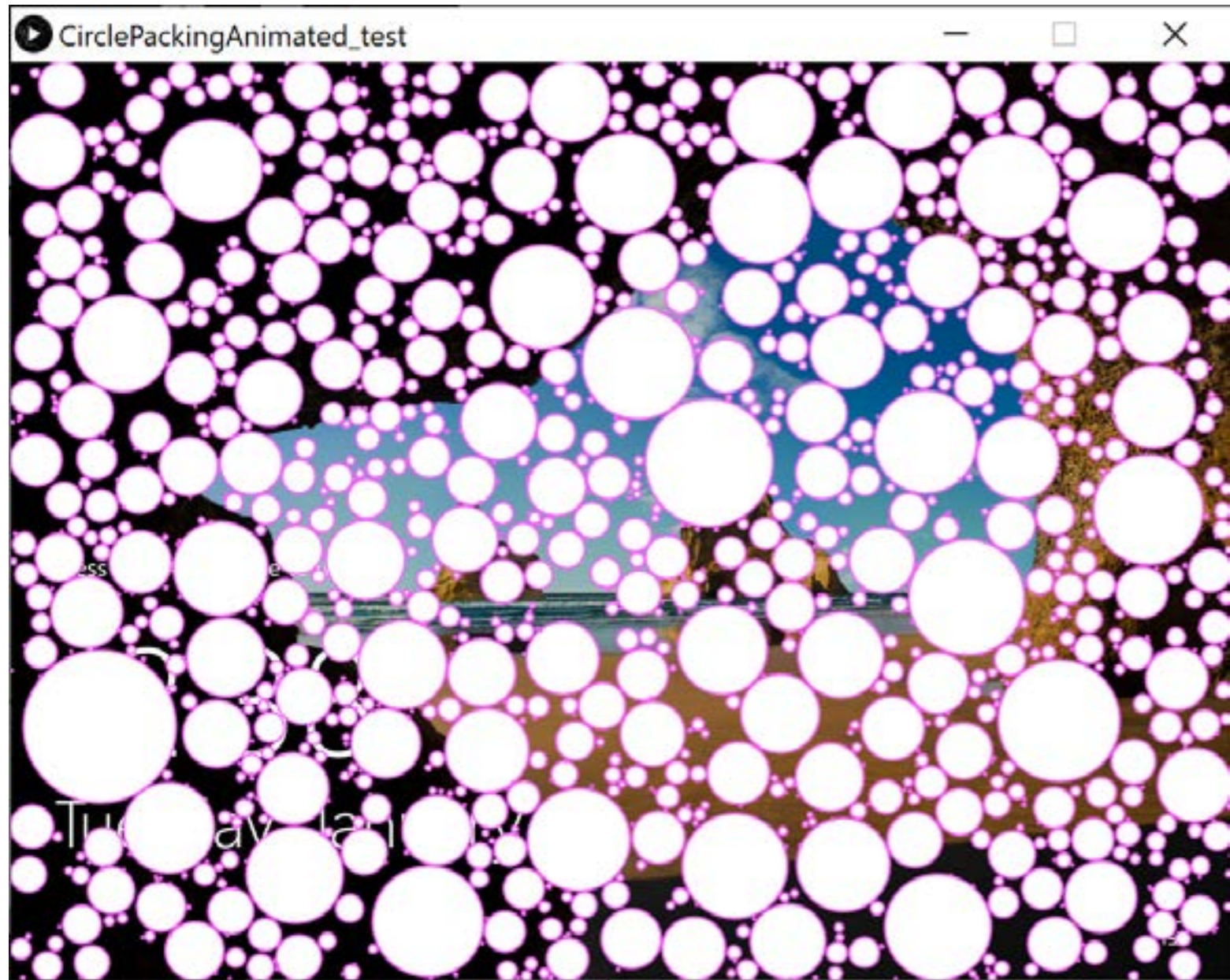
Circle packing in a way to create the blizzard affect. This one is more relatable due to the fact carbon causes there to be more “holes” in the ozone layers. My next step would be the amount of carbon emitted from data would determine the size of the circles



# EXPERIMENTS PROCESSING

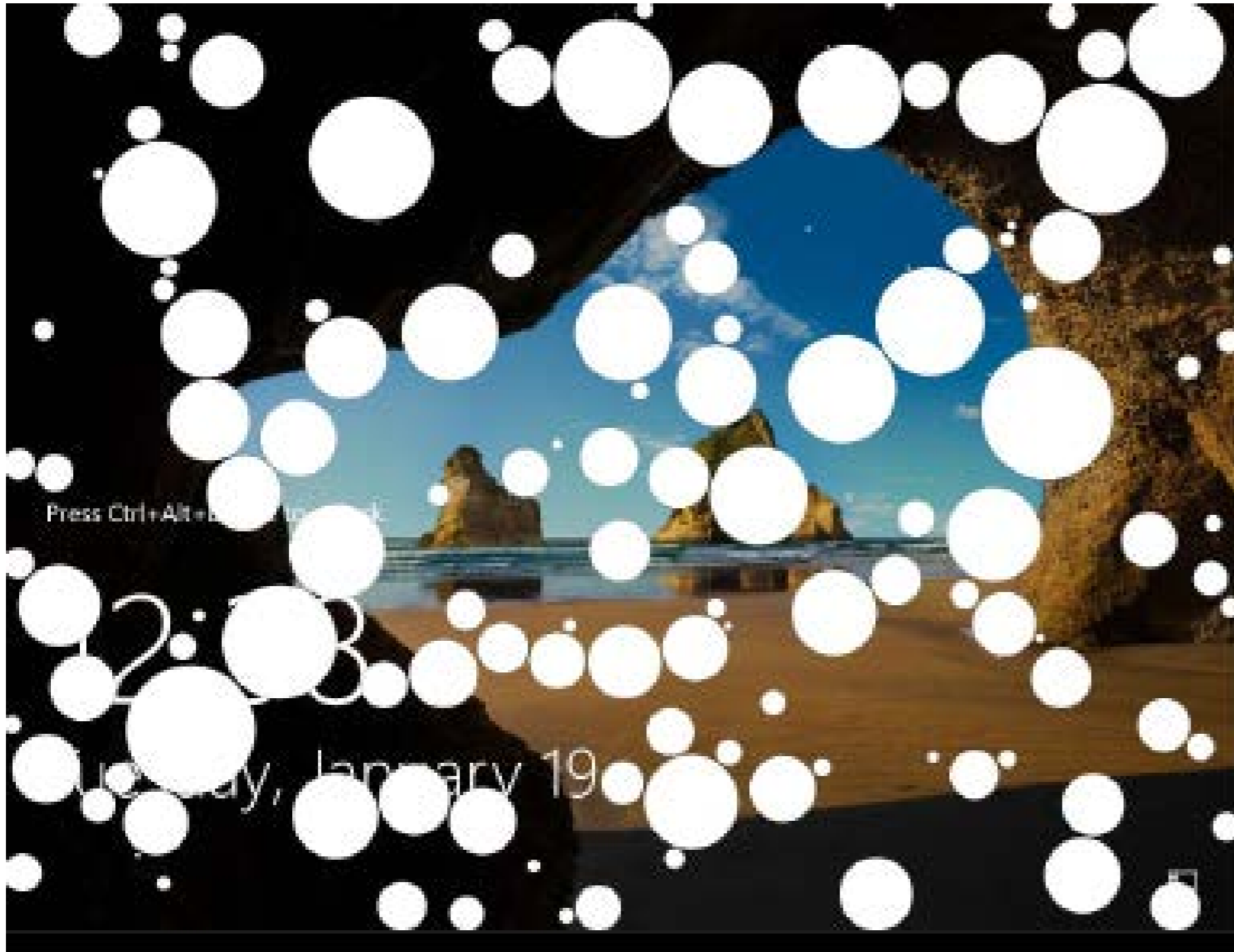


# EXPERIMENTS PROCESSING



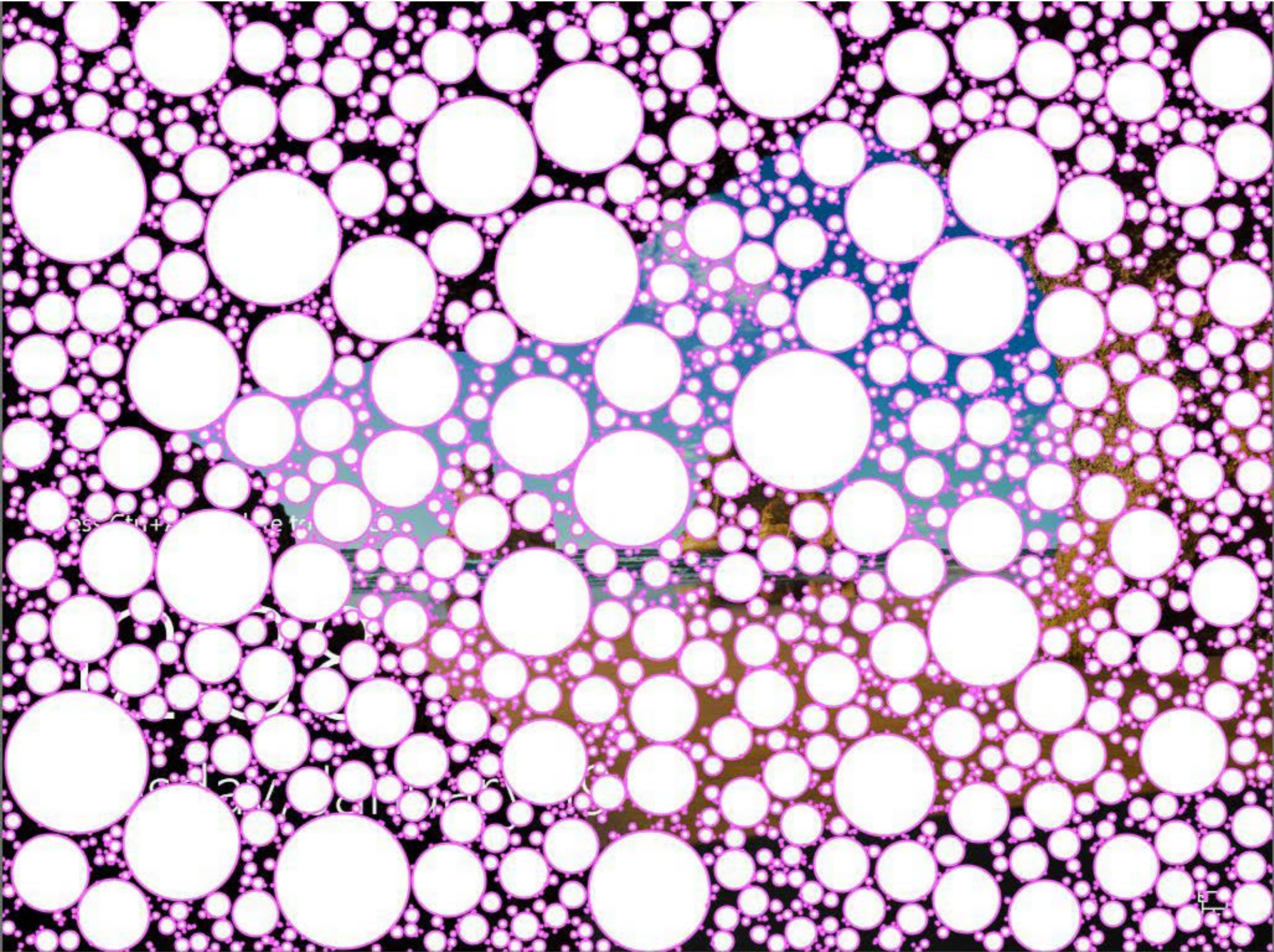
## Final Outcome:

Pixels come to mind when I think of technology or digital everybody hates them when it means the server or website is crashing or still loading. Specifically when I render images or videos it always starts like little by little in tiles technical term. For this project I wanted to think of what happens it means if reversed. In these images the presence of the pixels symbolizes a decay of the image and an invasion of the digital. Like a blizzard everything like cars and building becomes completely covered in snow but remain intact thus. Following more experimentations with processing I hope to discover more ways generative art links to the environment. These Images specifically of nature being covered in this blizzard underlines how nature simply faces what ever is to come which is something I believe man can take note of.





**Final Images**



**Final Images**



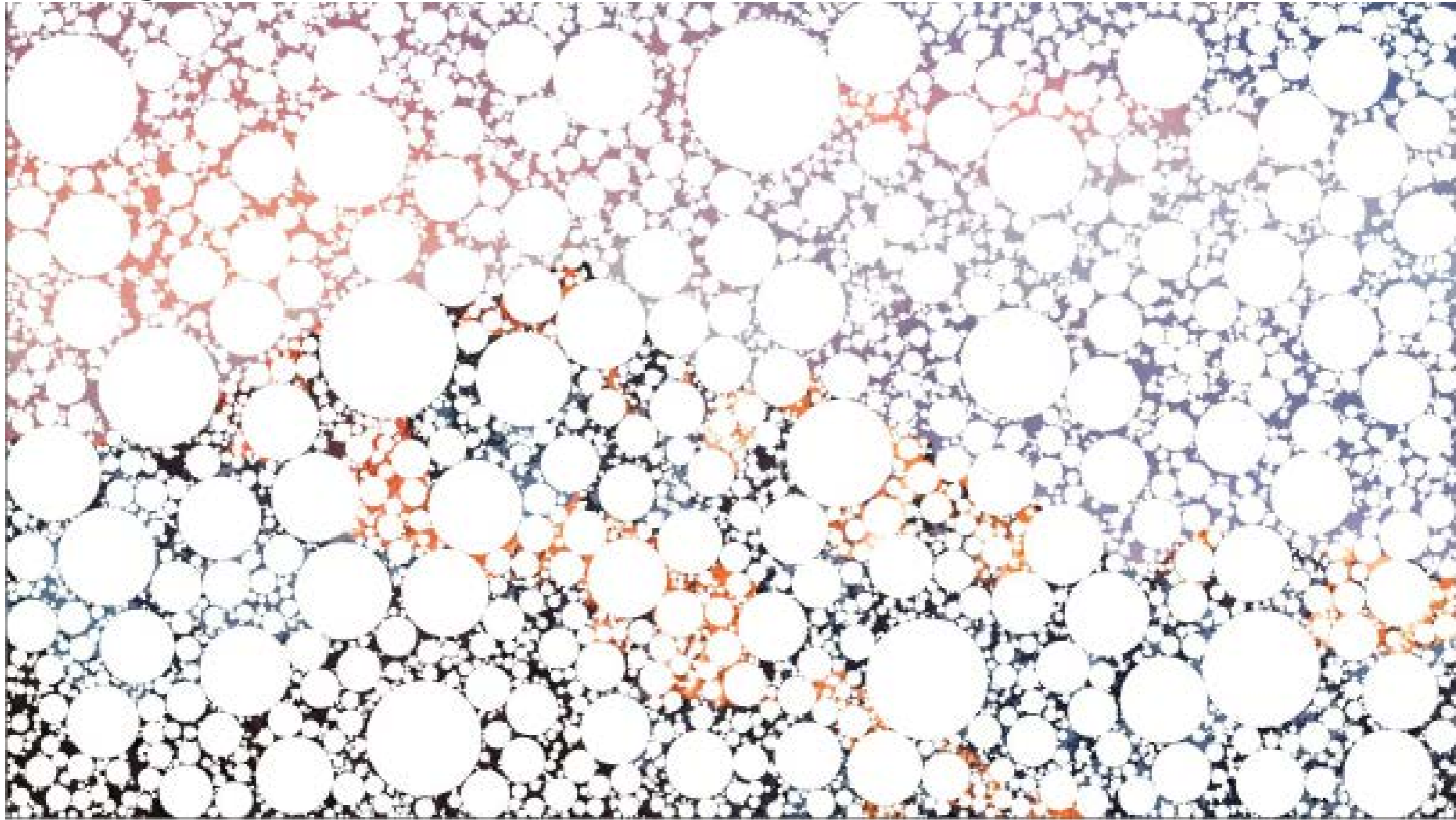
# Final Images



## Final Images



## Final Images



# Final Images

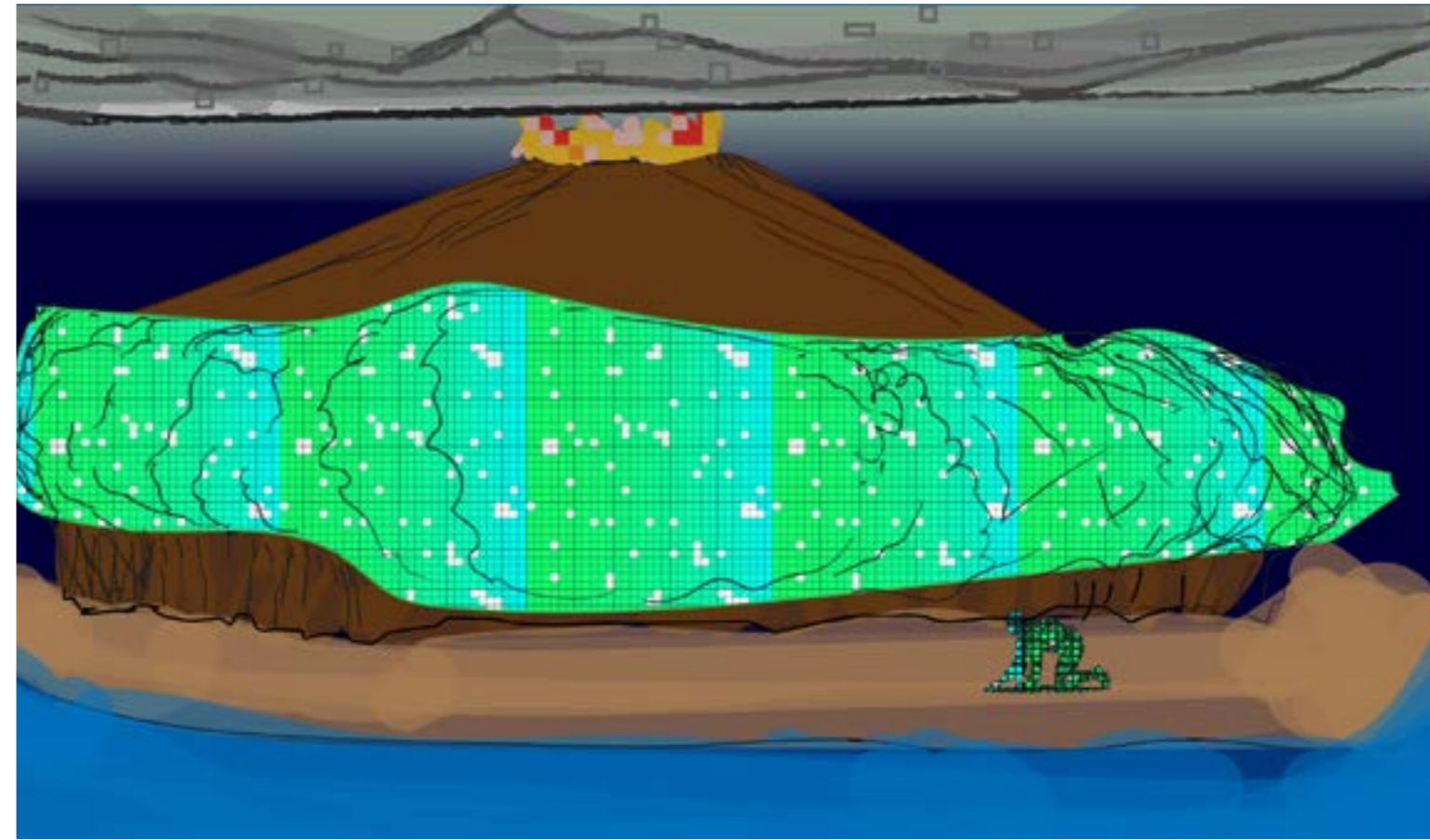
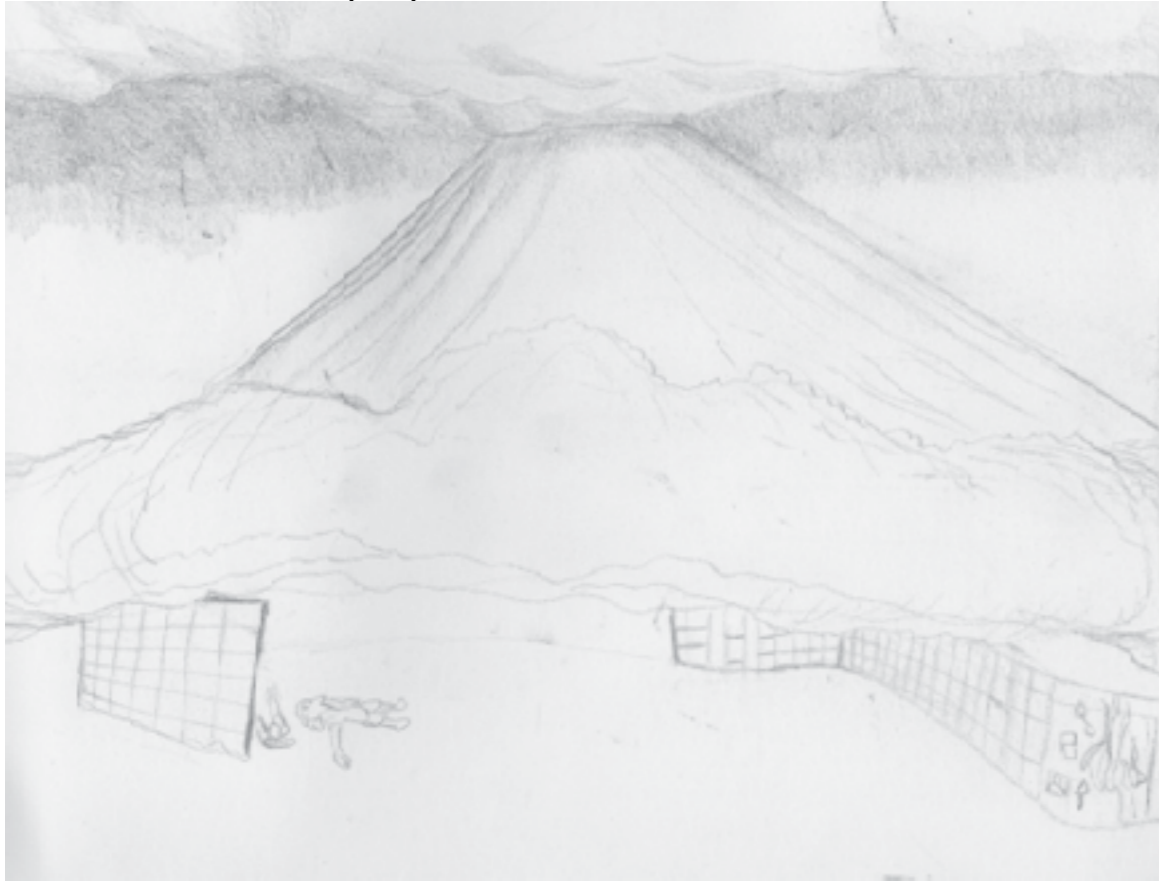


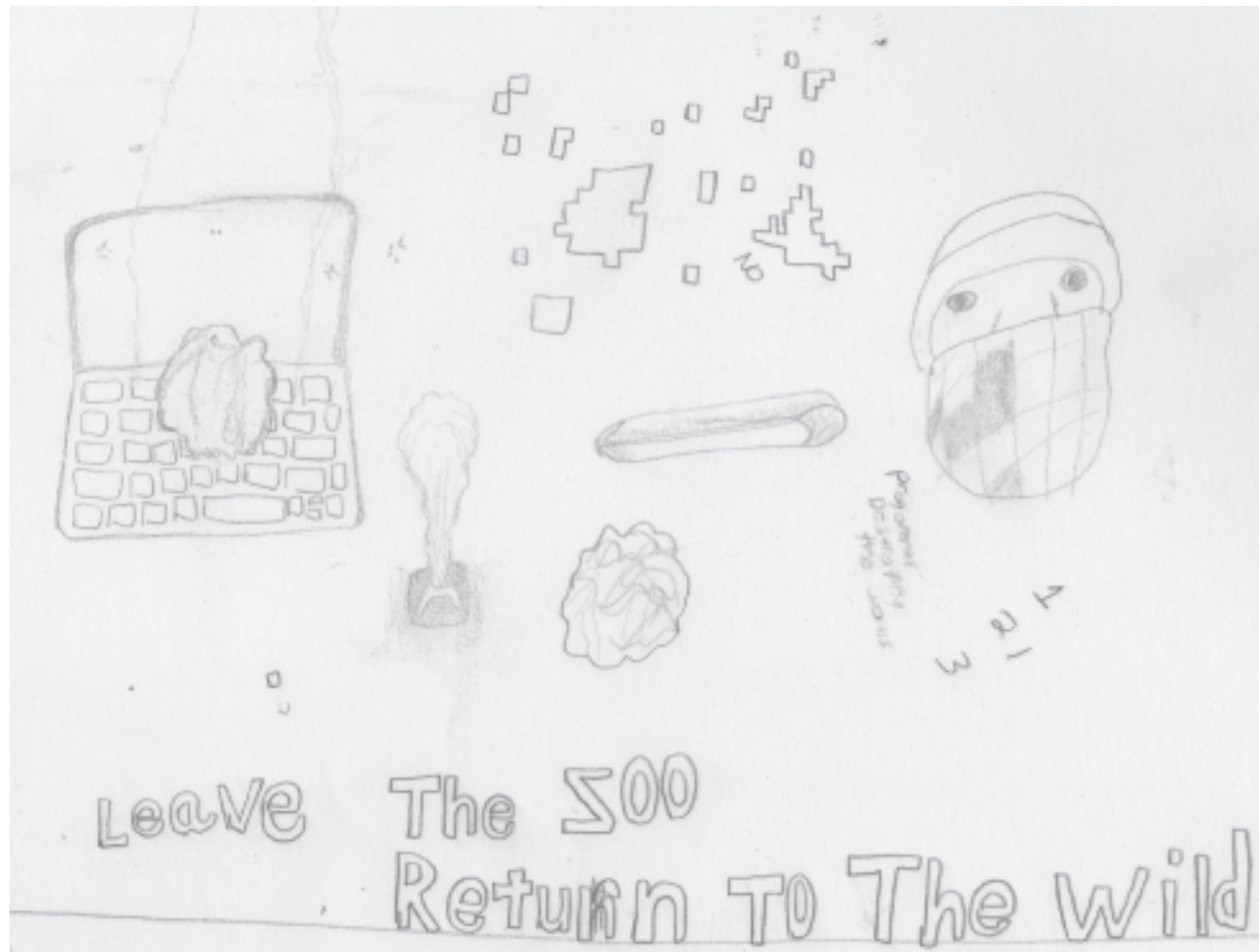
## 2nd Side Project: Digital ZOO Photography

This is an attempt at a narrative inspired by the carbon footprint.

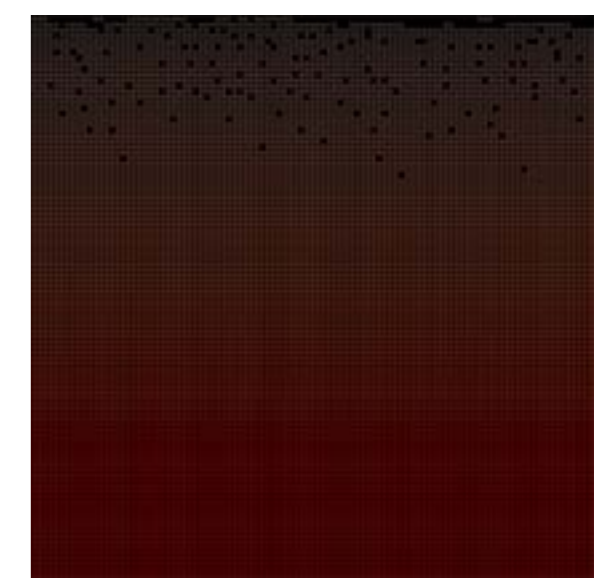
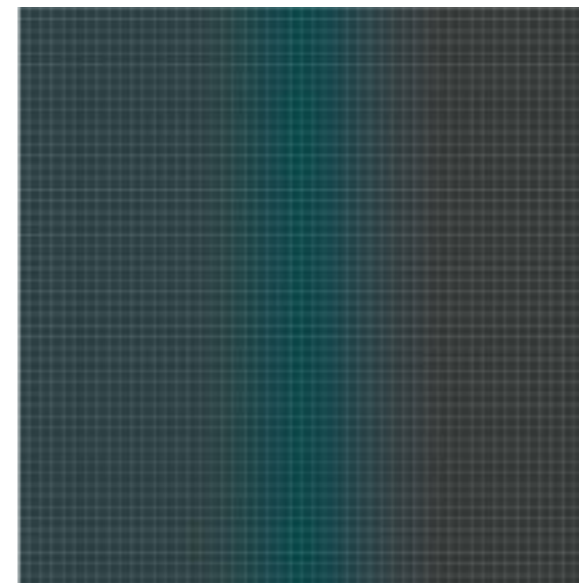
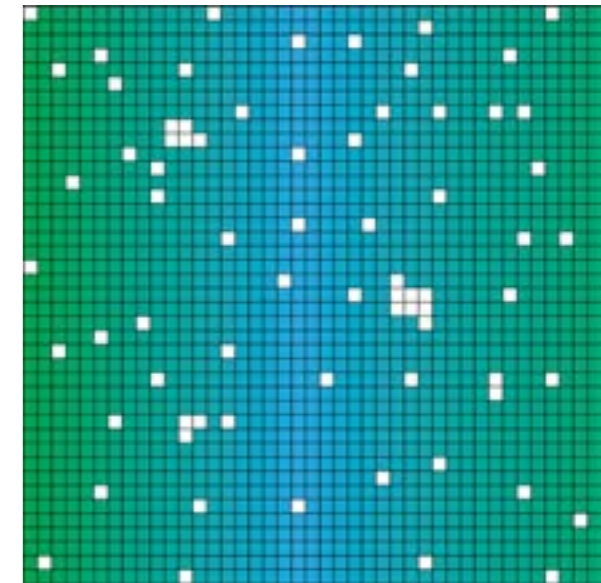
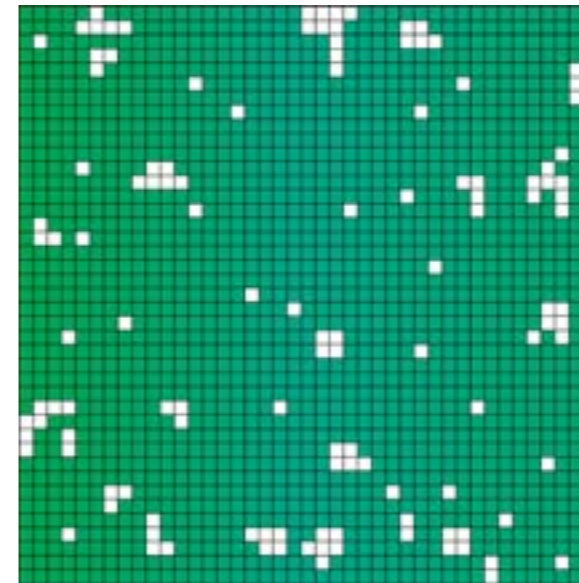
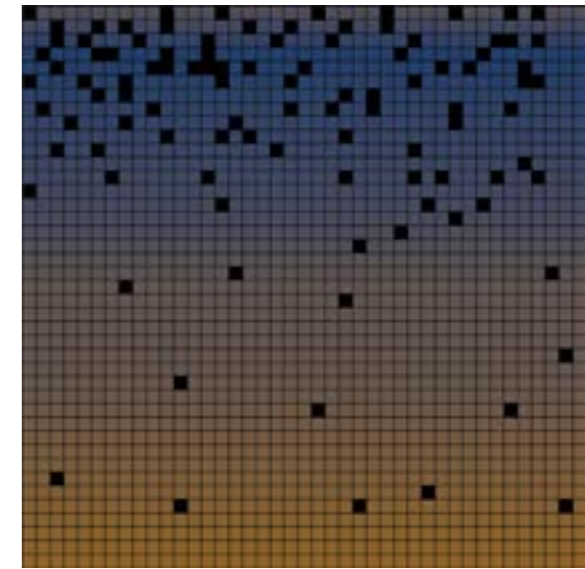
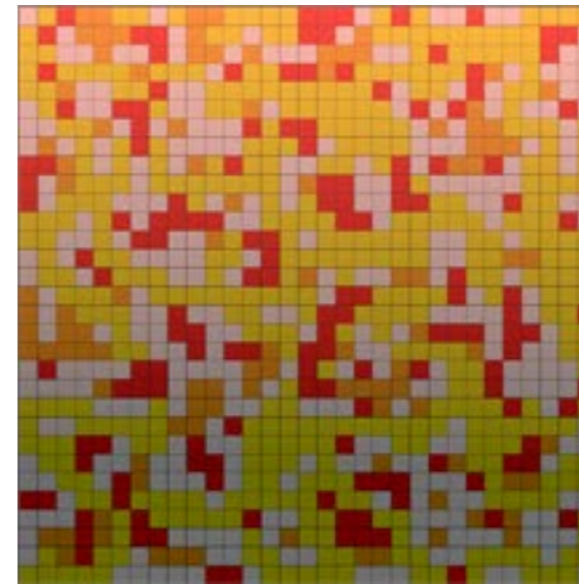
Produce more 3d rendered images of the digital ZOO.

Speak as if on the radio and talking about the meaning of the Digital ZOO specifically on reasons why it will be destroyed due to the fact it is also a volcano being pumped with data every minute we interact with the Digital ZOO. What looks like clouds is really steam emitted from rising magma in volcano getting ready to erupt and that's the carbon emitted from the transfer of data. Data/information is like magma. When one thinks of Adam and Eve from the Bible the apple gave knowledge and they seeked more but for what purpose?



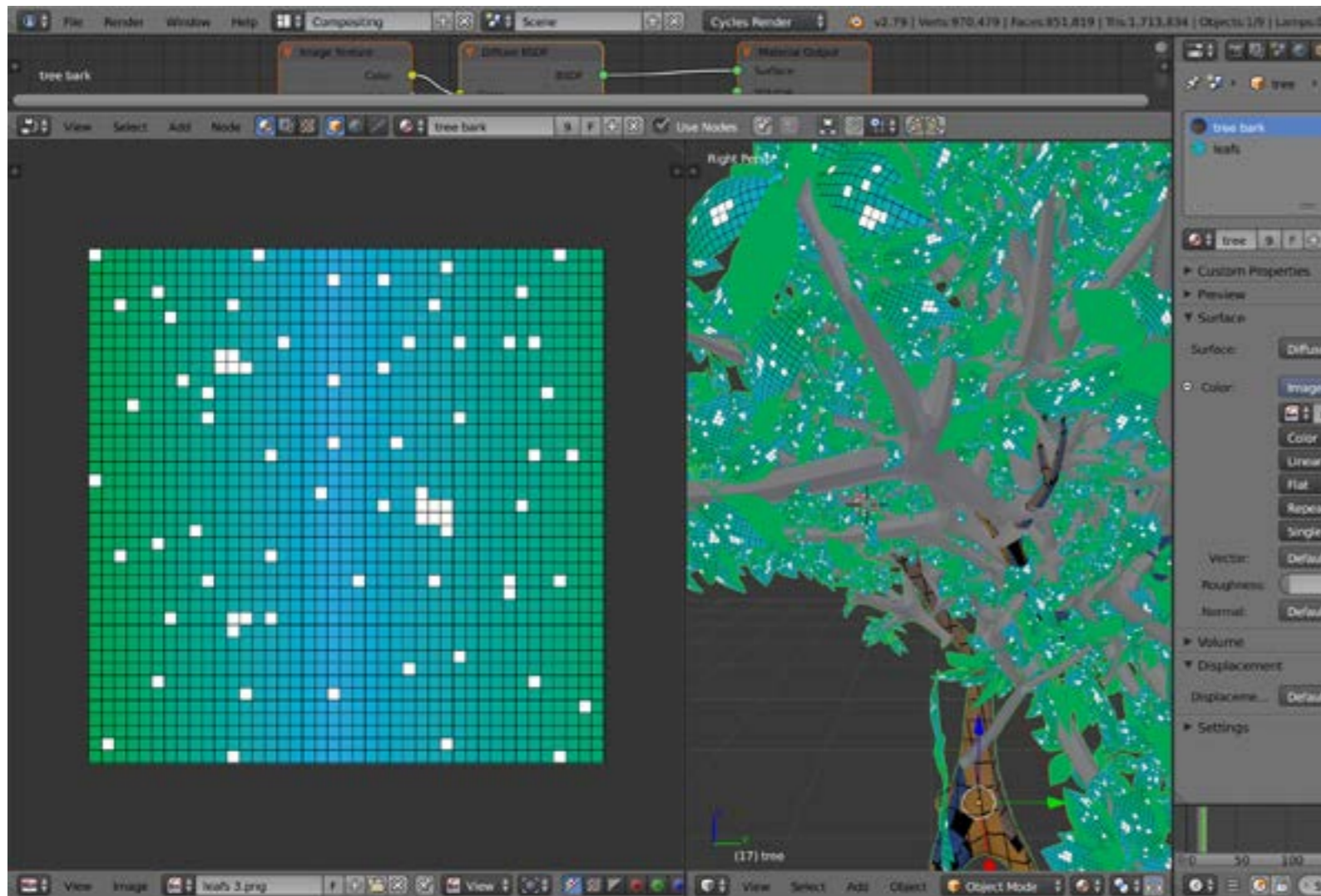


## Textures

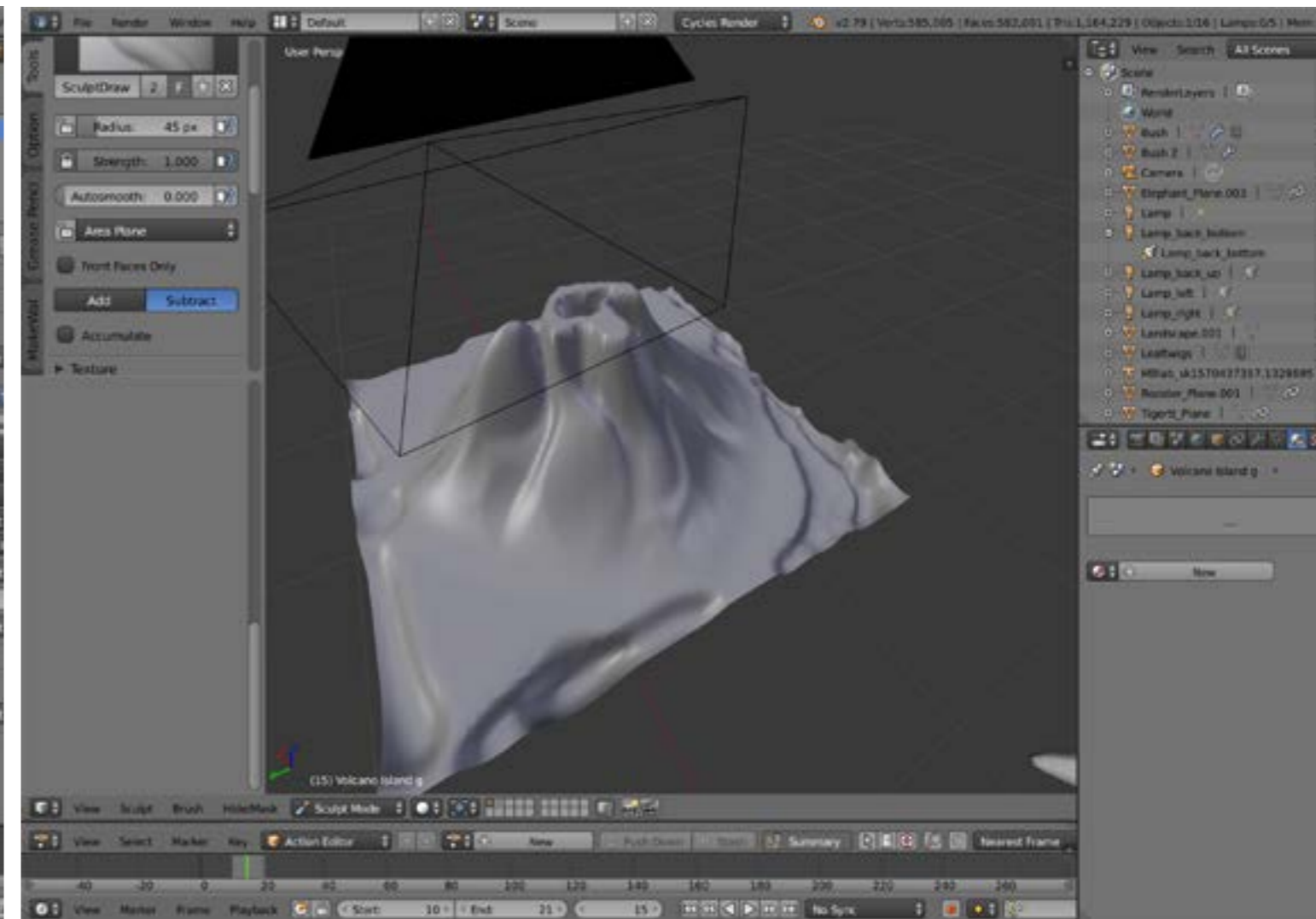




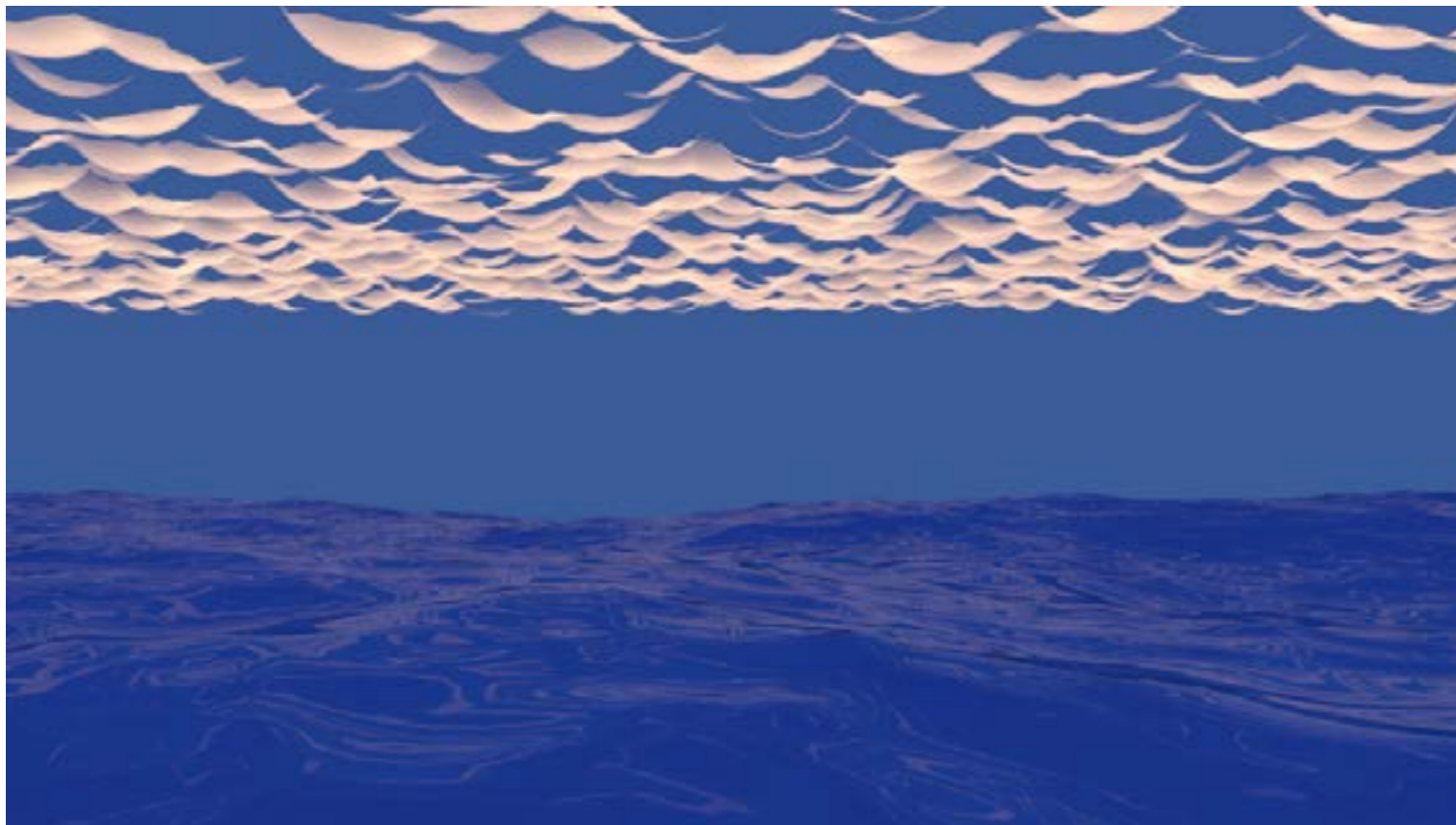
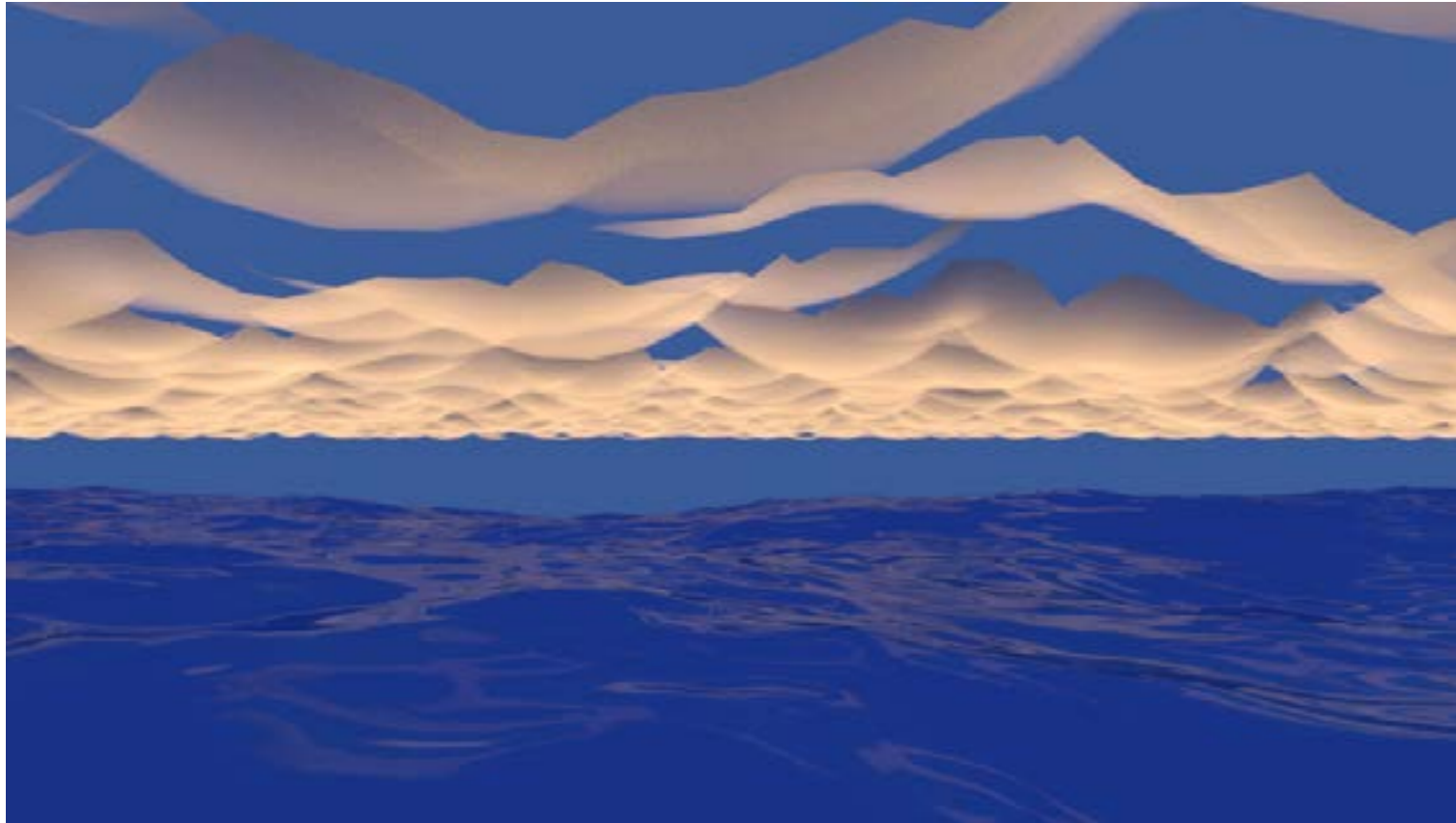
## Textures Applied to Objects



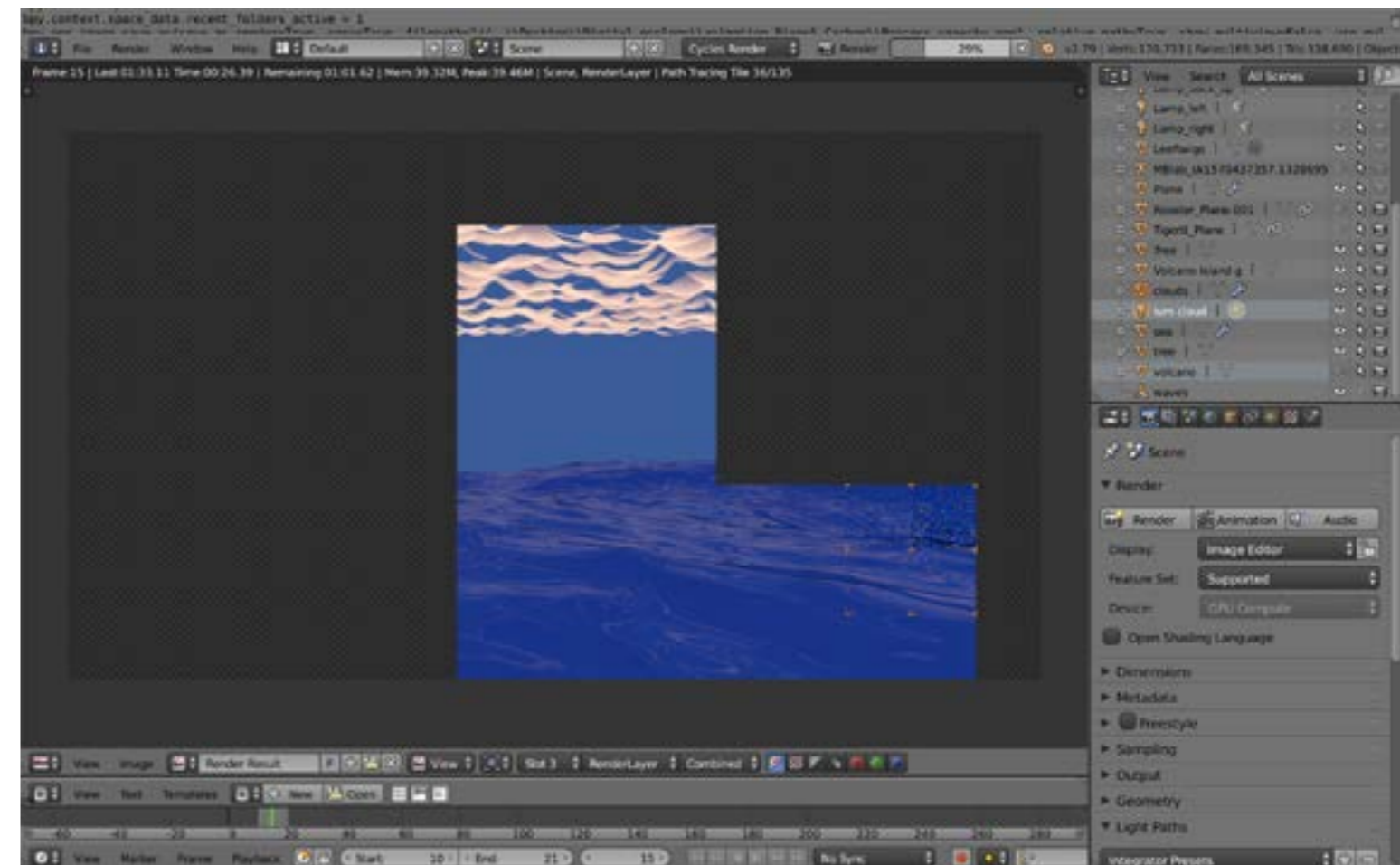
## Blenders Terrain Maker and Sculpting for



## 3D Modeling = Clouds and Sea



## 3D Modeling = Digital(pixel) world



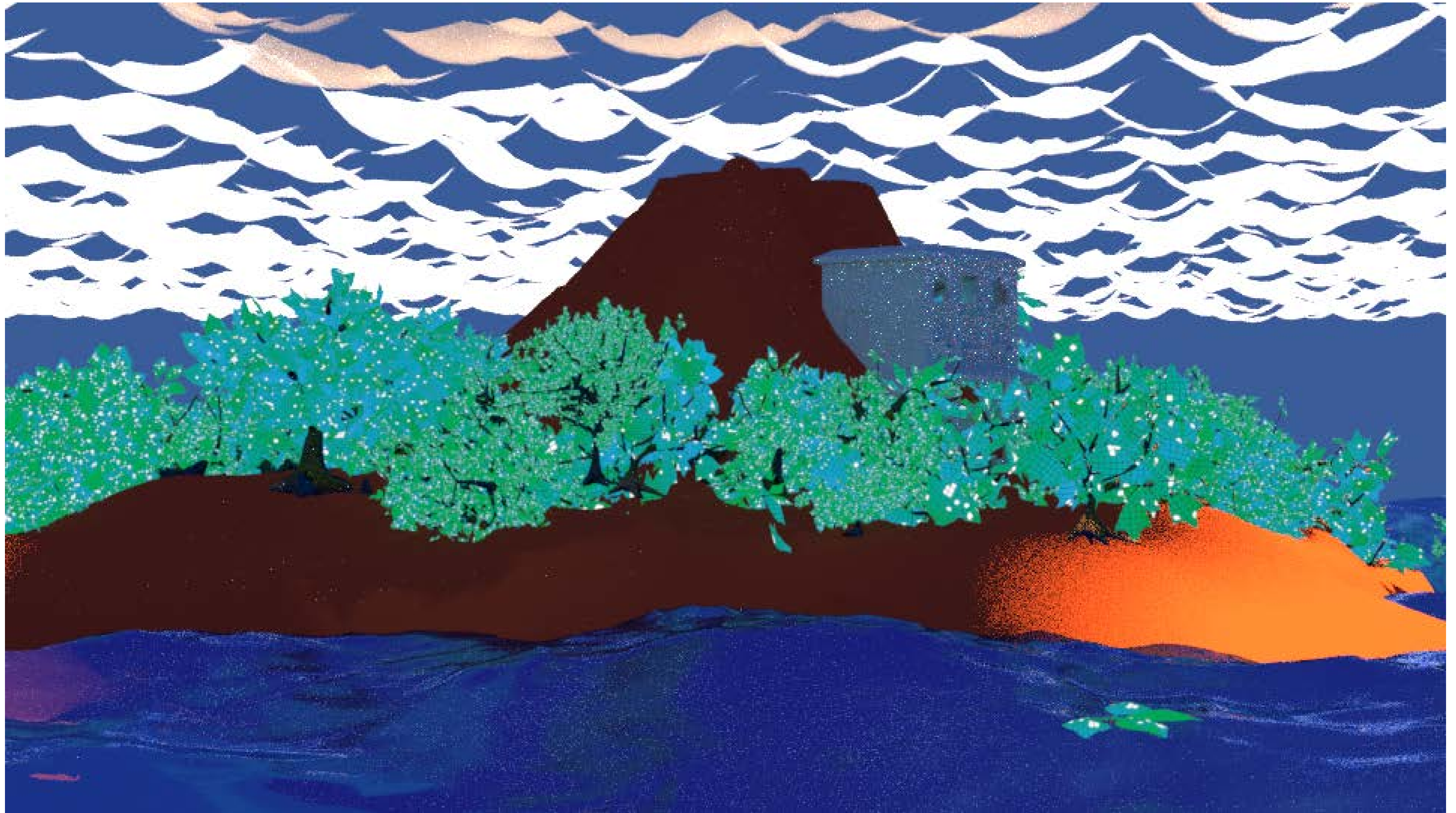
## 3D Landscape Process



## 3D Landscape Process

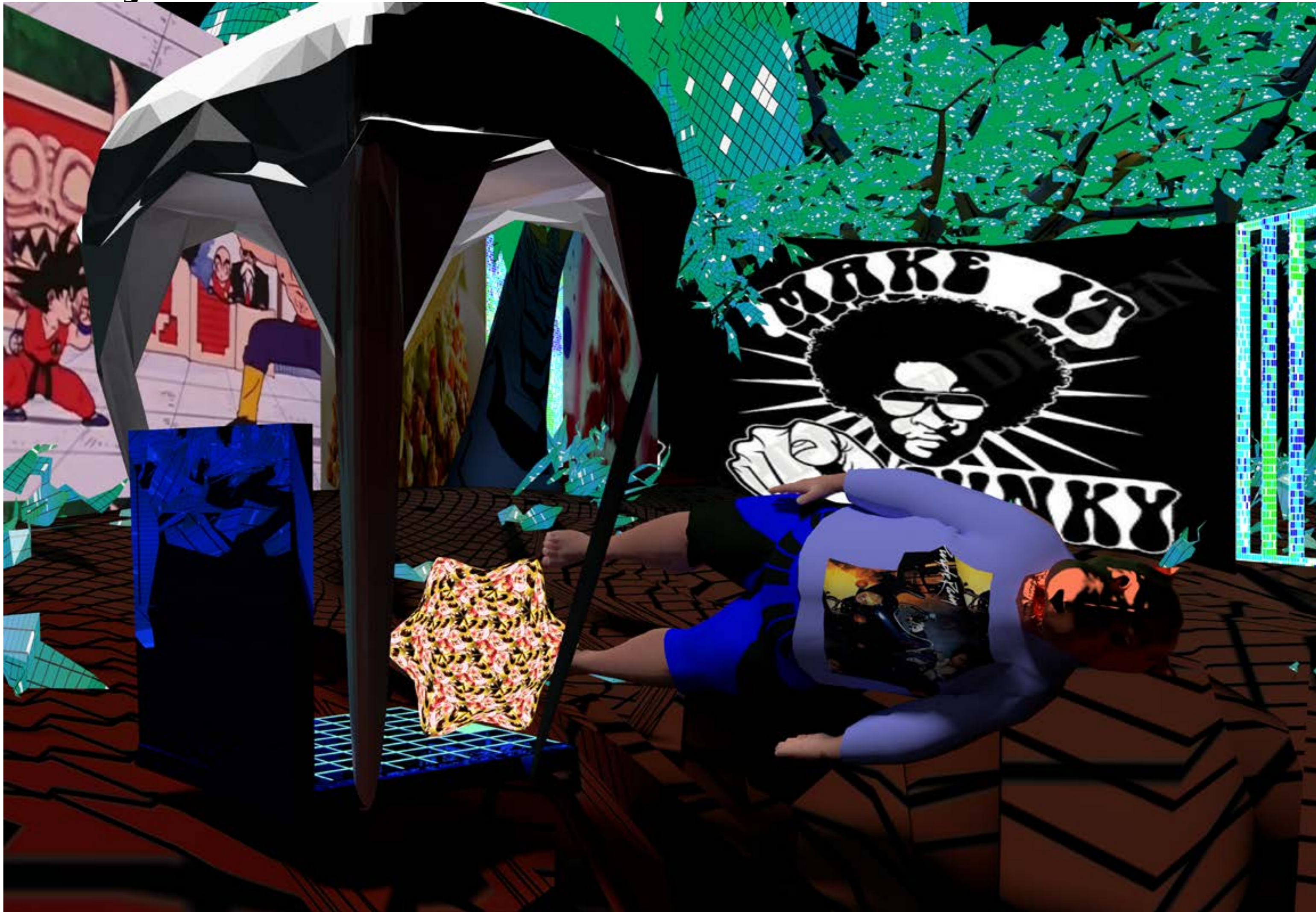


## 3D Landscape Process





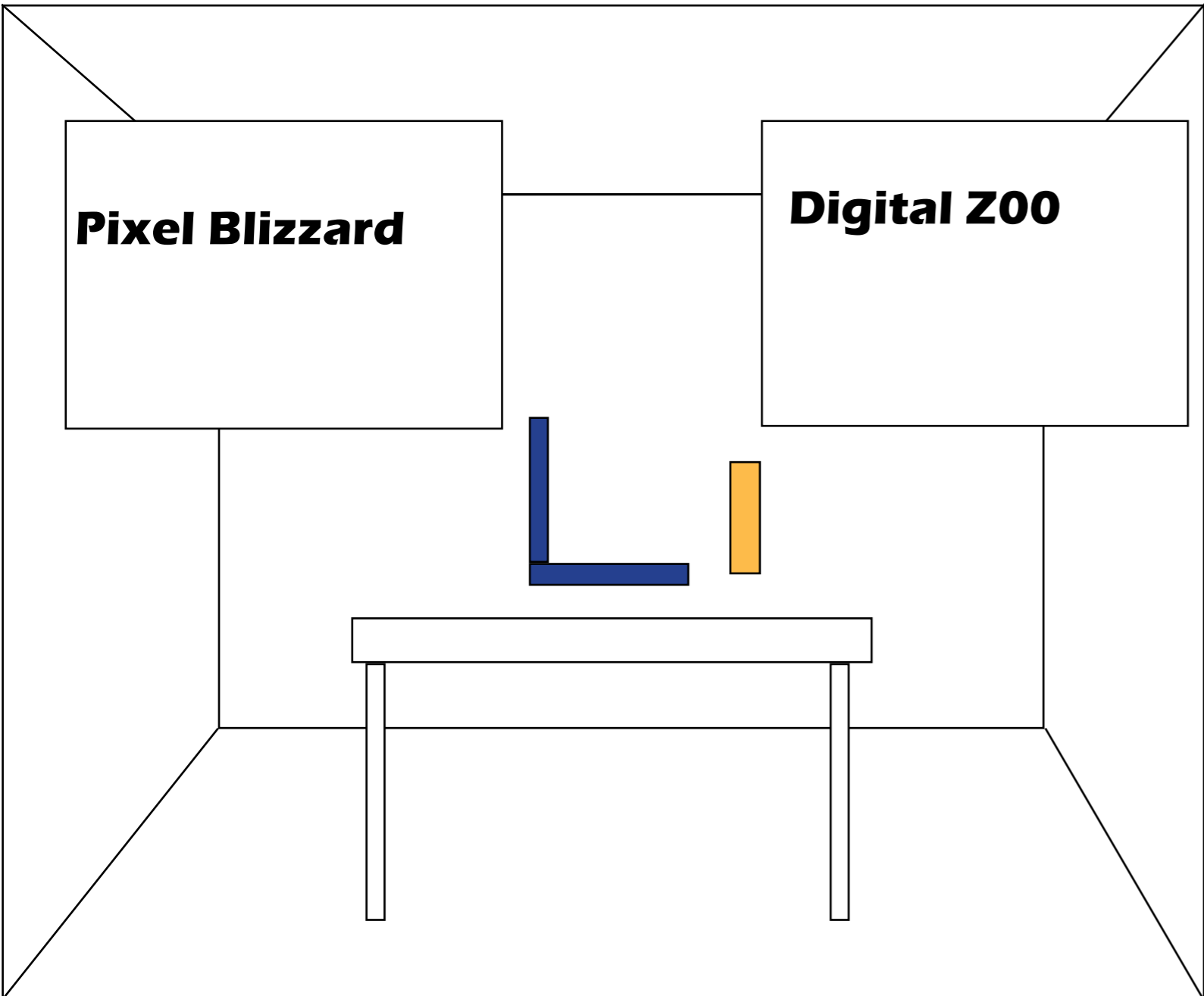
**Final Images**



**Final Images**







**A Possible combination of both ideas.**

Depending on what the Person does in the space the pixel blizzard is activated or the render of the Digital ZOO begins. For the Blizzard is troggered by the person when he goes on the digital ZOO which is basically going online or on his phone. The Digital ZOO is only made visible then. When the person goes away from his laptop and excersises or reads a book the pixel blizzard stops taking over the beautiful landscape and the digital ZOO just starts to darken and erode slowly with black pixels.

