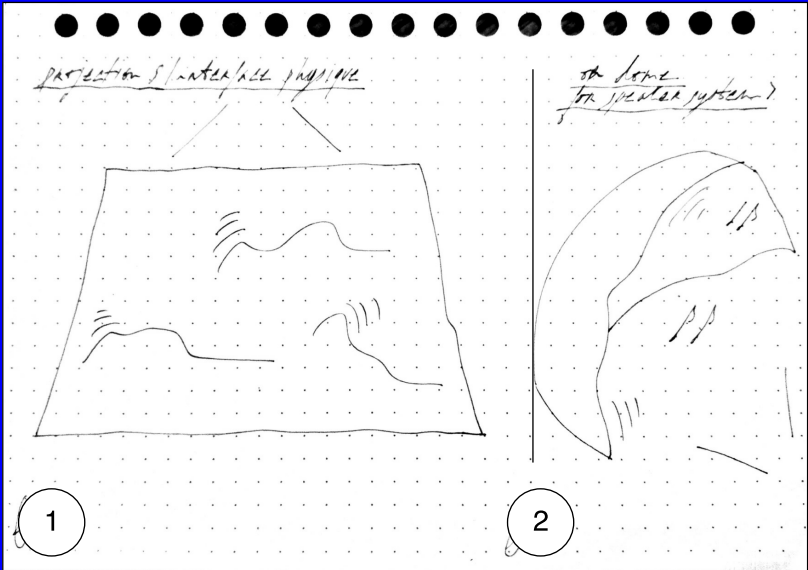
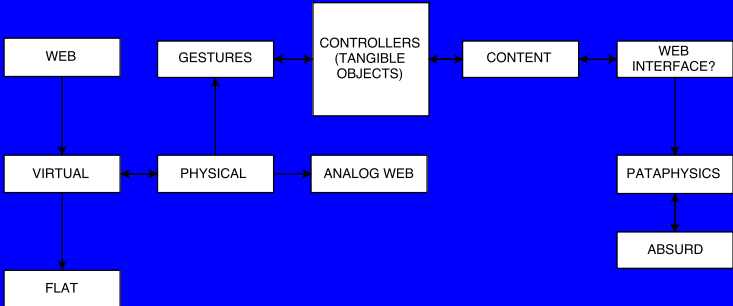


FMP-2_01 | The Corporality of Nothing

BRING CORPORALITY TO THE EXPERIENCE OF WEB SURFING



MEETING W/ PETE WALLACE (11/10)

HTC VIVE?
(4M SPACE NEEDED)

PHYSICAL OBJECT

1/ BIG PIECE OF WHITE WOOD WITH DIFFERENT SHAPES

2/ DOME WITH LEFT-RIGHT / UP-DOWN DIRECTIONS

USE OF VIBRATIONS

W/ PROJECTION FROM UP?

OR PROJECTION FROM BEHIND IF CLEAR MATERIAL

USE MAX/MSP OR TD TO SEND DATAS

THINK DIFFICULTY OF VISUAL CONTENT

RGB DETECTION?

SOUND PART?

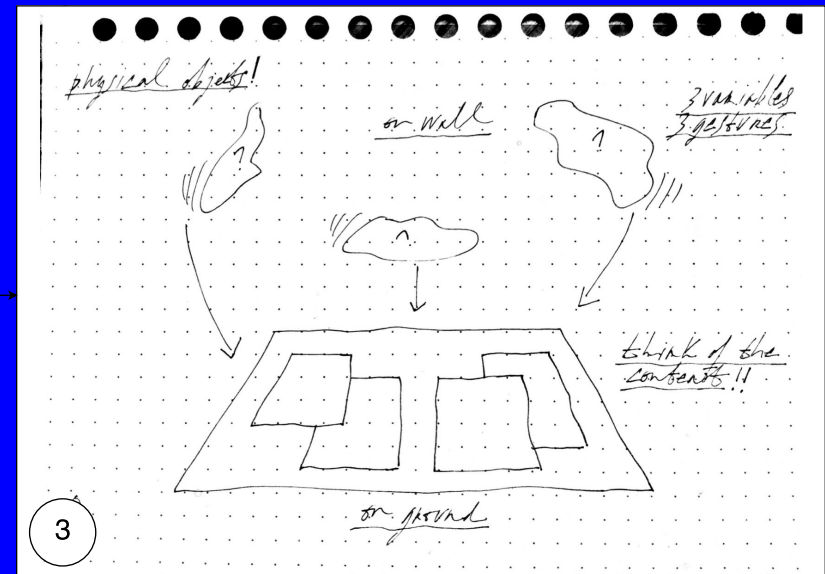
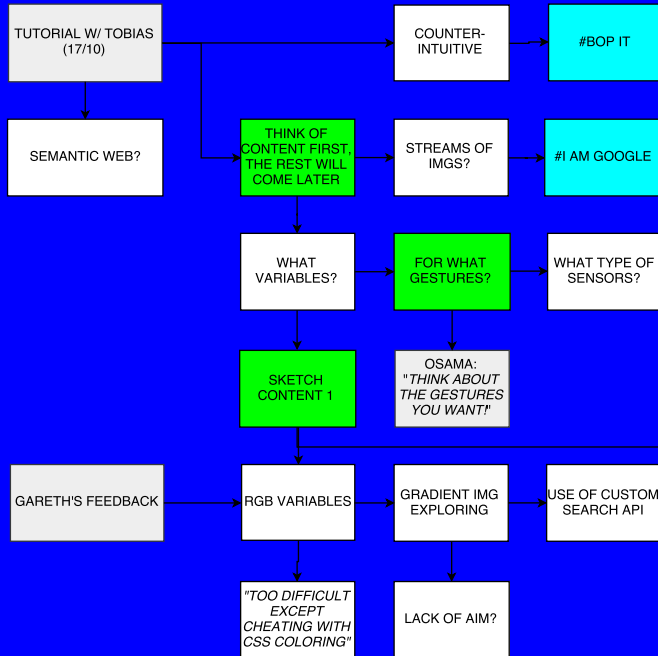
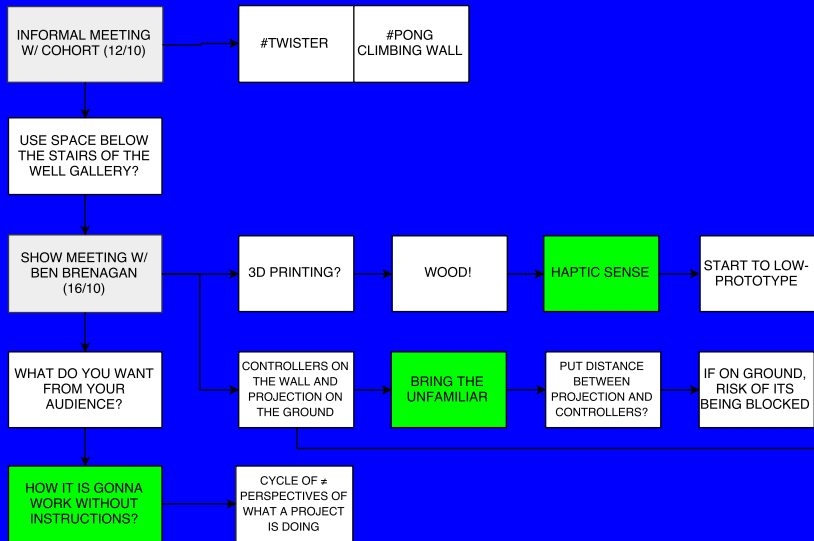
BINARY SOUND

MAIL EXCHANGE W/ BENJI FOX

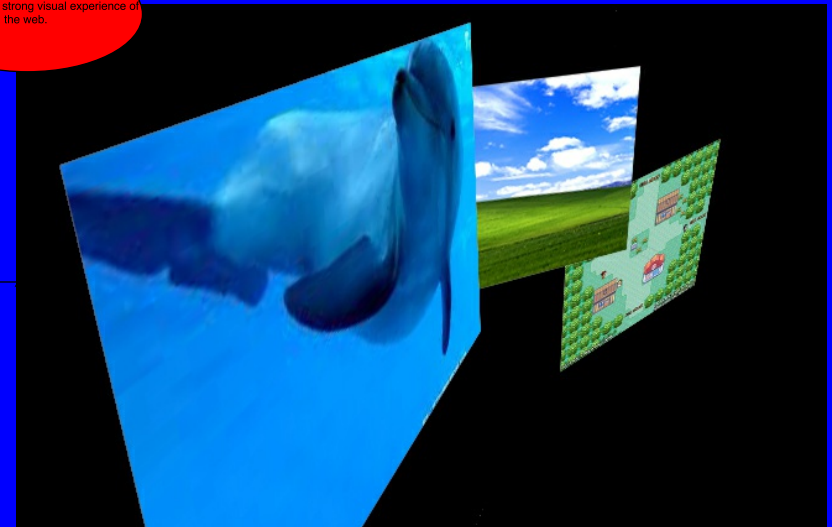
DISTINCTION BETWEEN BINAURAL RECORDING AND BINAURAL EFFECT

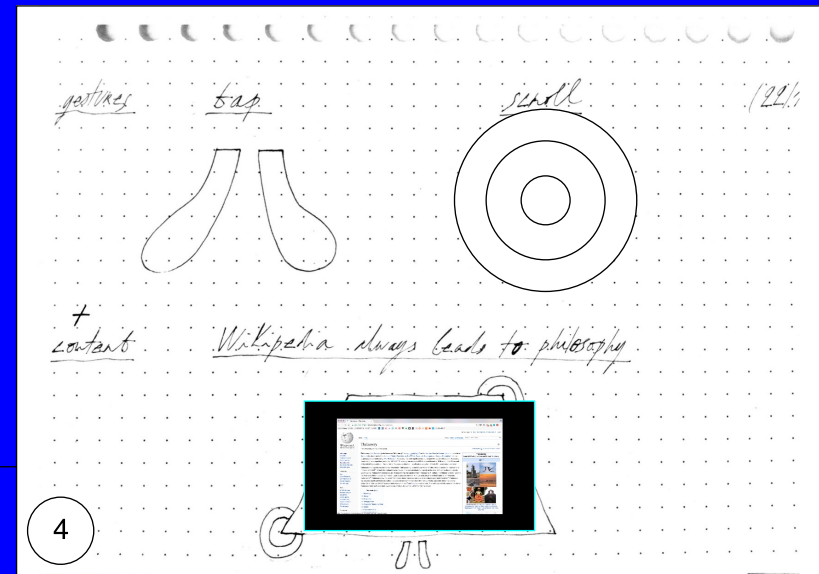
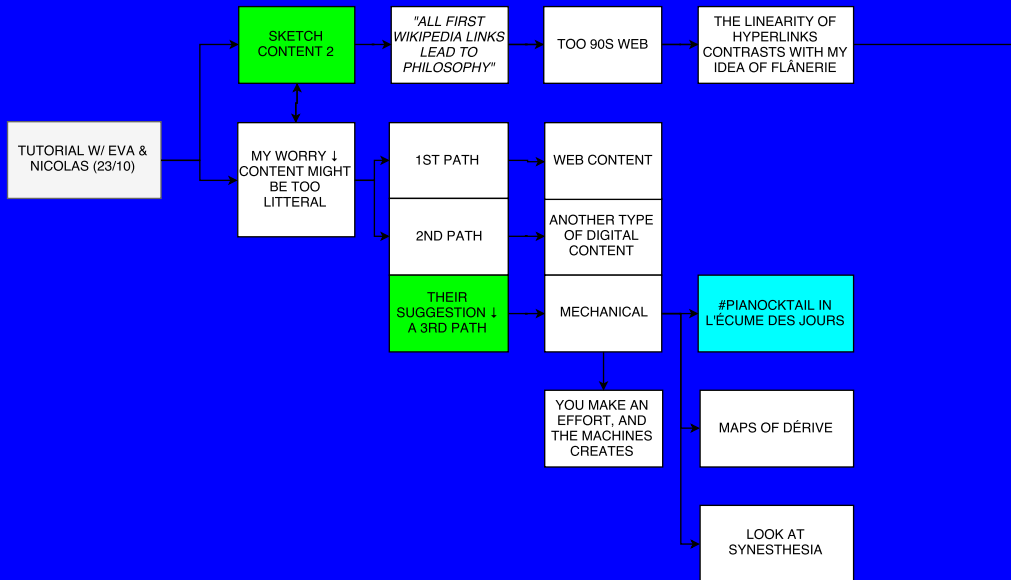
USE OF PLUGINS TO BE INTEGRATED IN MAX/MSP

#BUCHLA EASEL #LANDSCAPE #PRESSURE POINTS

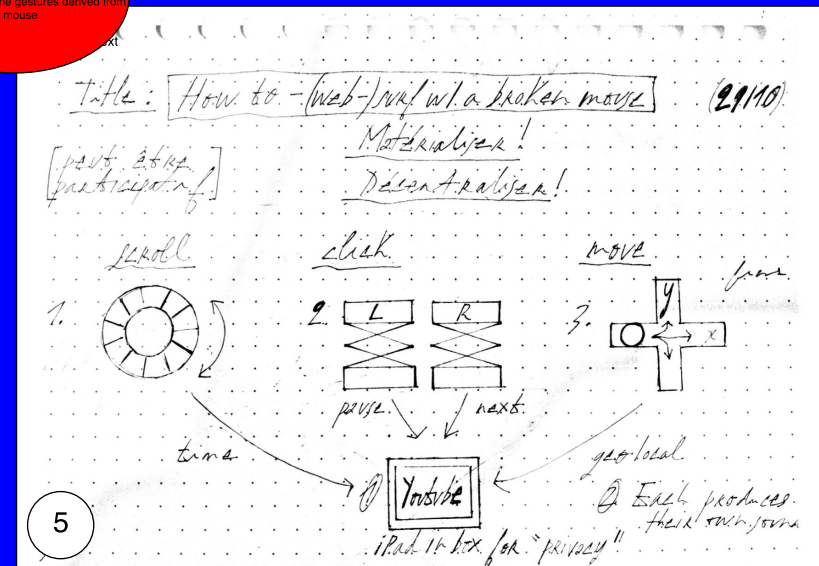


wa thinking of a strong visual experience of
the web.





The objects get more and more precise, aiming towards the materialization and recentralization of the gestures derived from the mouse.



TUTORIAL W/ NICOLAS
(31/10)

MUSEUM OF FAILURE?

THINK OF THE
SCENOGRAPHY≠ EVOLUTIONS OF THE
MOUSETHINK OF WHAT
DOUGLAS
ENGELBART COULD
HAVE DONE?THIS IS AN ANTI-
AFFORDANCE
PROJECTIT'S ABOUT THE
HAPTIC, THE SOUND,
AND THE SENSORIEL

LUDIC APPROACH?

THERE IS A DIFFERENT
APPROACH FOR EACH
MODULEMAYBE KEEP THE
SAME APPROACH?APPAREANCE
SHOULD MATCHSENSORS
RECOMMENDED FOR

SCROLL (WHEEL)

GYROSCOPE OR
ROTARY ENCODEREACH MODULE
SHOULD HAVE
SEVERAL FUNCTIONS,
OTHERWISE WON'T
WORK IF ONE PERSON
ONLY

CLICK (PEDAL)

BUTTON

ARDUINO PROTOTYPE

MOVE (BALL)

HALL EFFECTS
SENSORS WITH A
MAGNET BALL

WHAT SOUNDS?

INCREASING THE
FEEDBACK OF THE
SOUNDS' MECHANISM

#FLIPPER

HEADPHONE OR
SOUND SYSTEM?

WHAT VISUALS?

SHAME TO CUT OFF
THAT PART, THINK OF
IT MORE!

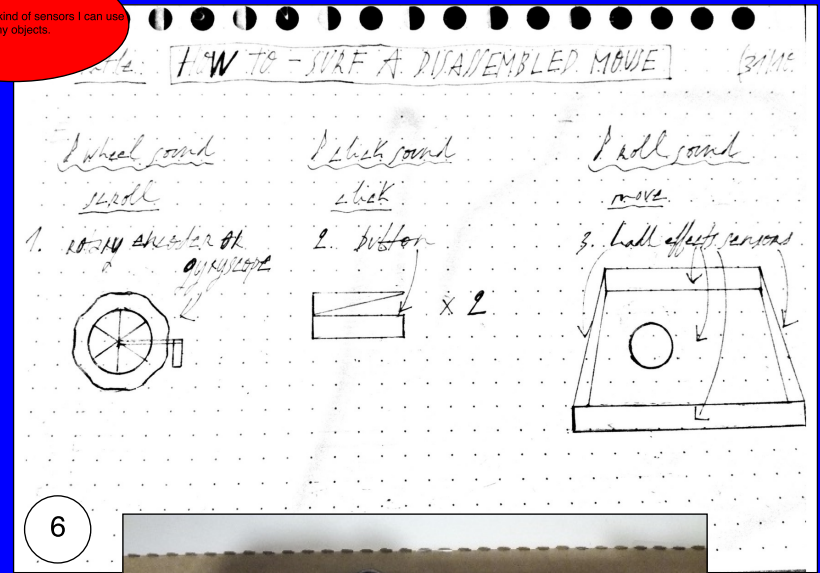
MAZE?

IT'S ABOUT THE
INTERFACE AND NOT
THE SCREEN

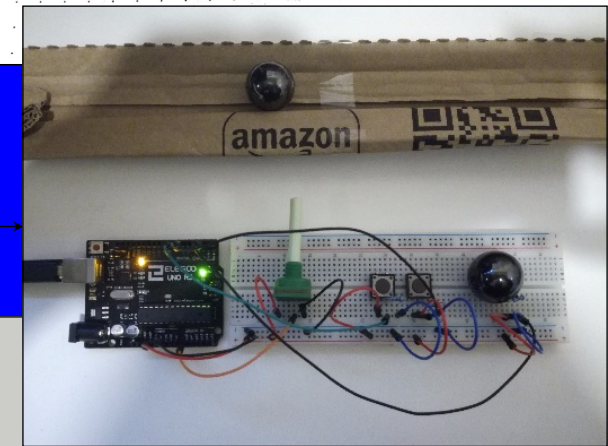
ICONS?

TUTORIAL W/ TOBIAS
(31/10)IT NEEDS THE DIGITAL
CONTENTLOSING SIGHT OF MY
THESIS

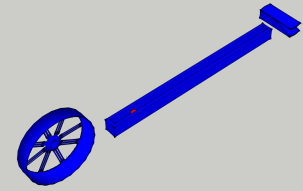
≠ WAYS OF SURFING

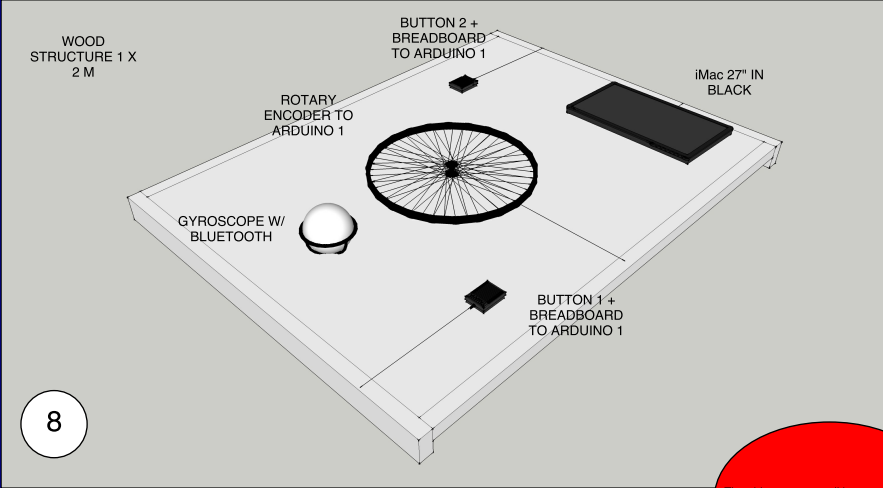
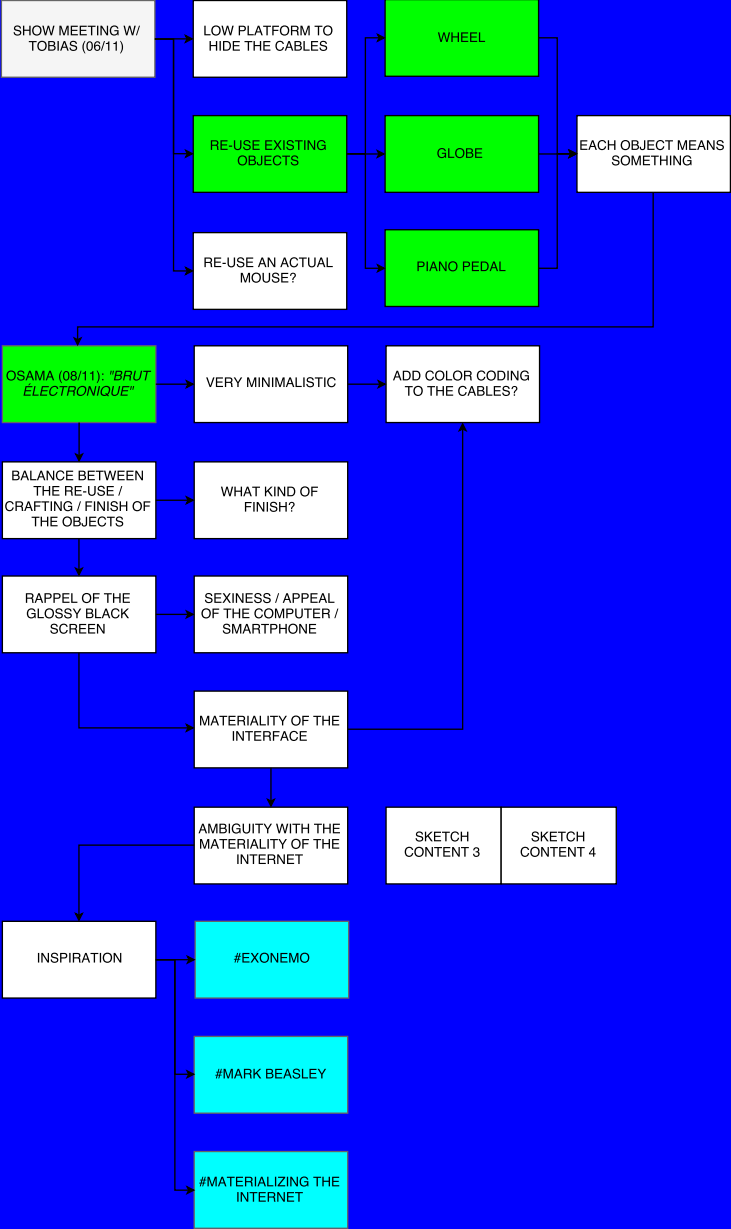
I determined what kind of sensors I can use
for my objects.

6



7

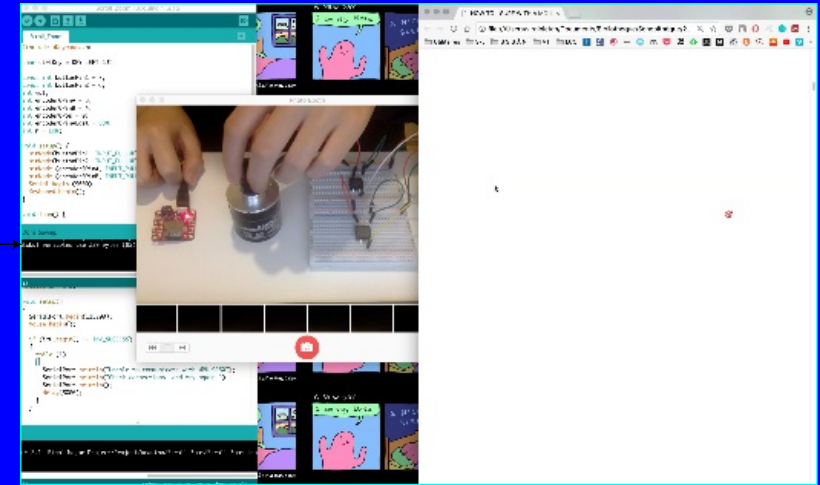
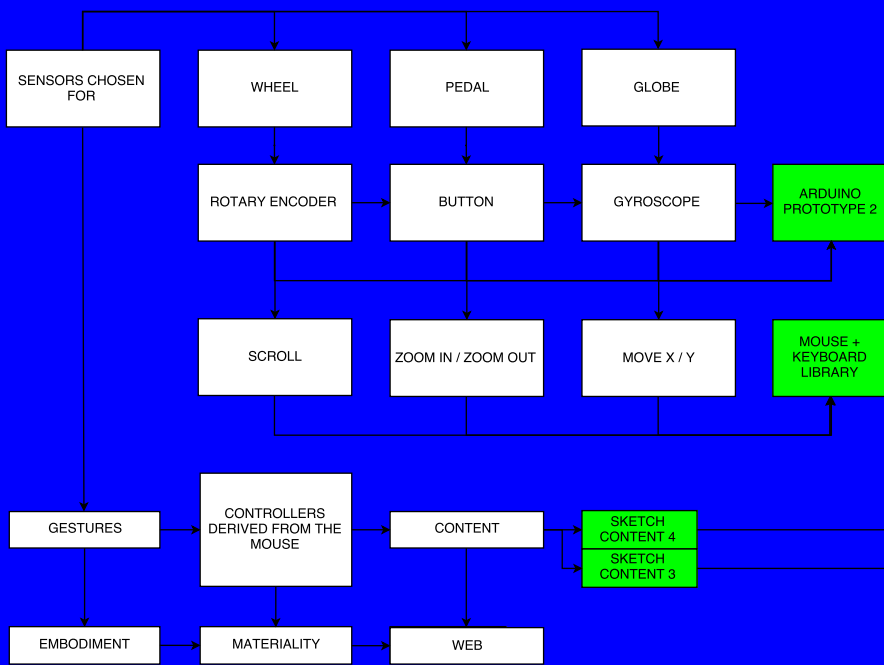




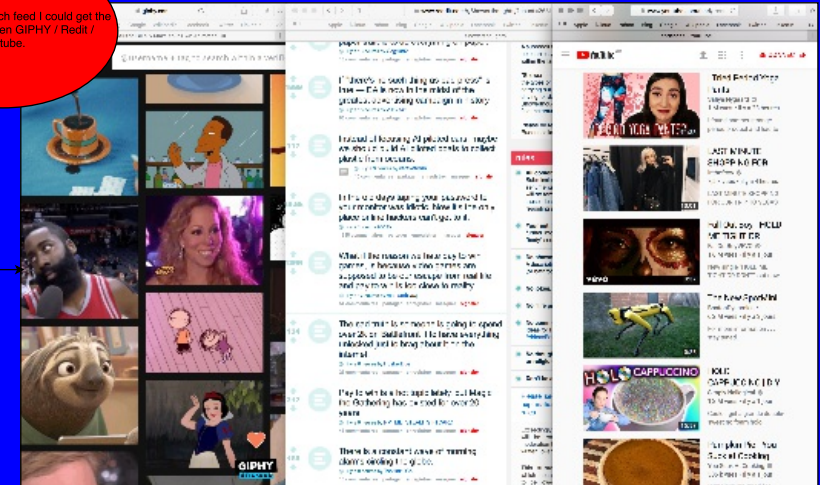
The objects are now all known objects, to play with the ambiguity of their affordances.

HOW TO SURF – WITH
A MOUSE

HOW TO – SURF WITH A MOUSE reveals the uncertainty behind (web-)surfing by materializing the mechanical mouse's actions into tangible objects – covered in black – symbolize the desire seek in the glossy screen, while drawing the ambiguity between their anti-affordance and the context they are being re-used for. The physicality they add contrasts with the flatness of the screen and its gestures limitations. Let's scroll, click, and move around, then. But, the question is – do we still actually (web-)surf? The genuine exploratory use of the Internet has been overshadowed by the never-ending feed and its algorithmic takeover. That's why HOW TO – SURF WITH A MOUSE aims to layout the absurdity yet still exploratory aspect of digital culture, and its relationship with the addictiveness yet physicality of the gestures used.



I compared from which feed I could get the most from, between GIPHY / Reddit / Youtube.



Making

MP-2_D9_1 The Making
or Nothing

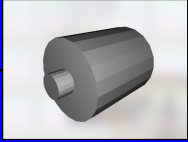
WEEK 6
12-19/11

Final Prototype

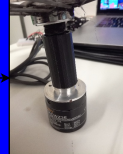
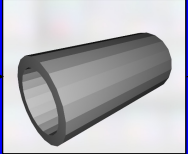
FMP-2_10_1 The
Assessment or Nothing

WEEK 7
20-24/11

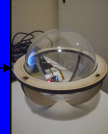
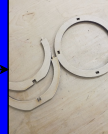
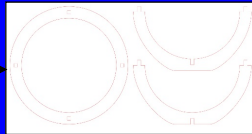
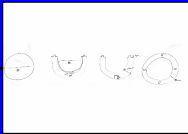
3D PRINT A SCREW FOR
THE WHEEL



3D PRINT A RING TO
ASSEMBLE THE SCREW
TO THE ROTARY
ENCODER



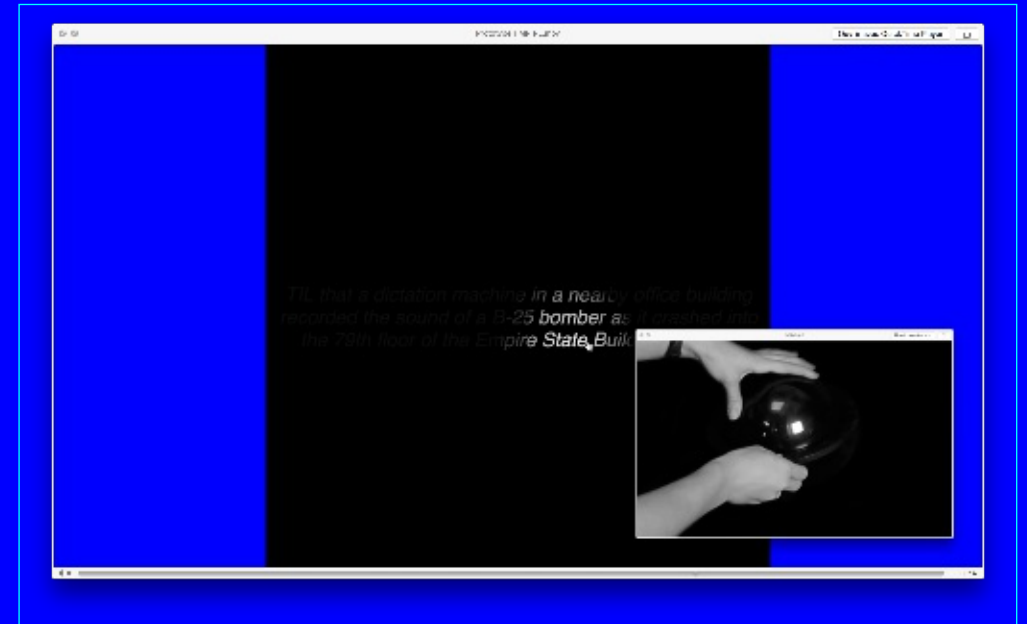
MAKE A STRUCTURE FOR
THE GLOBE



PLUG THE PIANO PEDAL
TO INCORPORATE THE
ARDUINO CIRCUIT



SPRAY PAINT THE
OBJECTS IN GLOSSY
BLACK



2.1 FMP

Mindmap

Key Point

Link

Note

Blog Post

Virginie Tan [16/17]