Moving Images - Static Spaces: Architectures, Art, Media, Film, Digital Art and Design

• Paper / Proposal Title:
Digital Blobbing: Assimilation

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• Presentation Method. I would like to:
  i. present via pre-recorded film (with/without a written paper)

• Abstract (300 words):
There are many points of new discernment in a digital deformation protocol. These points signify a moment throughout the creative process where we elucidate an opening chance for future unique operations embedded in the overall process itself. Knowing the logic behind these points is similar to any other intellectual process: the most important event in a creative action is the ability to recognize all possible conceptual evolutions and their termination point/s. At these critical points, an aura of singularity surrounds the thinker and the producer at once. As we transform digital morphology we perceive how our memory link with the original entity relaxes, weakens and is forgotten. It defeats order in the realm of perception and it happens in two operational realms simultaneously; in the performative realm of casual progress and in the decisive scope of targeted intentions.

As it loses its original identity and acquires a new digital persona...

As noted by Freud in his The Interpretation of dreams, “Identification is not simple imitation but assimilation on the basis of a similar aetiological pretension; it expresses a resemblance and it is derived from a common element which remains in the
unconscious”. By understanding the actions derived from the search of causations we find the parameter that rules the assimilation protocols for each metamorphic analysis. The action of assimilation requires the producer to agree upon a set of narrative protocols that guide the process. The aim is to encounter dynamic systems captured through an evolutionary digital dialogue in search for new ontological definitions. These conversations move beyond a simple linear deformation process and enter the realm of multi direction and multi layered conceptual evolutions.

To empower our machines with personal mnemonic experiences similar to Dr. Frankenstein’s ambitions it is to rather make alive the impossible and to engrave the never yet achieved miracle of defeating gods in the world of digital rebirth.

1. This a Blob World / https://www.youtube.com/watch?v=dcoB0kJ88CM
2. My Accent is Beautiful / https://www.youtube.com/watch?v=h6KqnA1eRAI
3. Liface / https://www.youtube.com/watch?v=DaXupvUgnfk

• Author(s) Biography (200 words each):

Severino Alfonso is a New York-based architect, educator and researcher. He received his MS in Advanced Architectural Design from Columbia University and holds an MS in Urban Design from ETSA Madrid where he is currently a PhD candidate. He is the cofounder of PLB Studio and Fabula&Syuzhet based in New York and has worked with various international architectural studios such as Carme Pinos, Angel Fernandez Alba and Federico Soriano in Spain, Lomar Arkitekter in Sweden and Per-forma Studio, KDF Architecture and Natalie Jeremijenko in the United States. He has lectured at the GSAPP, Columbia University, the Environmental Health Clinic at NYU, the Pratt Institute and at the NYC College of Technology and he currently coordinates design studio courses at Parsons, at Barnard + Columbia Architecture and at Pratt Institute. He also teaches Urban Design, Building Technology and Advanced Digital Fabrication seminars at Pratt Institute, at NYCCT and at NYIT.