Methods of Iterating

TOOL OR MEDIUM: Weaving

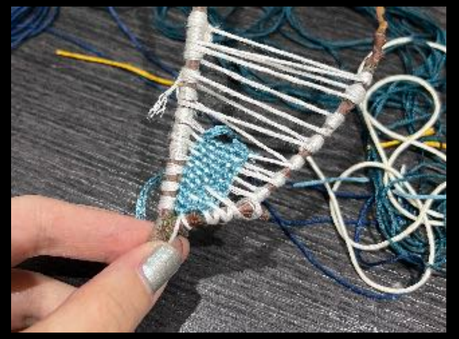
Weaving is given too many useful functions,
but I want to make it less useful for a while.



Presentation of iterative experimentation and second draft of written response

28. Jan. 2025

Last week, I chose to weave on tree branches. The branches were used as a frame and the weaving showed us the planar relationships between branches that are not visible in reality.









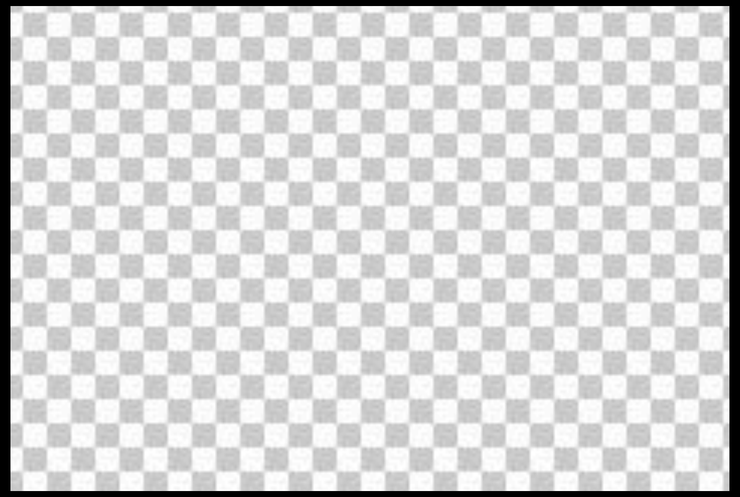


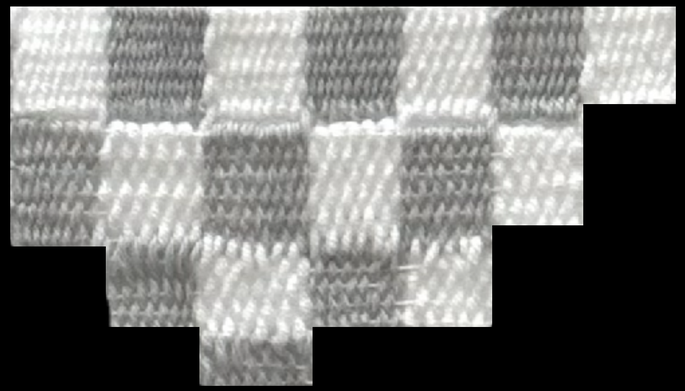
At the same time, I raised three questions. The one I am most interested in is:

Is what weaving creates (or fills) a pattern, a plane, or a new space?

In iteration, my first thought was to use natural objects as frames on which to weave. But then I realised that I was actually making the negative space of the objects visible.

So I decided to explore the negative space of objects with weaving.





I started to think about what kind of weave I could use to fill the negative space of the object, and I was inspired by the patterns in photoshop that represent transparency.

It is exactly the way computers use a pattern to make the negative space of an image visible.

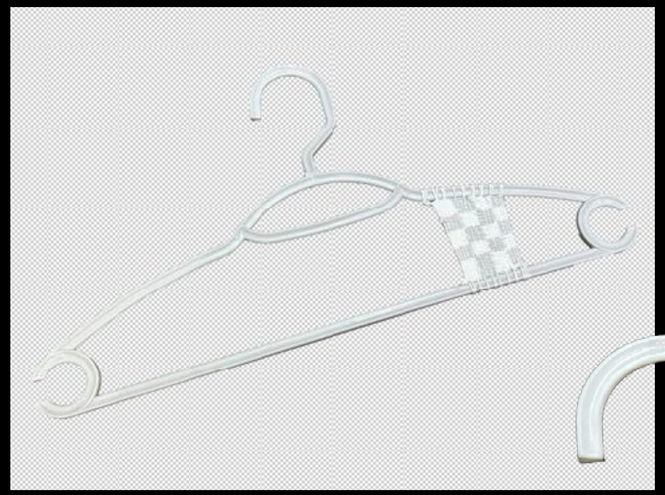


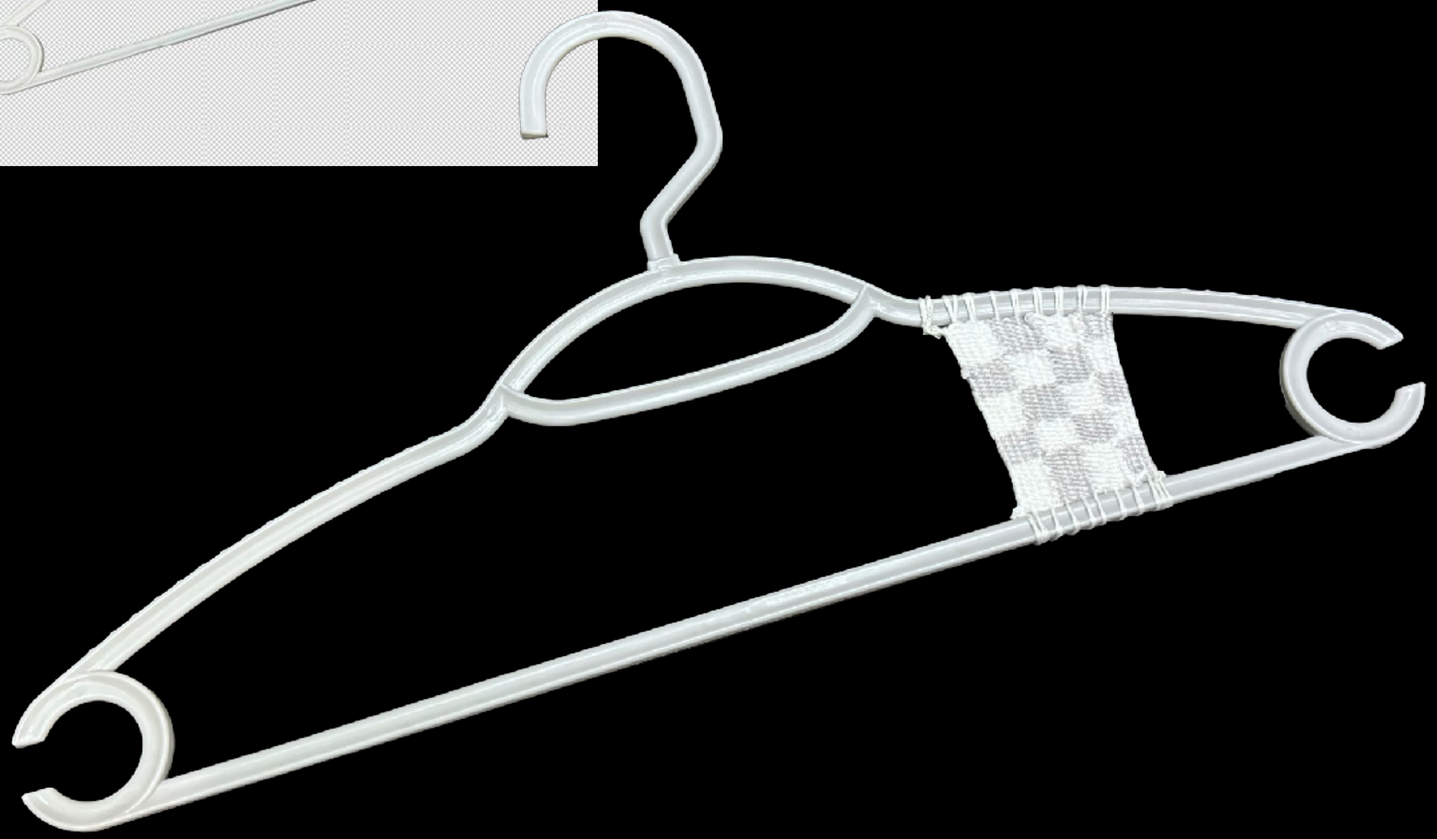


the First Experiment

One thing that I found interesting after completing this experiment was the fact that I was using a handmade, soft way of displaying a piece of information that only exists in a digital image.

So I started experimenting with weaving the transparent part of the negative space of various objects.





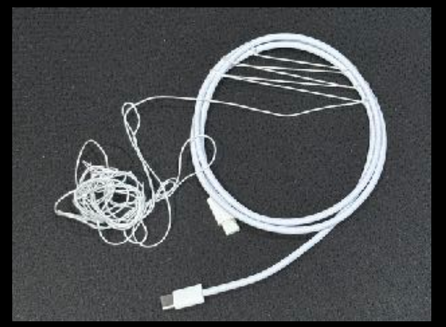
#02 hanger



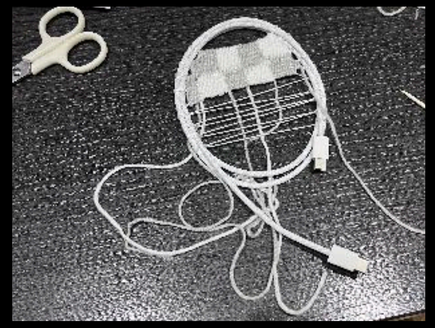
#03 charging cable











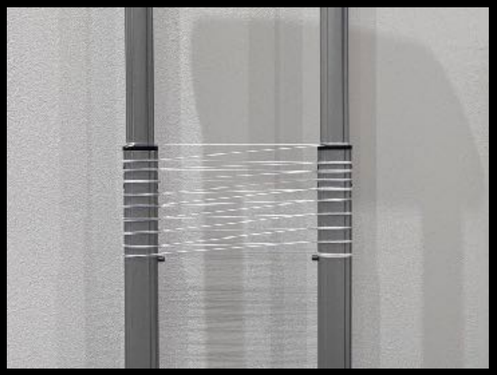


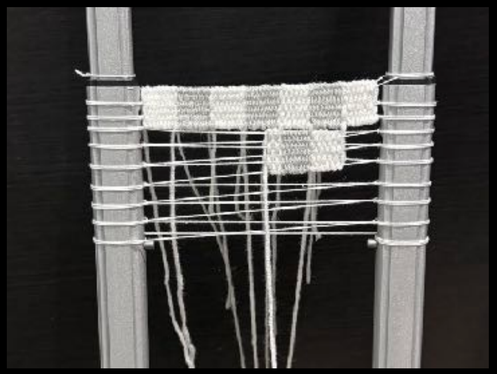


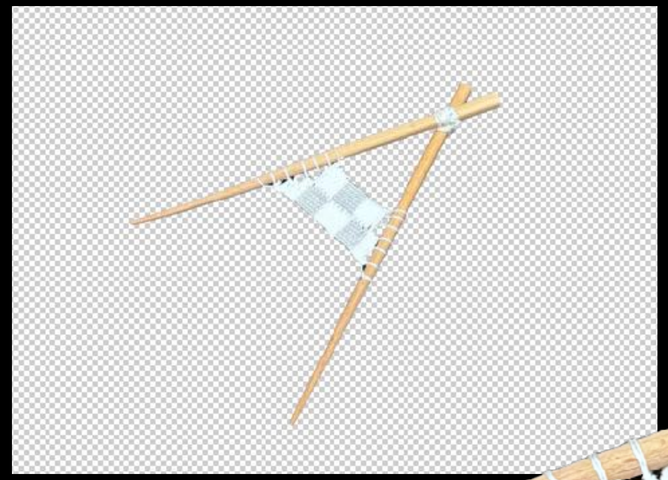
#04 suitcase





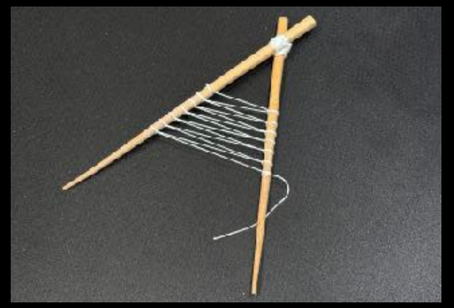


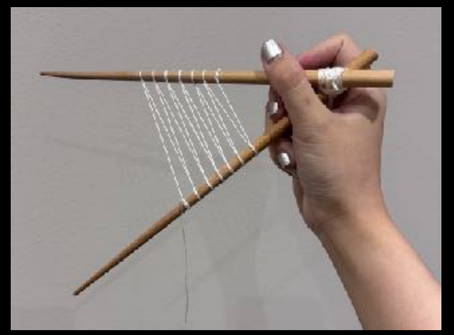






#05 chopsticks





#06 chair













#07 tripod







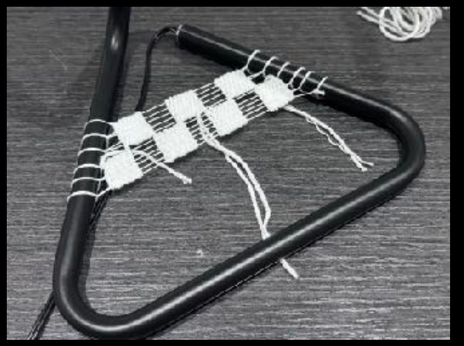


#08 lamp











#09 Crocs





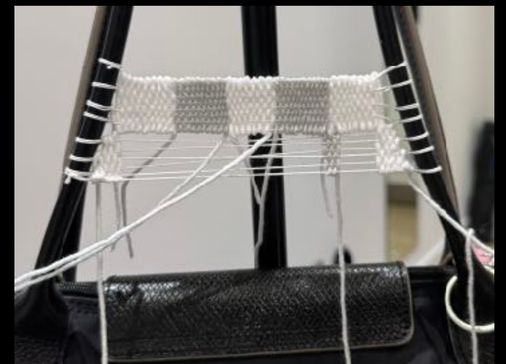


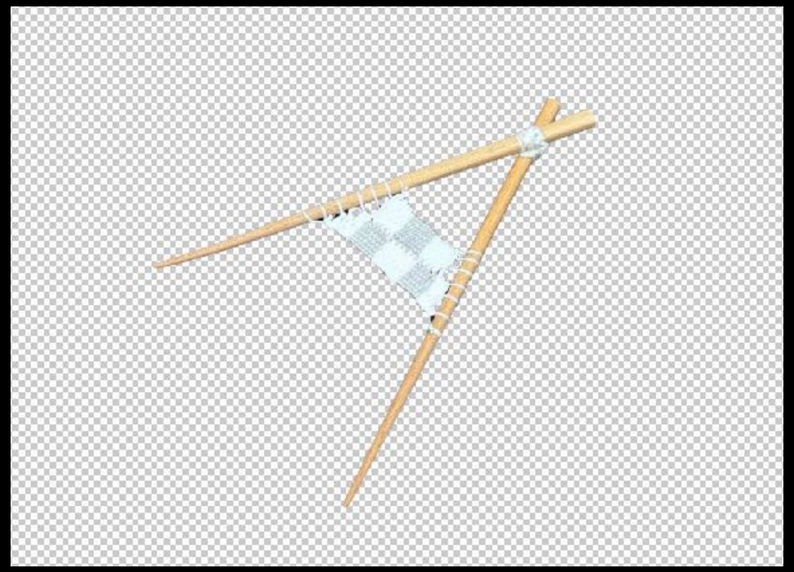




#10 bag







In order to secure the most faithful enactment of these intentions, design has produced numerous systems and devices to facilitate it: drawings, blueprints, PDFs, coordinated color references and systems, standardized material sizes, common programming languages, shared technical standards, and vehicles to simulate the final result whether prototypes, models, or proofs, to name but a few. The point of all of these things is to ensure greater accuracy in the implementation of a design idea.

ANDREW BLAUVELT, LUNA MAURER, EDO PAULUS, JONATHAN PUCKEY, AND ROEL WOUTERS

Conditional Design Workbook
Amsterdam: Valiz
2013

I use the weaving to create a pattern that is similar to, but not exact to, the world of digital images.
This pattern allows the negative space of the objects to become solid while interpenetrating with the digital image.
This may serve as a kind of resistance to space, machines and practicality.