

TRYPTICH:

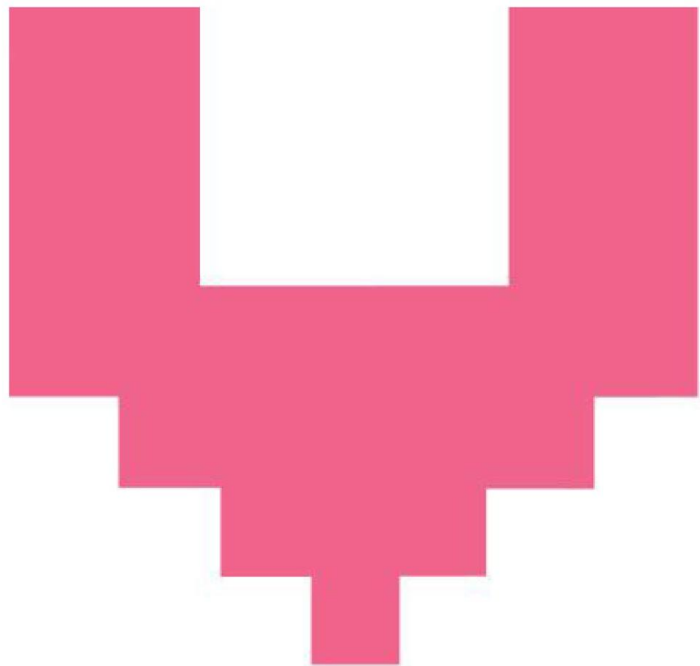
**New technologies, new perceptions
and uses**

María José Ríos A

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1- Vestibles platform (a chilean context)



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vestuario, cultura y tecnologías

TRYPTICH PROJECT

3 Portable Parts

Integration between design and new Interactive technologies: future usability and connectivities

María José Ríos A

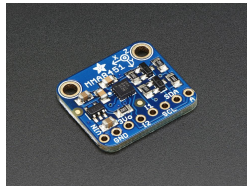
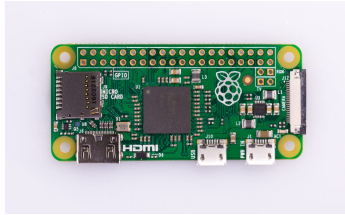
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**wearable as
a connected, everyday and
interactive devices**

A group of people are walking their dogs on a paved city street. The scene is captured from a low angle, showing the lower legs and feet of the pedestrians. The people are dressed in casual attire, including jeans, t-shirts, and a bright blue jacket. Several dogs of various breeds are on leashes, walking alongside their owners. Long shadows are cast on the pavement, indicating it is a bright, sunny day. In the background, there are buildings, a stop sign, and other pedestrians, suggesting an urban environment.

TRYPTICH



raspberry zero W

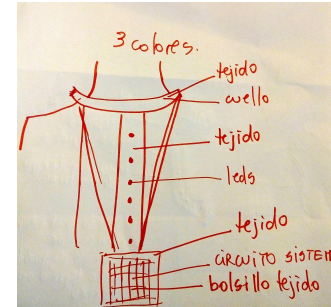
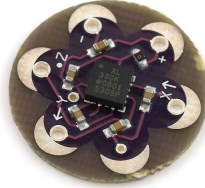
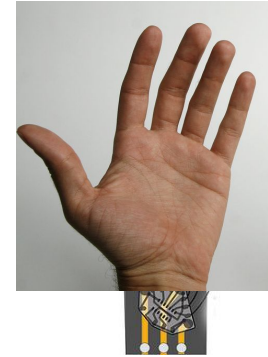
Some key words: Synesthesia, writing, tissue, culture, body, data and information.
Concepts that emerge from the process of creation and research of Triptych

Technology as a social and personal medium or interface

(New technologies, new perceptions and uses)

Each and every one of us, we currently live circulating with data of all kinds, such as movement, visuality, sound, pollution, among others, these being a kind of entity that somehow relates and connects directly with the body and its different levels of perception, agents of origin of interactive actions with others and with the environment.

The aim of this project is to insert interactive systems in wearable pieces, defined as portable artifacts - accessories, with the ability to automate photographic, sound and motion captures, and that, through their extracted data, then transferred, can be viewed and understood. from the web space, which will help to perceive in a way a mixture of formats, this type of information (which goes unnoticed many times), to be later remixed with collective and contingent information from selected websites for this web interaction, which will lead to integrating the data and information produced from personal use (capturing wearable device) with the physical world and other spaces.

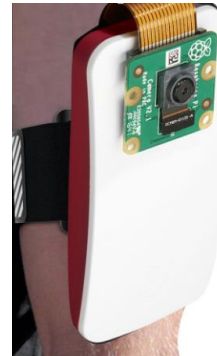
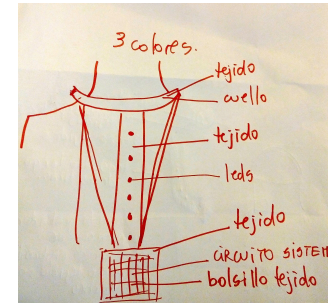
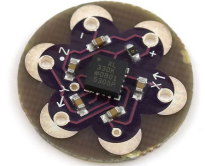
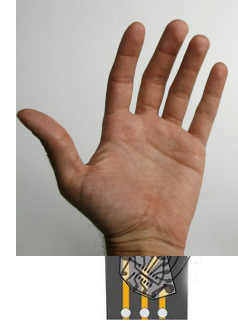


La tecnología como medio o interfaz social y personal

(New technologies, new perceptions and uses)

In other words, thanks to a set of our simple and basic actions, which are proper and natural to being in circulation, a system can be generated where a fabric of the situated actions of whoever carries these artifacts can be read.

For the development of Tríptico, the carrier body would behave as one more link in a set of actions in the environment, which are approached from the person carrying the piece to the action of the person or those who interact with the data from the web: in where various types of records will be deposited that lead to perceiving a way of understanding usability as a system (everything will be explained in detail later for each of the pieces: a kind of Trilogy of perceiving, feeling, doing, becoming conscious).



MOTIVATION

The first impulse to carry out this project focuses on investigating from the portable, developments of situations and interaction processes, actions and reactions in people connected with the environment both physically, as well as in network and socially connected.

In summary, my motivation is divided into 2 parts and this first, could be gathered in these following points:

a- Investigate the concepts of portability and wearable as a means of interaction through its implementation with existing digital technologies and some of its new possibilities of use: and it is important to say that more than the technology itself, I am interested in presenting a interface as a means that activates and generates other ways of interacting.

b- Question the purposes of use and manufacture of current technological objects and tools, generating a cross with hybrid participations, themes and feedbacks.

c- Make visible in some way the registration and capture of data that come from certain physical properties of the body (of people) and the environment: images, sounds, video, writing, and others.

d- Give rise to a greater awareness about the phenomenon of Interaction between the body, subjectivity and the physical and social environment, from various data formats generated from the wearable or portable defined as prosthetic-orthotic device-artifact.



MOTIVATION-B

The fabric as a visualization of an interaction with the environment.

The Andean World.

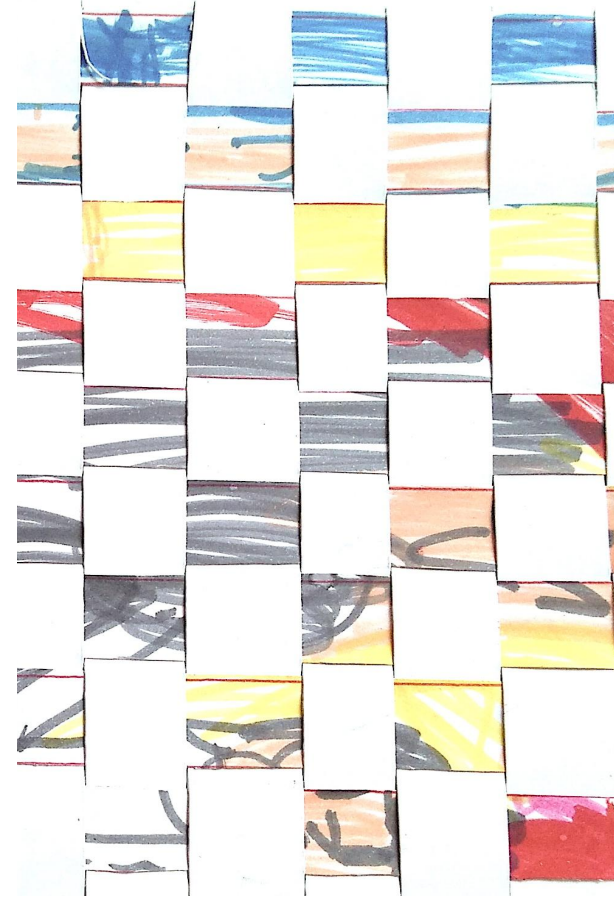
The other part that motivates me for this project focuses on inquiring about certain modalities of the body and mind (as elements totally united in the subject), in terms of how they interact with the environment, from where the concept of experience arises. as a base element to produce interactivity, and from that instance, through the extraction of physical data, allow from other spaces such as web browsing, the presence of crosses and connections with other types of data and information, an aspect that is also considered in the Andean world, since an attempt will be made to make visible from a grid a kind of information fabric X (mixture-collage), which will come from different formats (visual, sound, contingency websites, words) crossed with the information extracted of the system embedded in each of the pieces, in order to finally make known a personal inquiry in the field of the phenomenon of interaction with the environment, with the data of those int interactions, a performative experience, which leads to generating a symbolization of the condition of a subject inserted in an environment that is significant, and that it is about reaching a crossroads with the way of approaching life and everything to do in the Andean world , where each thing, situation, experience is an important part of a whole, and that they reveal very well in their fabrics, forms and materials, and that currently both from the wearable and the new technologies must be present to reflect on the sense of its preparation and production.



The Andean world, accessories, weaving and the symbolic

So, according to the Andean world conception, (This project addresses the Inca area to the South of America) every action of his life, no matter how small, has always been connected and that in turn, each tiny part, contributes to the construction of the community, elements taken for this project in order to be linked to this sense, from new technologies embedded in wearable and portable systems, but with the possibility of experimenting and focusing on data such as movement, the visual environment, the word and the sound, which are still vital properties that still surround this interactive being and its experience, where everything intersects and connects, and from which learning, constructions of meaning and various levels of perception are generated, which can lead to the analysis of the use of both technologies and wearables.

The presence of the grid, aims for each piece from the interactive web environment, to symbolize, connect and generate an encounter with the existing structure of the Andean fabric: a grid composed of the warp and weft (the vertical and the horizontal), and that from the triptych project, an attempt is made to adapt to produce information crosses and their transformation from each wearable piece in conjunction with physical-digital interactivity, taking in turn, as reference and connection, the meanings of amulets and accessories of the indigenous cultures of our territory, and make possible in some way a certain reflection on the phenomenon of interactivity and the expansion of its meaning in the creation and production of the wearable in its intersection with digital and analog technologies today.



Objectives

General objective:

- Investigate the concepts of the wearable as a mode of portability, device or organ of interaction and symbol of the experience with what has been lived from new existing digital technologies that give rise to other possibilities of using things and the activation of a type of interactivity.

Key Words: Interaction, body, wearable, portability, subjectivity, collectivity, data, wearables, participatory design, speculative design, digital body, new skin, technologies

Specific objectives:

a- Explore performative actions of interaction and possible uses of new technologies.

b- Visualize data in various ways, which in this case come from certain properties of the environment, which leads to speculate about the possibilities of sensory interaction with data and information.

c- Raise awareness about the importance of the relationships that are generated between the body and the physical-social environment from the wearable, which also allows the possibility of generating various crossings of information formats, and in turn of data.

IN SUMMARY

What is intended with this project is to make possible a production of interfaces in the form of portable textile artifacts, through the implementation of new technologies, to specify a production that addresses an inquiry and symbolism of the human being-body as an interface from its activities more immediate and vital.

Through a new technological (wearable) layer, an attempt will be made to obtain visualizations and readings about the daily interactions of a user from 3 systems with the possibility of ergonomically integrating into the wearable, so that finally it will be possible to access various data and captures from one web, generating from the wearable an approach to what data visualization is, to a more speculative type of design-art, which is involved with more hidden needs of people, this project being a means to obtain different ways of visualizing data and information, interact with them, and make known a production whose most fundamental essence is to define the wearable artifact as a system of connected actions and interactions, and that each part is so important for the conformation of a whole, of a society, of a culture, and the project aims to relate to the notion of symbol through accessories and clothing that our ancestors had and have, which implies having other observations of today's society from the wearable point of view.

Liberation is based on the construction of consciousness, the imaginative understanding of oppression and, also, of the possible.

(Cyborg Manifesto, The Ironic Dream of a Common Language for Women on the Integrated Circuit, Haraway Donna, 1984)



TRYP TICH

1- TO PASS

2- M-M-M

3- A-R

“ Each piece is as important as the integrated whole”



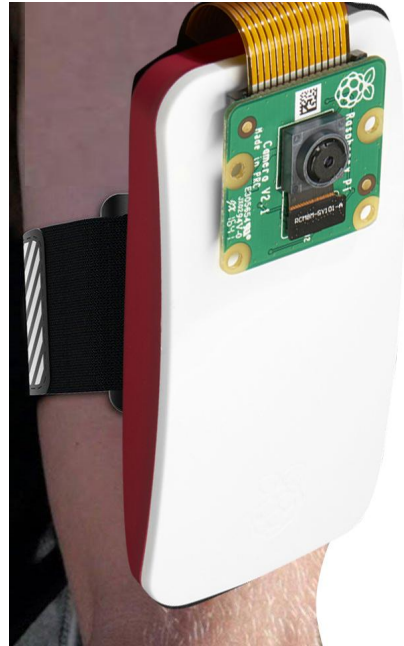
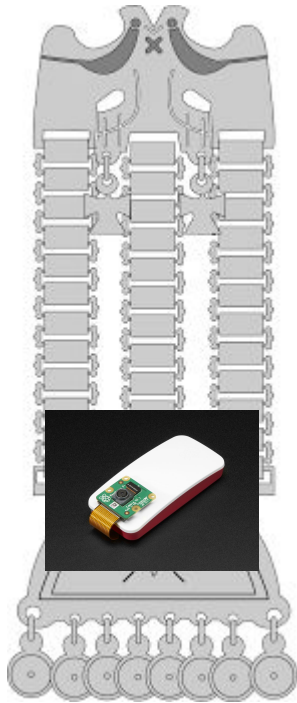
Piece 1: Pass

Project that consists of the meeting between the visual, the movement of becoming, the word and other senses, through the use of a portable piece or accessory (on the body), whose function, based on having a camera inserted, is to record videos of 15 seconds every 15 minutes of what is in those moments (moments of a normal day of someone who carries the device with him) of the person who carries the piece.

Subsequently, those audiovisual rescues captured from time to time (videos), each automatically, will be stored on a website, where a sequence of these daily videos will be appreciated (such as photographic test strips), where a user can take the video , so that automatically at that moment a video grid is generated in company with other audiovisual information extracted from the internet (audiovisual), in addition to words, phrases, messages typical of everyday life and contingency.

DESIGN, FICTION, QUESTION AND SENSES, INFORMATION, COLLAGE, REMIX, INTERACTION, CULTURE, FABRIC





Device covered by a kind of an adaptable textile shell to be hung around the neck with a hole for the Raspberry pi zero W camera.

The shell for this accessory will be woven, and its shape will be based on a vertical hanging rectangle (similar to the Mapuche Trapelacucha).

Portable interface-accessory that, when activated, takes a video every so often, which is automatically transferred to a specific website where you can interact with these videos from a website: Click on each video, from which a grid appears that mixes it and it interrelates with other information extracted from the internet.

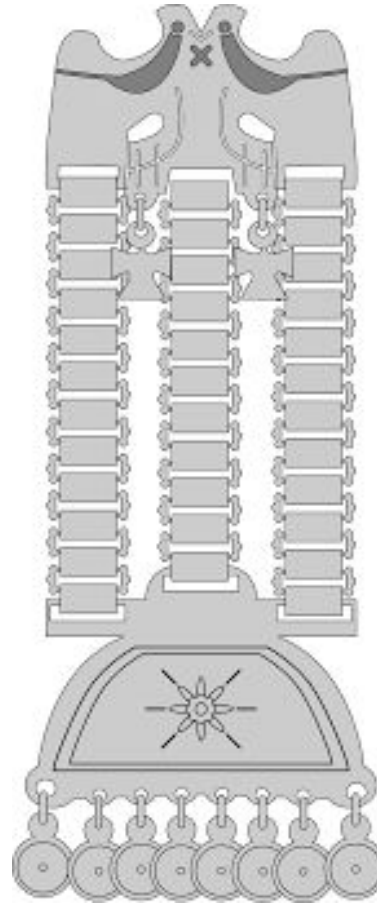
*TODO ERGONÓMICAMENTE EMBEBIDO EN TORNO AL TÓRAX:
en analogía a la trapelacucha Mapuche pero tejida*

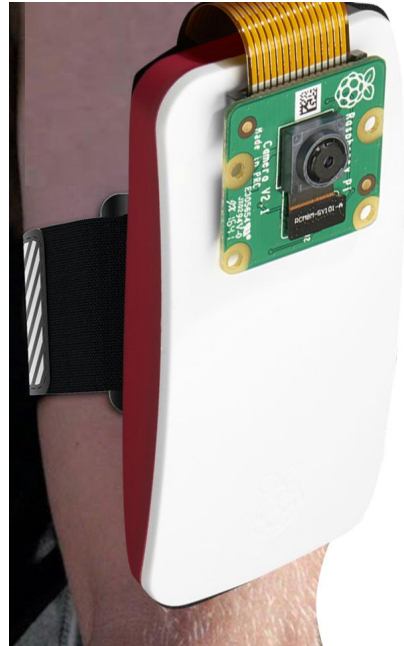
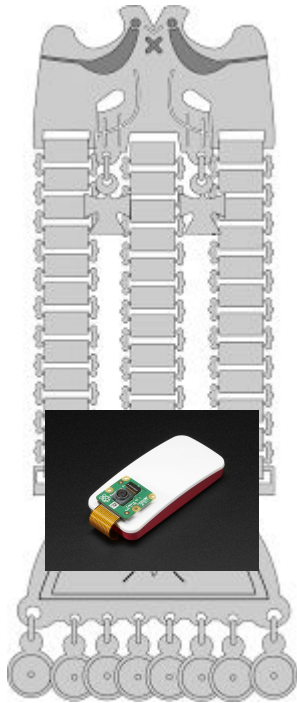
Meaning and function of the Trapelacucha:

The trapelacucha is a pectoral pendant, consisting of a chain that forms the body of the jewel and a cross that identifies the garment, and from it some small pendants such as discs, fig. floral, human.

In it, the formative and resulting elements of the Mapuche philosophy are defined, that through duality, life is completed for them and their formation: water-sun, earth-sky, the origin of the family is given through its founders: man-woman and spiritual unification with the origins of everything.

For the Mapuche culture as well as for the Andean cultures, demonstrating the culture and social organization that is still closely linked to nature, and expressing it in jewelry and clothing is essential to explain the world, an aspect that is interesting to link with this piece and complete project. since they are technologies and important roots for the current investigation in the area of the wearable and new technologies, origins that can also be crossed today with new technologies, technology always being something that has been based on serving and implementing itself for understanding of the world, thus facilitating and expanding relationships with the environment, and an example of this is the invention of clothing as the first technology.





Device that would be covered by a kind of an adaptable textile shell to be hung around the neck with a hole for the camera. This accessory will be woven, and its shape will be a vertical hanging rectangle (similar to the Mapuche Trapelacucha)

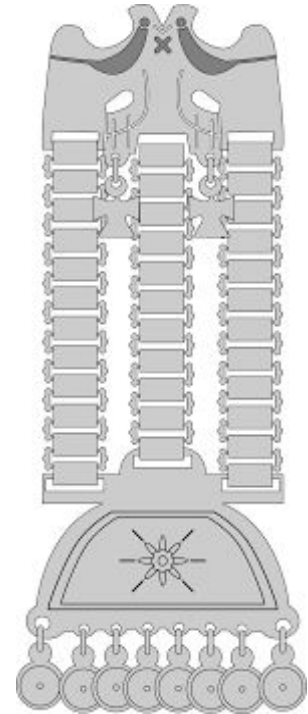
Portable accessory-interface that when activated takes a video from time to time, automatically transfers it to a specific website where you can interact with these videos by clicking on each one, from where a grid appears that mixes and interrelates it with other information extracted from Internet.

*EVERYTHING ERGONOMICALLY EMBEDDED AROUND THE THORAX:
in analogy to the Mapuche trapelacucha but woven*

TEXTILE ACCESSORY:

The Pasar (*Pass*) accessory is based on the shape and significance of the Mapuche trapelacucha, but using the weaving loom as a material: wearable structure, which from the pre-Hispanic peoples in America within the Inca territory to the Center-South of Chile: Culture Mapuche, was a vital technique in aesthetics, in the narration and visualization of the information of its culture and environment.

The wearable and / or wearable in these cultures has always been made to symbolize a direct connection with a worldview that is defined as the vision and organization of the world based on the connection of the material-earthly and everyday world with the cosmos, the natural world and its laws. .



PROCESS AND TECHNOLOGY ASPECTS

raspberry pi zero
pi camera
sd card
fabric designed shell
Web interaction
power battery
web connection

EVERYTHING ERGONOMICALLY EMBEDDED AROUND THE
THORAX: hanging and design based on the Mapuche Trapelacucha
but woven

The camera will take videos of 15 seconds every 15 minutes while the body (whoever carries the device with them) is moving or still, since it only has to activate the system automatically, from the capture, the storage, to later transfer the information to a web server, and finally to visualize and interact with other images, words, sounds and contingent information in a random way, in a context of collage of own information with information from the internet in different levels and formats in a dynamic way.

It is a wearable piece of an interactive nature because it gives rise to possible interventions that move a chain of information, data

Pass: CONCEPTS

To pass at a certain moment and time, with the body as the origin of all action, which from this piece will be a connected, collective interaction with the environment through a cross between what can be extracted from our most immediate circular in conjunction with the community.

Going through spaces, where the capture of living information is generated, is part of a circuit of transformation of that information, turning it into overlays and mixtures with words and other extractable audiovisual information from the internet, and whose presence is possible through a web interaction with the recorded videos from the automatic accessory.

The body, apparently the protagonist, is nothing more than a link in existence, breathes and creates, flows and stops, the author does not exist, since this becomes one more component of a system of actions within the assembly chain .

And only from one passing is a successive reaction of interaction with the senses and with the reality of the mixture generated from the most personal environment that surrounds us with the information of another level or layer: that which circulates in various environments of complexity that circulate next to our existence.

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Piece 2: M-M-M

Move-move-move piece, it is composed of a device on the arm woven in the loom technique, whose system embedded and arranged in a kind of bag in the same bracelet, which will be the one programmed to capture the movements of the arm every so often, captures of a certain duration, since the arm almost instinctively moves when walking almost always like a pendulum from front to back and vice versa.

How?:

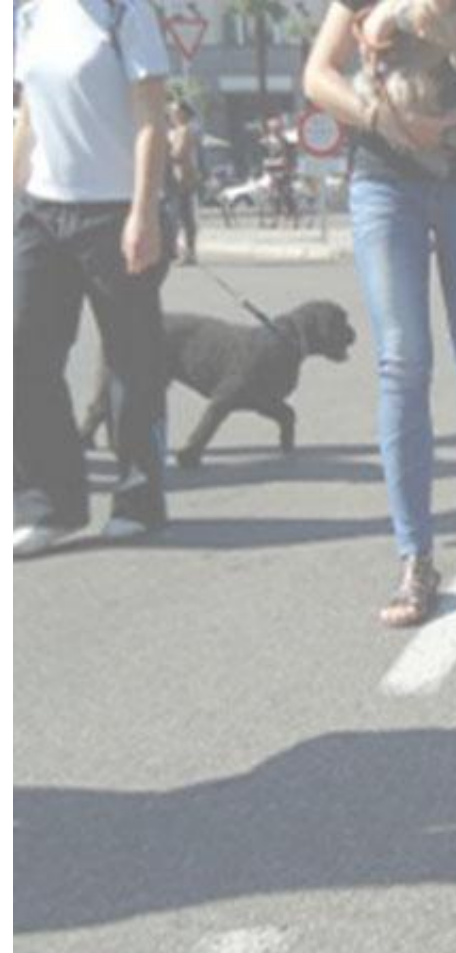
This system is an electronic circuit that is programmed to capture the movement data of the arm, which can be viewed on a website in the form of lines and figures, so that anyone who enters the website and this section of the project, At the moment of clicking on the lines and / or figures, I can generate a kind of very simple conversion to sound, which in turn, later, can be sent to the person's email automatically in mp3 format.

MMM, is a design project that focuses on vital moments of people, from the portable to make possible an encounter with the movement of those who wear and carry this accessory, and make visible the automated transformation of movement into strokes and sounds, an instance that it generates the presence of a set of relationships and possibilities with another appearance and format of the data and finally sees how a movement is internalized in the network, which implies a transformation of information.

Move: move-transform actions, move-transform data, move-transform information

Keywords:

INFORMATION, DATA, TRANSFORMATION, PORTABILITY, USABILITY, INTERACTION



PROCESS AND TECHNOLOGY ASPECTS

Accelerometer in hand and in part circuit
Raspberry pi Zero W device, with internet and-or bluetooth
connection
SD card
Web interaction

This piece will be able to store and send to a web the movement data in a visual way as linear strokes-lines, and later with each click on the strokes (from the web), they will be automatically transformed into sound extracts, making it possible to be exported in mp3 format to the web user's email.

EVERYTHING ERGONOMICALLY EMBEDDED IN THE CREATIVE
PIECE AROUND THE ARM BREAKING OR ENDING IN THE
HAND

It is a wearable piece, a long, very aesthetic woven bracelet, woven with only two colors to distinguish in it the drawing of a circle and a triangle: base forms of a Mapuche tipu.

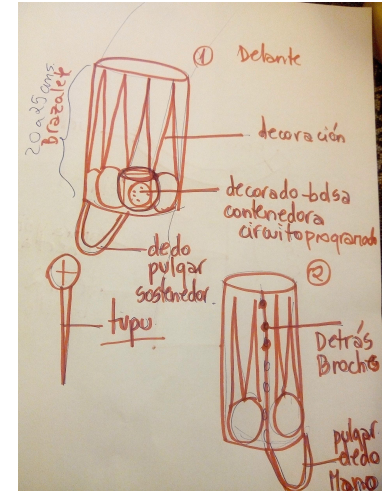
This accessory piece will be interactive, and will lead to possible interventions from the movement of our arm, which in turn will move a whole chain of information and internal data.

PROCESS AND TECHNOLOGY ASPECTS

Thus, it was chosen for this piece to weave a long bracelet with geometric shapes that draw a kind of geometrization of Tupu: a symbol of the inner world of people in the Mapuche culture, consisting of a silver needle that ties the loom blanket to take cover.

Thus, it was visually chosen for the piece M-M-M to weave a long bracelet for the arm, with those geometric shapes of the Mapuche Tupu.

It was chosen to weave a bracelet, because we want to measure the movements of the arm, a member of the body most apt to work with the Accelerometer, and from there inquire about the movement as a source of internal energy, which in turn, leads to various readings of personal information in connection with external usabilityes of that energy.
(see sketch below)



Tupu

M-M-M: CONCEPTS

Being there at a certain moment and time, with the body as the origin of the interactive and connected action, from where something new is configured from a simple personal movement, in this case, focused on the arm.

Capture of living information, which from movement, internally becomes part of a transformation through web interaction, where a relationship is generated with the visual and sound information of a physical force: moving.

The body in appearance is the protagonist, but in reality it is one more link in an existential chain, where it behaves as an interface of a system of actions in sequence, whose uses and spaces circulate from a real and basic movement, to end in a movement and transformation of data internally for the web.

And only from being in a basic and vital circulation environment, a triple movement is produced from different states of energy, destined to a transformation of the movement that leads to moving information”.

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Piece 3: A-R

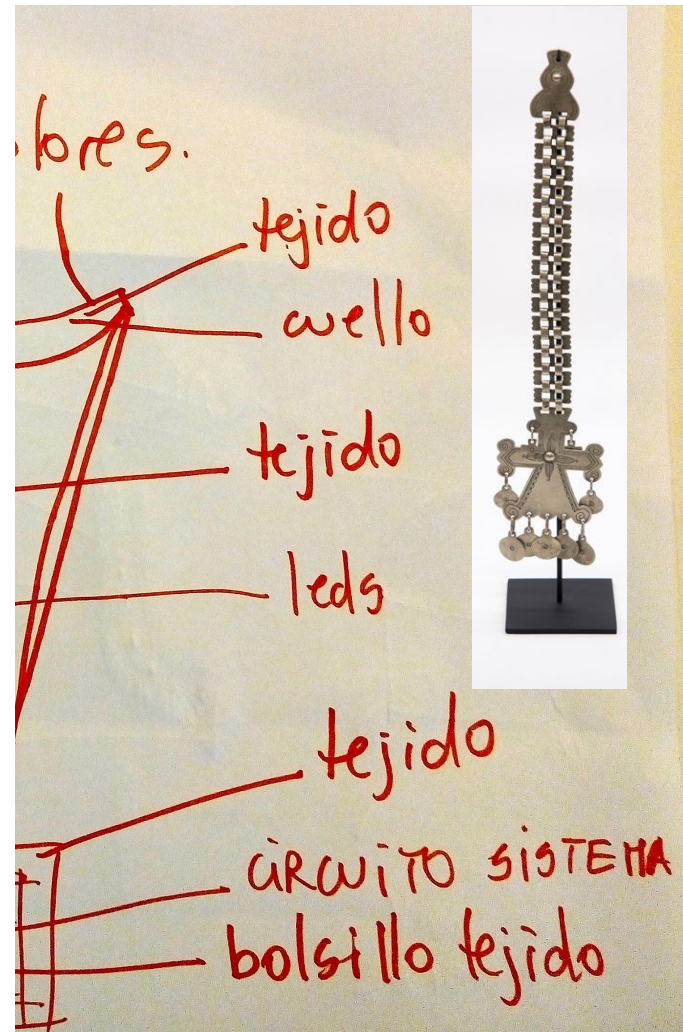
Portable piece-accessory woven on a loom that contains a system that can capture and sense ambient sound, to generate a type of reactivity that would be displayed in the form of led lighting in the accessory: lighting that depends exclusively on ambient sound intensities, so that then this system transfers extracts of sounds of 10 seconds each, these being recorded on a website, from where anyone can remix these extracts of captured sounds.

Why?:

AR, is a design of a portable device that makes possible an encounter and speculation about our relationship with what we have experienced, from a sensory capture (sound capture and LED lighting), action and reaction that lead to remembering and transforming the experience, since the The system embedded in the piece would be in charge of capturing and transferring the sounds of one or more environments to a web, simultaneously with the simultaneous physical reactivity that would be given by the LED lighting at the moment of sensing acoustic intensity, so that finally when reaching the space from the web, these sound captures can be remixed by some user.

Keywords:

DESIGN, FICTION, SOCIAL DREAM, MEMORIES, REFUGE, SENSATION, PERCEPTION, RE_ACTION



PROCESS AND TECHNOLOGY ASPECTS

Raspberry pi zero w
special SD card
LEDs.
battery or power supply.
Source connected to the internet that would send captured sounds to the web.

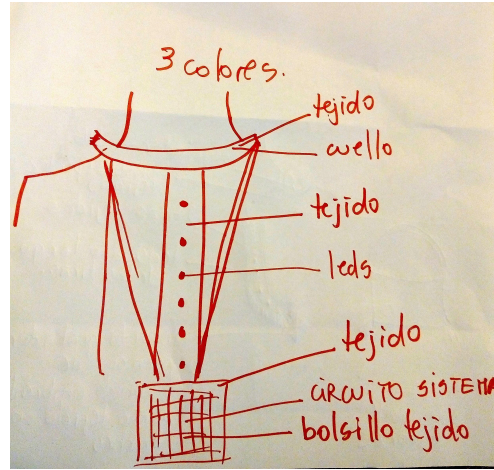
nteractive wearable piece that focuses on the relationship with the environment, through listening and the memory of what has been experienced, and that places the user and their corporality in an area of close link with what they wear, because from this, it is generated a chain of events, to finally give rise to an encounter with experiences of one user, to be transformed by other users, with the possibility of experimenting with sound-experience mixers.

The AR piece reacts from its surface by means of LED lighting to the sound intensities of the environment, moments in which in turn these sounds are captured from a programming to capture sound of 15 seconds every 10 minutes, and after that time , the system returns to generate that same action of sensing sound, of witnessing and seeing the reactive surface of the piece, and of capturing a 15-second extract of sound to transfer it to a web automatically (via ftp), for 5 to 6 hours a day.

Automatically, if each sound transfer is successful, the system deletes each capture from the board (to relieve memory), and once on the web server each sound capture will be shown on the web, with the ability that any user can generate small remixes of these captures using a sound mixer software.

These free mixes can be downloaded from this website, in mp3 format, so that interested people can have them and perhaps modify them or present them in other contexts, perhaps art, music, among others ...

A-R



The base form to join from the vertical pectoral type neck based on the Mapuche Trapelacucha, a piece that will be entirely woven on a loom.

It could be composed of 1 or 3 strips where the LEDs would go, and the capturing and transferring circuit of the sounds at the bottom.

The trapelacucha in the Mapuche world, symbolizes the union of 2 worlds, with a sense of path between the world of the hills, the sky and the world of the people that make up society, that is, the world of earth, this being one symbolic piece and very aware of the environment, something essential to train culture.

These aspects are considered relevant, to generate a type of accessory made from the fabric and its crossing with new technologies, to symbolize a certain union between a spiritual-idealistic individuality and current society, which in turn leads to an awareness of the importance of clothing as a cape, symbol and extension of the phenomenon of individual-physical environment and society interaction, a connection between the smallest, most vital and basic and the most complex, abstract and collective.

A-R: CONCEPTS

Being there at a certain moment and time, the body and its sensitive reactivity as the origin of interactive, connected and subjective action, where everything can be configured from a memory that originates in the action of capturing properties or environmental sound material .

Capture of living information: environment, destined to be part of a process of capturing and assembling information, turning it into a significant memory and internal state.

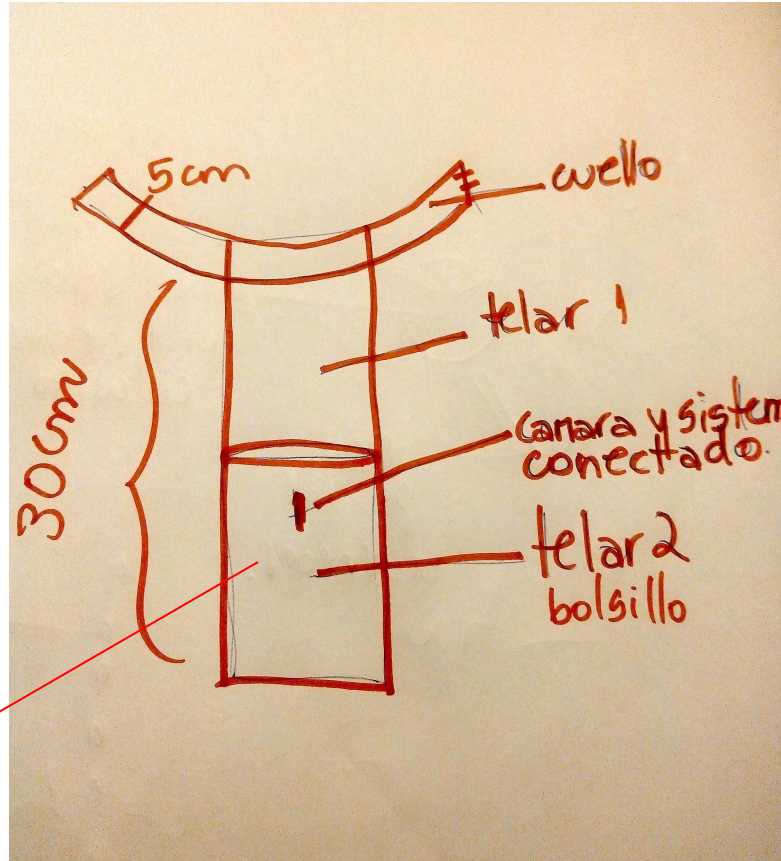
The body in appearance is the protagonist, but it is nothing more than a link of existence, it flows and stops, the interface is presented as a system of actions in sequence where times are respected, giving rise to an internal state, in where information is remembered and transformed, specifically in this case, through sound interference of another type.

And only from being in a physical s-capture medium, an A-R chain is generated: Actions and reactions, aimed at transforming data from what surrounds us: ambient sound.

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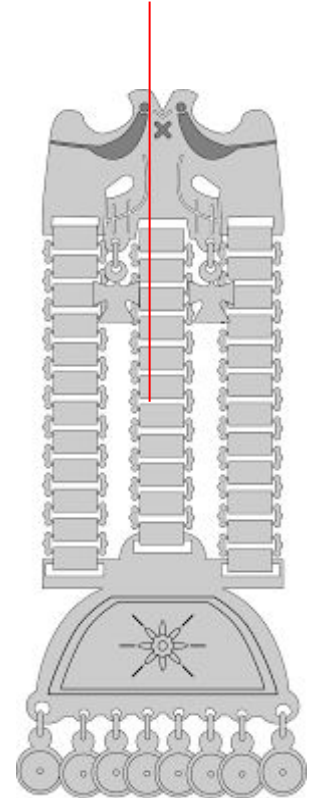
Designs

PASS P.01

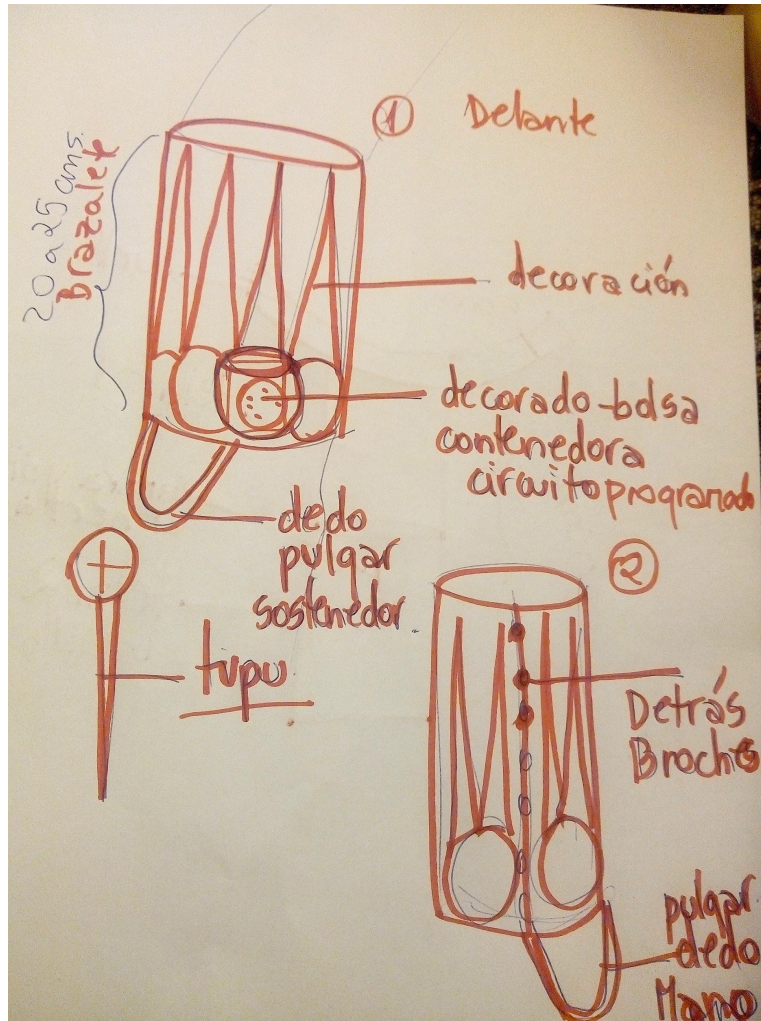


1 layer of bagging in loom: made of 3 or 4 colors the total fabric.

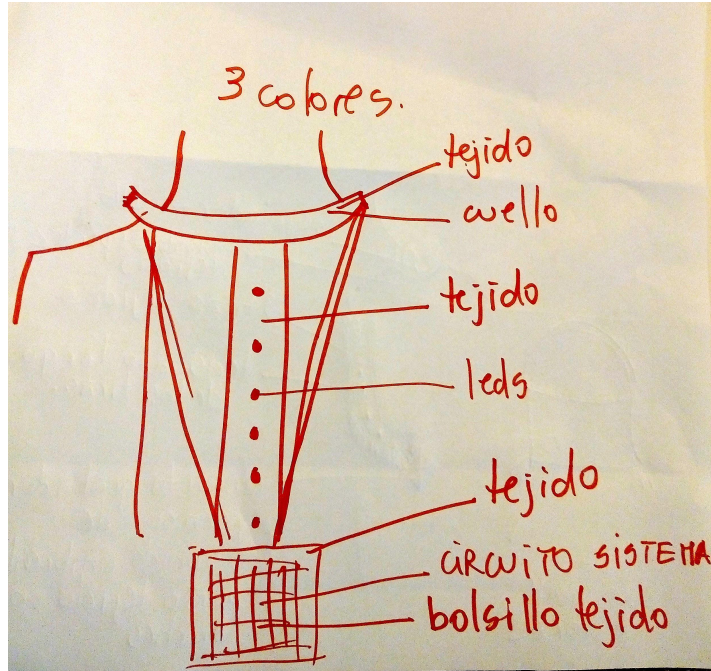
Form and concepts of inspiration



M-M-M



A-R



Hanging accessory from the neck made on a loom

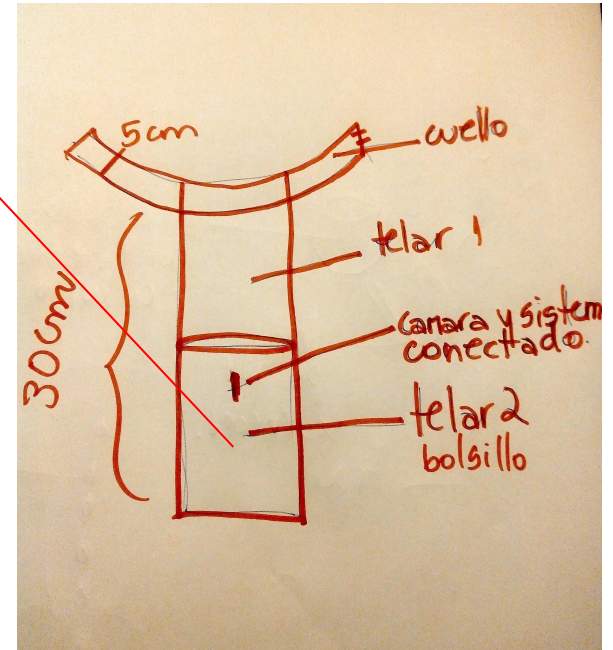
3 or more colors

Form and concepts: Tissue as an information encoder and the Mapuche Trapelacucha.



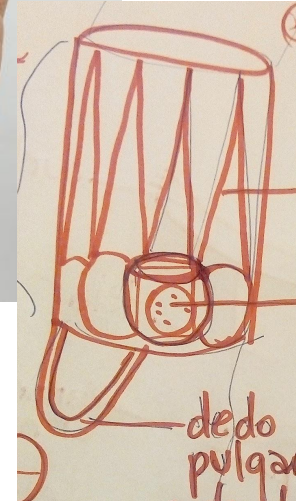
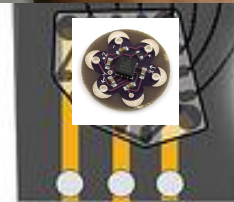
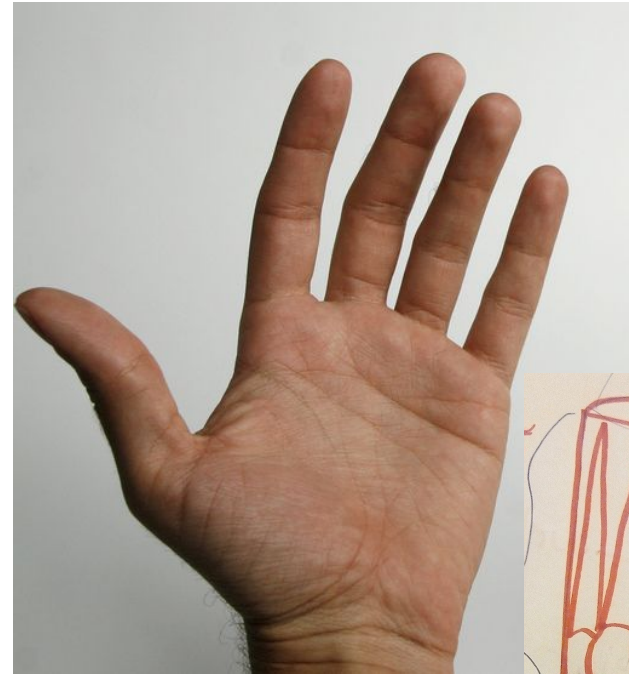
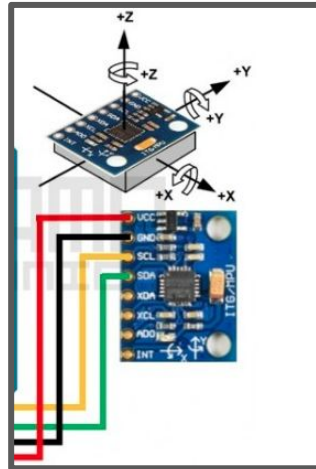
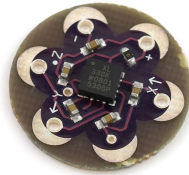
- Design of part I called PASAR:
- design of a textile carrier that would be hung as a kind of trapelacucha, from the top to the bottom would go the circuit with the camera.

-
- Raspberry Pi zero camera technology, case: industrial filter cover that would go up to elbow height
-



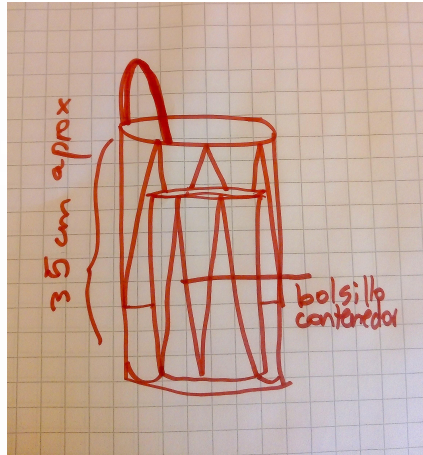
- **Part II design called M-M-M:**
- design of a textile piece to be wrapped around the hand and wrist, so that the entire interface and the use of the accelerometer can be embedded there in an integrated system.

Accelerometer:
measures the movements of where it is located: the hand and the arm. These data will go through a system that can be connected to the internet to the web where this data can be altered, transformed, and exported as mp3.



Textile surface made on a loom (based on the shape of a glove but different) that supports and contains this type of circuit, its bluetooth system and the accelerometer. An ergonomic design with a built-in wrist strap woven with pre-Columbian techniques by hand.

Woven bracelet:

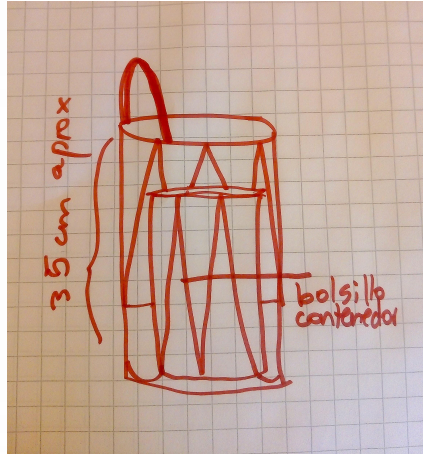


- Design of part called M-M-M:
-
- design of a woven piece to put on the arm whose decoration is based (without copying) on the geometry of the Tupu .. This long bracelet in its final part in addition to being fastened to the arm, hooks to the hand (thumb, left fig. hand) and a kind of pocket also woven, so that the entire electronic system and the accelerometer can be inserted there in an integrated system.
-

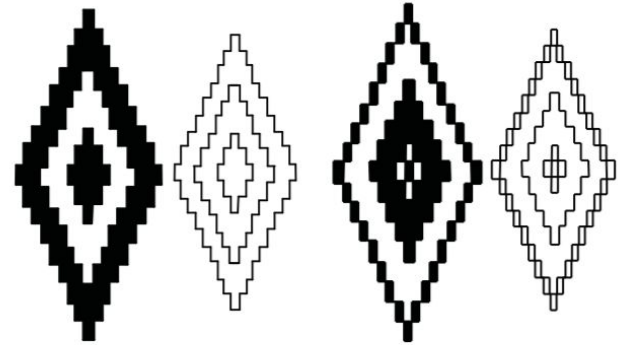


These needles were made and used both in Cusco and in the Mapuches, as a bra accessory and a funeral offering.

Woven bracelet



- **Design of part called M-M-M:**
-
- design of a woven piece to put on the arm whose decoration is based (without copying) on the geometry of the Tupu. This long bracelet in its final part in addition to being fastened to the arm, hooks to the hand (thumb, fig. Of the left hand) and a kind of pocket also woven, so that the entire electronic system and the accelerometer can be inserted there in an integrated system.
-



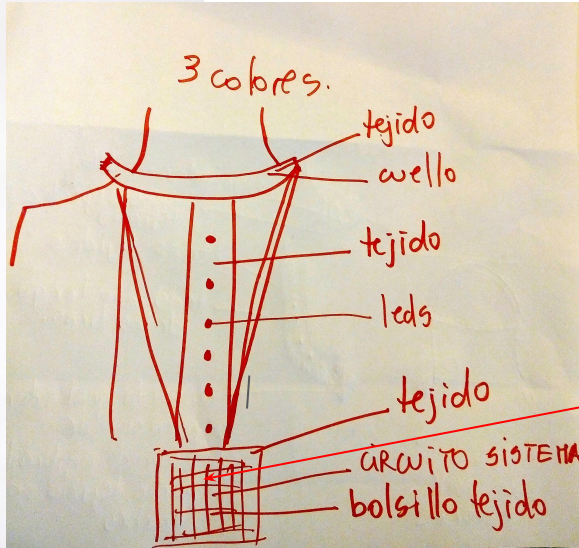
Rombos simples. El diseño se repite con variantes en su interior.

Design of part called A-R:

Design of a textile piece woven by loom to put on the neck

The reactive LEDs will be inserted: thorax sector, firm, aesthetic and ergonomic tissue-accessory.

Neck: holder to affirm the hanging piece.



loom pocket and its base, decorative:
embedded system

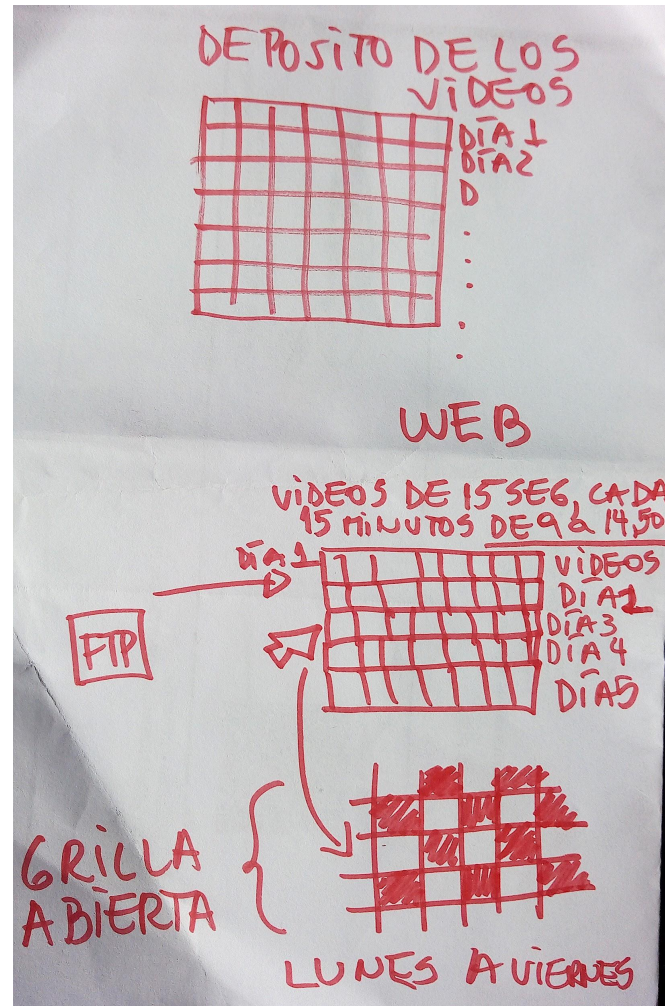
INTERACTIVITY and WEB DESIGN

PART 01: P.01

A- EACH 15 SECOND VIDEO IS AUTOMATICALLY TRANSFERRED BY FTP EVERY 15 MINUTES

B- EACH VIDEO FROM FTP REACHES THE WEBSITE TO BE AVAILABLE IN ONE ROW PER DAY AVAILABLE ON THE WEBSITE

C- USER WHEN THEY CLICK ON SOME VIDEO THEY WILL APPEAR BELOW IN A GRID (SEE FIGURE) INTERNET AND FOLDER ELEMENTS: A VERY CURRENT NEWS WEBSITE, RANDOM PHOTOS (3), WORDS PREVIOUSLY CHOSEN BY ME AND FROM SOME WEBSITE IN THE ANDEAN WORLD, VIDEO AND FOLDER SOUND



INTERACTIVITY and WEB DESIGN

PART 02: M-M-M

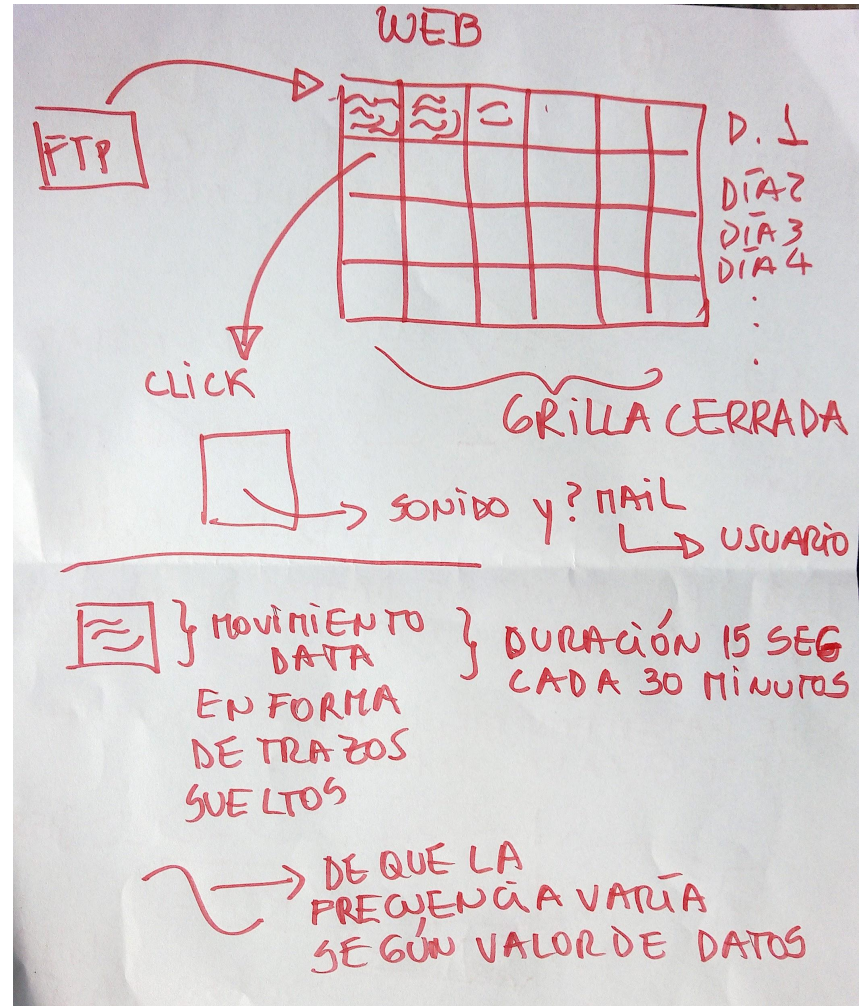
A- EACH 15 SECOND MOVEMENT DATA IS AUTOMATICALLY TRANSFERRED BY FTP EVERY 30 MINUTES

B- EACH VIDEO FROM FTP REACHES THE WEB TO BE AUTOMATICALLY DISPOSED IN ROW IN THE FORM OF LINEAR TRACES.

C- USER WHEN THEY CLICK ON SOME BLOCK OF TRACES, A SOUND GIVEN BY THE DRAWINGS OF THE LINES WILL BE ACTIVATED ACCORDING TO THE VALUES OF THE MOVEMENT DATA

D- CLICK-SOUND: ASK THE USER FOR THEIR MAIL, WHICH REMAINS ON THE WEB AS A SUBSCRIBER AND SOUND IS SENT

E- THE USER MAY ONLY SEND 2 SOUNDS AT A TIME



INTERACTIVITY and WEB DESIGN

PART 03: A-R

A- EACH EXTERNAL 15 SECOND SOUND IS AUTOMATICALLY TRANSFERRED BY FTP EVERY 10 MINUTES

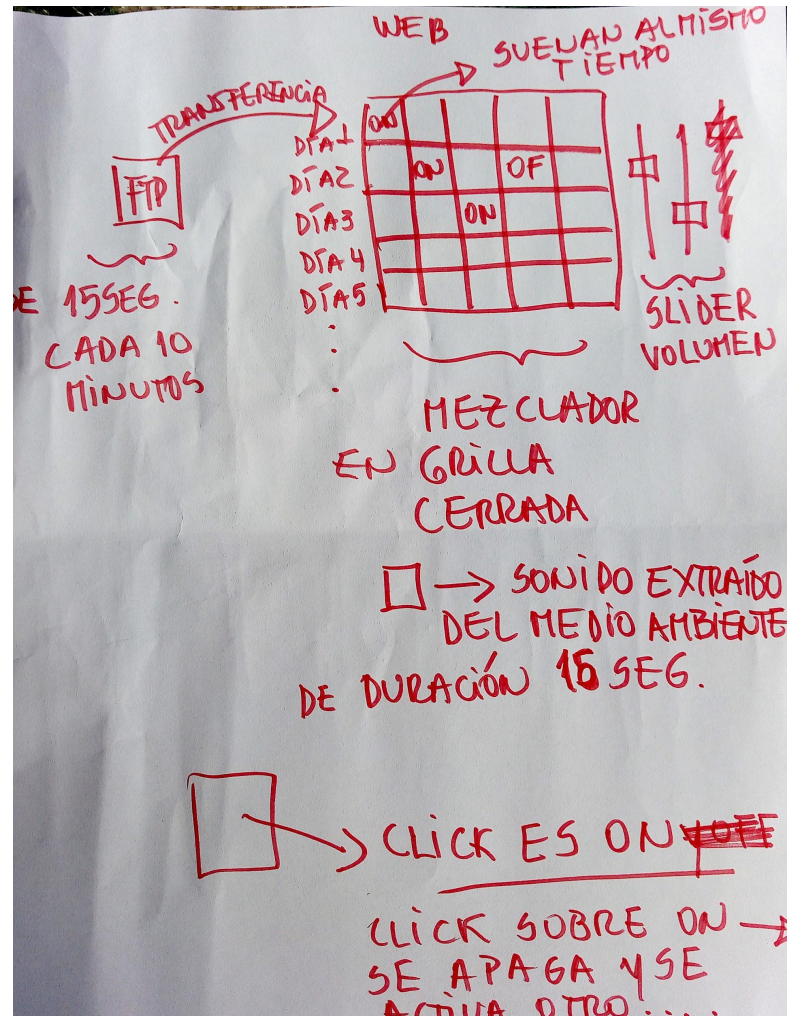
B- EACH SOUND DAILY, WILL BE DEPOSITED IN ROWS

C- USER WHEN THEY CLICK ON SOME SOUND IT IS ACTIVATED, BEING ABLE TO PLAY WITH OTHERS ACTIVATED.

D- CLICK-SOUND FOR THE SECOND TIME THIS IS OFF

E- NEXT TO A SLIDER: VOLUME AND MIXING

F- THE ACTIVATED SOUNDS COULD BE DOWN TO BE REUSED BY INTERESTED PEOPLE



DESIGN-ART EXPANSION

“As an explorer of design, I intend to speculate on the use of accessories and the wearable through new forms of portability, and that in turn, are generators of a network of relationships that reflect and reflect on an event of vital collective functioning and current staff, and that determine a society connected by devices.

With these portable pieces that behave as accessories, I will be able to carry out an investigation about the wearable and its intersections with new code and hardware technologies, which behave as new layers of interaction that expand perception and generate new uses, an aspect that For the current design it is necessary to encourage and promote the execution of new inventions and research.

This project, which addresses certain crossroads and speculations in design, engineering, together with the analysis and reflection on the ultimate meanings of wearable creation, confection and production, especially encompassing the ancestral cultures of our territory, complete and manifest the final goal of the production of a TRYPTICH made up of three pieces of interweaving information, types and purposes of use of the wearable as a portable and situational artifact. ”

Maria Jose Rios A

www.vestibles.cl

www.vvisandvasquez.cl

Founder and director of Vestibles since 2015

CONTRIBUTION TO DESIGN-ART

"As a medial, visual and explorer artist in methods and fields of design, I intend to generate a contribution by introducing new definitions or ways of approaching the wearable, focusing on it as a MODE and not a FASHION, as a relationship of social, affective, subjective factors of users, so that they have a role that is more aware of their life and condition, which makes it possible for Chile to have a history of production and creation more expanded fields of design and art and relationships, with traditional and historical bases, which You can contribute to its enrichment as an area of creation, production and training.

With these portable pieces that behave as accessories, I will be able to carry out an investigation about the wearable, traditions and their intersections with new technologies, which allow design and art, to relate to new levels of functionality, also linking in an important way the new technologies with cultural roots of our territory, which is necessary to promote, in order to contribute to the motivation and execution of new inventions and research from our Latin American society. "

Maria Jose Rios A

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Founder and director of Vestibles since 2015