

Draft 1. Iteration

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I took inspiration from the artist who creates animations ASCII art using coding. During the process, I realized that After Effects can create not only 2D animations but also simulate ASCII art and use 3D models. Additionally, '99 Variations on a Proof' showed me an example of mathematics in graphic design, and it inspired me to create another dynamic version.

I started to think about the comparability between the simulation and reality worlds, such as the shoe size (7 UK), and the file size (7 MB), and how people may accept simulations as reality without questioning their authenticity. The data serves not only as a graphic tool but also contains informational data. I will investigate both the possibilities and limitations of After Effects through rigorous changes in the object's colors, data, materials, and structure. In the original project the artist used Processing software, when I tried to hack AE to create a simulation. The result might be the 'digital passport' of the chosen object or a catalog of them. The inspirational reference of working with data is 'Pig 05049' by Christien Meindertsma. Additionally, the aesthetic and conceptual qualities of the old-school game 'Minesweeper' serve as another reference point in this creative exploration.