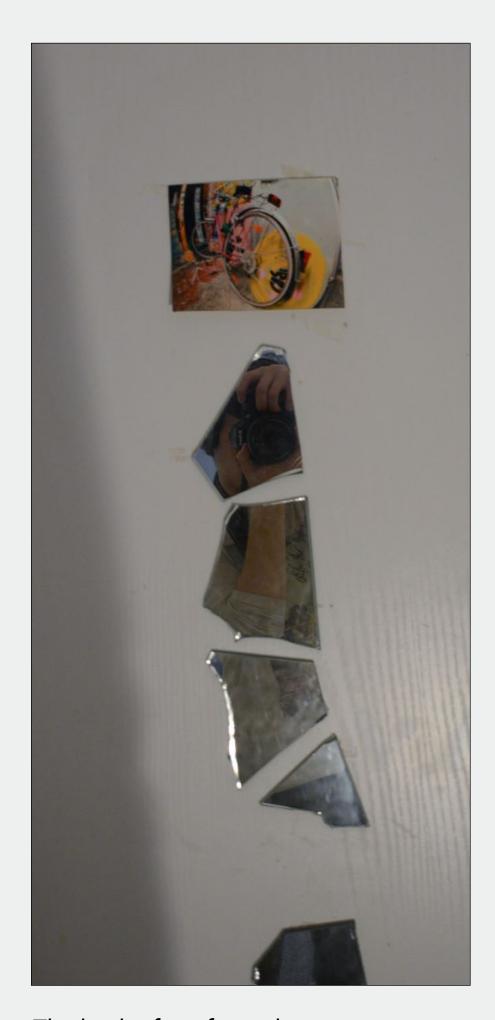


What is Authenticity Please?

AUTHENTICITY PLEASE was about exploring the notion of authenticity relating to the internet and what consitutes authentic art, particularly in the digital age. What is authentic when it comes to how we consume different media and types of artwork.

Throught out the semester we looked at various pieces and forms or art from the last century leading up to the current day. Personally I found it particularly interesting to see how the development of different technologies influenced of perception of what is, and could be, a piece of art.



The back of my front door

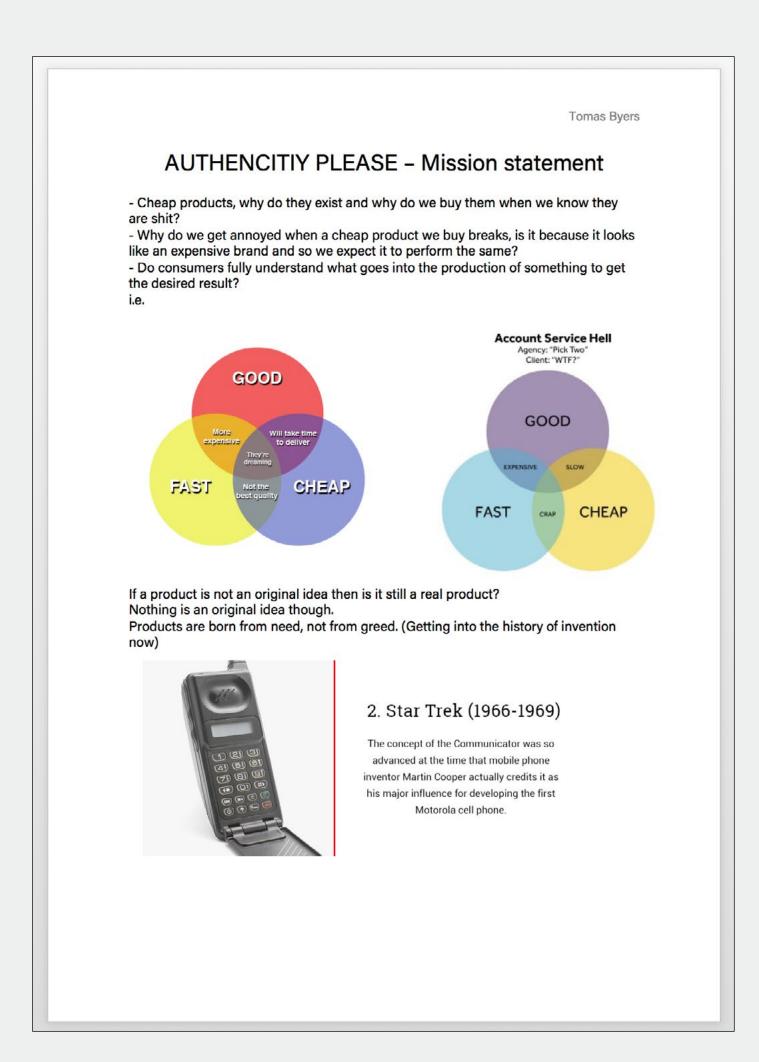


My computer screen

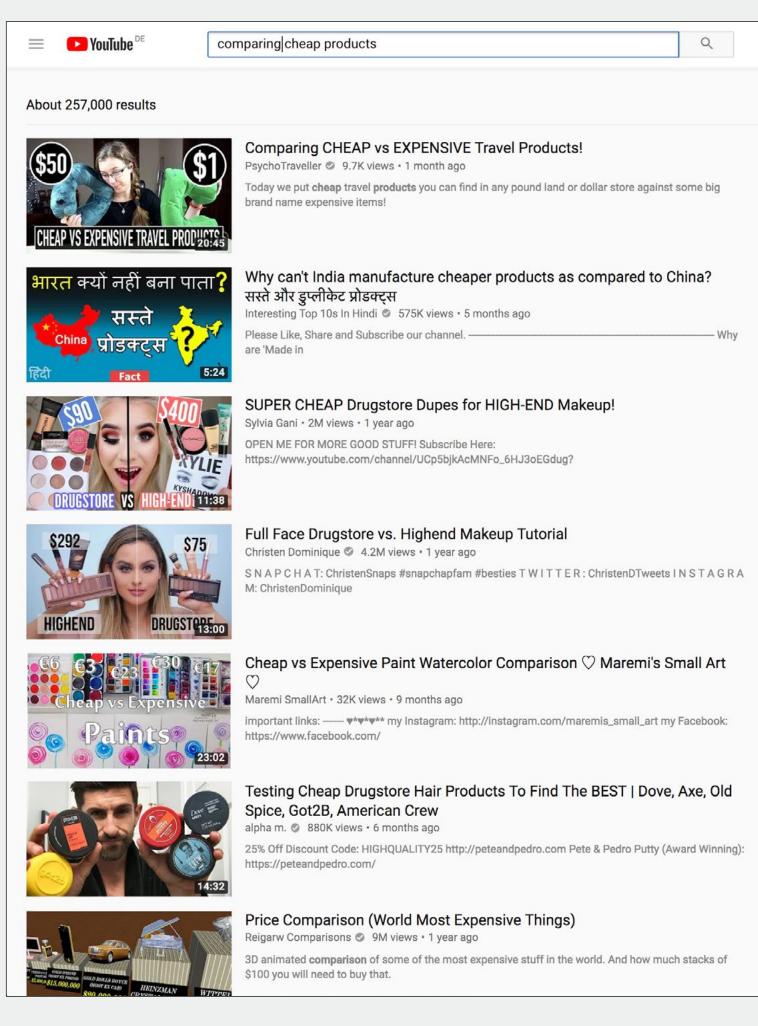
#Selfie

So initially I took this task pretty literally and sought ways which I could physicaly take photos of myself. Anything that I found with a reflective surface I would see if I could go about getting a photo of myself visible. This was actually a really good introduction to how a DSLR works for me, as beforehand I had really only used my phone camera to take selfies.

While the exercise of finding ways to express ourselves in a photo was so that we can show others what our interests are, I found this task to be a perfect way in which I discovered the art of taking a photo. I've never found that I connect with traditional artwork much, however I've come to appreciate photography as an artistic medium much more than before now that I've had this chance to explore it on my own.



Screenshot of my notes when I was brainstorming different directions I could take with this project.



https://www.youtube.com/results?search_query=comparing+-cheap+products&page=&utm_source=opensearch

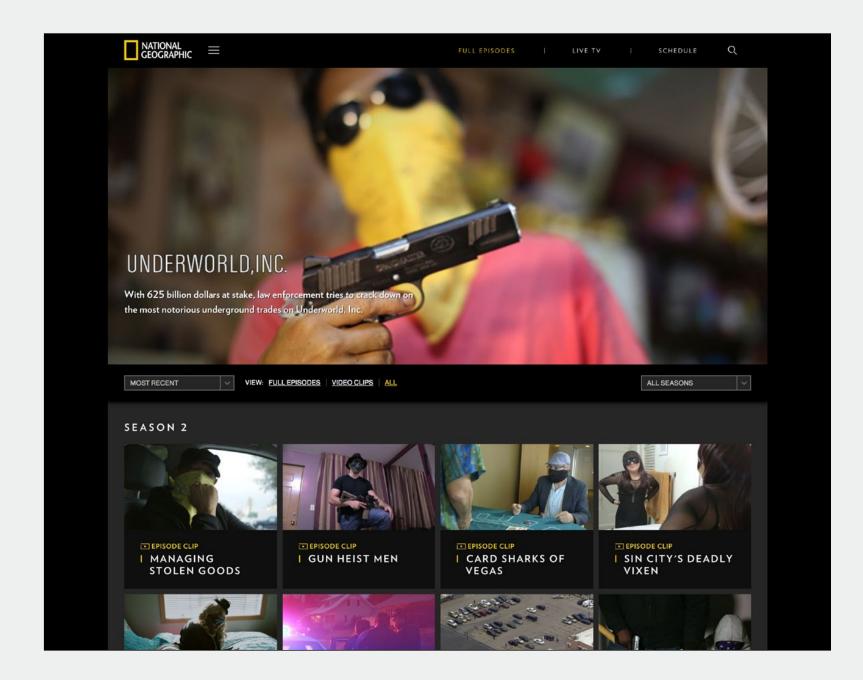
Developing an idea

This next part of the project I began by generally researching the factors which affect the product of a given item or product (pictured in the left image). I found I was quite interested in the concept of 'knock-offs' or 'fake' products - items which are designed to appear like a more expensive product but with a cheaper price tag and generally don't perform the same function as well. Perfect for discussion the notion of authenticity.

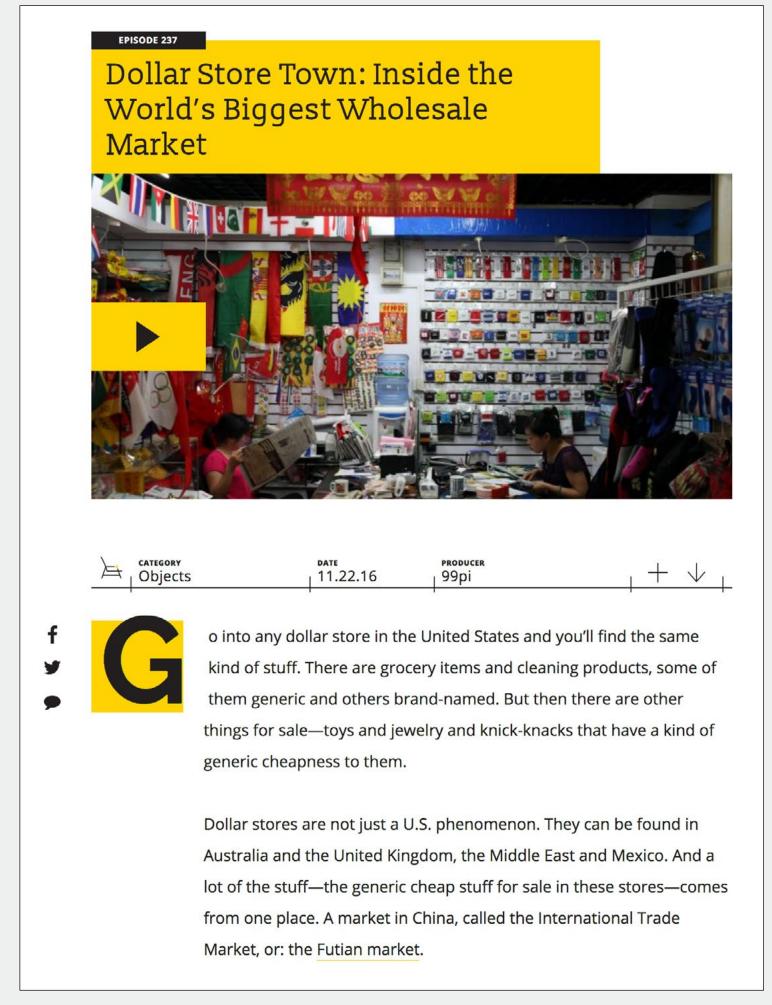
As I looked in this topic further I found it interesting how we, as the consumer, purchase a cheaper item fully knowing it to be of lesser value and yet still expecting it to perform like its more expensive counterpart.



https://zubits.com/



http://channel.nationalgeographic.com/underworld-inc/video-gallery/

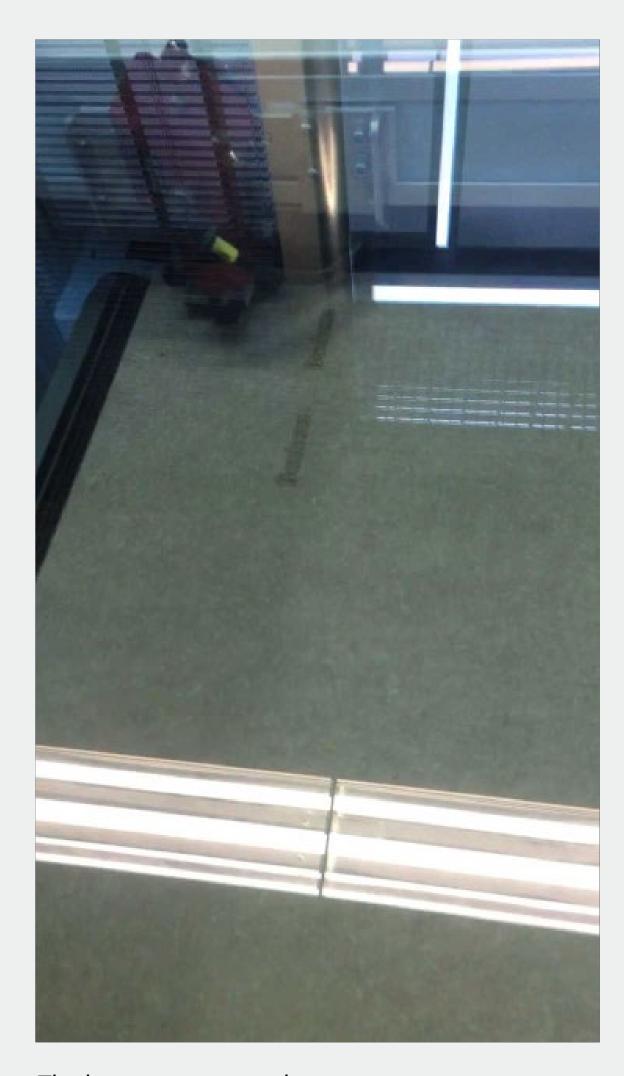


https://99percentinvisible.org/episode/dollar-store-town-inside-worlds-biggest-wholesale-market/

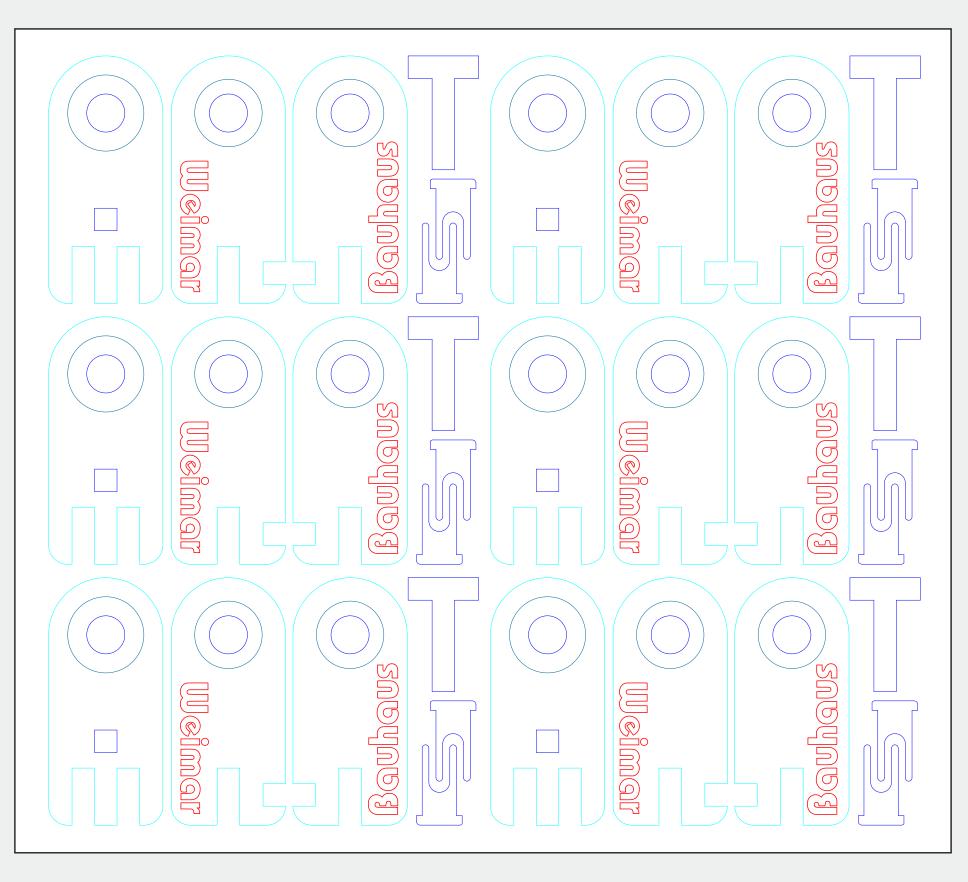
I think I'm getting somewhere...

I found the whole concept of 'fake' products really intriguing - how can an object that someone put time and care into designing be regarded as 'fake'?

I wanted to find a way to have a conversation around what consitutes an authentic product; an authentic idea. Because no idea is ever really original if it comes from a shared need that we all have.



The laser cutter at work



Laser cutting PDF for the Resolverator

Designing the Resolverator

The Resolverator is a small, wooden device that revolves about itself. It's basically a cool, little gadget that demonstrates what you can do with laser cutting.

I will admit that I didn't have much of a goal in making this device; I was using the laser cutter for a different project at the time and thought it was a good idea. The resolverator turned out to be a good little product to feature in the Winterwerkschau 2017 as I could ask actual people how much they would pay for something I made.

Tomas Byers | Bauhaus Universität Weimar 2017/2018



HOW DO YOU MAKE SOMETHING?

paring CHEAP vs EXPENSIVE Travel Products!

How much does it cost to make something?

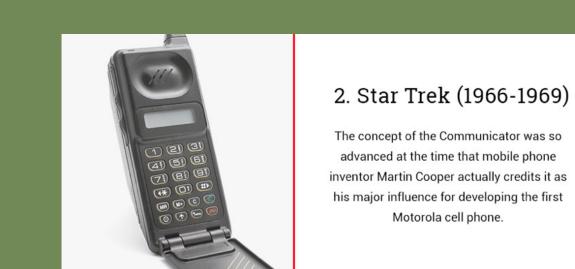
How much are you willing to pay for what you need?

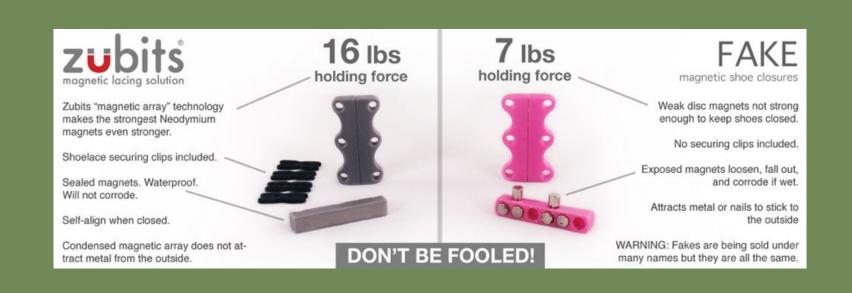
Where do you stop paying for something you need, and start paying for a brand?

Objects and tools have always come from a need.

If something is not an original idea, then is it still a real product?

However, what is truly original...



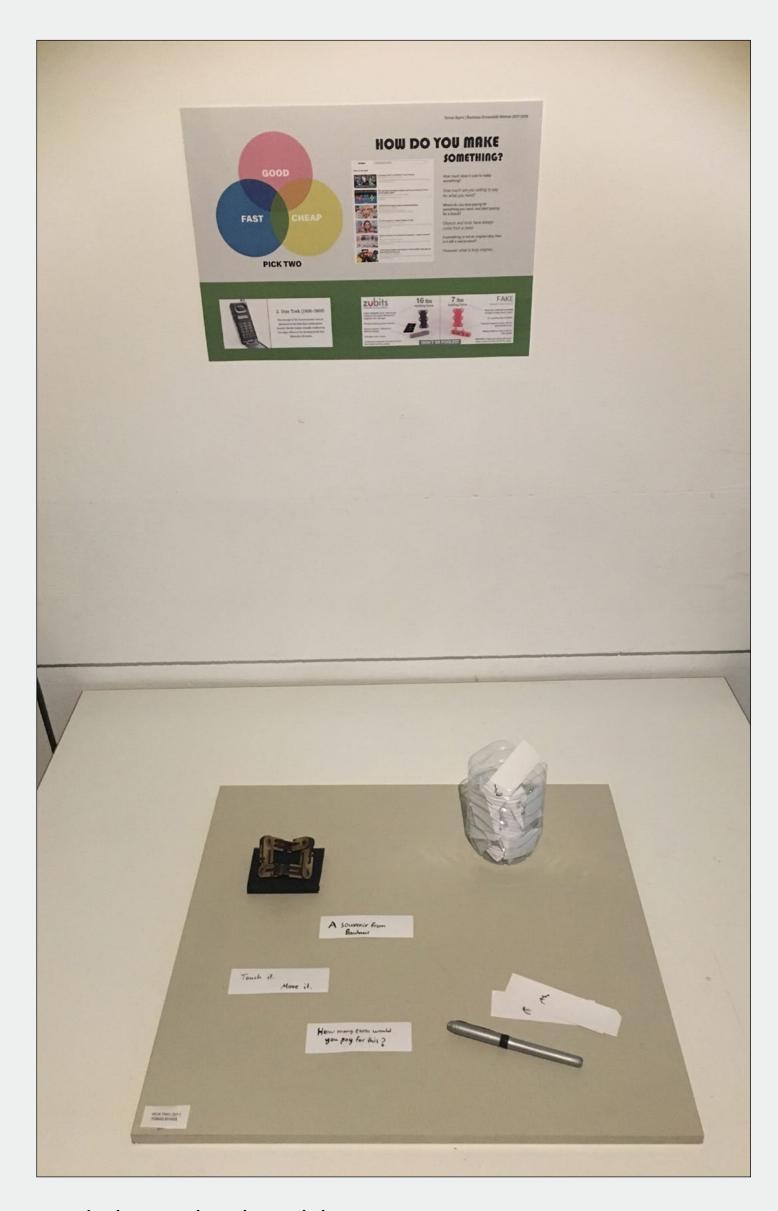


My (quick) poster aimed at encouraging viewers to consider their percieved value of a product

The Poster

This poster was, admittedly, put together last minute because I needed my exhibition to have a feature that wasn't just a weird looking device on a table. My aim with the poster was to give context to the conversation I was attempting to have around product value and the consumer society we have.

Regardless of if I ended up achieving that conversation or not, it didn't stop me from plonking some images and words on a page and then running off the printing shop before the exhibition opened...



My little stand in the exhibition room





The Resolverator

The Exhibition & Reflection

My exhibition consisted of the aformentioned poster, one lasercut resolverator and a pen with some paper asking participants to write down what they would pay for this device. The answers I recieved ranged between $\[\in \] 2$ and $\[\in \] 15$ with most being around $\[\in \] 7 - \[\in \] 8$.

While I'm not sure if the participants thought much more about the philsophy behind human value and price, I would have had liked to make another resolverator out of a different and run the same test again. I felt that I spent a lot of time in this class researching and trying to decide what I felt was the direction I wanted to take.

To bring it back to what I said at the start about photography, I think that I have enjoyed this class immensely because of the conversations we all had. Discussing the notion of Authenticity in such a broad spectrum of mediums but also being able to see what it means to an individual artist has really influenced the way in which I think about art.

"You can copy and paste, but nothing is ever real" - Jörg when he was talking about authenticity on the internet.