

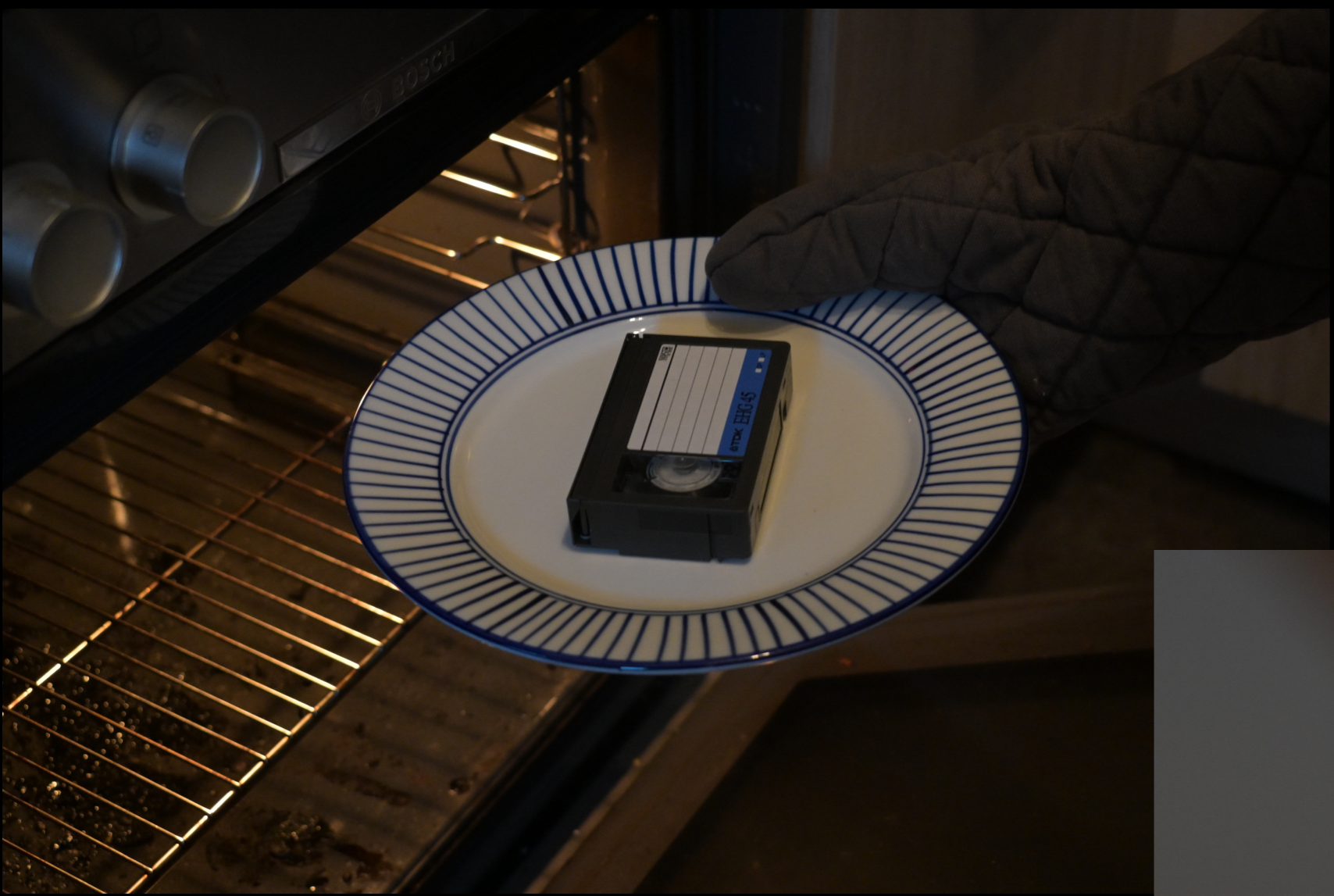
# SHORT INTRODUCTION

Patterns. Acting in complex environments

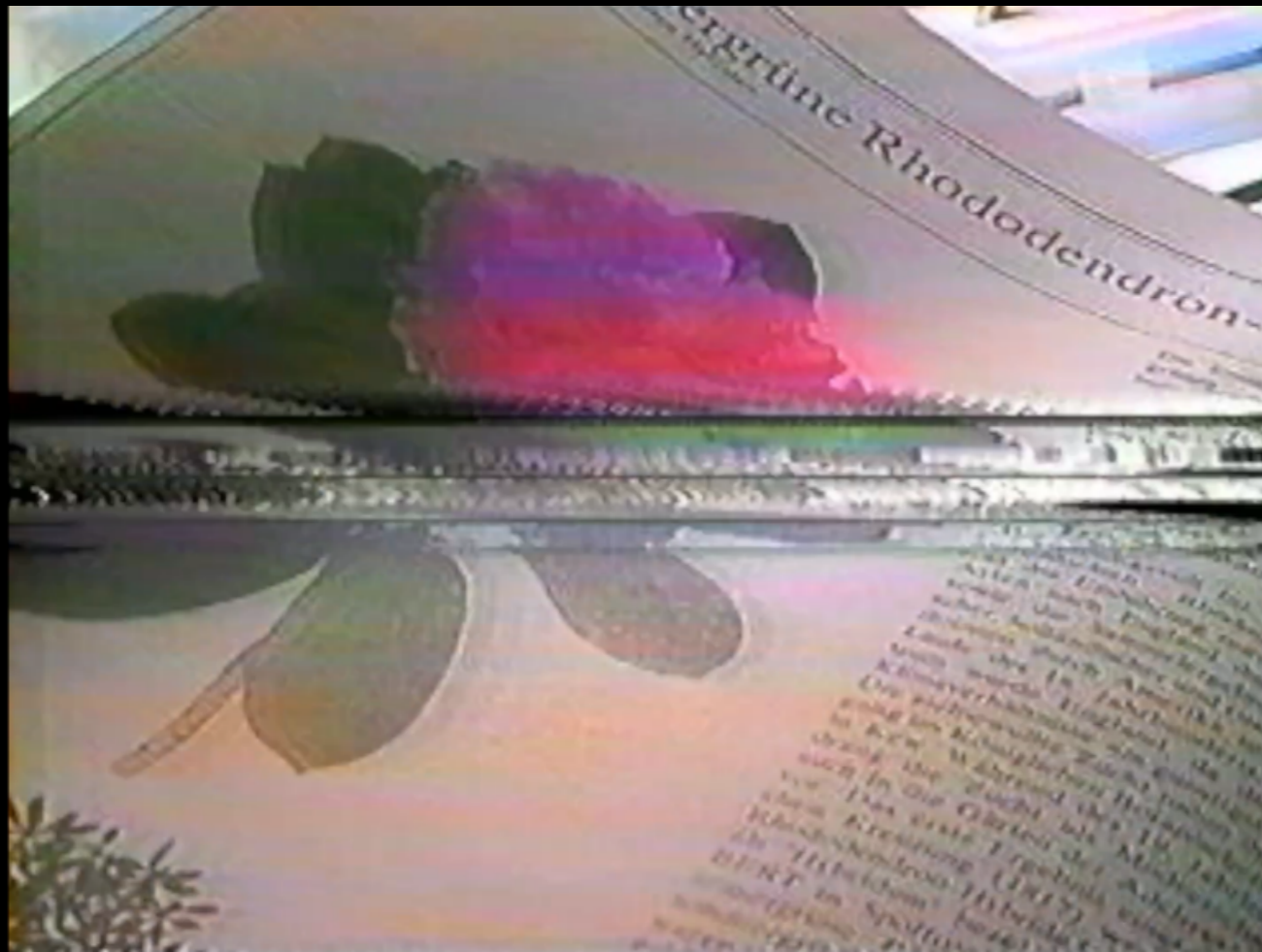
21.04.2026, Seoyeon Lee



Lichtrouten(de), Seoyeon Lee, *Memory Decay*, 2025, Analog Video Photo: Lars Gonikman

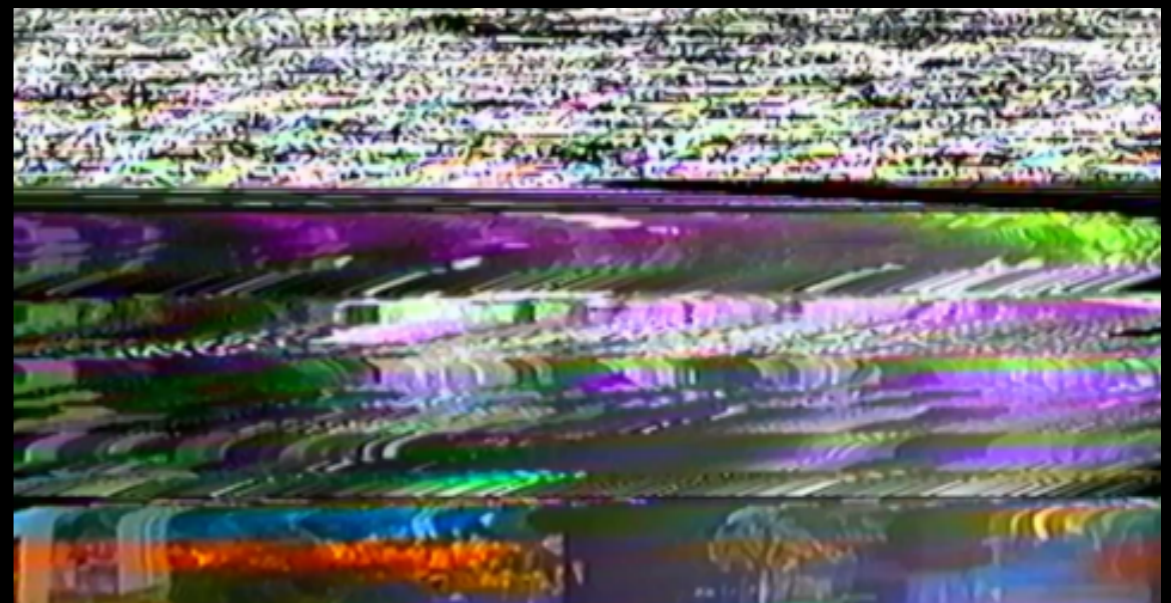


Work Process, VHS tape damage



Seoyeon Lee, *Memory Decay*, 2025, Analog Video

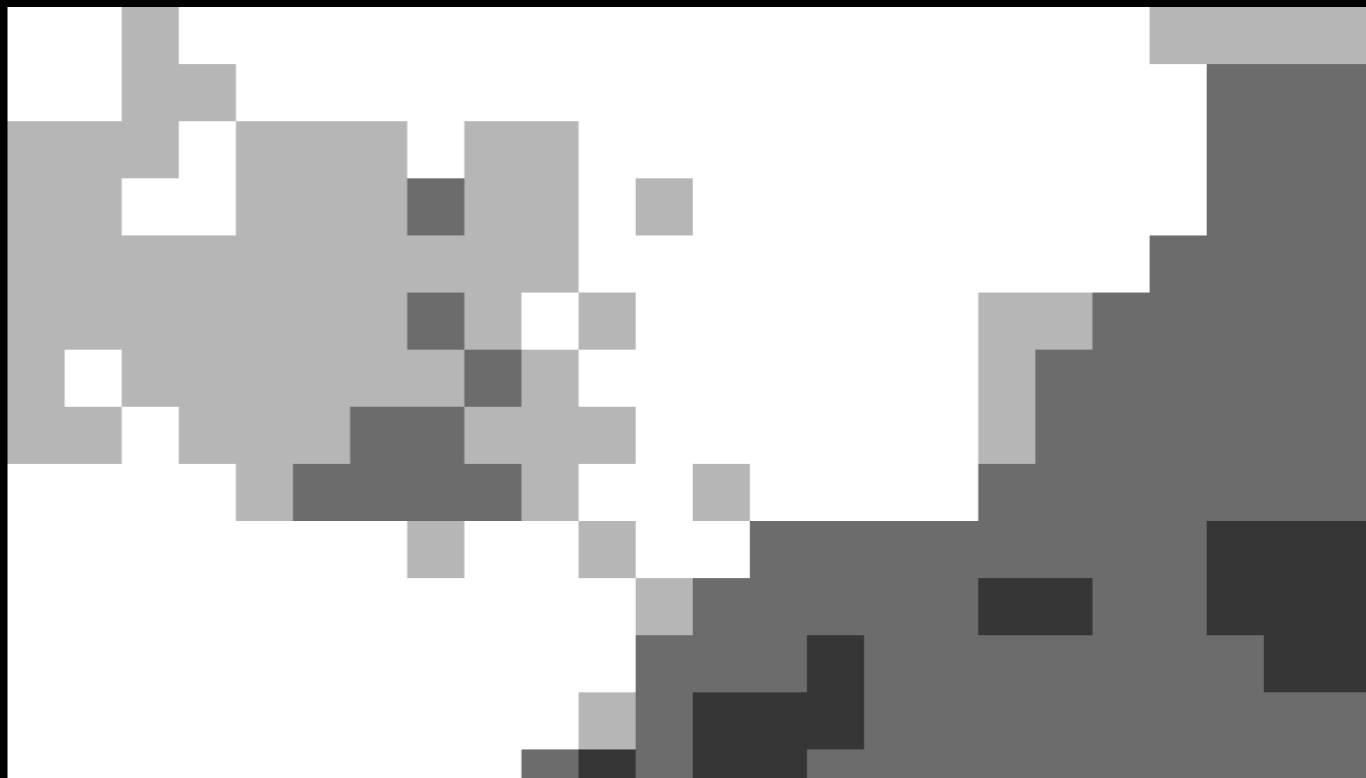
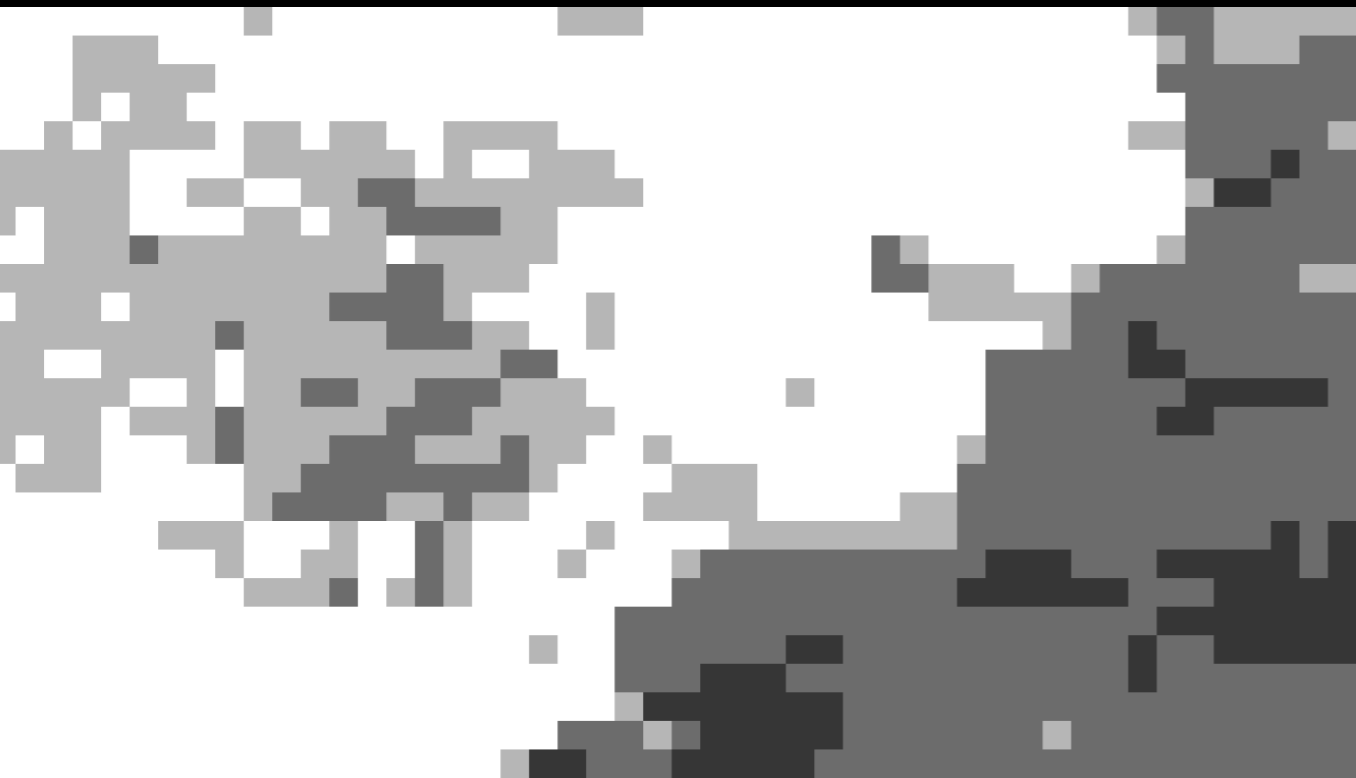
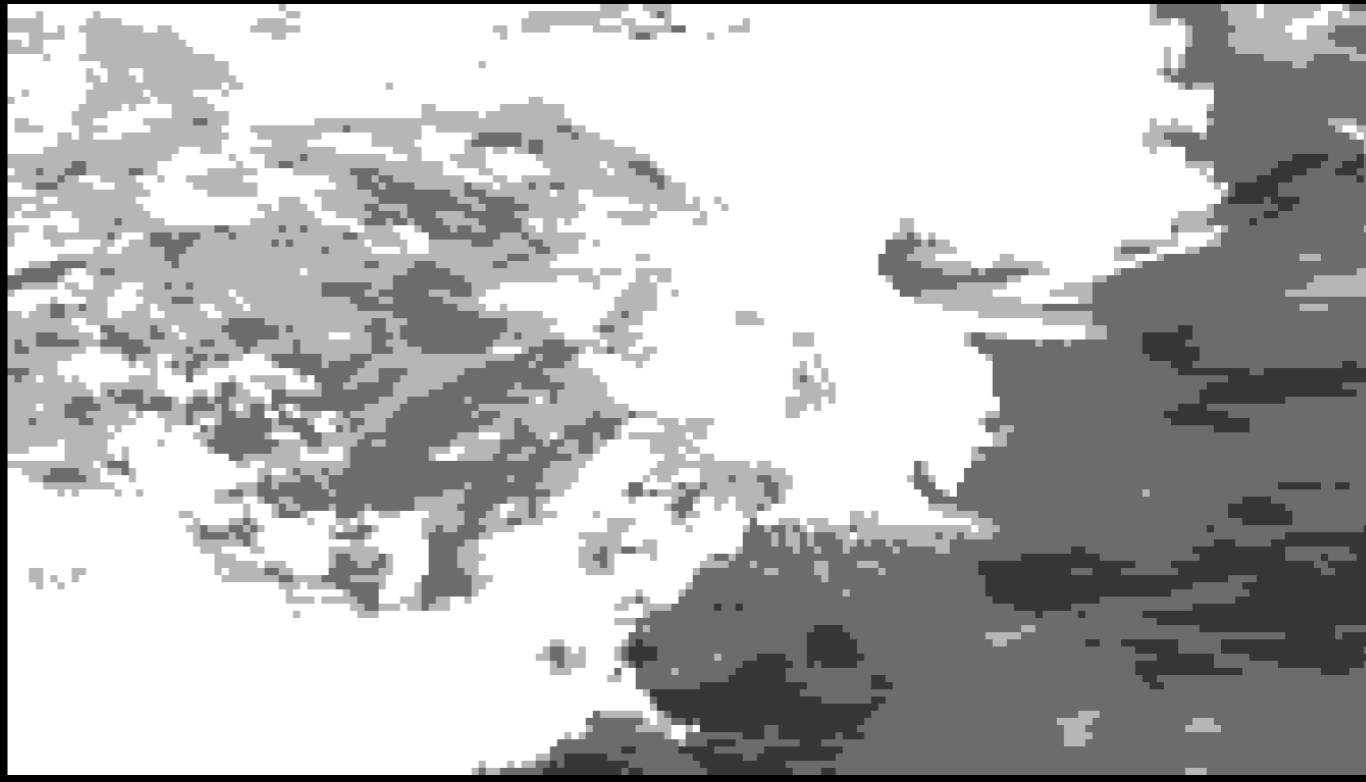
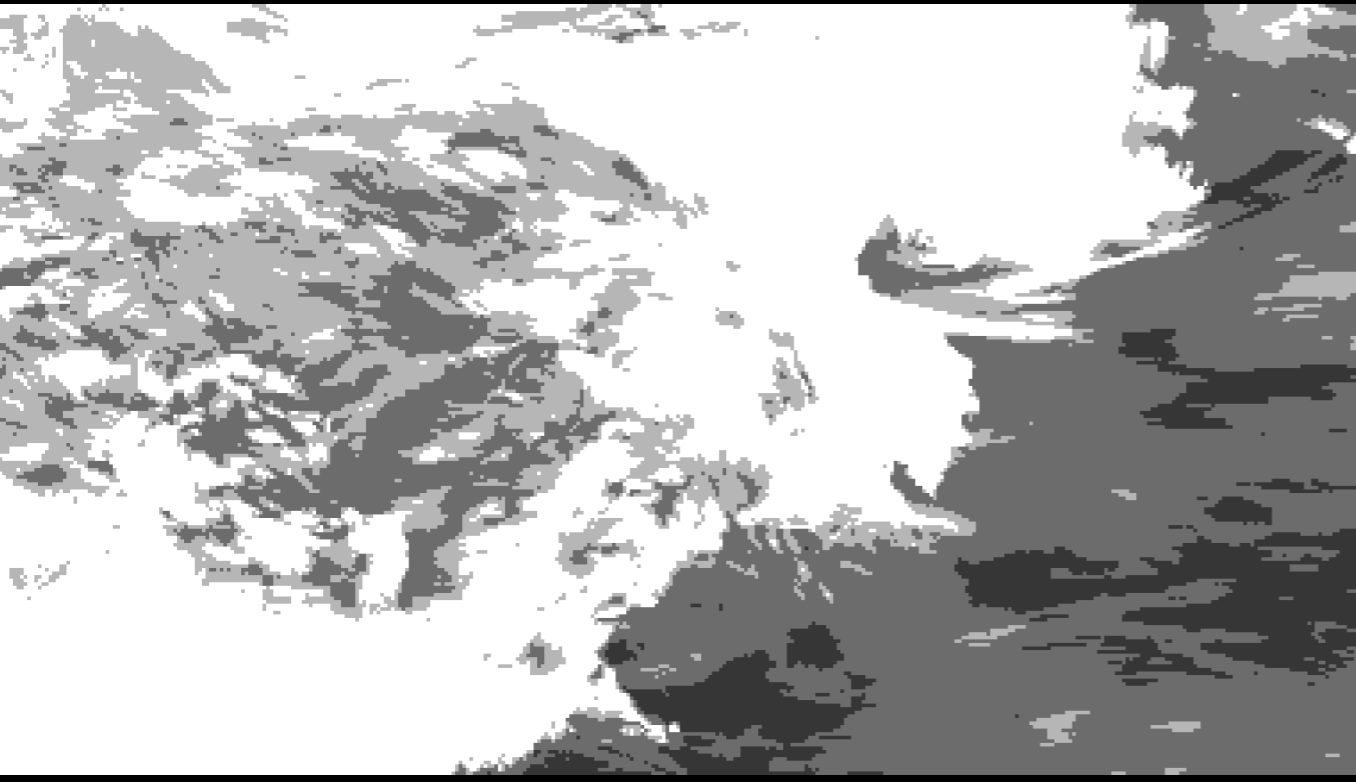
<https://youtu.be/KtTJfU0UMjk>





Seoyeon Lee, *Water*, 2025, Installation

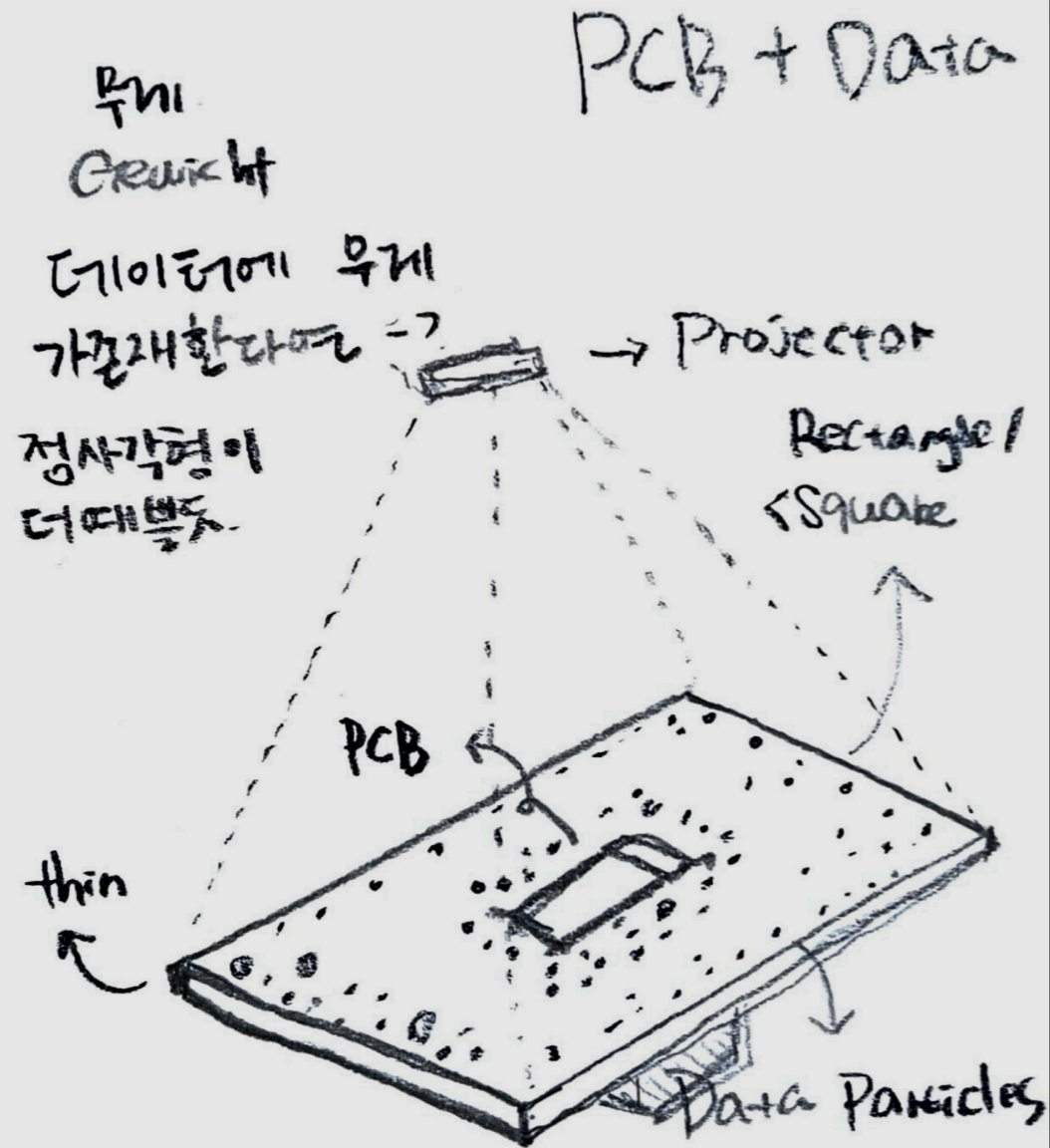
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Work Process, Simplification

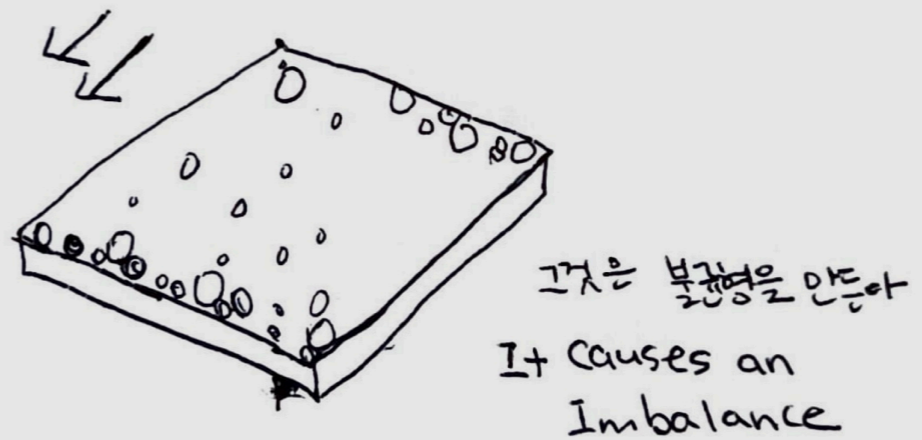
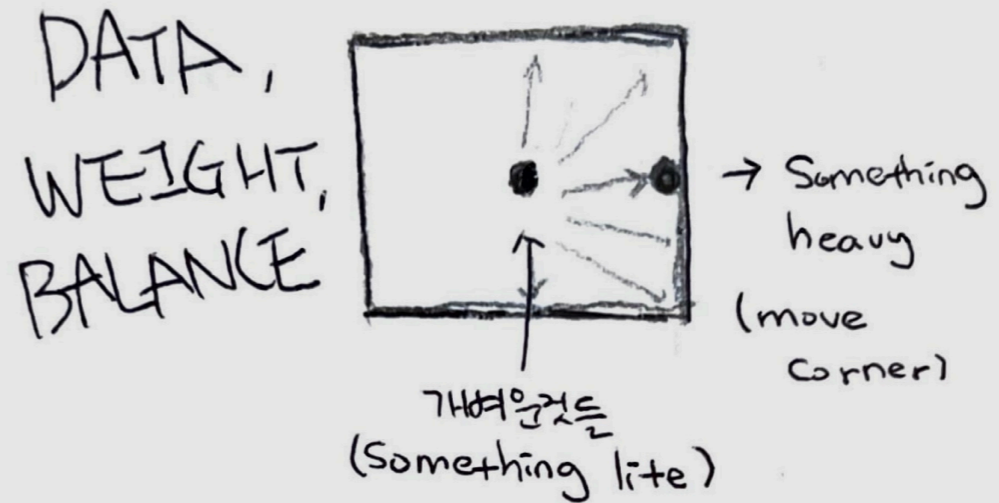


Work Process, pixel arrangement based on brightness



equal weight.  
balance

Can data have weight?  
If so, by what criteria  
can its weight be measured?



데이터는 실시간으로  
계속 생겨난다  
Data is constantly  
being generated in  
real time.

비주얼적으로 고려해야 할 부분.  
VISUAL CONSIDERATIONS?

- 어떤 데이터를 시각화 할 것인가?  
(말의 무게라는 말이 있으니, 상황에 따라 단어들의 무게가 바뀌게 하는 방향이라던지.)  
What data to visualize?

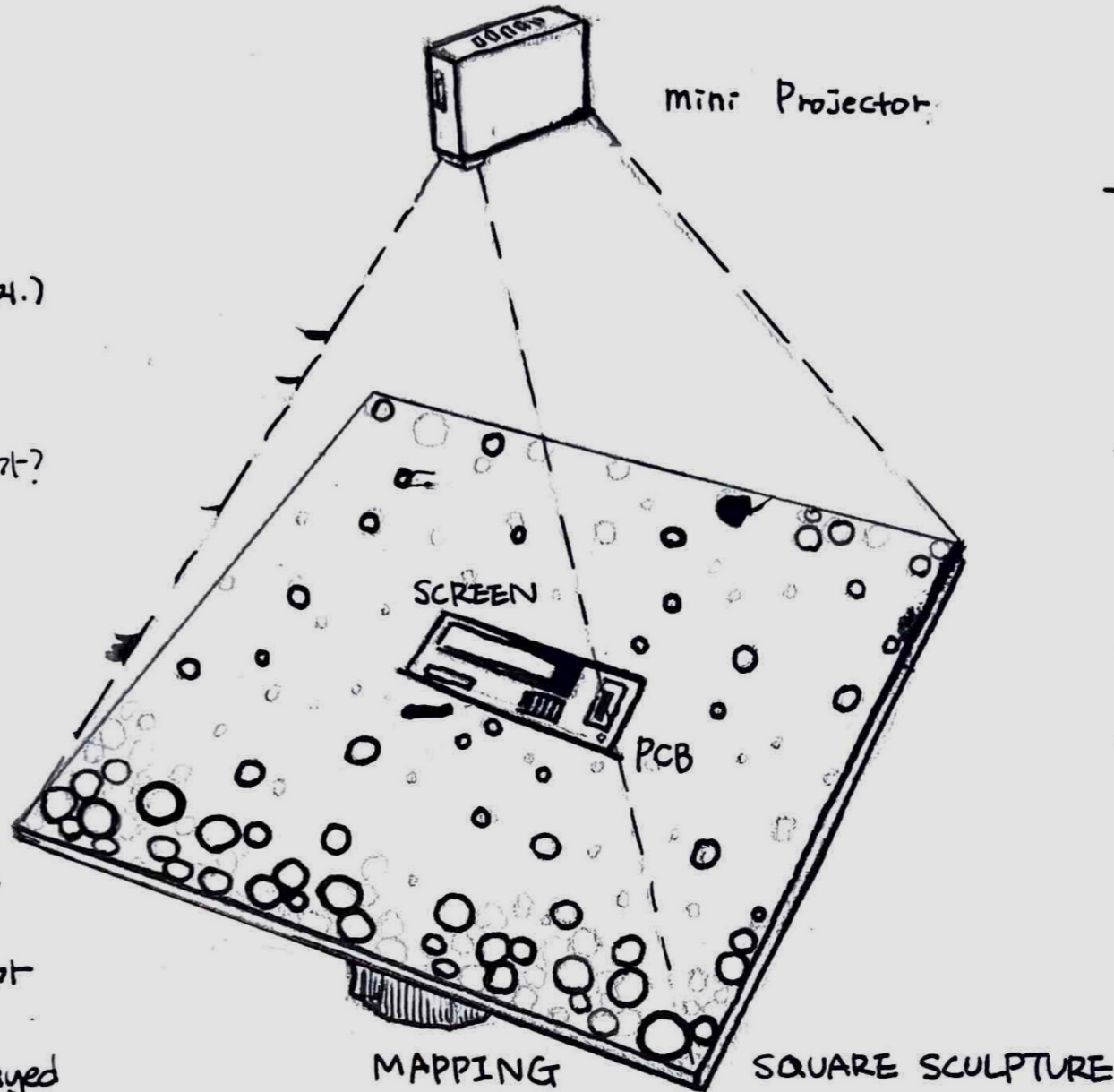
- 데이터의 무게는, 어떤 기준으로 측정되는가?  
How is weight measured?

- 데이터의 형태와 움직임은 어떻게 표현되는가. 지금은.. 무게에 따라 따라 구기 (원들이) 클러떨어지는 형태.

The form and movement are expressed by a sphere rolling toward the heavier side

- PCB 스크린에는 어떤 정보를 띄울 것인가 (데이터의 이름, 측정 크기)  
What information will be displayed on the PCB screen?

mini Projector



기술적으로 고려해야 할 부분  
TECHNICAL CONSIDERATIONS?

- Square의 형태에 따라, 어떤 재질로 만들 것인가?  
What material will the square be made of?

- 조형물의 기울어짐과 공이 떨어지는 장면을 어떻게 실시간으로 동기화시킬 것인가.

How can the square's tilt and the spheres be linked in real time?

- 어떤 원리로, 조형물이 기울어지고 다시 수평이 되고. 움직이게 될까.

How does the structure move, tilt, and return to a horizontal state?

