# The Cybernetic Garden

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## Work Documentation
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(MFA) Media Art - Media Design

PAPER
INTERIORS

## Interiors and perception

My personal interest during this semester lied in the complexity met in working environments. Architecture, facilities and equipment in working environments appear to be complex because of the apportionment of labor and the development of technology. The image of an interior does not always explains a lot about its character and sometimes perception is mislead

My project proposal included the  idea to create works focusing on the relationship between man and architecture. This was practiced by creating paper architectural model-environments (especially interiors) the role of which is blur and to incorporate into them symbols and features from different backgrounds, mixing them and setting up completely new environments. What is important for me is to give the impression of an ever-changing environment, whose character is not established and also not accurately perceived. This concept lies on the idea that reality cannot be thoroughly perceived and also understanding can be a very complex procedure. Social conventions or symbols are part of the meanings' building mechanism and interpret perception.

The main influences to my work come from several sources such as cinema, photographic documentations, the news, science fiction, pop culture and the urban environment itself. My intention is to interpret several kinds of interiors and translate their complexity into more simple forms and functions via my personal perception and aesthetic criteria. As a result, it is about 'building" new environments through observation and decoding. These new forms are not actually explaining things but rather raise questions upon familiarity and perception and engage the viewer in a research game, an "archeology" of current complex systems.

The first interior-models that involved some objects (equipment) and furniture were rough with almost no details. These models were mostly preserving the shape and color of the initial models I was inspired by, but they were abstract at the same time.
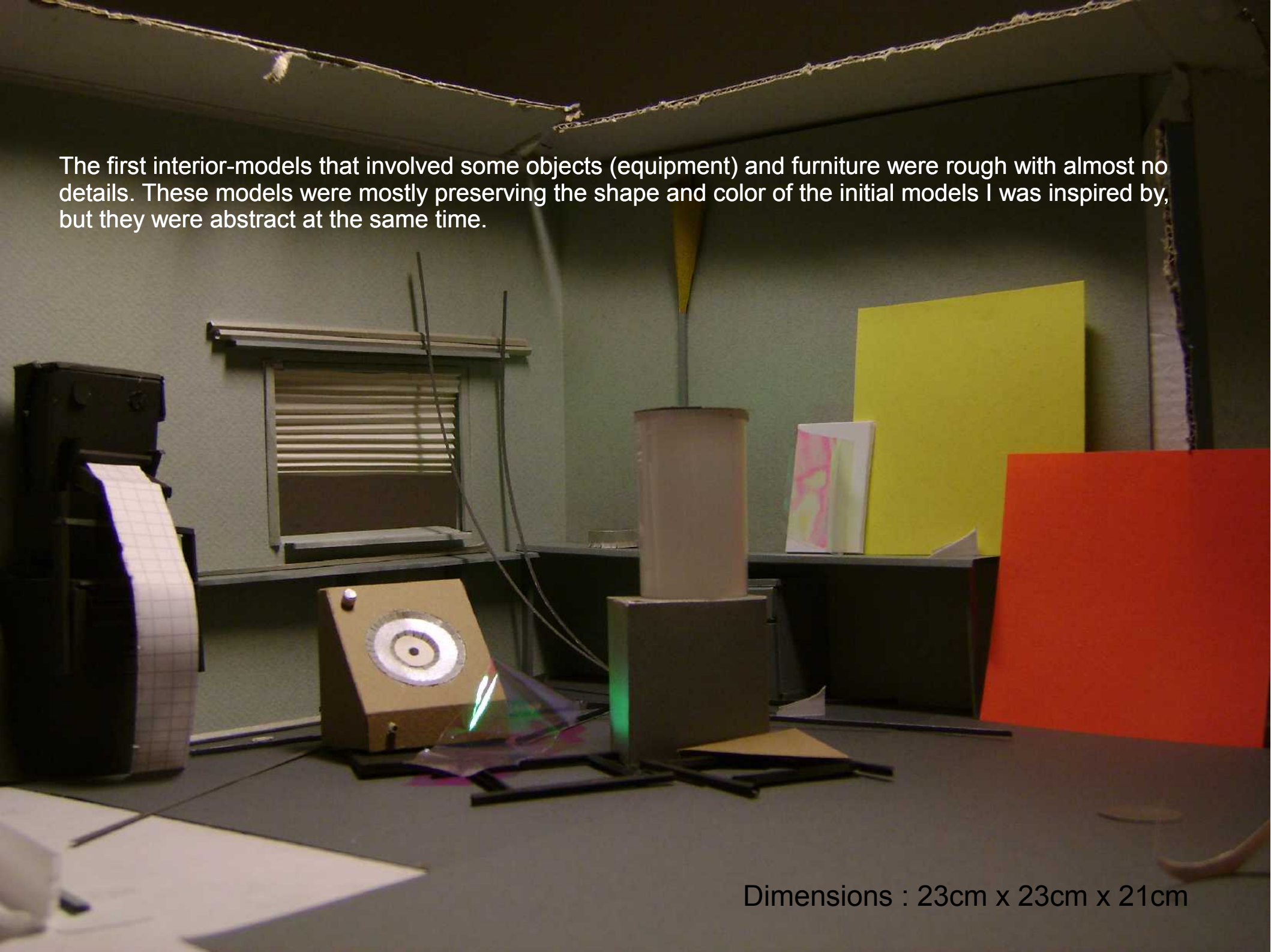
Dimensions : 23cm x 23cm x 21cm
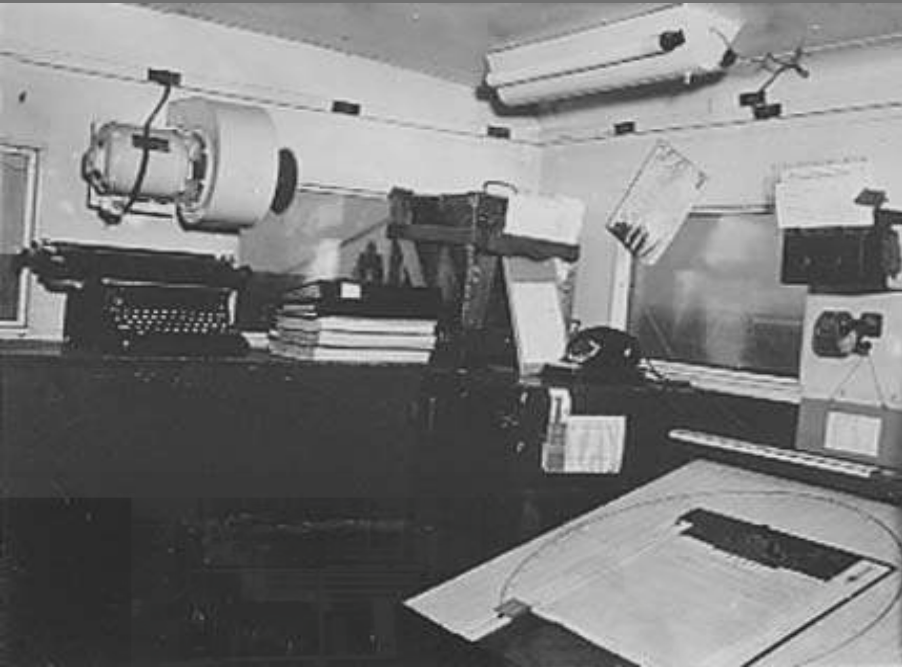
My input was mainly by pictures I found online and addressed different kinds of working environments. In some cases I improvised by building objects that did not correspond accurately to the initial example but where more a blending of different objects.

Dimensions : 23cm x 23cm x 21cm

During the model-making I tried several combinations with the lights and different arrangements of the setting and its elements. From these experiments I found out that I was interested a lot in the idea of still images too. The challenge to direct an interior scene and express a general feeling of the space rather than produce narration. In this case my intention is not to create entirely naturalistic interiors but scenes that appear staged and they are linked with the notion of the uncanny at the same time; enigmatic settings that have been generated by some absent occupants.



Dimensions : 23cm x 23cm x 21cm

Dimensions : 50cm x 30cm x 23cm
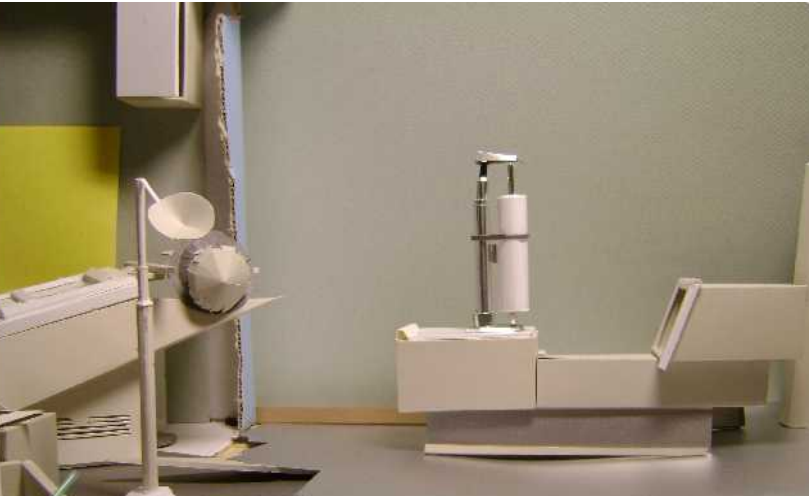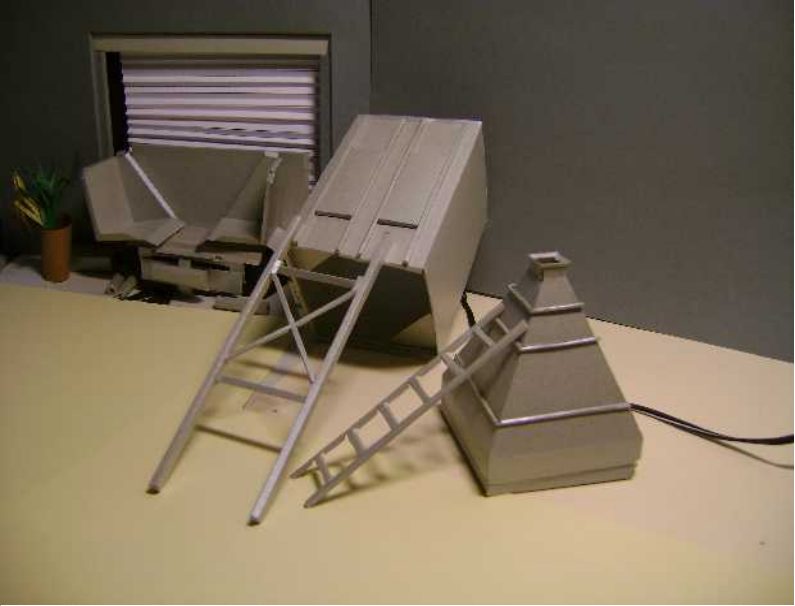
Although my first intention was to built animated videos with these interiors and use a stop-motion technique or apply After Effects, soon I understood that I was interested more on a realistic approach. I wanted a representational version of an interior that would be perceived as a naturalistic scene. For that reason I decided to work with video. At the same time, I abandoned the idea of incorporating human figures and focused on replacing them with other notions.

Dimensions : 30cm x 25cm x 23cm

Dimensions : 50cm x 60cm x 23cm

Dimensions : 50cm x 60cm x 23cm

Dimensions : 4cm x 8cm x 8cm

The final model

The following pictures are photos of a paper model of a room and the model's actual dimensions are about 40 x 60 x 26 cm. This interior is connected with another room of similar dimensions. The model was built to facilitate as a setting for a video.

Dimensions : 40cm x 60cm x 26cm

The idea was to create an interior space, the attribute of which is not thoroughly clear. Different kinds of objects are mixed in this office-like environment and result in a juxtaposing scene. The video intends to express the uncanny element of the architectural space and to imply on the transactions taking place into the working environments.

In the video, the camera moves slowly into the space or sometimes stays stills over some details of the interior. There is a total absence of the human figure and man is only implied with the sound (several sounds, talking) or small changes which are very discrete movements of the objects or changes regarding the lights, or some shadows appearing in the room.

The idea was to build an interior that would resemble a common working environment but it would at the same time incorporate elements with an awkward and  artificial character.

I was not interested in a linear approach in the narration but more on an abstract view inside these interiors. The interiors themselves reflect their own "disposition" and their absent occupants' character. My intention was not to make a simulation of an interior but rather to create an illusion.

Dimensions : 40cm x 50cm x 26cm

## Ideas on future works

In this first semester I tried to explore the media that would help me achieve a wanted artistic result. I think that the idea to work with paper and video can be developed and involve other media too.

I would also like to create still images (photography) from settings that I will build. These settings will incorporate elements from different interiors, some of which will be familiar to the viewer though other elements will be invented. My intention is to produce a feeling of the uncanny by mixing different resources related to different mediums, times or context.
The current work I present stands as a starting point for my involvement with works that deal with perception and spaces. The idea is to mix different kind of sources and produce videos or photos that have multiple meanings.

More specifically, there are different ideas but all of them are triggered by the feeling of the uncanny in architectural spaces. Firstly, I would like to reproduce a scene from a movie by making a (paper) model interior and following exactly the same camera-views and direction without the actors but keep the original sound. As a second idea I would like to reproduce some popular pictures or paintings (e.g 'Insomnia'' by Jeff Wall or interior paintings by Edward Hopper and extent the pictures' narration by adding or extracting elements or even making  very short video with them. Finally, I would like to mix different kinds of material to make videos (different realities). The videos will try to construct the illusion that all these different materials belong together. In this case I could use found footage on the internet, videos I'll make myself in real settings or videos/ pictures edited with effects.

# Thank you

Georgios Karagiorgos, March 2012, Weimar