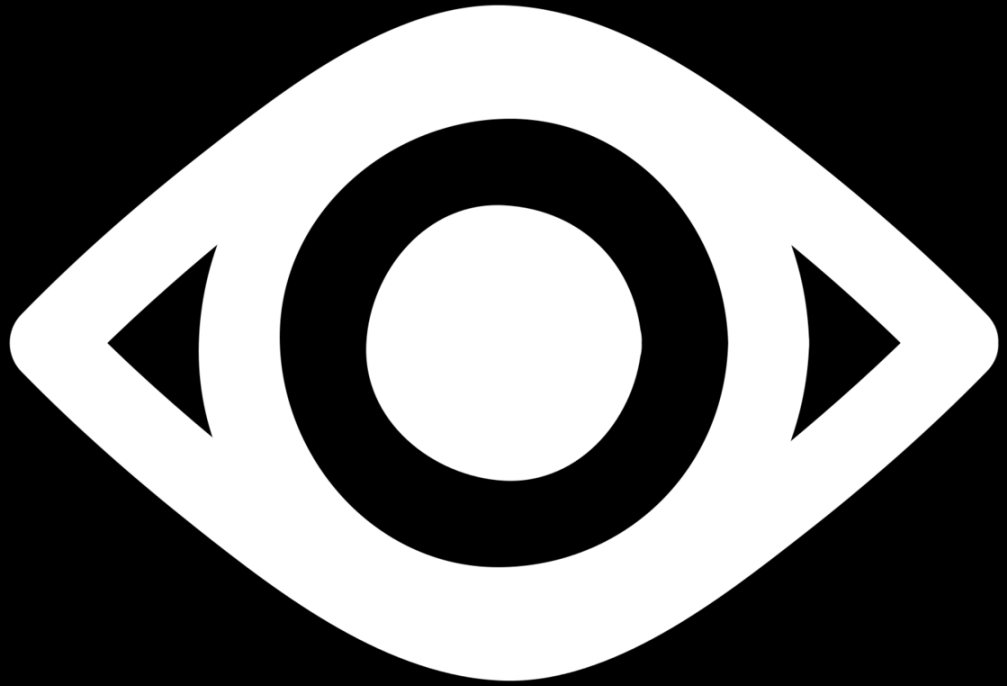
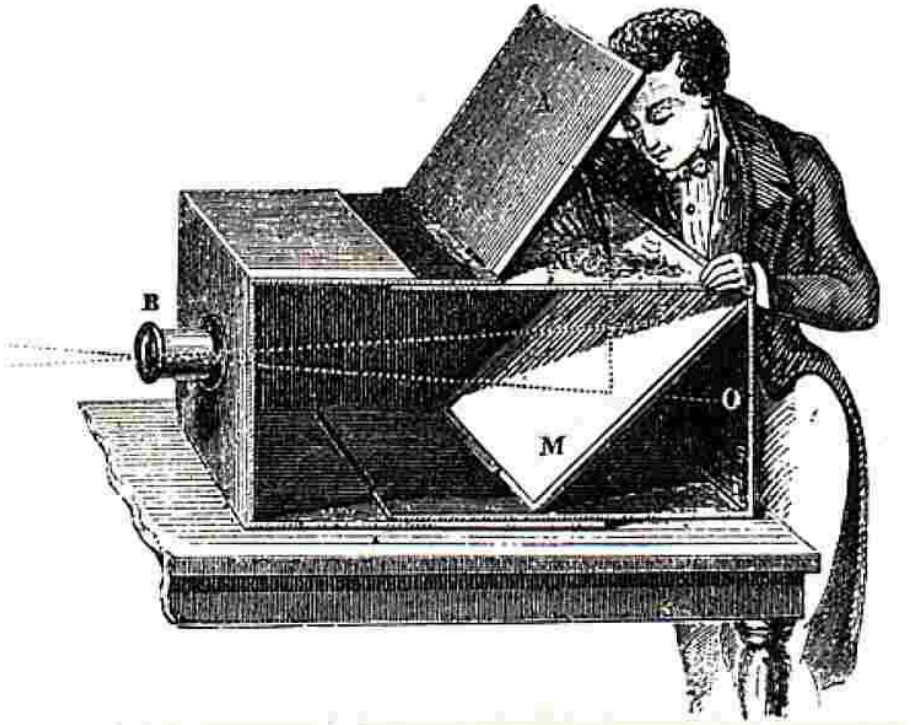
an introduction

mfadt bootcamp 2014

daniel mastretta jimenez
@dmtta




A
B
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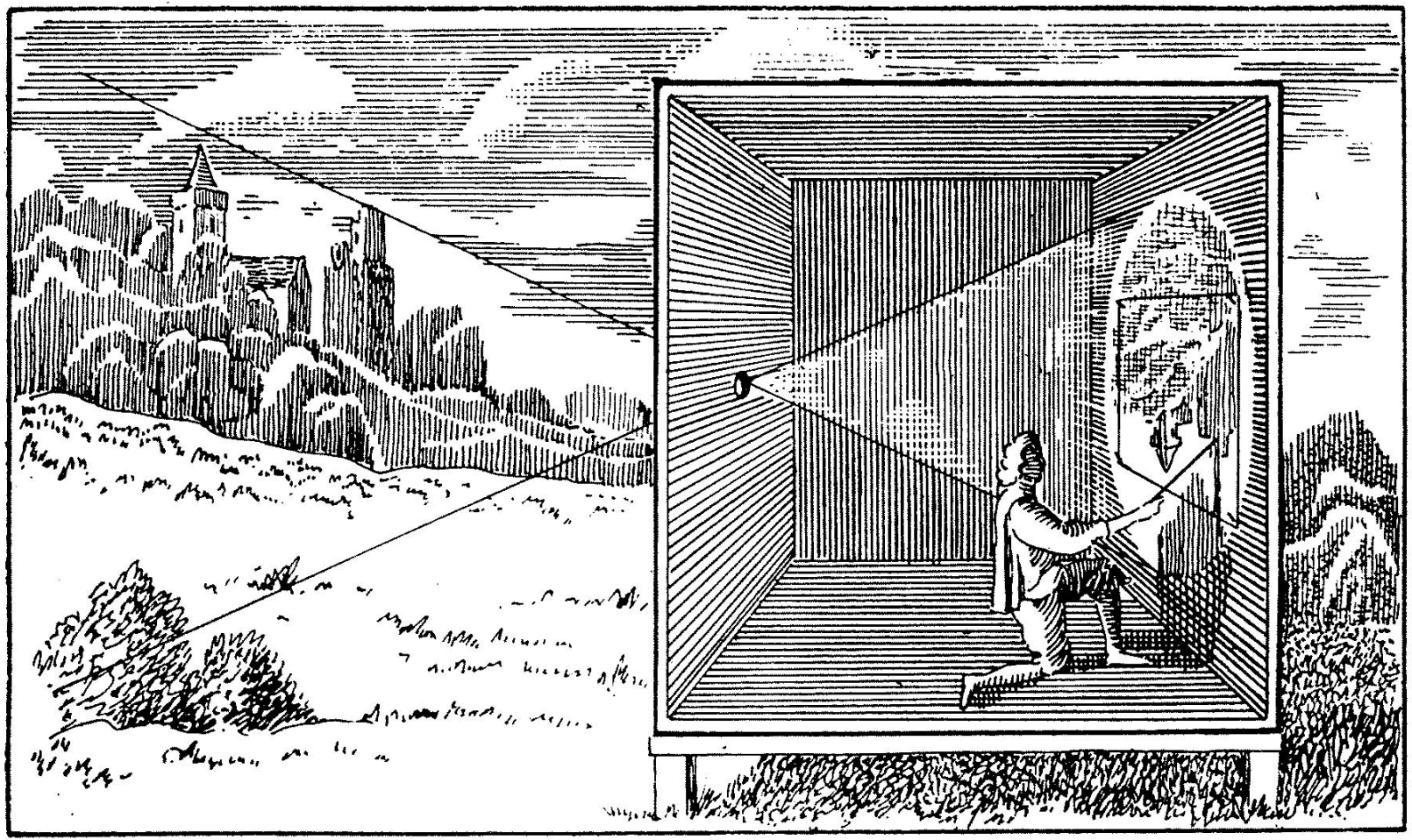
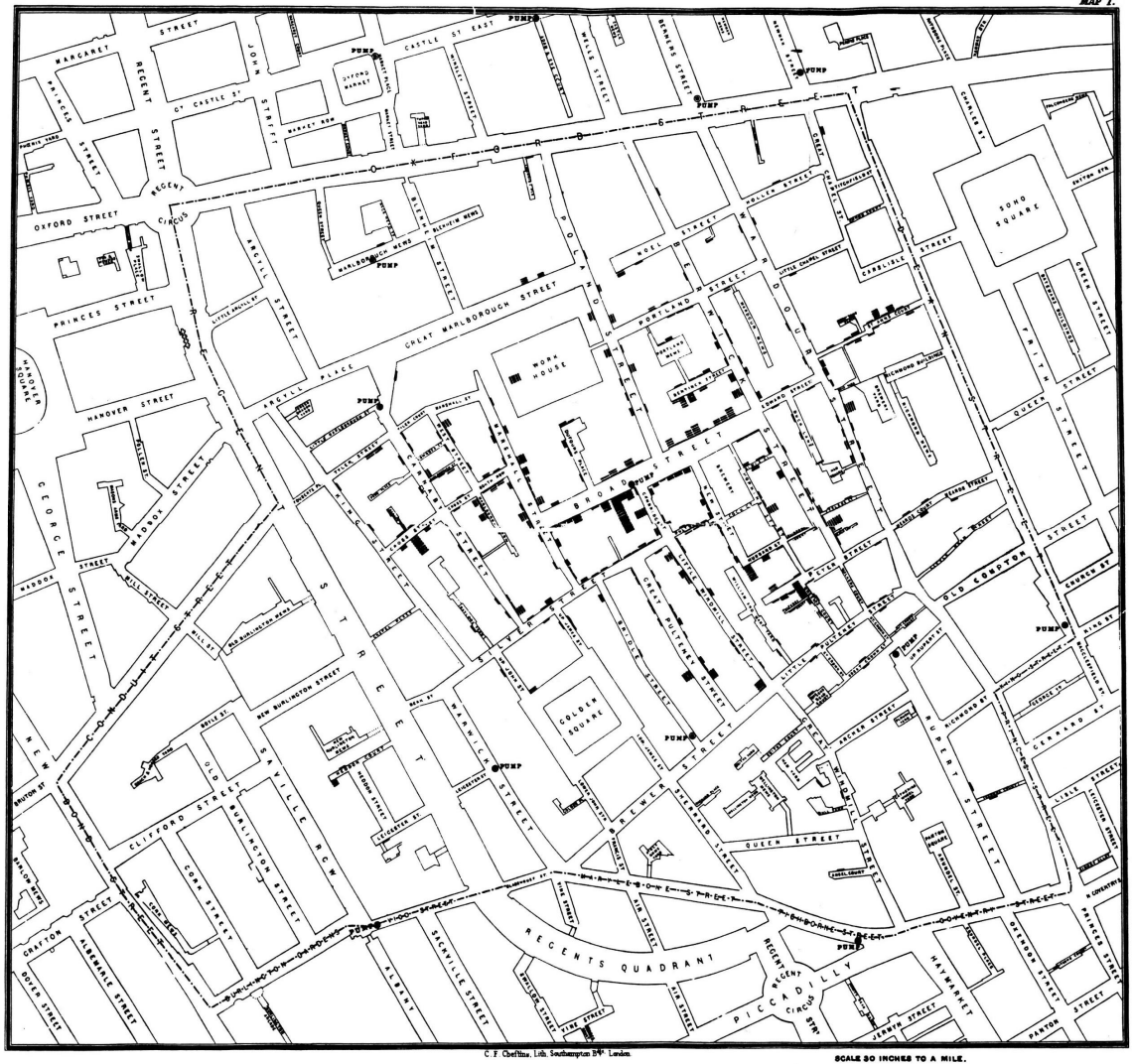
O

"the physical world of artifacts is very different from the conceptual world of the imagination, and artists often find themselves pushing technology forward, creating new artifacts either as part of, or in order to construct, their art. These new artifacts present new ways of using and thinking about other things."

Greg Turner Ernest Edmonds.
Computer/Human Interaction

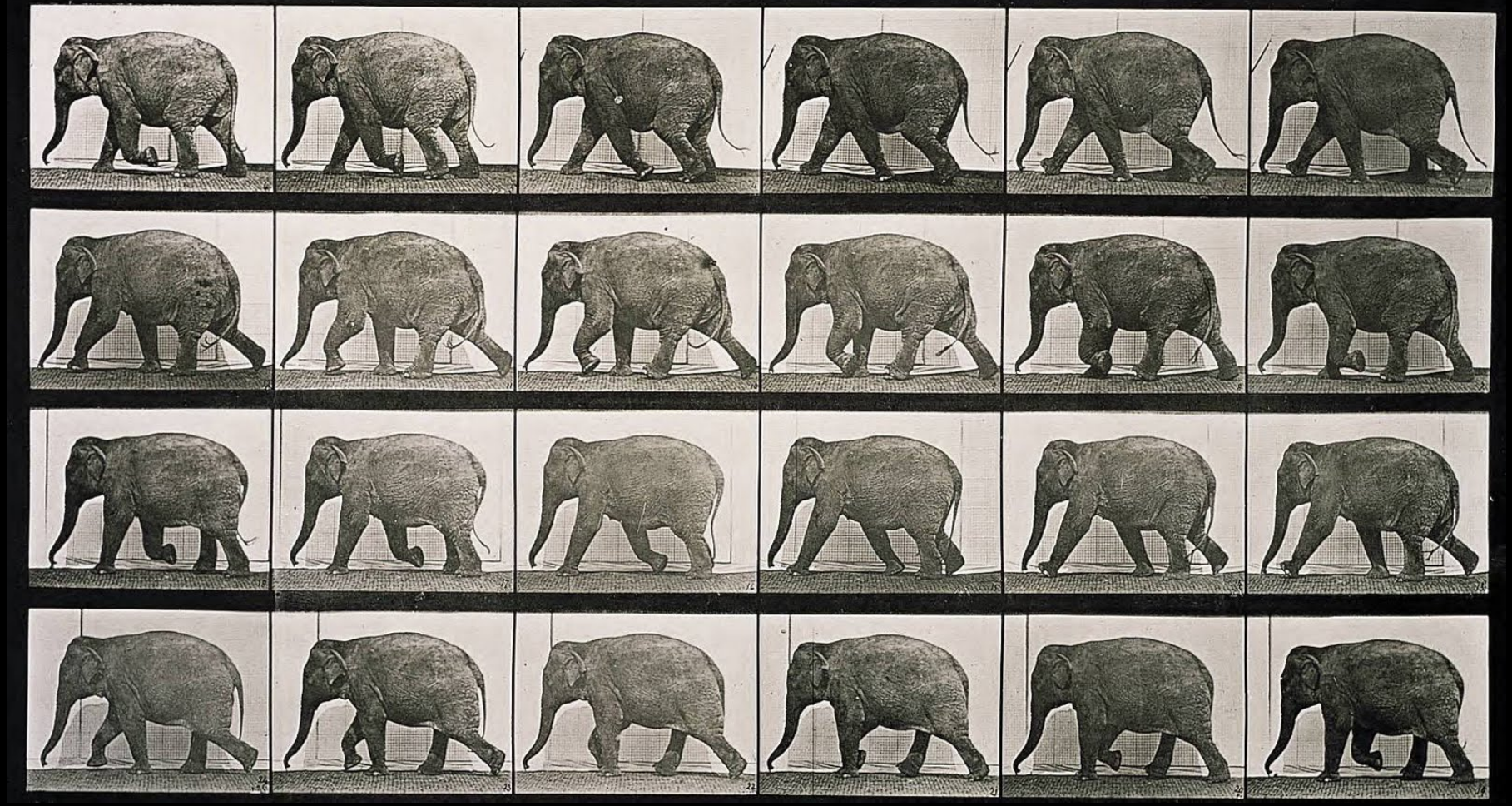


PIAZZA NAVONA
MONTE CITORIO
Piaz. Colonna
PIAZZA DI PIETRA
S. Ignazio
MINERVA
COLLEGIO ROMANO
Palazzo Panfilj
Pal. di Venezia
S. Marco
PIAZZA DI VENEZIA
SS. Apostoli
Piaz. della Pilotta
PALAZZO COLONNA
Piazza di Monte Cavallo
Cortile della Panateria
Palazzo Rospigliosi
Giardino Panfili
S. Lorenzo
S. Fran. di Paola
S. Fran. di Paola
Pietro in Vincoli
CAMPO
ISOLA DI



C. F. Cheffins, Lith. Southampton Bldgs. London.

SCALE 30 INCHES TO A MILE.



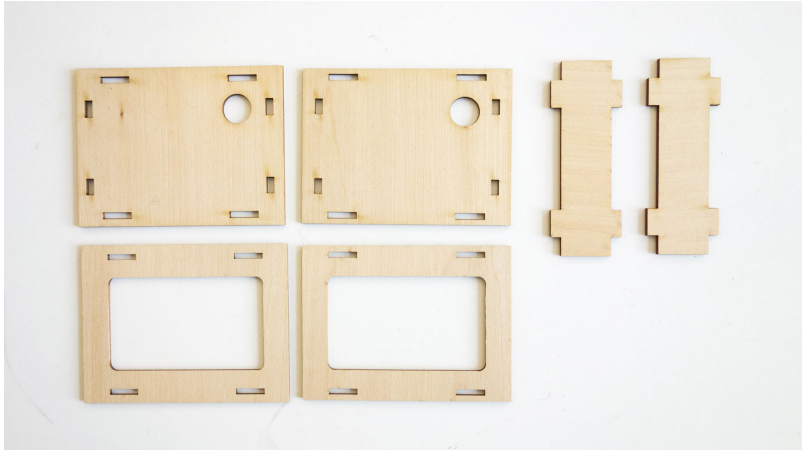
Eadweard Muybridge

COOL SHIT IS THE CANCER OF OUR PROGRAM

“Nothing is original. Steal from anywhere that resonates with inspiration or fuels your imagination. Devour old films, new films, music, books, paintings, photographs, poems, dreams, random conversations, architecture, bridges, street signs, trees, clouds, bodies of water, light and shadows. Select only things to steal from that speak directly to your soul. If you do this, your work (and theft) will be authentic. Authenticity is invaluable; originality is non-existent. And don’t bother concealing your thievery–celebrate it if you feel like it. In any case, always remember what Jean-Luc Godard said: “It’s not where you take things from–it’s where you take them to.”

— Jim Jarmusch

ayodamola okuseinde and fito segrera



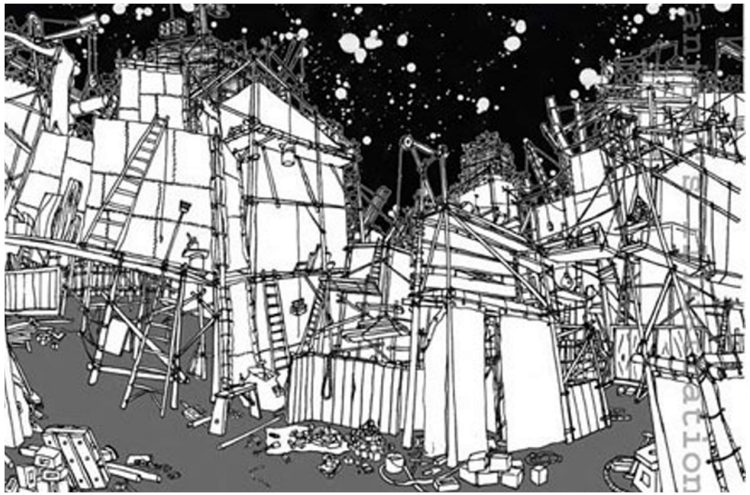
Yuchen Zhang's Digital Voice
http://yuchenzhang.com/

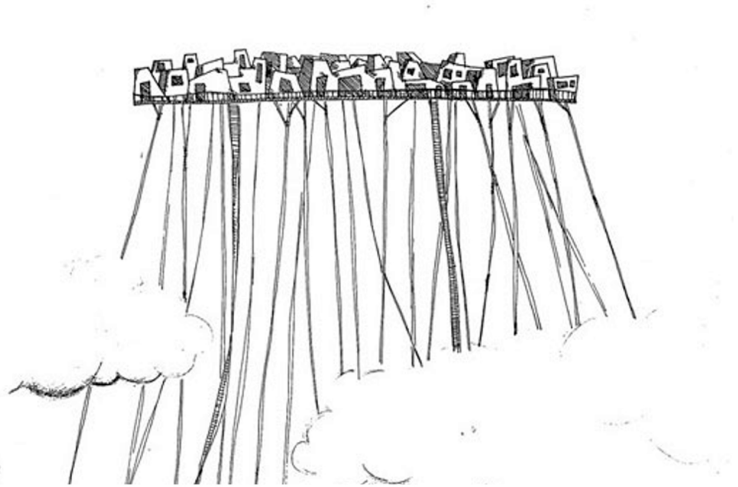
Vivi Yu Wen Lee

Brendan Byrne

Patricio Gonzalez Vivo

Alexandra Tosti and Lucy Matchett





Miyo Yoshida

Week 1. Test your might. (DUE ON FRIDAY)

// Focus on your mastery / background.
// Frame it within Invisible Cities
// Figure out a way of showing it on Friday.
// Professional presentation, descriptive, tangible.
// (B) (V) (Any) Log.
// How you think is as important as what you bring.

Day 1. Project proposal. (DUE TOMORROW)

// Written description of the project.
// Sketches, drawings, diagrams, references.
// Log of first day progress.