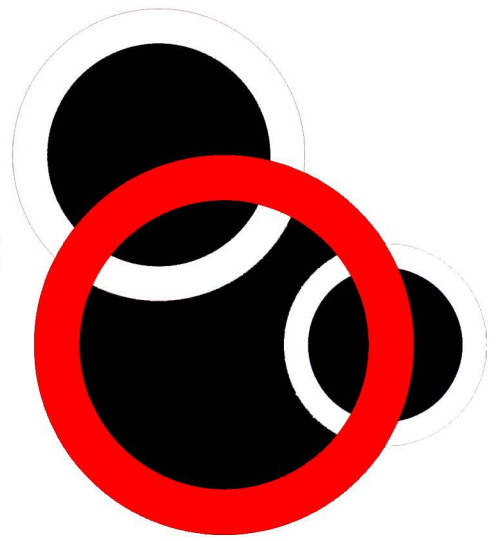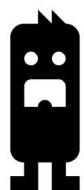# GAMSWEN

TWELVE LECTURES - ONE PDF

DRAWING

ANIMATION

ARCHITECTURE

DALI

ROBOTS

BIO-ARCHITECTURE

SURREALISM

CLICK HERE TO BEGIN

C⊙NTENTS

CLICK ON A LINK TO THE LEFT TO GO TO THAT SECTION
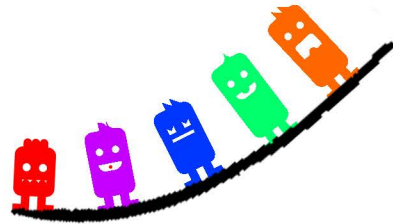
PRODUCED BY ADAM SOBHY

INTRODUCTION TO GAMSWEN

Today was the first lecture for Art and Design in context 2
or as it's called Gamswen. These classes will be a series of lectures
held every week about various topics and given by various lectures,
coming from a wide range of backgrounds and different industry's.
The aim of the course is to record the lectures, and produce a series
of "articles" relating to that particular lecture, when I say record,
this could be many different things for example taking notes, capturing
the lecture in video or recording just the audio, and its important to do this
so we can refer back to the lecture in a later date. After doing this we will
need to complete some research on the topic covered in the lecture,
and at the end of the course produce a series of 300 word articles in the
form of a magazine, newspaper even an animation or film. During these
twelve lectures we will need to chose one main topic this could be a
particular lecture or even a trip to somewhere, and write 1500 word
for that article and it would be the main, feature article in the magazine
for instance.

That covers the task.

What I was panning to do is record the lectures using my camera that
way I would have the full lecture available for review at any time. I was
thinking about creating a 3D animation for the mini articles and final
piece because that is what I am trying to learn but I have not done a
substantial amount of writing for a while and next year I will have to
complete a dissertation so I think this will be good practice for that.
The form it will take up is still undecided I would like to make some
sort of interactive PDF which the user would be able to navigate through
and embed links and video within it. I will research the possibility of it
and then make a final decision.

Here is a link to Marks
introduction to Gamswen

Click me (IT'S FREE!!!!)

PRODUCED BY ADAM SOBHY

MANIFESTO
ADAM SOBHY

"An artist never really finishes his work, he merely abandons it." ------ Paul Valery

This quote was written by Paul Valery a French poet born on the 30th of October 1871 and died on the 20th of July 1945, long before the invention of 3D computerised animation, but his words means a lot even today.

I am a 3D Digital Designer and an Animator, a person who creates things. things that are not real and some that are, objects from my imagination, the ultimate playground. But within this so called playground, there is a price to pay a price on ones sanity...... For countless hours I strive for perfection, constantly searching, looking closer and closer at an object delving into its inner workings enticed by the glimpse of completion for it to only be taken away by my senseless desire to achieve more to make it that 0.000001% better.

But as Paul Valery says "An artist never really finishes his work, he merely abandons it" so I must learn that ones work is never complete, it can never be perfect, by our own nature perfection is always out of reach, but it takes a good artist to know when to stop, to put down that model and step back and say its time to move on.

I am not saying that one should at the slightest annoyance give up. On the contrary the best work is always produced with the hardest of labour, but never to the point where you put yourself in a position to never do another one.
Take pride in ones work and always remember that just because you stopped it does not mean, you can not continue....

To be continued

PRODUCED BY ADAM SOBHY

VAUGHAN OLIVER

Vaughan Oliver is a British Graphic Designer based in Epsom London and is known for his work in Music more specifically the designing of record covers for bands and artists such as The Pixies and Cocteau Twins on the 4AD label, Scott Walker and many more. He has been working in his field for over 30 years.

He started the lecture by talking about the role music plays in his work and how it can be used as a tool to inspire and change the mood of the listener. The main reason he became a designer and specifically a designer of record selves was the ability to combine the two thing he loved and obsessed about the most art and music. His favourite artist is Salvador Dali. He also talked about his dislike of typography lessons in school and how he had to follow certain rules when he prefers to break away from such limits as they seem to hinder creativity.

In the 1980's he worked with his friend Ivo watts Russell who was just about to set up his own independent record label and Vaughan worked as a freelance designer for three years before becoming full time, he worked on designing logos and all promotional material.

One of the topics he covered really hit home to me when he started to talk about not creating works that follow a trend, and for us as designers to find our own voice. This really made me think and look back at the style of the 3D works I was creating and I did notice that I was creating works that fitted around a particular trend and from now on I am going to try to develop my own brand that would make me stand out.
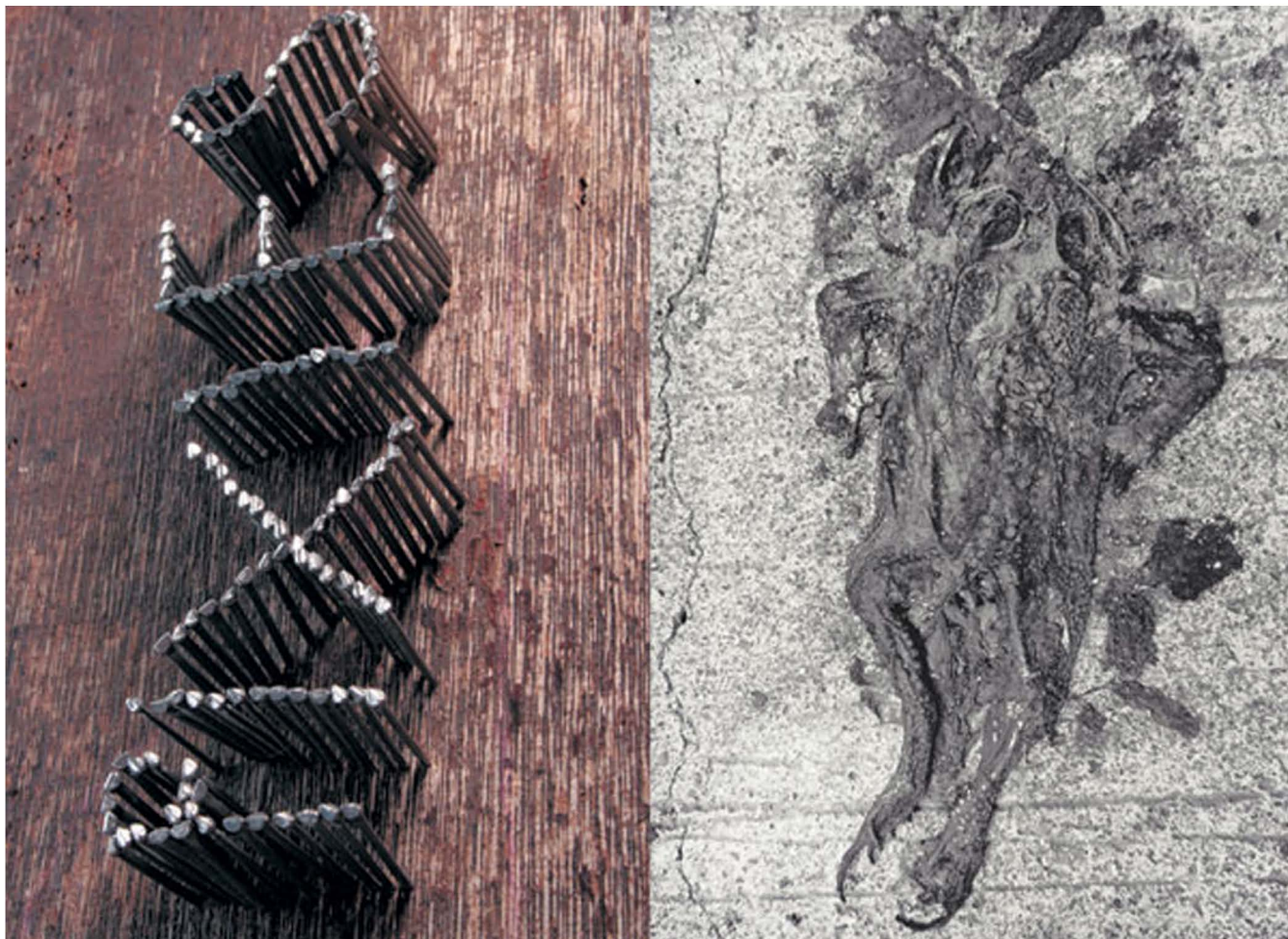I have enjoyed this lecture and have taken a lot from it.

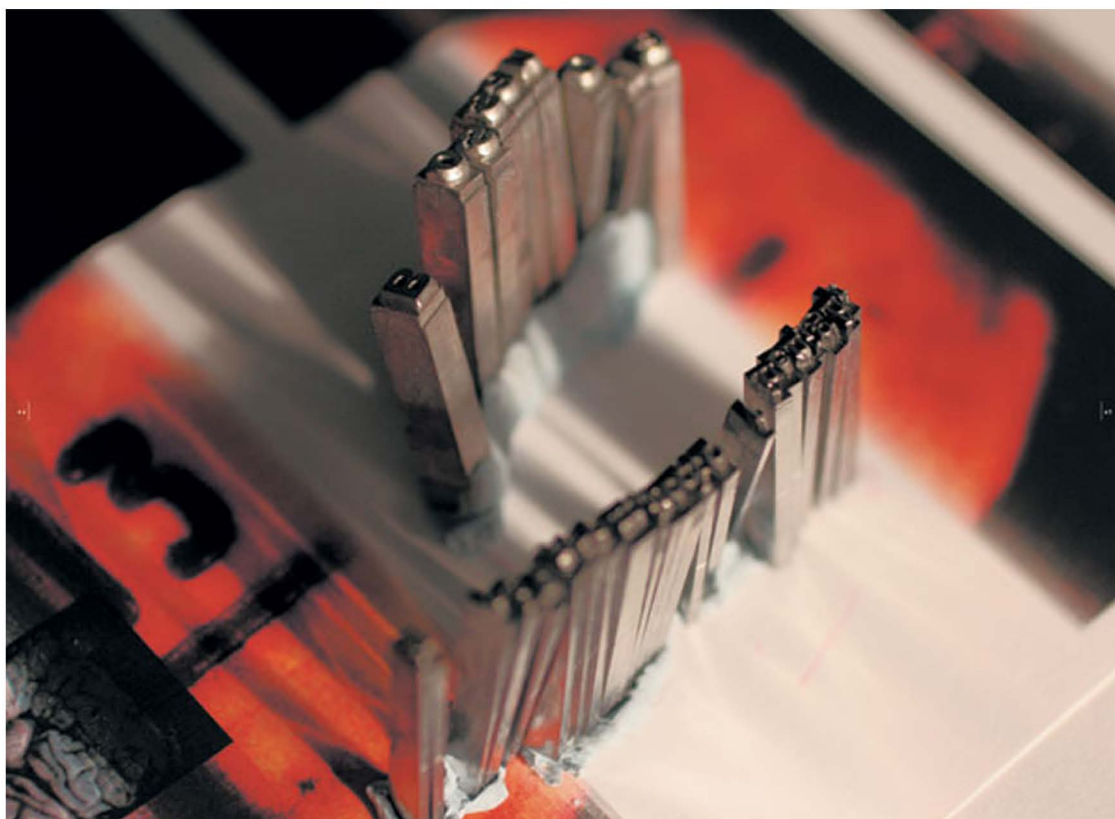To check out some of Vaughans Work click here

VAUGHAN OLIVER

PRODUCED BY ADAM SOBHY

VAUGHAN OLIVER

NEIL SPILLER

Today we have had a fascinating lecture on surrealism by Neil Spiller who is the dean of the school of Architecture, at Greenwich University. He started the lecture by talking about what he wanted to do with his work and how technology can impact on architecture. He has worked with Vaughan Oliver in the late 90s on producing a Neil Spiller monograph and then also trying to produce a book on communicating vessels, he managed to secure funding for a BLAD (book layout and design).

The title communicating vessels was nicked from Andre Breton who he described as the pope of surrealism who co wrote it with Paul Eluard and is a reflective book about architectural space and technological space on the cusp of the 21st century.

His favourite philosopher is Zodiac Mind Warp (Mark Manning), he is not a fan of the music but believes he says wonderful things he quoted "I believe there's poetry in the soul of every man, in f1-11 fighters and Roberto Duran"

He started to talk about his work and mentioned Salvador Dali and a sculpture called Lilith which was created in 1966 in homage to Raymond Roussel who in the 1910 – 1920 was a novelist and wrote books like Locus Solus which is about a mad professor on an island inventing things, also another book called Impressions of Africa which was one of Salvador Dali favourite books.

He showed us one of his sketches called the "The Angle of the Brazilian Bush" it has aspirations from Bernini and Leda and the Swan and in the middle there is this bush this bush grows and is a reflective architecture and is linked to a fountain called the Fontana delle Api in the Piazza Barberini in Rome and the fountain is designed by Gian Lorenzo Bernini. When the fountain has collected leaves in winter the bush will get thicker but in the summer when there is no leaves in the fountain the bush will get smaller this is an example of reflective architecture.
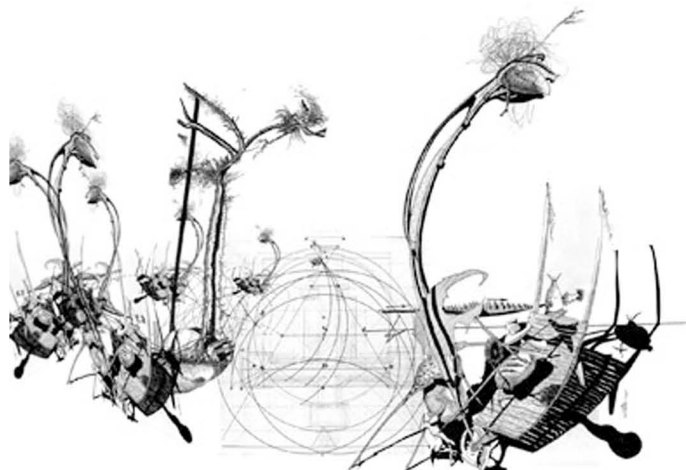

Image courtesy of
http://www.sciarc.edu/lectures.php?id=1161

PRODUCED BY ADAM SOBHY

NIC CLEAR

Nic Clear taught at the Bartlett's School of Architecture at University College London for 20 years and in that time was also working in his own practice. He then moved onto becoming a full time academic and states that his main level of interest is "using film and animation in the development and representation of architectural ideas and architectural practices"

He started to talk about architecture and the practice of it and what architecture is, and talked about the aspects of architecture and the notion that it is just the development of buildings which is only one aspect of the history of architecture.

He talked about the development of new media and that architecture must be broadened to include a whole number of different spaces such as digital, virtual, and augmented Spaces and that while the profession of architecture still protects the title of architect they will be left behind to these new forms of media.

He talked about architecture as a profession and how it operates as a frigid pyramid and gave an example of a famous building built in London located at 30 St Mary Axe which was designed by Ken Shuttleworth but claimed as a Lord Norman Foster building which is quite common in architecture.

He went on to talk about drawings and traditional architectural drawings and how they are flat but space is always implied, but space is not flat and that it takes time to learn the protocols of architectural drawings, you learn how to read plans and how to read the projection of shadows onto a drawing (Sciography) and he talked about how he never use to question that but with the development of CGI it needed to be. He then showed a clip from a film called Panic Room and how it made him re-evaluate the whole way architectural ideas are communicated. How the camera went from actual space to virtual spaces and it was manipulated.

He then went onto show us work that was done by a few of his student over the past few years, these were created using 3d imagery and animation using various software.
He told us of a person called Andrew Kramer who runs Video CoPliot which has loads of tutorials on software and a good learning tool he also talked about the Ken Burns Effect which is a panning and zooming effect used in video production.

He showed several different works from student over the past few years one of them was a film called Robot of Brixton made by Kibwe Tavares this was an amazing animation that won an RIBA silver Medal in 2011 and is about Brixton in the future and how it will become a ghetto for robots who would suffer the same privations as most minority groups do. This was an amazing piece of work and from my point of view I would love to one day create something as amazing.

PRODUCED BY ADAM SOBHY

STACY PISILLIDES

This week's lecture is about Digital Death and how it affects us in the 21st century.

Stacy began by showing us a few videos she had done while in university called Rest in Pixels, and how a persons death online can affects us in reality.

"Digital Death can be seen as either the death of a living being and how it effects the digital world or the death of the digital object and the way it effects the living being" (2012)

One of the video showed how a person death in a game could affect a person in real life and the other was about the preservation of a person digital life, like a digital archive, for example a persons first tweet or facebook post. Stored for everyone to see long into the future.

Firstly she showed us an image of a mummy, and talked about how everyday we pass it in a museum and how it has become and object and not a person any more and the politics of the dead. She then went on to talk about Jecques Derrida a French philosopher who was one of the first people to look into what an archive is and what it means to collect things to store and hold memory's.

We were then show an image by Vannevar Bush called the Memex, who was a famous scientist during the second world war and created this piece to show how technology would allow us to store knowledge and be able to do research on this desk on a small microfilm, he was far ahead of his time in envisioning a lot of the thing we take for granted now, like systems of storage and the world wide web. However he only saw it as a research tool and not the social aspect of it, the way our lives are intertwined with computer and technology.

We were shown a picture of an iceberg and it represent our social networks and the fact that only a few are shown on the surface but we have no idea what social networks we or others engage with and that they my be lost, and the fact that how do we leave these networks to people after we die so they are preserved and who owns this info.
She talked about how in the physical world, photos and data take up space in ones house or room but in the web in a virtual setting we are able to keep infinite amount of data about our selves and do not need to prioritise data and look to see if they are valuable or not.

We saw and example of Princess Diana's death in 1999 and how people wrote letters and sent flower and compared it to Michael Jacksons death in which people posted messages on social networks saying R.I.P MJ.

PRODUCED BY ADAM SOBHY

STACY PISILLIDES

Looking into my own research into the subject I find it to be a very interesting topic, the whole notion of storing and distributing our information like email records, facebook posts and so on after we are dead is fascinating and quite a daunting task, as I marvel at the amount of data a person can store and create through out his or her entire life time it seems like it would be a never ending task to collect this information, that could be scattered across several different platforms and various media formats from web pages to videos and even audio.

One of the questions I have is how would one person store this information and where? Could it be in a private collection, for example like a digital safe deposit box, that is passed down in your final will and testament, or a simple word document that you would update through out your life containing all your user names and passwords.

Or on the other hand could you enlist the services of one of the many emerging companies offering online storage and distribution of this content, but how can you trust these companies to stick to this commitment and also what happens if these services fail or the company collapses?

While researching this topic I came across a service called Entrustet set up by Nathan Lustig and Jesse Davis. This service allows the user to sign up and create a secure list of all your online accounts, having the ability to decide which account get passed on and others that get deleted, and all of it will be taken care for you after you pass away.

According to Jesse Davis (Forbes 2012 :1) there are several thing a person should take into consideration firstly digital assets are real things that have a value, may they be sentimental or monetary secondly it should be easy to gain access to it and lastly what happens if you have digital assets that you do not want anyone to see.

After looking at what was available to the public they decided to set up this company which would look after and distribute this information at the time of death, one thing that made me wonder is the use of designated activators the people that are assigned by you to activate the process when you die. What happens if in the moment of grief they forget or due to the fact they are not actively involved in the process of storing the data, do not even remember you have it their as a fail safe, could the system be tied to death certificates or be taken out of the hands of individuals to make it more robust.

STACY PISILLIDES

Additionally with the increase in hacking and theft of data I do believe records like this, which contain current and sensitive information for example taken directly from their site examples such as

Email accounts
Online banking
Bankcard PINs
Mobile phone PINs
Social networks such as Facebook
Frequent flyer accounts
Birth certificates
Marriage certificates
Diplomas, degree certificates
Testamentary contract and copy of the will

would having all this kind of information stored in one place lead to a greater risk of danger, it would be the holy grail for a person wishing to commit identity theft. Even with the promise of high level security there can never be a 100% guarantee of safety and I personally would be constantly concerned. These are several issues that need looking into.

Adam Ostrow (2011) states that there is 48 hours of video uploaded to Youtube per minute, 200 millions tweets posted every day and an average facebook user posts 90 pieces of content per month. If we were to compare this to our grandparents they may have only created a few home movie or written a diary but today we have a massive digital archive that is stored indefinitely. What if a computer could analyse an entire life worth of content and be able to allow our digital persona to interact in the real world even after we are gone for example.

That can be my next tweet analyses our messages and attempts to predict the next tweet, while this service is still in it early stages and produces incoherent sentences the possibility is there to see this service grow and become more smarter as technology improves.

Adam goes on to talk about creating a virtual hologram that could interact in a life like way with our relatives after we die and in his opinion this could become a reality and he asks the question what impact does that have on our definition of life?

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STACY PISILLIDES

There are several examples of services like it for example Virtual Eternity is a service that creates a virtual avatar based on information collected about yourself and preserves it online allowing the descendants the opportunity to ask question about your history and what defines you as a person. The more the next generation use the service a virtual family tree would start to be created allow several hundreds of years worth of history to be preserved.

I find this idea to be fascinating but having looked at the site the use of an avatar in its current form is very creepy and does not look natural, the base idea is sound and would be fantastic way to store information, but going that next step and creating holograms that could interact with family members or loved ones would in my opinion not allow people to move on and lead to a blurring of the lines between life and death.

An example of a different service that could communicate with loved one would be ifidie.net it is the first and only facebook application that allows you to post a message after you die, all you need to do is record the message and then select three people to act as trustees with the role of informing the site and activating the service when you die. In my opinion this would be a lot better for family members as it allows them to have a sense of closure.

I have found this subject to be entirely fascinating and taught provoking to the point that I have considered what I would do. I have already set up a message on ifidie.net, which in a away scares me because I hope it does not get played for a very very very long time.

DR RACHEL ARMSTRONG

Today's guest lecturer is Rachel Armstrong who is an interdisciplinary professional and researcher, with a significant background in Medicine. This lecture was one of the most interesting and thought provoking so far going further into a subject than any lecturer previously covering several different things from her background to ideas of bio-architecture.

Rachel is a co-director of AVATAR Group and Senior TED fellow. Working to design sustainable solutions using advanced technologies such as synthetic biology and chemistry.

She started the lecture by talking about her background and how she has been fascinated by biology and the natural world, and how she went on to study medicine.

She recalled a time when she visited a Leprosy Hospital in India, and noticed how the disease can change the architecture of the body, giving an example of how the disease had eaten away the structure supporting the nasal passage causing it to collapse. She went on to tell us how some of the patients had replicated the lost structure out of wax shaping it into the correct form to re-create their nose. This would allow them not to gain back what they have lost due to the disease but to gain a sense of control over it.

We were shown a short movie without knowing what it was about and she asked us what we saw within the structures created and what they could be. She talked about how people take the complexity of nature for granted, and only look at things in the world in a mechanical way.

She talked about how sometimes where nature and machine collide there can be a harmful effect on the environment and that this cannot continue. In Rachel Armstrong's (2012) opinion we must look to bio-architecture and how some of the strongest architectural designs can be found in nature, such as a spiders web and the honeycomb structure of a bees nest.

Michael Pawlyn (2011) talks about Bio mimicry and how a lot of our solutions can be found in nature, and if you look at it as a king of catalog of designs and hoW all of them have benefited from 3.8 billion years of research and development and it makes sense that we should use it.

I can really understand where he is coming from when ever I think of a building instantly I think of it as man made our design, our achievement but we are so young in terms of our knowledge that we should always look to nature for inspiration and guidance.

I found this lecture very enjoyable, and has given me many ideas for designs and even an idea for a final year animation based on this topic.

PLEASE CHECK OUT THIS LINK IN WHICH SHE TALKS FURTHER ABOUT HERE WORK, IT IS A TRULY INSPIRING SUBJECT

http://www.vice.com/en_uk/
read/talking-to-the-future-humans
-bruce-sterling

A PROTOCELL

PRODUCED BY ADAM SOBHY

WHAT HAVE YOU LEARNT SO FAR

A LECTURE BY MARK INGHAM

This lecture given by Mark was about what we have learnt so far over the past few weeks. This was also a time to reflect on the questions asked of us previously and to look at some new questions.

These questions are;
"How do we learn"
"What have we learnt so far?"
"What is a Record?"

CLICK HERE TO TAKE QUESTIONAIR FOR YOURSELF

Firstly on the Gamswen blog Mark had posted a link to a VARK questionnaire on the ways we best learn, I filled out the questionnaire and it told me that I have a multimodal learning preference which stated that I am in the majority of about 60% of the population. With an ability to use all techniques to learn and have the ability to switch between techniques that would suit the situation better.

Mark went through all the previous lectures reviewing them reinforcing the aims of the lecture and what we should take out of them, and also to not just concentrate about the writings but as designers to be creative and take inspiration for these lecture to create a final piece that is interesting, creative and unique.

This is an important point as a 3D Digital Designer I should take this opportunity to do something which I have not done before, create a good piece of writing which is good practise for my final year dissertation and to also work on my design skills, not just on a 3d modelling side but an overall graphics design side.

We were asked to say words that related to previous lecture this in a sense was a word association game that would help us to remember these lectures, one lecture that came to mind was Stacey's lecture it hit home to me as I have a lot's of picture's, different account for different services like facebook, a personal website and many other things located online and I am really interested to see what I could do we these thing and how I could secure them in the long term after I die, because these things are part of me and reflect on my hobbies and interests and it would be a shame to lose this record.

Overall this lecture has done a lot to remind me of the previous lecture and to gain a sense of what need to be done.

PRODUCED BY ADAM SOBHY

MANIFESTOS

Today lecture was given by Mark and it was about Manifestos, On the screen was an image and on it was written "Be the type of person you want to meet" this was an interesting quote and it made me think about myself and what kind of a person would I want to meet.

So what is a manifesto, well the actual definition by dictionary.com states it is a public declaration of intentions, opinions, objectives, or motives, as one issued by a government, sovereign, or organization.

Mark talk about us producing a manifestos and placing it within our magazine, this could be a manifesto about what we believe in this could be about our design world our personal world, and moreover our passions in life I was a bit overwhelmed at first at the prospect of writing this as I had ideas of a manifesto being some sort of intimidating document.

Mark then moved on to show us a few video's and web pages as example of different manifestos and also one stand out video of how you can change the world with a talk, this was a presentation by Nancy Duarte at the TEDx East event called 'Great talks', and Duarte (2010) talked about speeches given by Steve Jobs and Martin Luther King and how that they changed the world with their ideas. She also tried to break them down and discover a pattern within the speeches to understand what made them so good and powerful.

She found out that both speeches followed a pattern of first saying "what is" and then "what could be" If this pattern is correct it would make it easier to plan a presentation of any occasion and also could aid in a structure to a manifestos.

Mark ended the lecture by showing us a video he had created with the title "120 Days and Nights of Staggering and Stammering" this was a very interesting video that grabbed my attention instantly it is about events and images of Mark's life told to us by a strange computerised voice.

CLICK HERE TO SEE
MARKS AMAZING
VIDEO

If you would like to read my manifesto please click here

PRODUCED BY ADAM SOBHY

ANIMATED ROBOTS

This is one of my favourite lectures as I am a 3d digital designer and I am studying animation at uni and at home it consumes my life and I love it. I find animation to be a way to express myself and bestow a sense of life to the things that I create, to give them their own personalities, characteristics and to make them fun.

Mark gave us a task to think about what our favourite animated robot was, Mark talked about bender, from futurama and what makes him a fantastic animated character is the personality that is given to him, the way he move and operates is what makes him. The skill shown by the animator to bestow this personality on the character is amazing and I can only imagine that in some way it reflects the animators own personality and his desire to be able to get away with such behaviour shown by bender in the TV show.

Ben Burtt the sound master on the Wall-E films says

  "The idea always is to create the sense of a soul with the character with sound. You are given sounds or a few words and the aim is to create the feeling that these are talking machines. You could have imposed a human voice on to the robots and audiences would have accepted that. But with Wall-E it was important to give the sound an aspect of being a machine." (Burtt 2008)

One of my favourite animated robots is Wall-E even though he does not talk to express himself with words, the actions and sounds alone are enough to get across his personality and emotions. This makes him one of the best animated robots of all time, he is able to reach all audiences regardless of a language barrier or age.

One of the oldest animated robots I remember is Rosie the robot maid from the cartoon show The Jetsons.

After that Mark asked us to try and remember what was our first cartoon memory was and mine was Wile E. Coyote and Road Runner from a series of looney tunes cartoon, it has been a long time since I have last watched these cartoons or even thought about them but just remembering them bring backs grate memories the vivid backgrounds, and the hilarious contraptions ordered for the fictitious ACME Corporation, and that iconic Beep Beep made that show one of the best of its time.
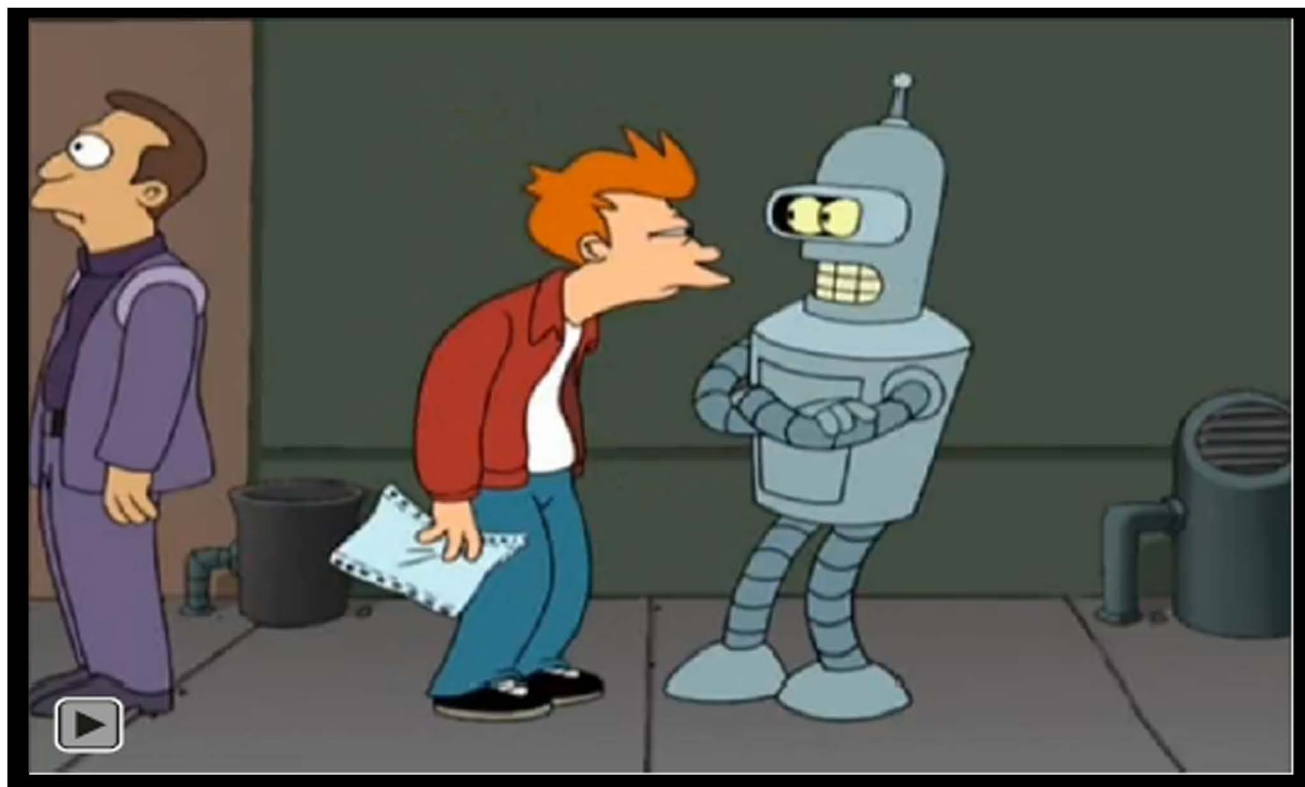
Click here for some amazing examples of Animated Robots

PRODUCED BY ADAM SOBHY
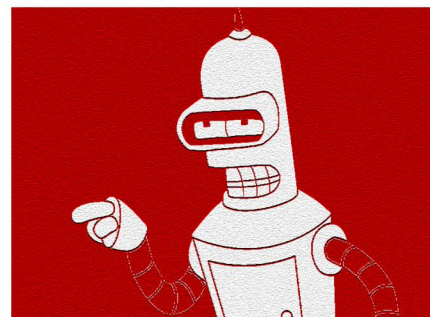
ANIMATED ROBOTS

BENDER

WALL-E

PRODUCED BY ADAM SOBHY

SIMON HERRON

Simon Herron gave today lectures, and he is the son of Ron Heron best known for his work 'The Walking City' part of the Archigram group which made up part of the fifth issue made in 1965 describing an idea of a series of insect like mobile cities, that could move around until the citizens of the city found a place that they wanted to settle down.

Simon started the lecture by talking about architecture and drawing buildings and made it a point of saying that drawing buildings for constructions purposes is only a small part of it mostly it is about trying to convey and idea or design to other people. This is very true if you take a look at most of the building being designed today in countries such as the UAE they are not done for the purpose of helping others or for a defining need in society but mostly for a way to show off and to convey and idea to the rest of the world.

Simon started to show us some of his student's work, which were very detailed and look amazing, using techniques that I did not even know about like for instance on of his student work involved burning a cigarette and using the smoke to stain a piece of tracing paper, another example that I found quite striking was a drawing completely done in a dark room by striking a match, that just captured my imagination as the results are totally unpredictable and cannot be replicated again.

I really enjoyed this lecture and it hit home how important drawing is, and that I must strive to improve my own drawing skills which are a bit lacking at the moment. Also that drawing for the sake of drawing is not worth it you must always try to convey a sense of design, emotion within the drawing itself to make it stand out not be just another drawing.

PRODUCED BY ADAM SOBHY

ΠEIL SPILLER

PART TWO

Today's final guest lecturer was Πeil Spiller. Last time Πeil gave us a lecture it was a surrealist lecture base on his history and some of the work he had done over the years, this time he gave us a lecture on Surrealism covering some of the great artists such as Andre Breton and Salvador Dali including information about his museum in Figueras.

Πeil started the lecture by talking about Salvador Dali and particularly about his museum in Figueras in Spain, he showed several different images relating to the museum and gave a detailed description talking about the imagery and meaning behind them. Additionally the Dali museum was a theatre before being converted.

One topic he talked about was the use of external space within Dali's museum, and states,

"that the external spaces are just a simple vignette of the surrealist epistemology which forms the origin of all Dali's work. Dali conceived his museum as an example of the art of memory a theatre of memory." (Spiller 2012)

Πeil talks about how Dali choreographs the viewers journey and thought throughout their visit to the museum, as you enter you are greeted by a car suffering from constant internal rain to these vast golden mannequins staring down at you reminding you of the dawn of surrealism.

Πeil goes on further talking about the museum and Dali work in greater detail, and I would recommend watching the lecture online on youtube.

While I found this lecture interesting I did not quite understand everything and this is only natural having only been to two lectures on surrealism in my life I find the subject a bit overwhelming. Some of the things covered like the images of Dali's work are stunning to look at and have inspired me to create a surrealism inspired 3d art work.

THE END...

The End or is it...

Firstly I would like to thank you the reader for taking the time to read this document, a collection of thoughts, feelings, amazing works of art and creative ideas from several inspirational individuals covering a wide range of disciplines.

I have found these lecture to be an eye opener and a tiny glimpse into the complex and though provoking world these people live in. Contemplating ideas and research topics that quite frankly never came to my mind. I have found myself coming out of this experience better for it with a new sense of inspiration and outlook on life and even life after death. I hope this has also had a similar effect on yourself.

As a 3D Digital Designer and Animator is hope to one day succeed at my goal in life and I have received a vast amount of inspiration for future projects that would help me reach my end goal.

For example the animation Robots of Brixton by Kibwe Tavares was a form of animation that I was not use to it had a meaning and a style and goal that was impressive, it was not done to simply be a project but as a reflection on the world and current society and the path we are taking, this showed me the power of animation and what a valuable tool it is in the right hands.

As I bring a close to this chapter, I hope that it will not be the final one, and that I could continue to add to it as I gather more experience and grow as an individual sharing with you what I learn......

To be Continued

PRODUCED BY ADAM SOBHY

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