Reality
analog phenomena
~mysterious, unknowable~

scanning
sampling
digitizing
transcribing
schematizing
programming

Procedure
repeatable
analyzable

Data
discrete
digital
"black and white"

Digitizing reality

● Digitized   ● Forgotten

images from 'Programming is Forgetting' by Allison Parrish

In her talk, 'Programming is Forgetting' Allison Parish makes it clear that bias in computer systems exists because every computer program is by necessity written from a particular point of view. In this project I wanted to challenge my bias (the assumption my work is easy to engage with) and focus on accessibility, co-creation, and the principle of universal design.
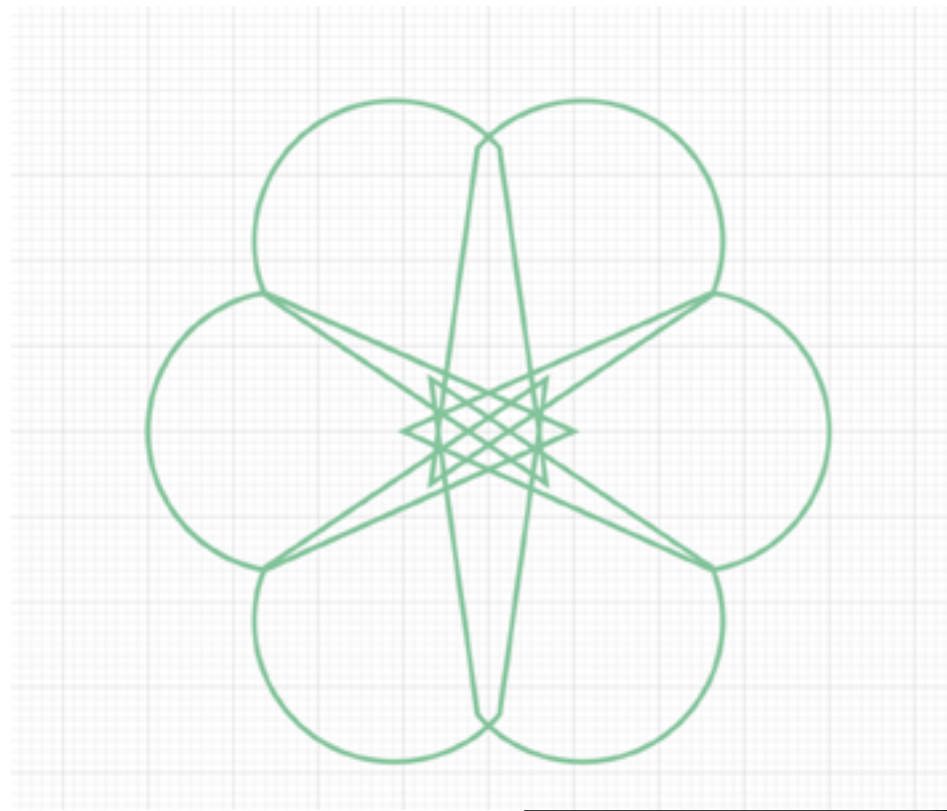
inital sketch of
flower design in Adobe
Illustrator attempting to
make it mathetmatically
even
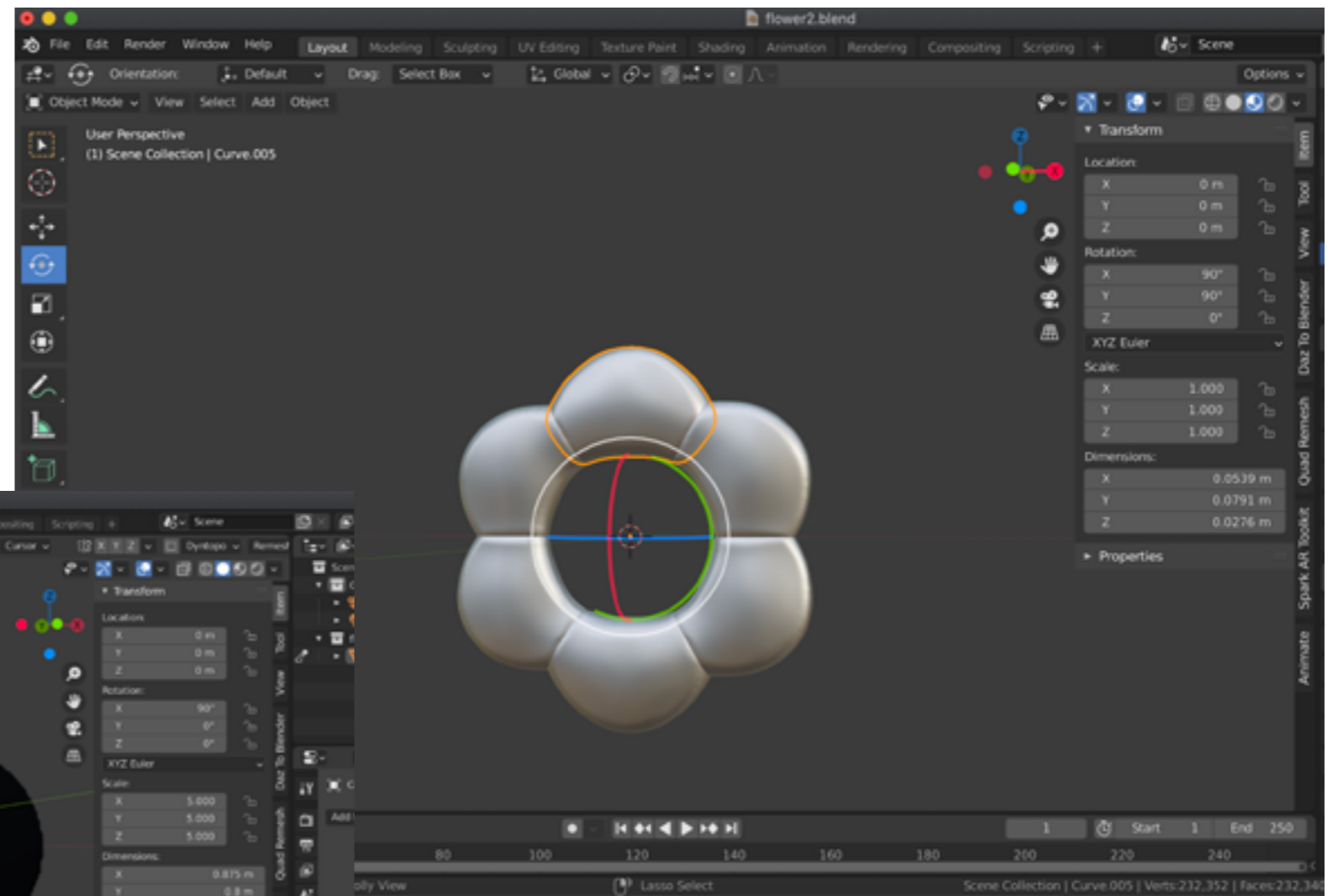
development of 3D flower model in blender from one
fixed model to 6 different models to make one flower.

Focusing on the experience of my mum, I have begun to design
and think about what an outdoor'ed user interface of my own
practice in could look like, based on my own definition of
the indoor'ed as being any interface I create using Blender,
Three.js, HTML and CSS that remains inaccessible for her to
use.

My mum was born in the pre-digital era, and like many people from the pre-digital generation she finds elements of using computers, and the internet, inaccessible; due to assumed knowledge and obfuscation (the action of making something obscure, unclear, or unintelligible).
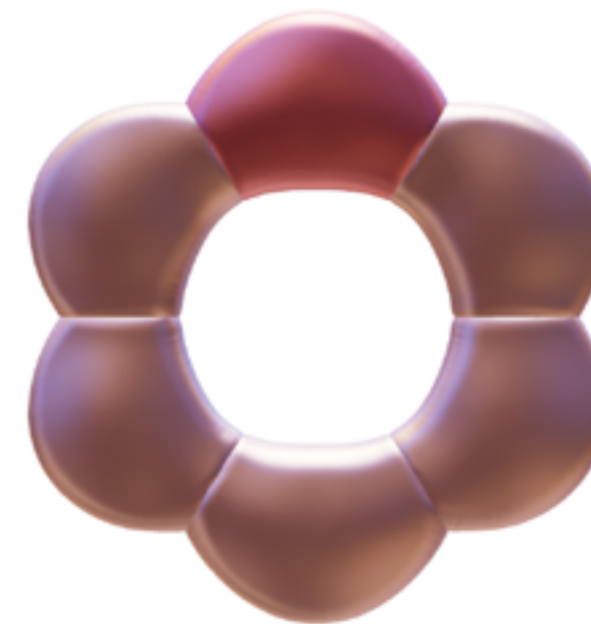
My research highlighted that a vital tool when encouraging digital involvement in the pre-digital generation is co-creation, and that technology should be explored as a social process when designing for digital inclusion. I constantly ask my mum for feedback on my projects, so it felt like a natural decision to ask her to be the audience for my project.

Xerox Star Interface, 1982

"The Star user interface adheres rigorously to a small set of principles designed to make thesystem seem friendly by simplifying the human-machine interface."

Through the medium of web design,
I wanted to question what a new
graphical user interface for a
computer desktop could look like when
we remove the metaphor of an 'office'
and the assumed knowledge and skills
that comes with this.

```
257
258    //ifstatements
259    //https://stackoverflow.com/questions/19016572/else-if-statement-with-3-or-more-conditions
260    //https://www.w3schools.com/js/js_if_else.asp
261    //https://www.w3schools.com/js/js_comparisons.asp
262
263
264    if ( intersects.length > 0 ) {
265
266      const res = intersects.filter( function ( res ) {
267
268        return res && res.object;
269
270      } )[ 0 ];
271
272      if ( res && res.object ) {
273
274        selectedObject = res.object;
275
276        selectedObject.material.color.set( '#ff748c' );
277      }
278
279      if (intersects [0].object.name == "petal1"){
280
281
282
283        console.log( 'you clicked petal 1 girl');
284      }
285    if (intersects [0]. object.name == "petal2"){
286      console.log('you clicked petal 2 girl');
287      }
288        if  (intersects [0]. object.name == "petal3") {
289      console.log('you clicked petal 3 girl');
290      }
291    if  (intersects [0]. object.name == "petal4") {
292      console.log('you clicked petal 4 girl');
293      }
294    if  (intersects [0]. object.name == "petal5") {
295      console.log('you clicked petal 5 girl');
296      }
297    if  (intersects [0]. object.name == "petal6") {
298      console.log('you clicked petal 6 girl');
299      }
```

New File ⌄

🗑 assets
.gitignore
LICENSE
README.md
TODO.md
index.html   ⋮
main.css
script.js

Status 🟢

I chose a flower
as the core of my
interface design,
as my research
suggested that
people from the pre-
digital generation
engage more with
their digital tools
when they have an
emotional connection
to their physical
world, and one of
my mum's hobbies is
gardening.

▸ Display
▸ Lighting
▸ Performance
Close Controls
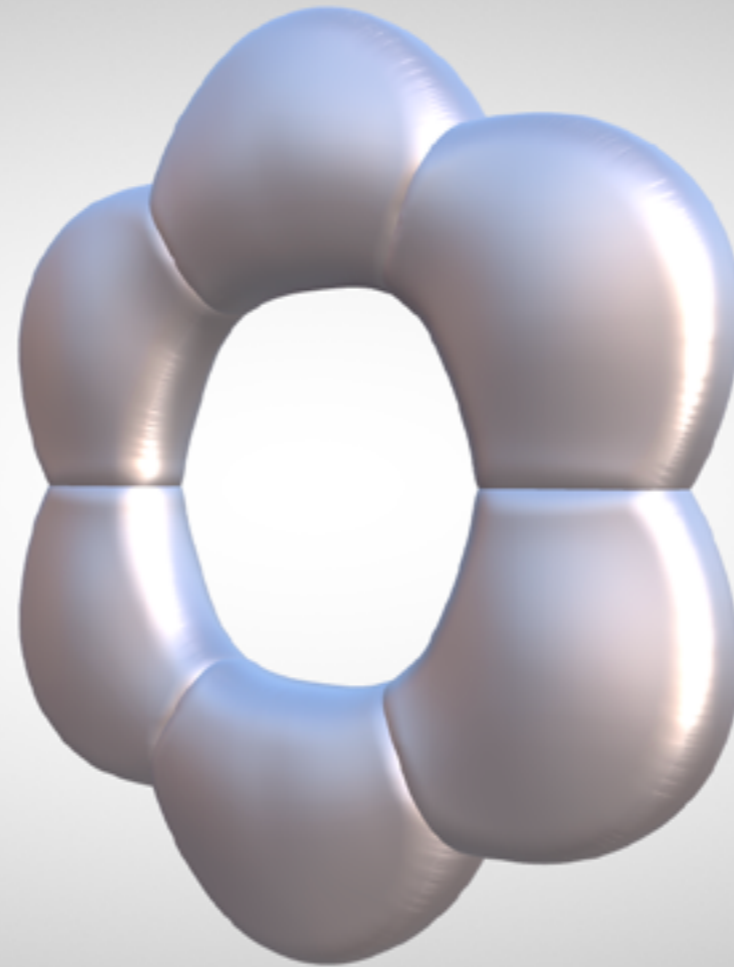
testing 3D model in Dom
McCurdy's GLTF viewer

In 'Hyper Graphics' Roy McKelvey states that unlike the printed page, a webpage allows users to interact with the information and the provider, with meaningful information flowing both ways. I opted to use 3D modelling and three.js to communicate the core visual elements of the interface design and interactivity as the computer can communicate in three dimensions (using the XYZ axis) and whilst CSS does communicate with a Z axis, there are limitations to its usage, just like in print design.

This project slowed down my process and limited my capacity to create the type of visual and experiential outcomes I am used to being able to create using 3D modelling and three.js. I had to apply much more focus on developing the technical, mathematical aspects of my skills in three.js, to ensure my outcome kept with the standard of accessibility I was aiming for.

 I was unable to use certain elements of three.js I usually apply without much thought to my work, such as orbit controls (where the user can rotate the view of the screen), as I was attempting to avoid any unnecessary complexity in my design process, that could lead to obfuscation in the interface.

I have been forced to reconsider the purpose of my tools (three.js, 3D modelling, Blender, CSS, HTML), and challenged to question my comfort zone in how I apply them to my work.