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Artificially Alternate Bauhaus: Gremlins of Function, Body, and Pattern

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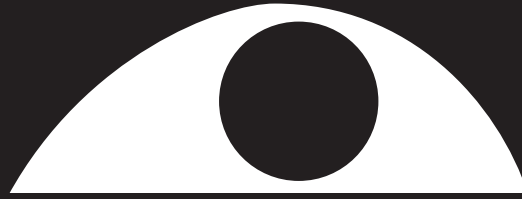
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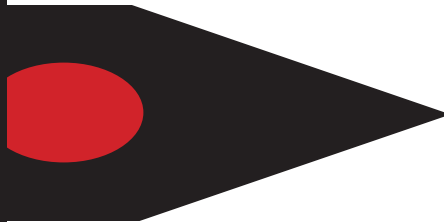
ARTIFICIALLY ALTERNATE BAUHAUS

GREMLINS OF FUNCTION, BODY, AND PATTERN



THESIS BY MADELINE ALVES + ERIN ZEARFOSS

MAY 2ND 2023



BABHAUS



a gremlin for a gremlin



BABHAUS

WELCOME TO THE BABHAUS

Human and machine intelligence has the potential to re-design objects and spaces of the past and generate an artificially alternate collection of reimagined Bauhaus images. Present A.I. technologies can operate as synthetic imaginations of historic bauhaus principles and design ambitions to create a possible future. The past becomes altered through our understanding of its contributions to an alternate present.

GLOSSARY

ARCHITECTURE - A CHOREOGRAPHY OF SPATIAL APPROACHES.

CHAIR - FUNCTIONAL SEATING OBJECT.

DANCE- TO EXTEND THE BOUNDARIES OF THE BODY/ENTITY THROUGH MOVEMENT IN A WAY THAT DEFINES SPACE TO VISUALLY COMMUNICATE.

FIGURE - AN EMBODIED REPRESENTATION OR MANIFESTATION, TYPICALLY CHARACTERIZED BY ITS PHYSICALITY OR APPEARANCE.

INTELLIGENCE- THE ABILITY TO COMMUNICATE AND REMEMBER FACTS.

KNOWLEDGE -THE ABILITY TO COMMUNICATE ONE'S INTELLIGENCE THROUGH EXPERIENCE.

TECHNOLOGY - A TOOL THAT HELPS DO SOMETHING BEYOND ONE'S ORIGINAL CAPABILITIES.

THEATER - COLLABORATIVE FORM OF A LIVE PERFORMING ARTS PRODUCTION.

ART - EXPRESSION THROUGH CREATIVITY.

CREATIVITY - THE ABILITY TO COMBINE FACTS, IDEAS, AND CONCEPTS WITH OPINIONS, EMOTIONS, AND FEELINGS.

ENGINEERING - DESIGNING AND CONSTRUCTING PRACTICAL SOLUTIONS.

GREMLIN - AESTHETIC THINGS THAT POSE AS THE "ORIGINAL" THROUGH THE DILUTION OF ITS INTENDED FUNCTION AND MATERIAL.

IMAGINATION - IMAGINATION REFERS TO THE ABILITY OF A HUMAN MIND TO FORM IMAGES, IDEAS, OR CONCEPTS THAT ARE NOT IMMEDIATELY PRESENT TO THE SENSES. IT INVOLVES CREATING SOMETHING NEW OR ORIGINAL THROUGH MENTAL IMAGERY, AND IT IS AN IMPORTANT ASPECT OF CREATIVITY, INNOVATION, AND PROBLEM-SOLVING.

OBJECT - THINGS THAT SERVE A SPECIFIC PURPOSE: A KETTLE TO HOLD LIQUID, OR A CHAIR TO SIT ON. THE FORM OF THE OBJECT REFLECTS THIS PURPOSE WHILE POTENTIALLY CONTRIBUTING SOME AESTHETIC VALUE.

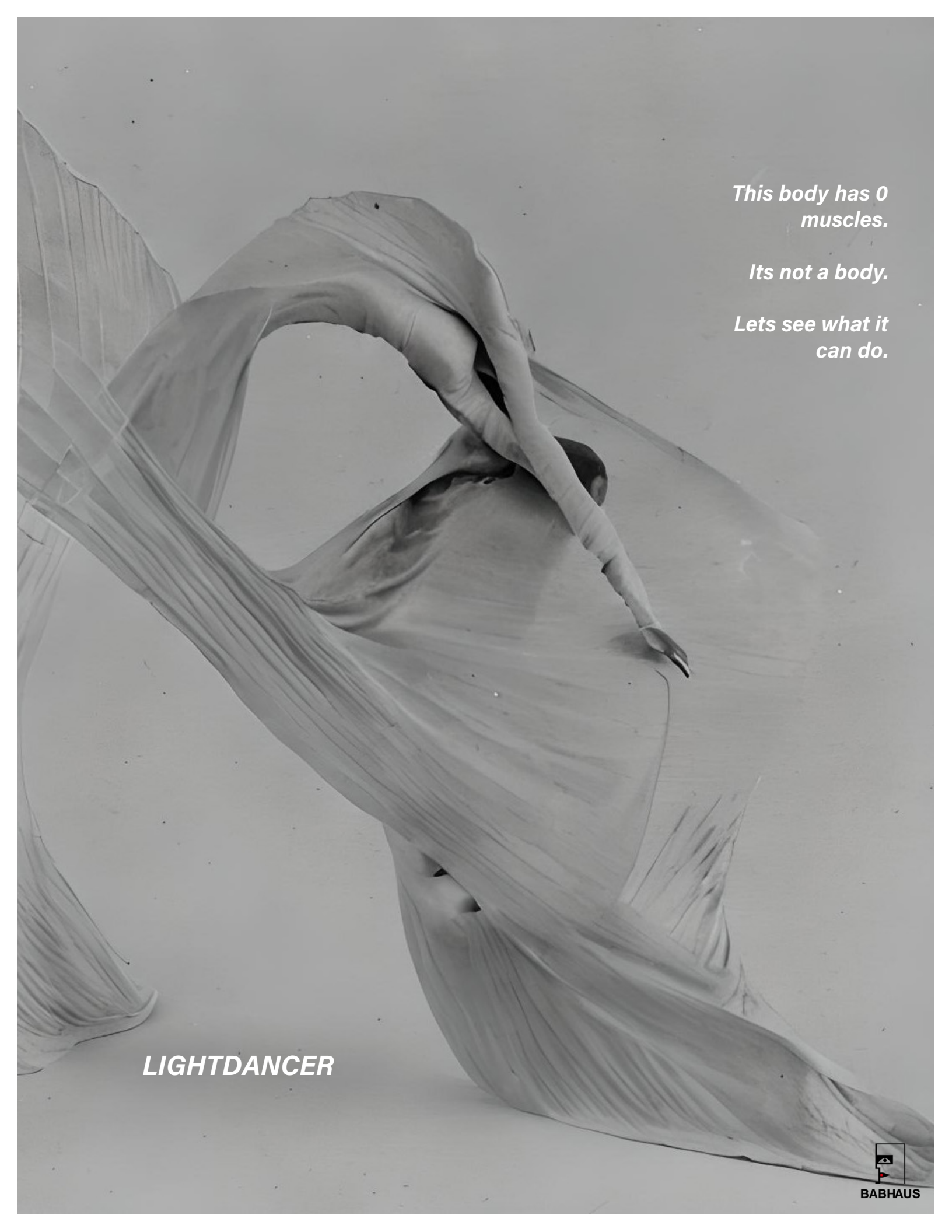
TEXTILE - COMPOSED OF THREADS THAT ARE TWISTED, KNOTTED, WOVEN, OR ARRANGED IN RELATION TO EACH OTHER TO CREATE A TACTILE EXPERIENCE.

THINKING - A CHOREOGRAPHY OF SPATIAL APPROACHES.

BABcelona 13576

thin silver metal framed armchair
with a yellow stretched rattan cane
seat and back suspended between
the curved frame. rattan panels
framed in shiny black. narrow black
cushion on the top of the chairs
arms. balanced on two legs that
curve to touch the ground.





*This body has 0
muscles.*

Its not a body.

*Lets see what it
can do.*

LIGHTDANCER



BABHAUS

(AI)GLOSSARY

(AI)ART - A COLLECTION OF PATTERNS, STRUCTURES, AND STYLES IN IMAGES, MUSIC, OR OTHER FORMS OF MEDIA.

(AI)CREATIVITY - UNLEASHING ARTISTIC VISION AND INNOVATION.

(AI)ENGINEERING - A PROCESS OF DESIGNING, BUILDING, AND IMPROVING SYSTEMS, PRODUCTS, OR PROCESSES TO MEET CERTAIN GOALS AND REQUIREMENTS.

(AI)GREMLIN - A MISCHIEVOUS AND OFTEN TROUBLESOME MYTHICAL CREATURE KNOWN FOR ITS PLAYFUL AND SOMETIMES MALICIOUS.

(AI)IMAGINATION - TO PROCESS DATA AND MAKE PREDICTIONS BASED ON DATA. TO GENERATE NEW OUTPUTS AS A RESULT OF ALGORITHMS AND MATHEMATICAL MODELS THAT HAVE BEEN TRAINED ON LARGE DATASETS.

(AI)OBJECT - A TANGIBLE OR VISIBLE ENTITY THAT CAN BE PERCEIVED OR INTERACTED WITH, TYPICALLY HAVING PHYSICAL FORM AND OCCUPYING SPACE.

(AI)TEXTILE - A TYPE OF MATERIAL THAT IS MADE FROM INTERLACING FIBERS, SUCH AS COTTON, WOOL, OR SILK, TO FORM A FABRIC.

(AI)THINKING - MENTAL PROCESS OF COGNITION AND REFLECTION.

(AI)ARCHITECTURE - THE ART AND SCIENCE OF DESIGNING AND CONSTRUCTING BUILDINGS AND SPACES THAT ARE FUNCTIONAL, AESTHETICALLY PLEASING, AND RESPONSIVE TO THE NEEDS OF INDIVIDUALS AND COMMUNITIES.

(AI)CHAIR - A TYPE OF OBJECT THAT IS TYPICALLY USED FOR SITTING.

(AI)DANCE - A COLLECTION OF MOVEMENTS, PATTERNS, AND STYLES IN HUMAN OR ANIMAL MOTION.

(AI)FIGURE - REPRESENTING FORM AND SHAPE.

(AI)INTELLIGENCE - THE CAPACITY FOR LEARNING, REASONING, PROBLEM-SOLVING, AND UNDERSTANDING.

(AI)KNOWLEDGE - FAMILIARITY, UNDERSTANDING, AND AWARENESS ACQUIRED THROUGH LEARNING, EXPERIENCE, OR STUDY.

(AI)TECHNOLOGY - THE APPLICATION OF SCIENTIFIC KNOWLEDGE AND TOOLS TO CREATE, MODIFY, AND UTILIZE SYSTEMS, PROCESSES, AND ARTIFACTS TO SOLVE PROBLEMS AND IMPROVE.

(AI)THEATER - THEATER REFERS TO A FORM OF ART AND ENTERTAINMENT THAT INVOLVES THE PERFORMANCE OF LIVE ACTORS ON A STAGE, PRESENTING STORIES, CHARACTERS, AND EMOTIONS THROUGH SCRIPTED OR IMPROVISED DIALOGUE, MUSIC, DANCE, AND VARIOUS THEATRICAL TECHNIQUES.

*a ballet for the
image of a body*



image-inary

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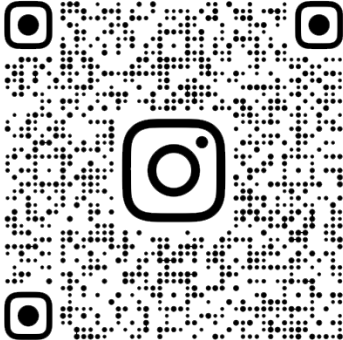
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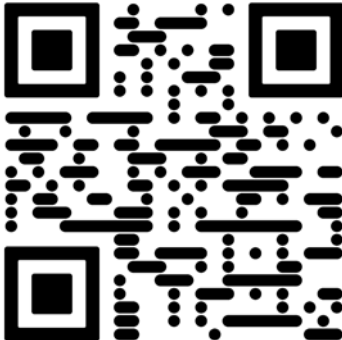
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