002

Intro

According to the current dictionary definition, an object is a material thing that can be seen and touched. In a world where physical reality blends into the digital sphere and the border between our physical identity to our digital representation becomes almost impossible to recognize, objects can be found in both mediums and our possessions do not necessarily have to have a tangible quality.

How is the current definition still relevant?

Is there a difference between a physical object and its digital representation?

At that point, the metrial is 16 different 3D representation of an un-undentified faces that each one of them was created with 5 different cuts out of 5 different faces.

I was interested to explore what will happen if I render those objects in photogrammetry software that supposed to render physical objects into 3D mesh. If one 3D software considers something to be an object, will another software recognise it as one?

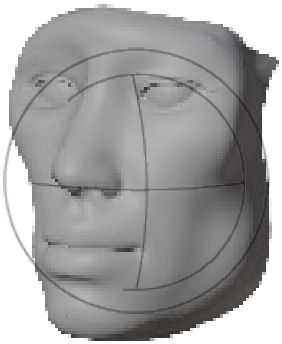
03

(re) Generate

digitl to digital

I worked with two different 3D softwares- Blender and Metashape. Metadhape is a photogrammetry software that creates mesh out of physical objects' images by recognizing similar points and aligning the images in order to create depth.

In order to create a mesh in 'Metashape', first I rendered in 'Blender' each object to set of images to complete 360 degrees.



[software- Blender]

[software- Metashape]

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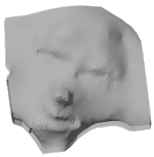

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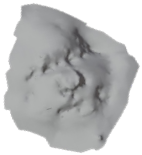

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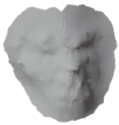

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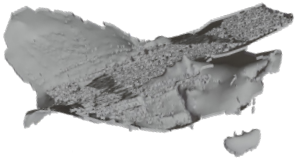

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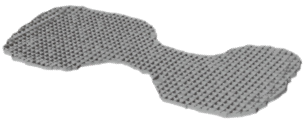

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Formulate method

Through the project I was exploring the differences and relations between objects. starting with objects' identities and questions regarding privacy to stretching and questioning the idea and definition of an object both in the physical and the digital sphere and the relations between both mediums, and between us as possessors.

I worked step by step, while each step started with the result of the priors' and without a fixed idea of what will be its end. Each step led me to question different ideas. By asking the questions and giving myself rules for maneuvering I ended with formulating a method which can be applied for observation and reflection over both the communication between the physical world to the digital and between different softwares.

01

Digitization

Deconstruction

02

3D render

Reconstruction

03

Deconstruction

(re) Generate