

Exercise 2: Abstraction of Biological System Observation

Select one biological system map from the previous assignment. Using the BioMap as a foundation, create a proposal for a project that abstracts the data used in the map. Final output can take a variety of forms, from fixed media, to simulation, to interactive website, to installation, to theoretical product design.

Things to consider:

- The scope of your inquiry – it is likely that you will not use every aspect of what you mapped. Focus in on key layers of interaction.
- Tools – this can be an opportunity to try out something new or to hone skills in an existing toolset. If you have never done any coding or simulation,
- Degree of abstraction – how closely does your final output relate to your observation? What is gained and lost by staying close or moving further away?
- Is it actually doable? Does it need to be, or is there a way to make the proposal the art piece?

Prepare to present your work to the class in a 5-7 minute presentation.

Prepare for electronic transfer at the BEGINNING of class.

Create a folder (yourlastname_bio_proposal) containing:

- A text document detailing your proposed project.
- Sketches and supporting media.
- An artist statement that would accompany the work.

Submit work by the start of class, on the due date - work submitted after the start of class will be considered late. Assignments turned in after the start of class or incomplete projects will not be accepted; in addition, work not labeled according to assignment specifications will be subject to grade adjustments -- see syllabus for breakdown of grades. Save your work as you will need your work (files, storyboards, etc.) and any documentation for your final portfolio.

Refer to syllabus for the breakdown of assignment percentages and grades.