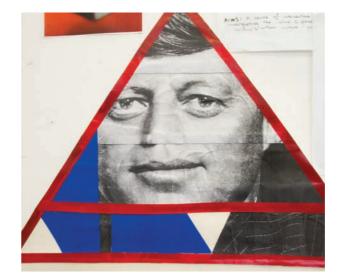
systems aesthetics 2014

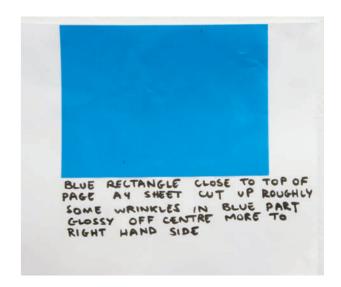
Jessica Williams

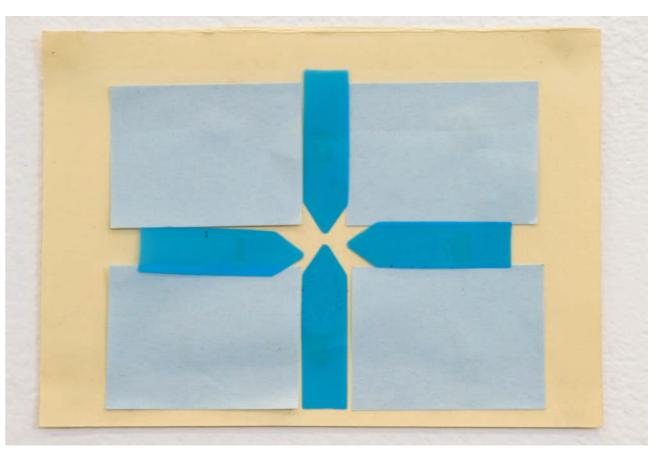
studio process short works











Mixed media, two-dimensional signifier interventions created in studio. These short experiments informed the room circuit no. 1 installation in a campus project space.

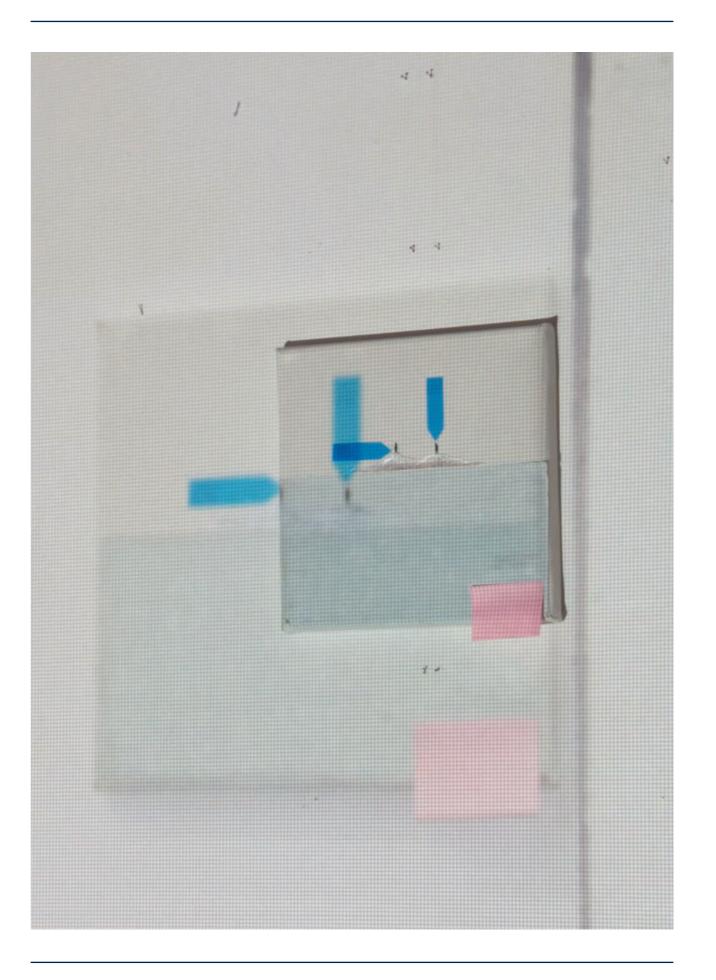


systems aesthetics room circuit no. 1

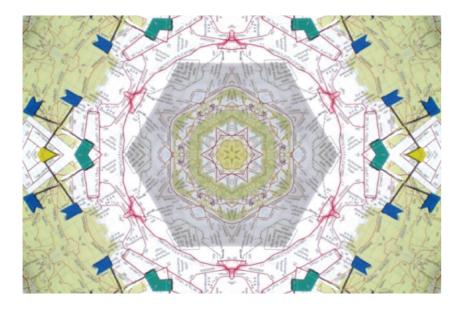


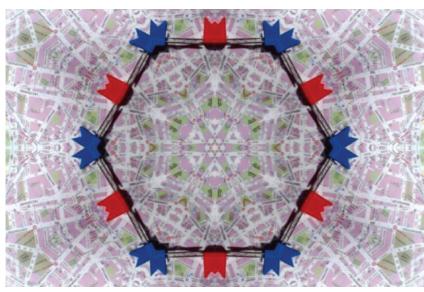


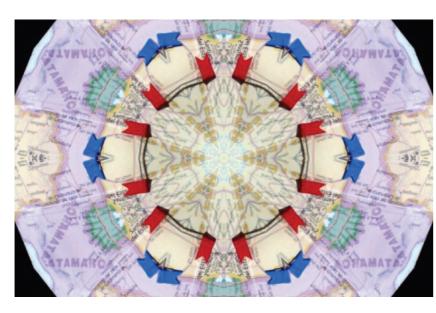




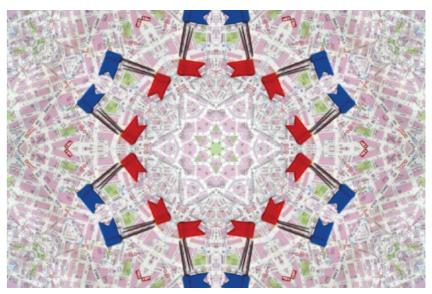
studio process webcam fractals

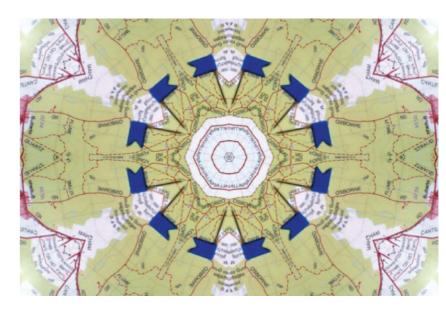












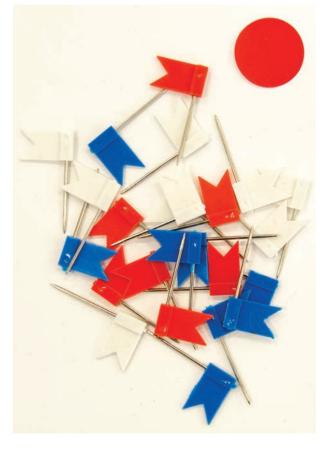
studio process short works



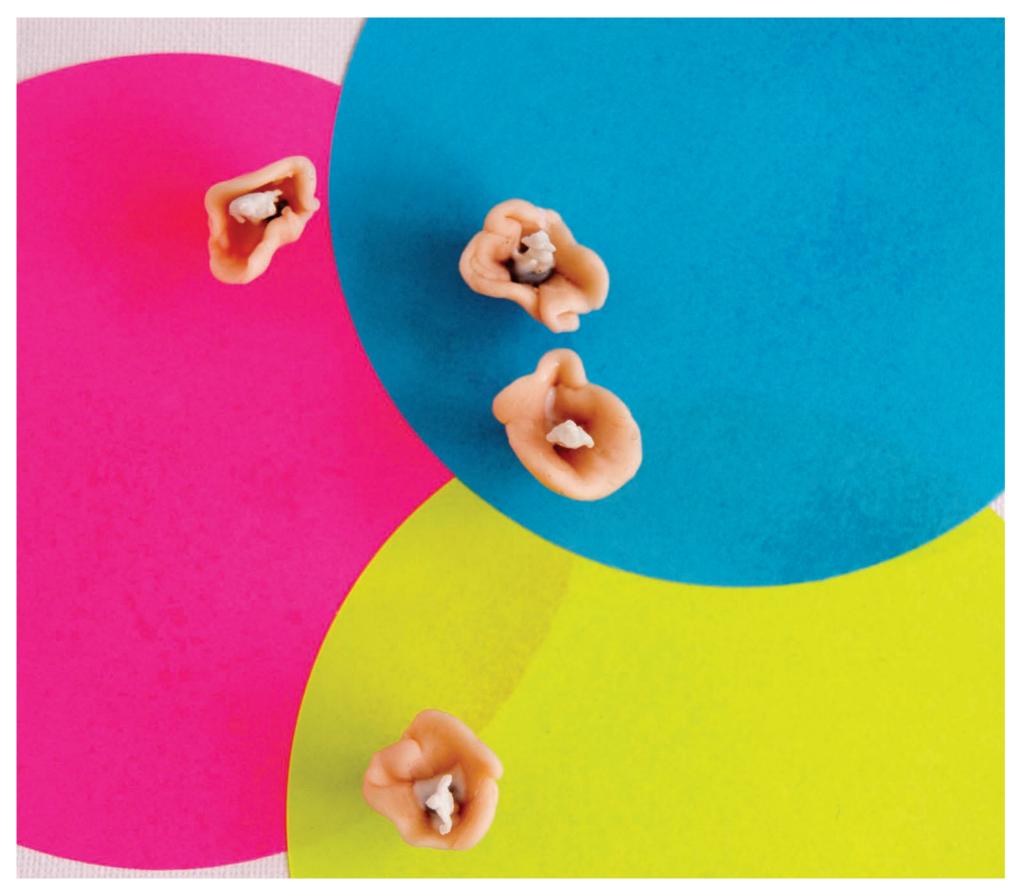




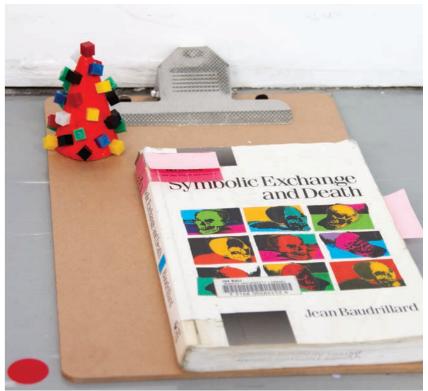




Ongoing mixed media experiments in the studio. Material preferences were refined towards making a range of simple linguistic and graphical subversions. This included digital media platforms such as webcams and word processors, office stationary and maps. A short studio collaboration with peer Brenda Lam was conducted around these ideas.



iam being serious





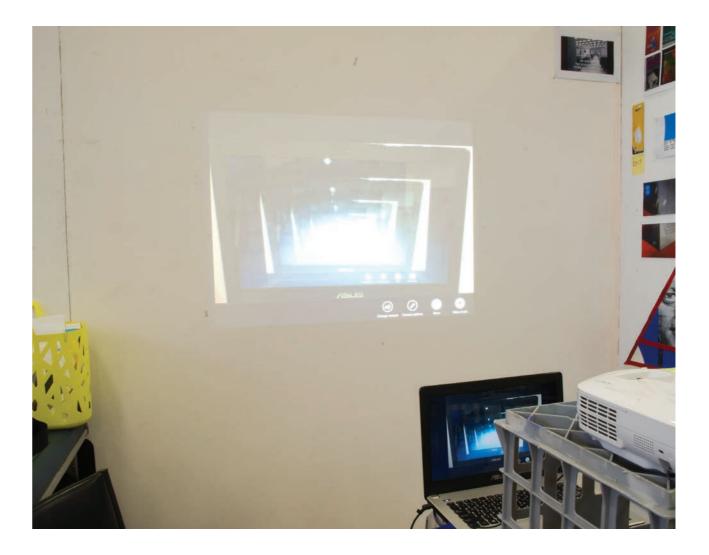
studio process webcam circuit

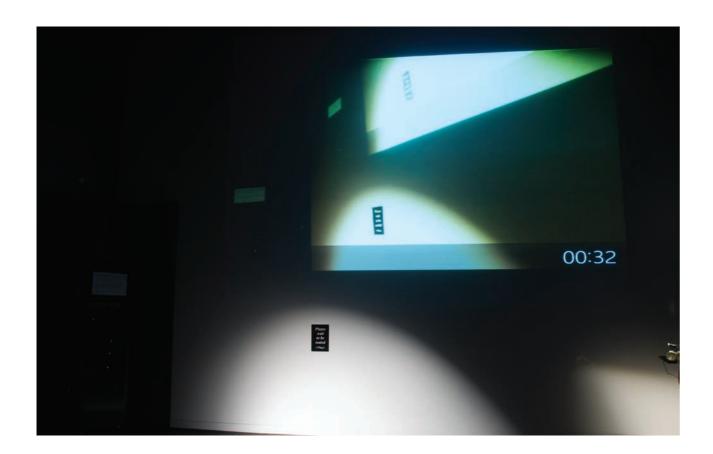


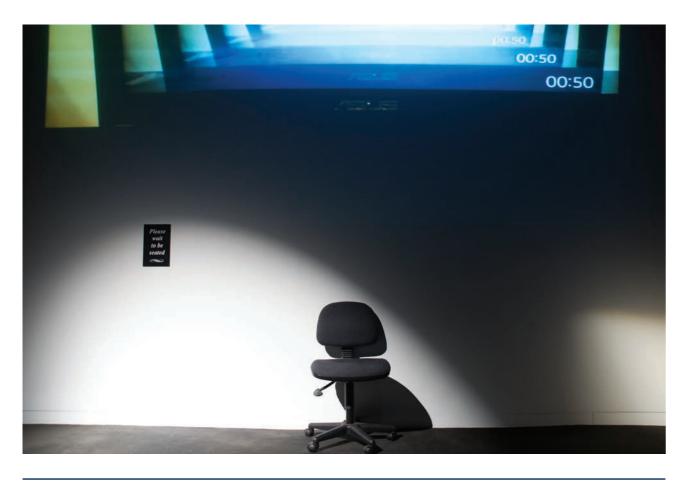


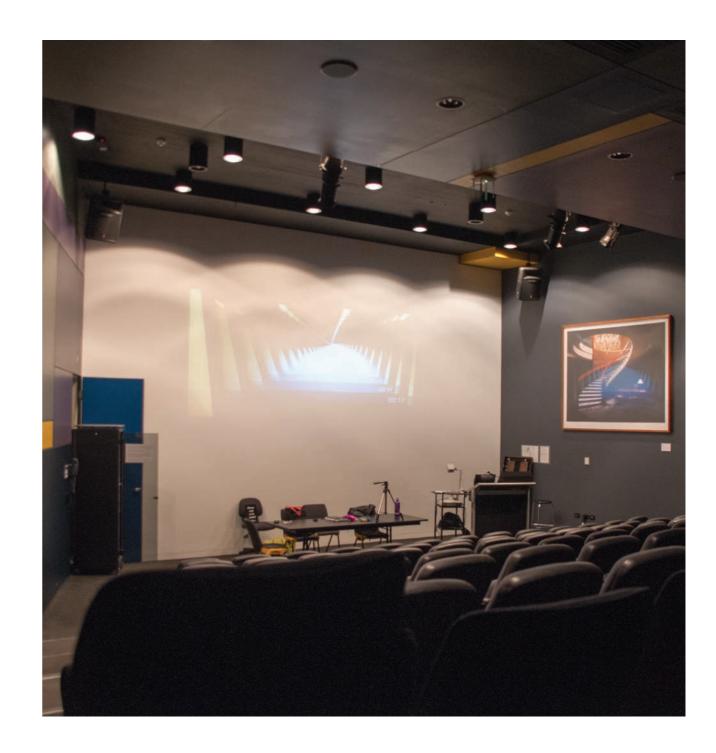


A number of 'short-circuited', self-reflexive webcam videos and images were recorded in the studio, at home and in a larger scale installation on campus. A university lecture theatre was used to test some of these layouts, with the resolved work featuring a video projection within the otherwise empty institutional space.





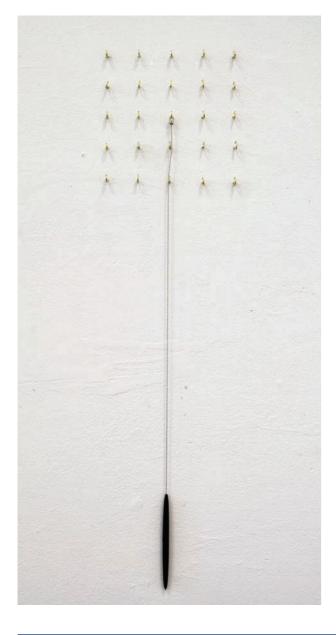






studio process room circuit no.2







Studio tests of a hook 'matrix' and emancipated captive bank pen. These ideas were developed on a larger scale and trialled in the institutional setting, via a number of corkboard and wood iterations.



















Further testing of the installation concept for room circuit no.2, inside an empty university staff office. The resolved installation featured mixed media including signage, corkboard with hook matrix, clipboards with photocopied text from Jay W. Forrester's *Principles of Systems*, digital animated .gif projection.

