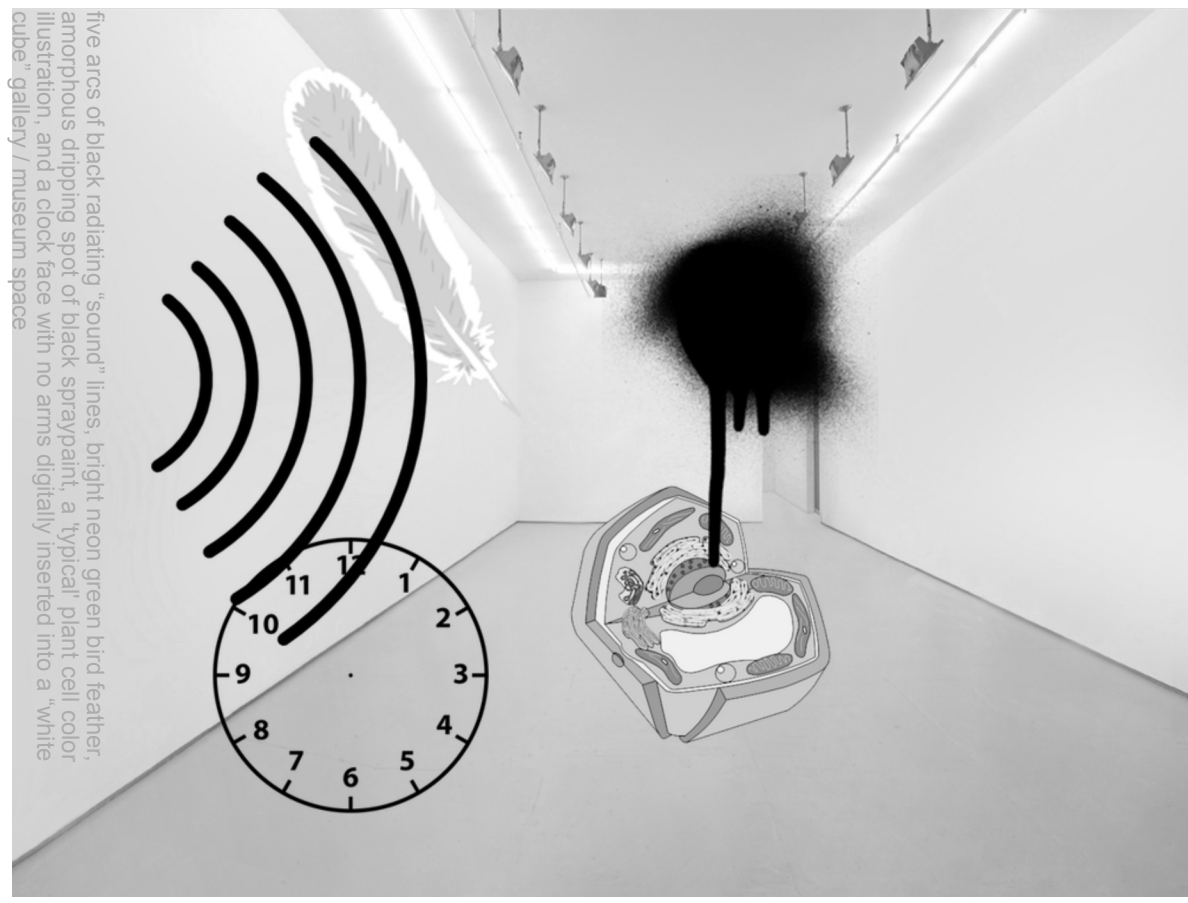




stone/boulder (reddish-brown, realistic) with roots (black & white illustration) growing from it, tan and brown animal fur, slanted-style bonsai tree, and a light gray plastic bag digitally inserted into a "white cube" gallery / museum space



five arcs of black radiating "sound" lines, bright neon green bird feather, amorphous dripping spot of black spraypaint, a "typical" plant cell color illustration, and a clock face with no arms digitally inserted into a "white cube" gallery / museum space

*Phenomenology & New Materialism(s) exhibition rehearsals*

... is one of the first projects I ever made in Processing. I couldn't have done it without the community. My practice is collage/montage based, and because of the substantial and generous documentation as well as forums and friends, I could apply these same creative and conceptual approaches to coding.

I pieced the code together through multiple iterations, understanding the language and logic better with each version, and becoming more articulate with what and how I was able to say things with the program(ming), adapting it in dialogue with my aesthetic, ideas, and praxis.