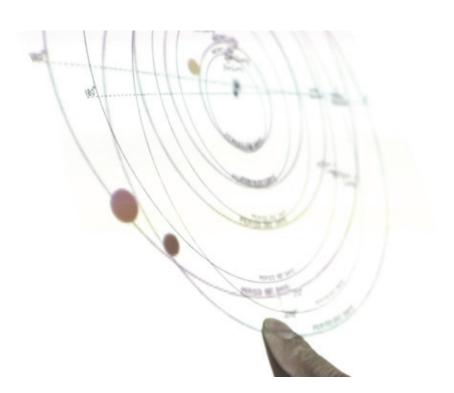


Interactive Illustrations

(Programming, Projection, Electronics, Animation)

The charm of a book, is irreplaceable. The flexibility of digital platform is incredible too.

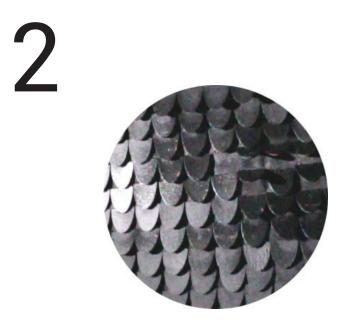
The illustrations of a book were imparted with motion in order to make them move around the page and illustrate



scientific concepts by playing them out. These illustrations responded to the users touch on the pages of the book.

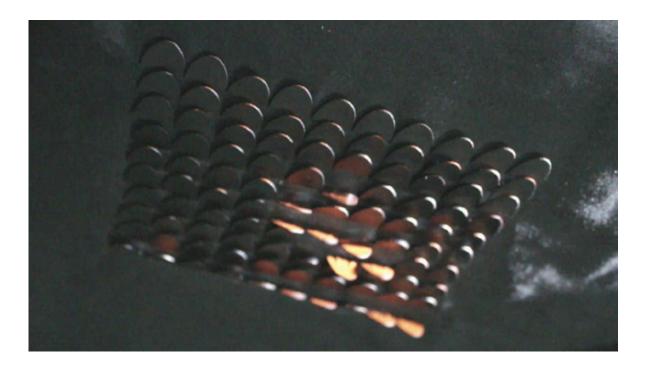
These books could be read as any other regular book, but on being plugged into specialized reading areas, their illustrations would come alive and respond to the reader and reveal the underlying information in a new manner.

Video Link: https://www.behance.net/gallery/36368401/ Interactive-illustrations



Programmable structures embedded in textiles

(Product Design, Textile, Programming, Installation)



A woven structure presents innumerable possibilities to play with. The drape and flow of the fabric lends it movement, in terms of its visual language. But what if we were able to impart movement, literally to a fabric? What kind of applications would such a fabric have?

Movement of a substrate that is on the surface of one's body, is something with both primitive and futuristic undertones.

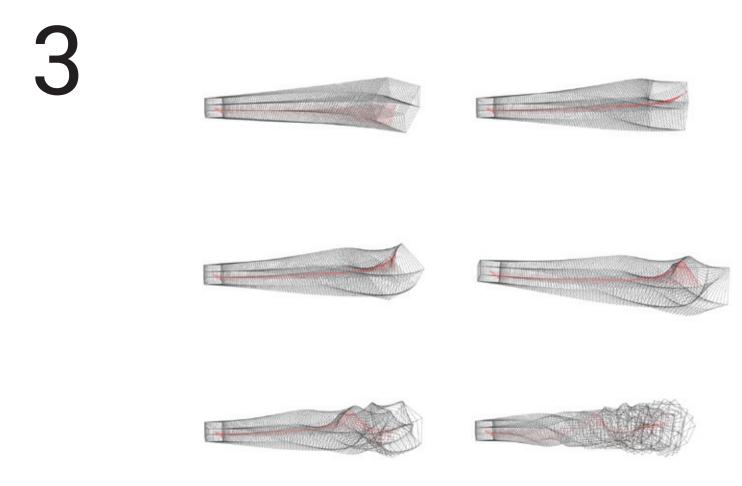
It can mimic an animal whose fur stands up on its end when provoked. It can act to express and be stimulated by ones physical and mental state, and act as an extension of oneself. The fabric therefore, becomes an expressive appendage which can be lent functionality as well. The fabric that one wears, also becomes a low resolution display of sorts, with each programmable structure acting like a pixel.

It can act as a visual signal, or a mechanical part with a more subtle function such as regulating the insulation properties of the fabric. Even as a stand alone structure, when fed with data of any kind, it can become a kinetic sculpture that expresses data through a choreographed movement of its structure.

This product was developed, as an intersection of art & design. It

also tried to blur the distinction between form and function, with the two complementing and widening the horizons of each other as the identity of the product shuttles between the one dictated by its form and its function.

Video Link: https://www.behance.net/gallery/36480123/ Evoke



An interactive projection, to make apparent the versatility of what can be created through iteration & simple mathematics.

(Video/Projection , Processing)







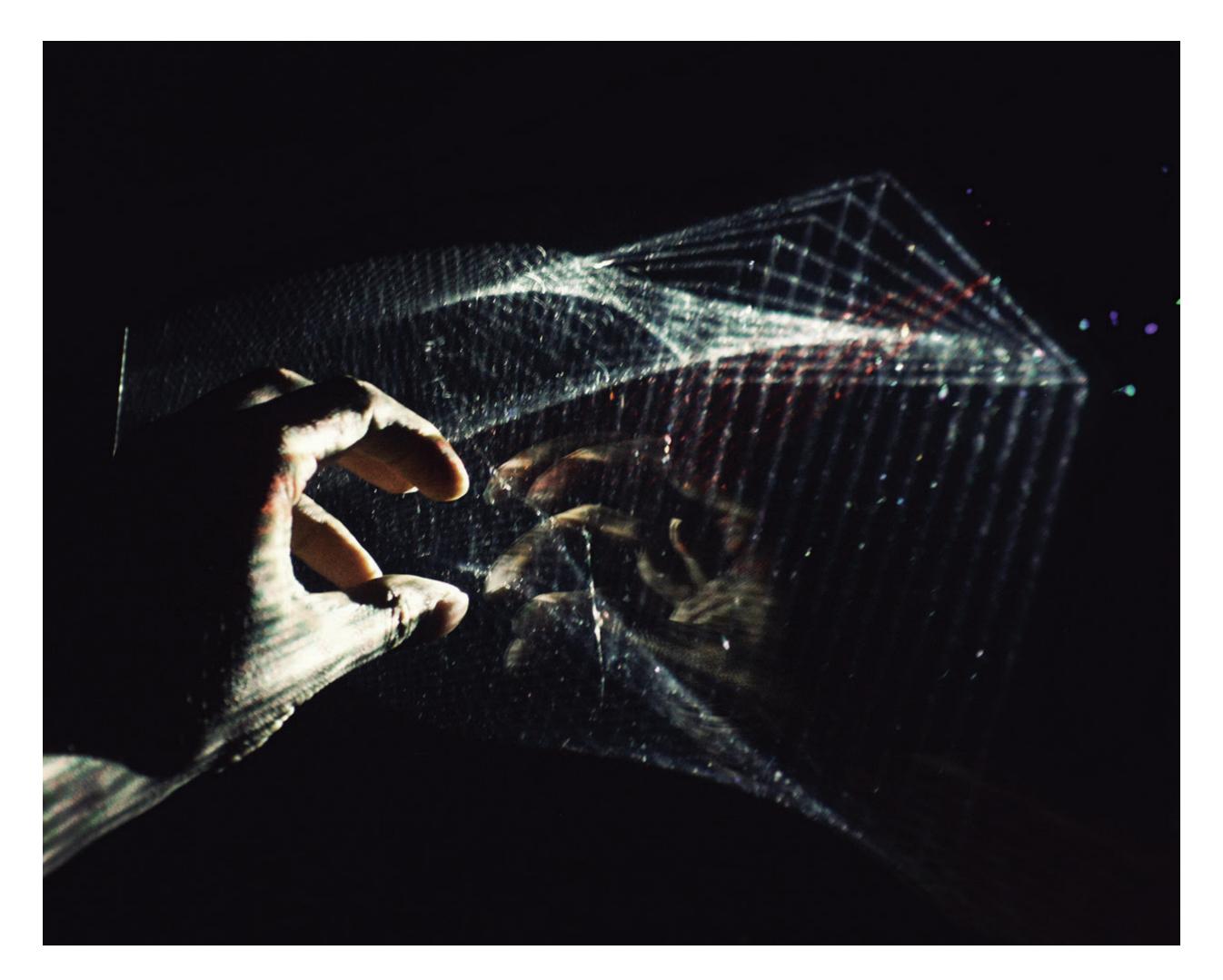
(Image : Frames from the triangular number series)

This installation focused on showing how iteration of the simple, can create beautiful structures.

The visuals created were based on number series that most of us are familiar with - triangular numbers, prime numbers & Fibonacci numbers. The position of each element of the visual, the rotation & size were made a function of the number, in the series that they represented.

The resulting dynamic structures, were allowed to be manipulated through a sensor, which takes the hand position and movement as an input. Thus, the user could 'run' his/her fingers through the structure while it reacted to the user's movements.

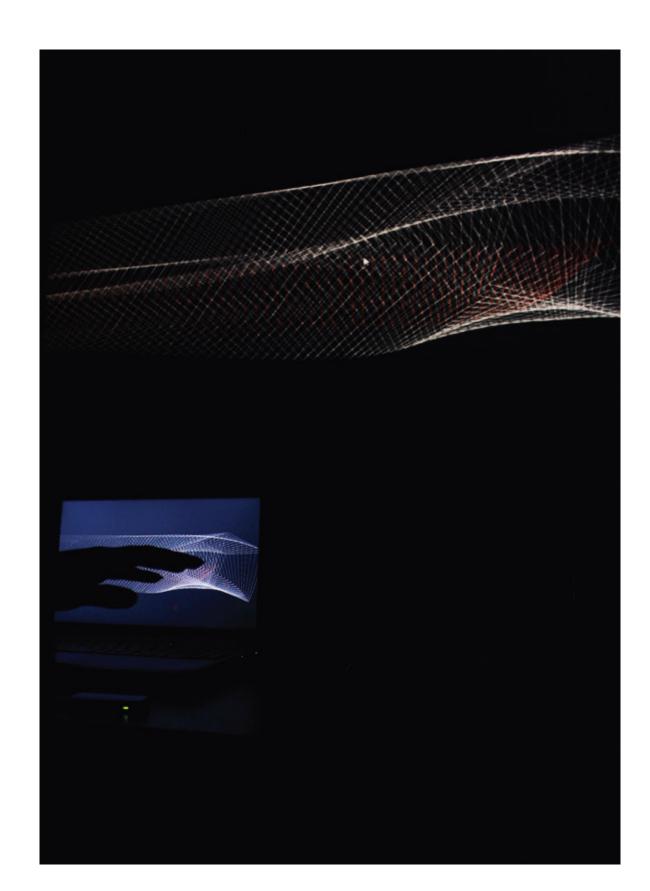


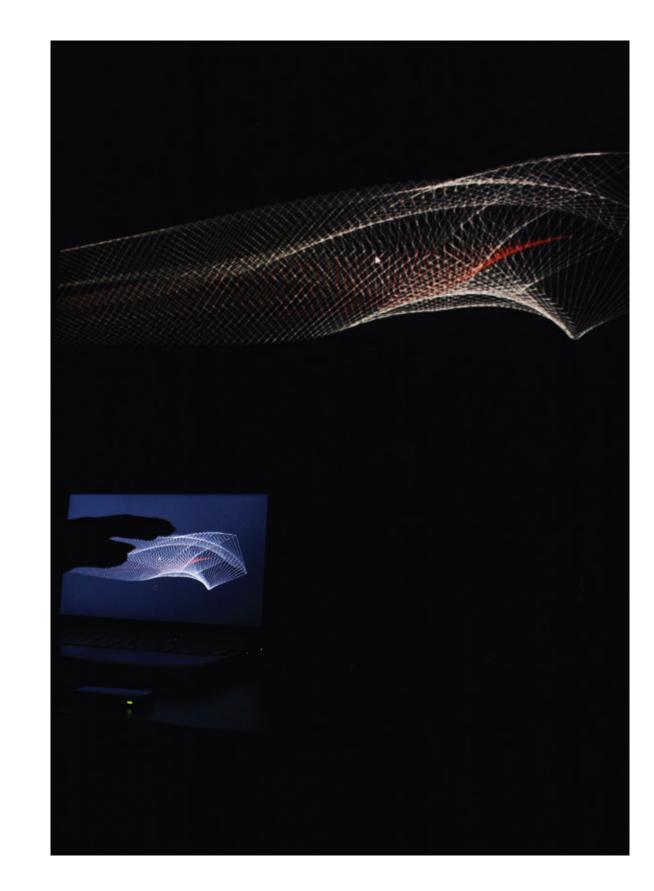


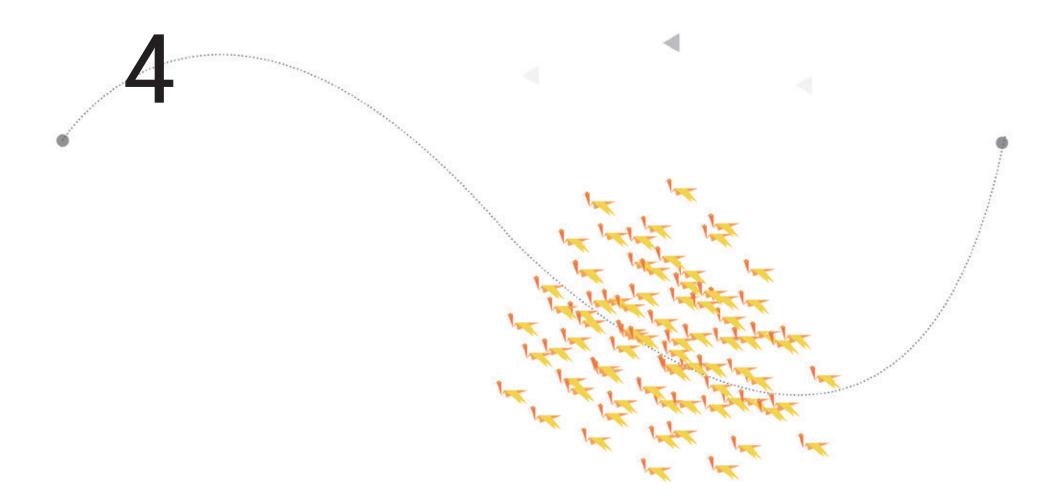
Interaction using a leap motion sensor on a faux-holographic screen



The progression of the form continues in response to the hand movement (seen changing a the bottom left)







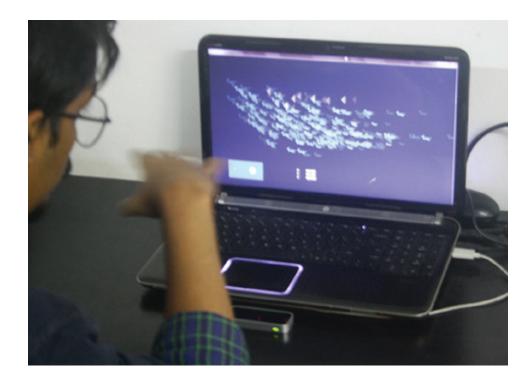
An interactive exhibit for the mathematic section of a science

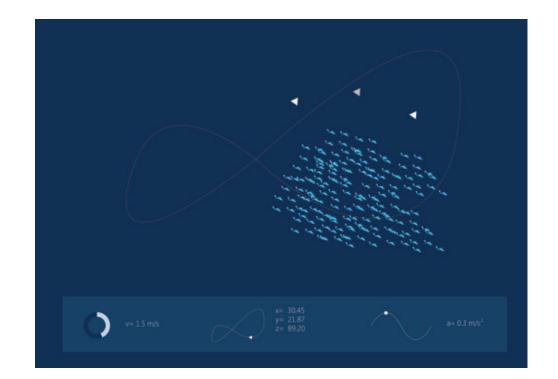
(Video/Projection, Origami, Processing 2.0, Adobe Illustrator)

An exhibit was designed with the intention of helping the users realise the mathematical aspect of what was seen as appealing, around them, such as flocks in flight, seashell patterns, trees etc.





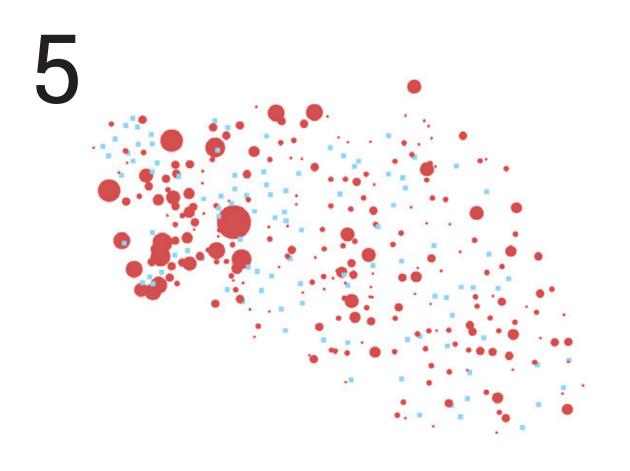




The users fold a simple origami bird, and place it on a pedestal, and a projection is initiated around them by this action. The images projected, take them through an immersive, gamified experience, where they are exposed to a new facet of the familiar.

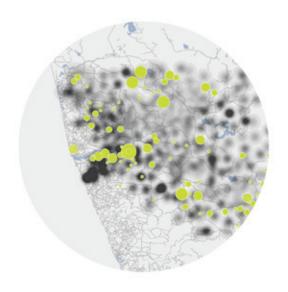
Interaction with the space was through gestures, that the users would normally use in conversations when describing an experience or a visual.

A system is picked, following which a topic is chosen. On the topic being chosen, various parameters are input using natural gestures used while conversing, such as showing how the flock moved, using one's hands. The program then reveals the mathematics of the input. Further on, the user is directed to guide the visual while keeping in mind the mathematics revealed, to change the visual behaviour, in a gamified manner.



A self-learning system, that utilises collective human intelligence & visual modes of model building to help understand problems better

The disease surveillance network of India collects large amounts of data at a highly granular level. This data sits idle. A system was designed to help visualise this data, while bringing all government collected data under a single computational framework & allow human users to build models through visuals.

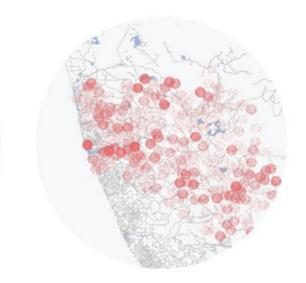




The model building happens by identifying visually prominent patterns and by incorporating all possible government datasets.

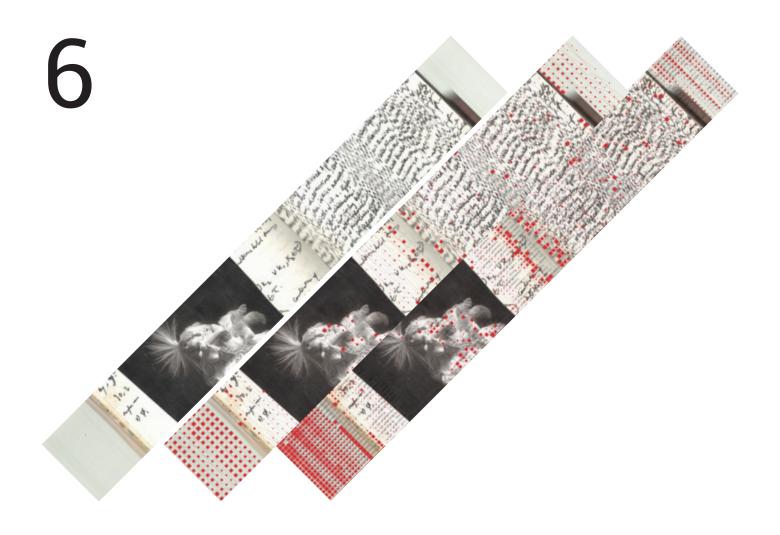
For example, a researcher in Southern India, might build an influenza model using rainfall, weather & census data. Yet another researcher in the Himalayas might build an influenza model using temperature fluctuations & solar radiation data.

The proposed model picks up all these various inputs to build a collective influenza model to aid all the users gain better insight into the problems that



exist, learning with each new input utilising a machine learning framework.

Preliminary test-runs of the system helped identify localised circuits through which influenza, spreads, in the Dakshina Kannada district.





Triptych. Explores what an image contains and what it means

(Collage, Ink on paper, Scanner, Processing)

When scanning the pages to document and store the contents of the book, the scanner as a tool, came across as a very polite observer, who saw the work in the sketchbook, perceiving it in terms of light information alone, faithfully & quietly. The image it then created through its means of understanding, was only a representation of the object.

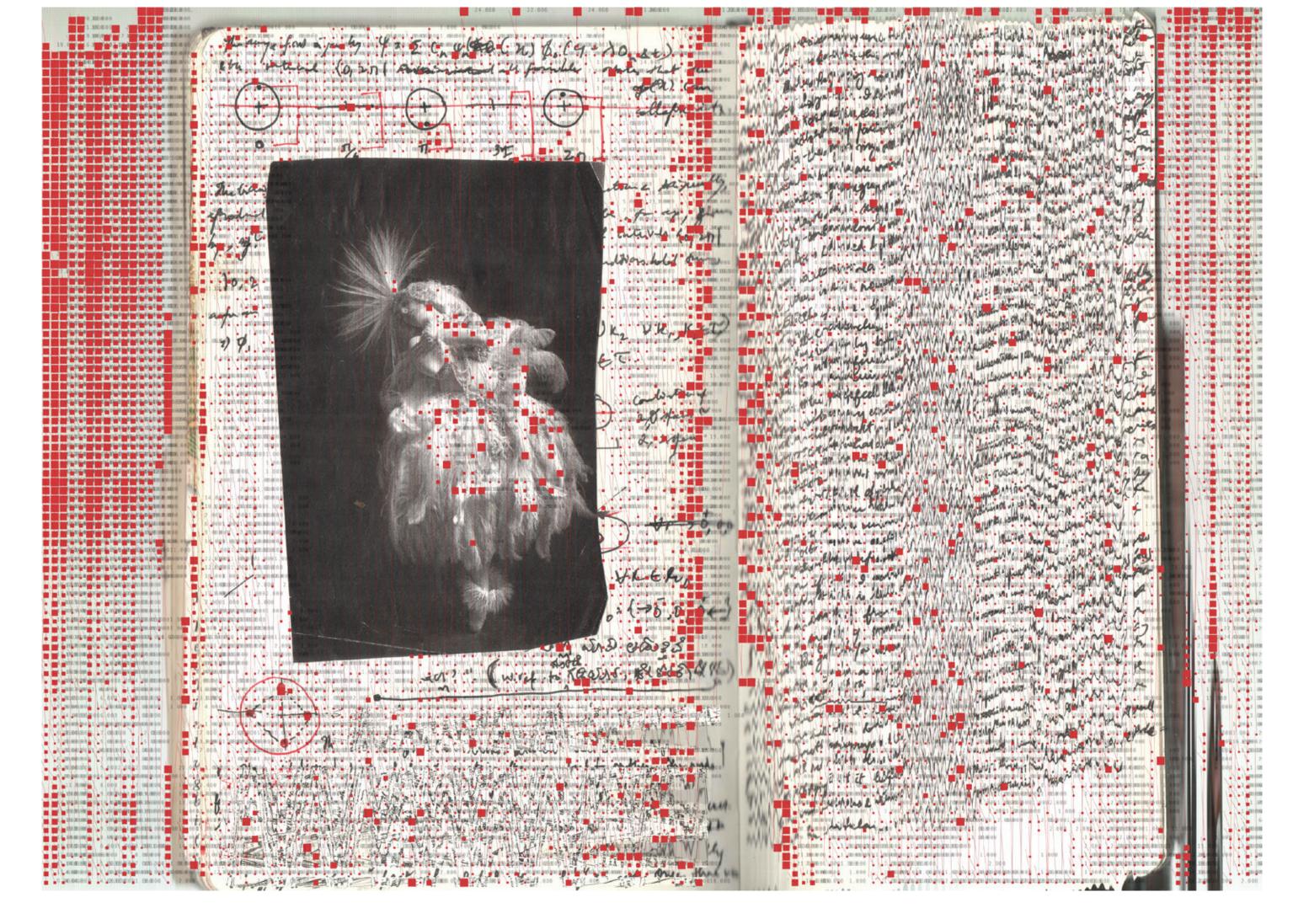
A spread was scanned from my notebook, and an information layer, was overlayed on top of it, using geometric forms, that were indicative of the brightness, color etc.

Noise was introduced in the system, wherein the lines that connected the dots, skewed a little here and there, but always within their cells. This process was meant to reproduce(just like the poor scanner), the way in which one quantises one's surroundings, tries to boil things down to a black/white in spite of

knowing the grey areas & then connect the dots to form a world view, while not realising the skewing that is inherent in one's own system.

The set of 3 images goes from being the untouched scan to detecting brightness to assigning words & numbers to understand a visual & represent it.







Generative art using nature's code

(Glass, Photosensitive Chemicals, Misc.)

Look closely enough & you'll find visuals reminiscent of nebulae in the fluid streams of a hot cup of coffee, and structures that resemble the roots of a climber, in some geological formations.



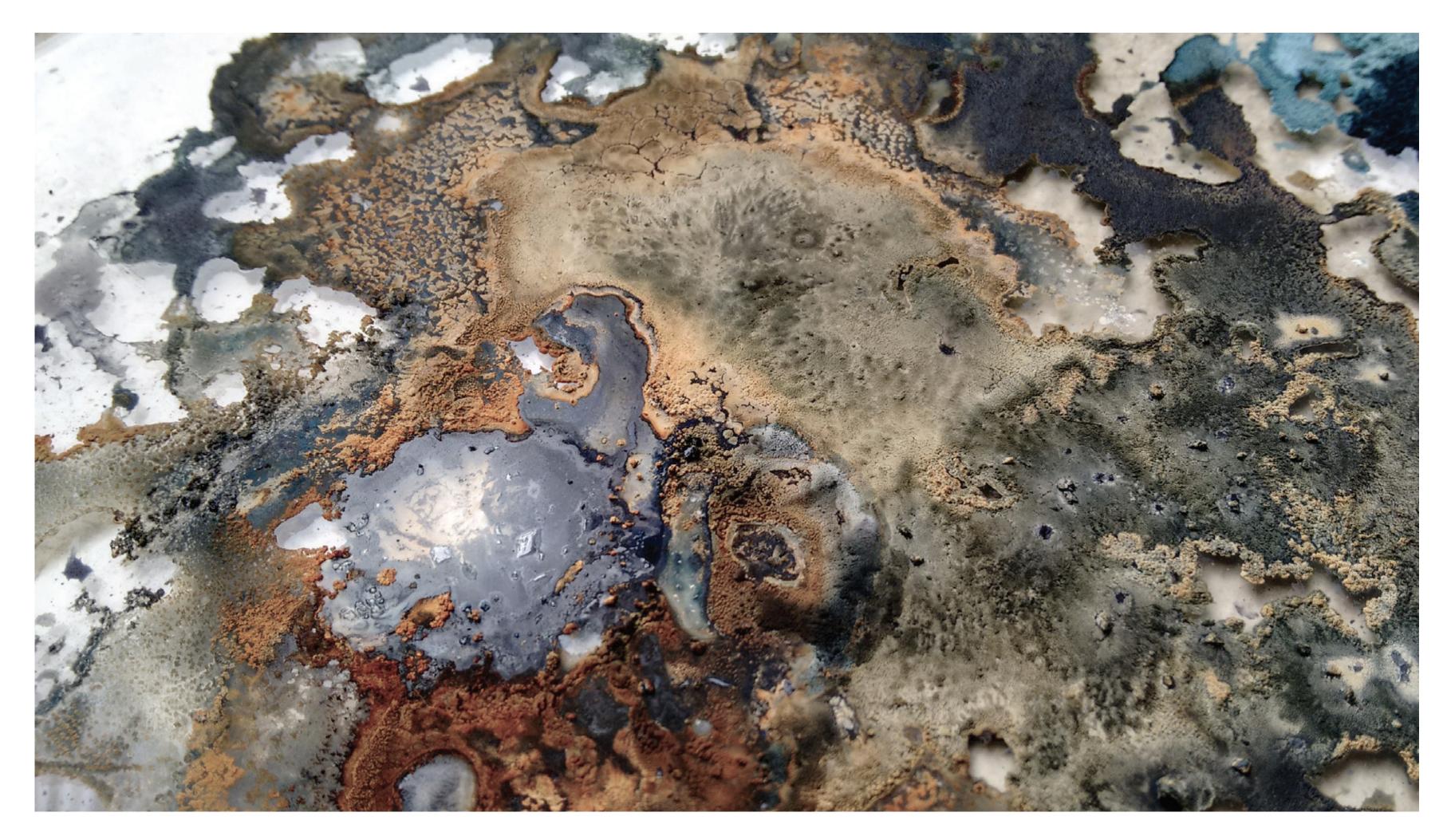
The science behind patterns is overwhelmingly beautiful.

Utilising principles of chemistry & physics(Solubility, pH levels, oxidation/reduction, fluid mechanics, crystallisation, photosensitivity), I attempted to create a structure using Ammonium Ferric Citrate, Potassium Ferricyanide, Tannic Acid, Sodium Chloride & water, on a 1'x1' sheet of glass.

During the course of creation, various patterns emerged, disappeared & changed.

The purpose was to demonstrate a mode of creation of systems & visuals, where one 'seeds' the initial space with the building blocks & lets the system create the visuals & structures on its own, as opposed to creating the end product by carving out each detail.

Video Link: https://www.behance.net/gallery/21453071/Terra



Salt formations that resemble landforms

