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A Question : Virtual Cultures

Are we a wired culture, or a virtual culture that is wired shut? Are we compulsively fixated on technology as a source of salvation from an abstracted culture, or is this merely a tool bringing us closer through distance?

The twentieth-century ended with the growth of cyber-authoritarianism, as a movement. The explosive growth in 'personal' technology to define oneself quickly became a fashion accessory, and was defined not by the technology but the personal connections it enables.

The notion that personal identity is related to exterior appearance and personal experience, is nothing new. What is, is the way we receive this information. E-mail and Internet chatrooms may offer the opportunity straightforwardly to communicate ideas and information but in practice constitute an imaginary, 'virtual' space in which to play with one's identity and human relations.

This enables one to view media as identity artefacts of cultural experience rather than simply texts and objects...

Leading to the question:

Is there no difference from 'lived culture' and 'virtual culture'?

Concept ---

Digital Media as Designer

Presently we seem to live in a time that is flooded by fleeting messages, simple straightforward definitions now can contain complex subtle shifting meanings and multiple contexts. Much of our world is being presented to us on screen as large high-definition digital projection, an echo of our physical reality. | The advancements of computer-based environments, as well as the general media, have shaped our understanding of the world since their inception. This forms a unique relationship between man and machine, we author these contexts while simultaneously becoming a by-product of their forces.

Therefore, who births who?

Meanwhile definitions which exist outside digital environments are turned on their head within this system of re-contextualization. Technology blurs the lines between fantasy and reality, virtual and visceral, as the simulation changes and re-shapes the physical world. Our actions placed in our immediate reality, begin to lose their conscious effects.

Initial Research Phase included an intensive study of the history of the computer, and all technological advances which lead to its realization in 1971. Upon completion, I then researched the major organs which are impacted by media this was both in terms of psychological and physical activation. From this information, I was able to divide and categorize all devices in to separate sections which coordinated specifically to the location on the human body.

*note the structure of the composition is composed in accordance to the structure of an upright human. All organs become abstracted in order to correlate to their digital 'partner'. The composition was composed of over 800 different viscus organs and mechanized devices. Several organs were abstracted in order to provide clarity and improve visual impact.

Process _____

An abstract structure that reflects the shifting stream of the communications process from psychological to physical and physical to visceral.
