

MUNI  
FI

TASTE THE WASTE  
project

# DATA WASTE

Our computers slow down due to the accumulation of "waste."

# INFORGRAPHICS



<https://www.visualcapitalist.com/visualizing-what-the-world-thinks-about-waste/>

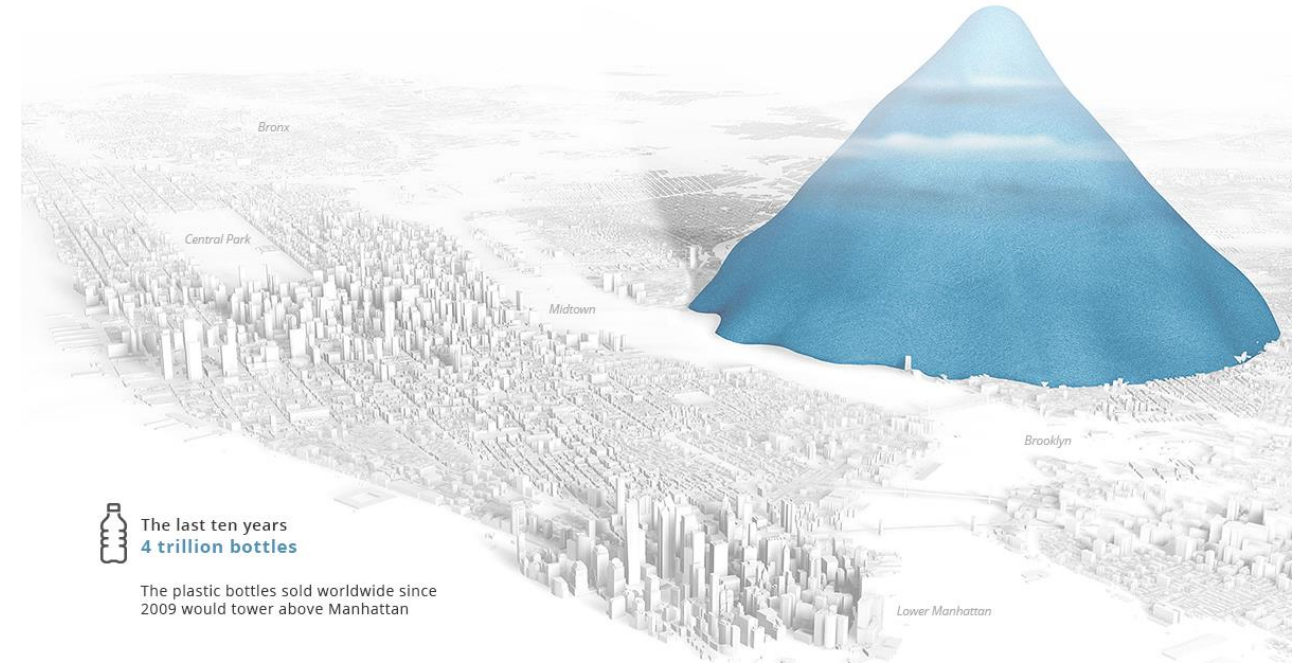
# VISUALIZATION



One hour  
**54.9 million bottles**



One day  
**1.3 billion bottles**



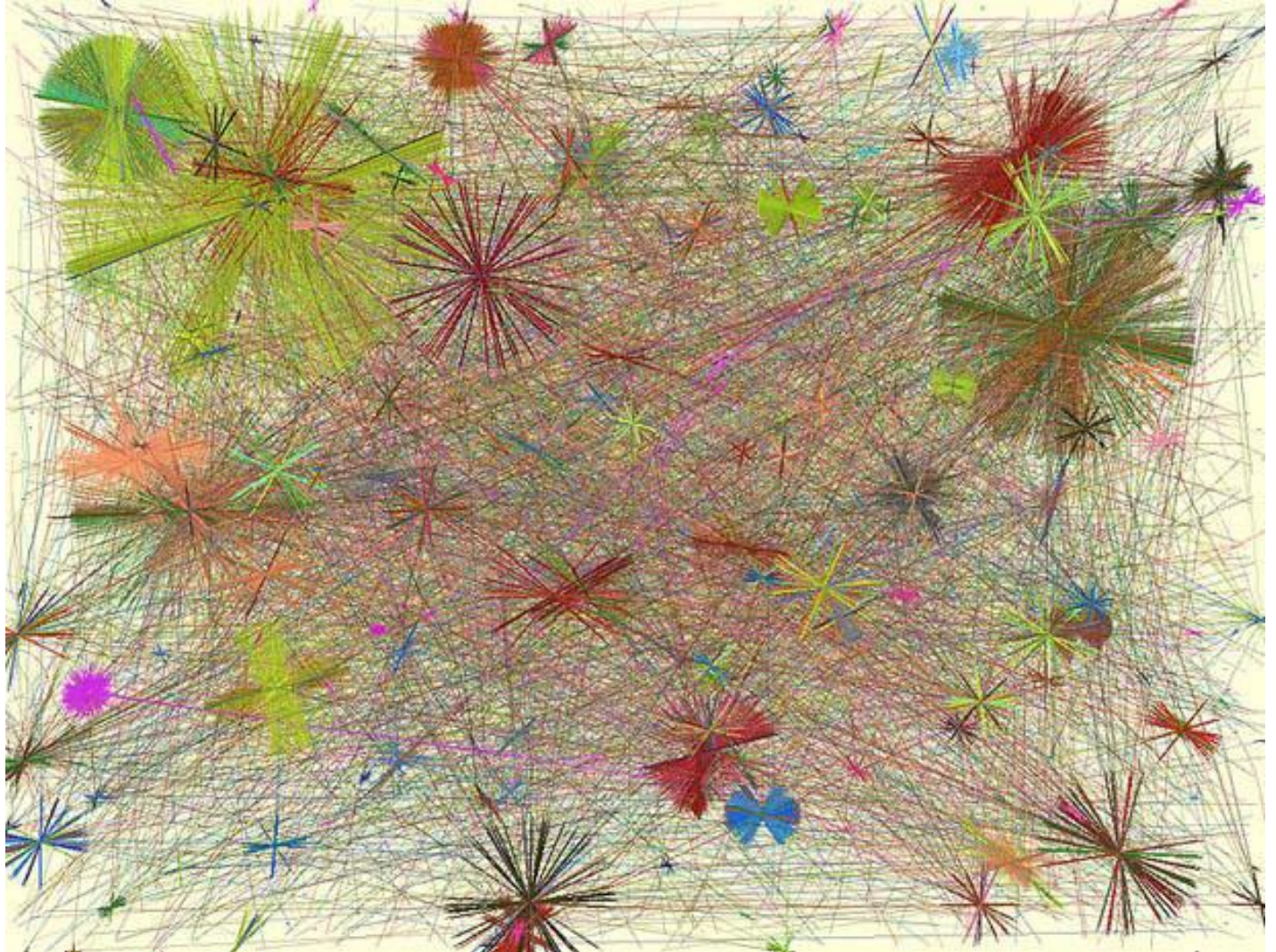
The last ten years  
**4 trillion bottles**

The plastic bottles sold worldwide since 2009 would tower above Manhattan

<https://www.visualcapitalist.com/visualizing-the-scale-of-plastic-bottle-waste-against-major-landmarks/>

# VISUALIZATION

The [Micro Fashion Network: Color](#) visualizations show the continuous change of styles in fashion, with a particular look at the basic elements of color. It was created by using a fixed camera and special software to map the colors of clothing people in Cambridge were wearing.



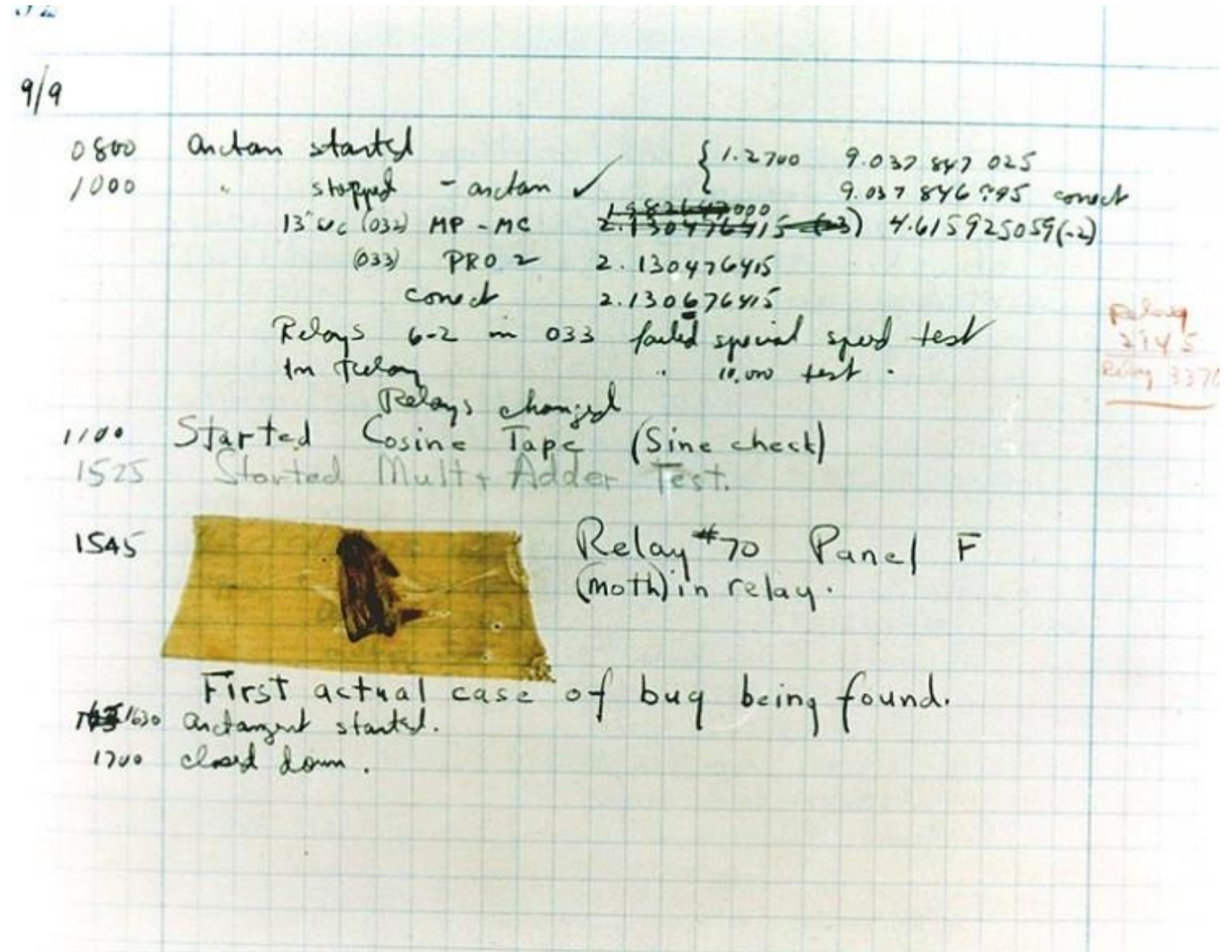
<https://www.webdesignerdepot.com/2009/06/50-great-examples-of-data-visualization/>

# FRAGMENTATION DESTRUCTION

First "Computer Bug" was, in fact, a real insect.

The cause appears to have been the programming team's, that including [Grace Hopper](#), late night shift who left the windows of the room open at night. This was more than enough for the moth, with a **two-inch wingspan (5 cm)** to be attracted by the lights in the room and the heat of the calculator.

It is thought this is why it was attracted to nestle in the 'gubbins' of the Mark II Harvard where it met its unfortunate end.



# VISUALIZATION REAL TIME

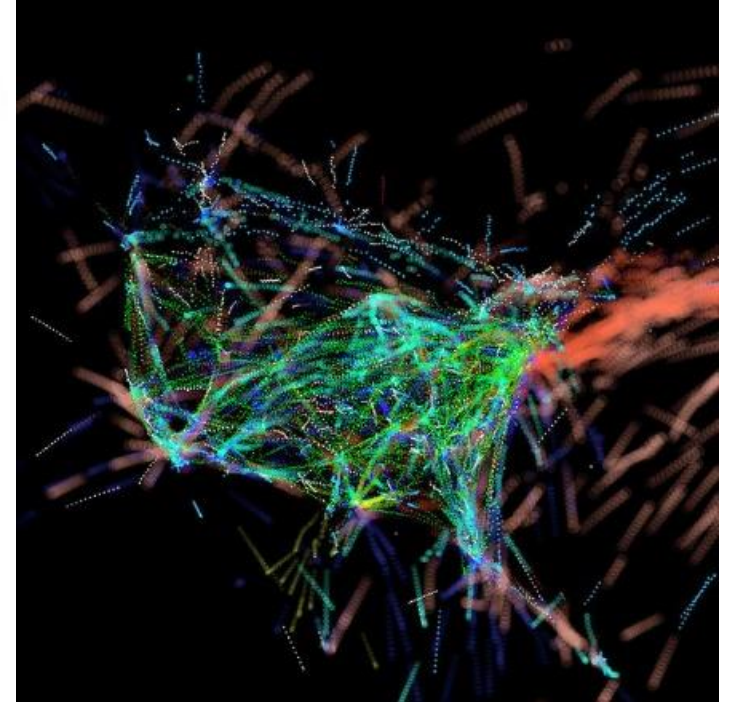
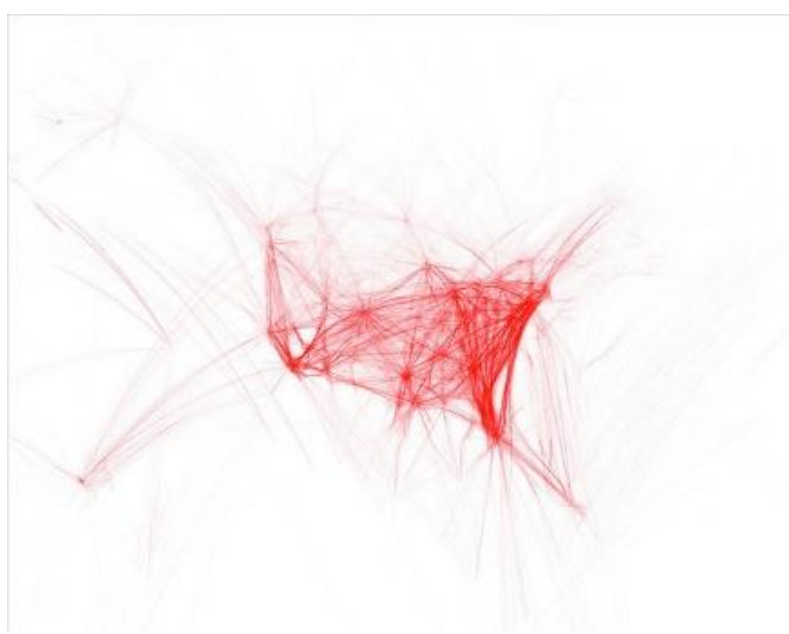
A mobile drawing machine to turn layers of data into 120\*120 cm drawings through a durational performance. Concentrating on environmental issues, the set of data chosen to be represented was the number and location of wells around disappearing lakes of Iran..



TehranPlatform  
Wellograph

<https://www.creativeapplications.net/member-submissions/wellograph-drawing-machine-that-raises-awareness-on-water-crisis/>

# MAPPING THE GLOBAL MOVEMENT



Air Traffic Visualization  
Aaron Koblin



# IMAGE COLLECTION VISUALIZATION



National Museum, Norway  
[Audun M. Øygard](#)

# HOW THE WASTE-LAND MAY LOOK LIKE?



Antoine Blancon

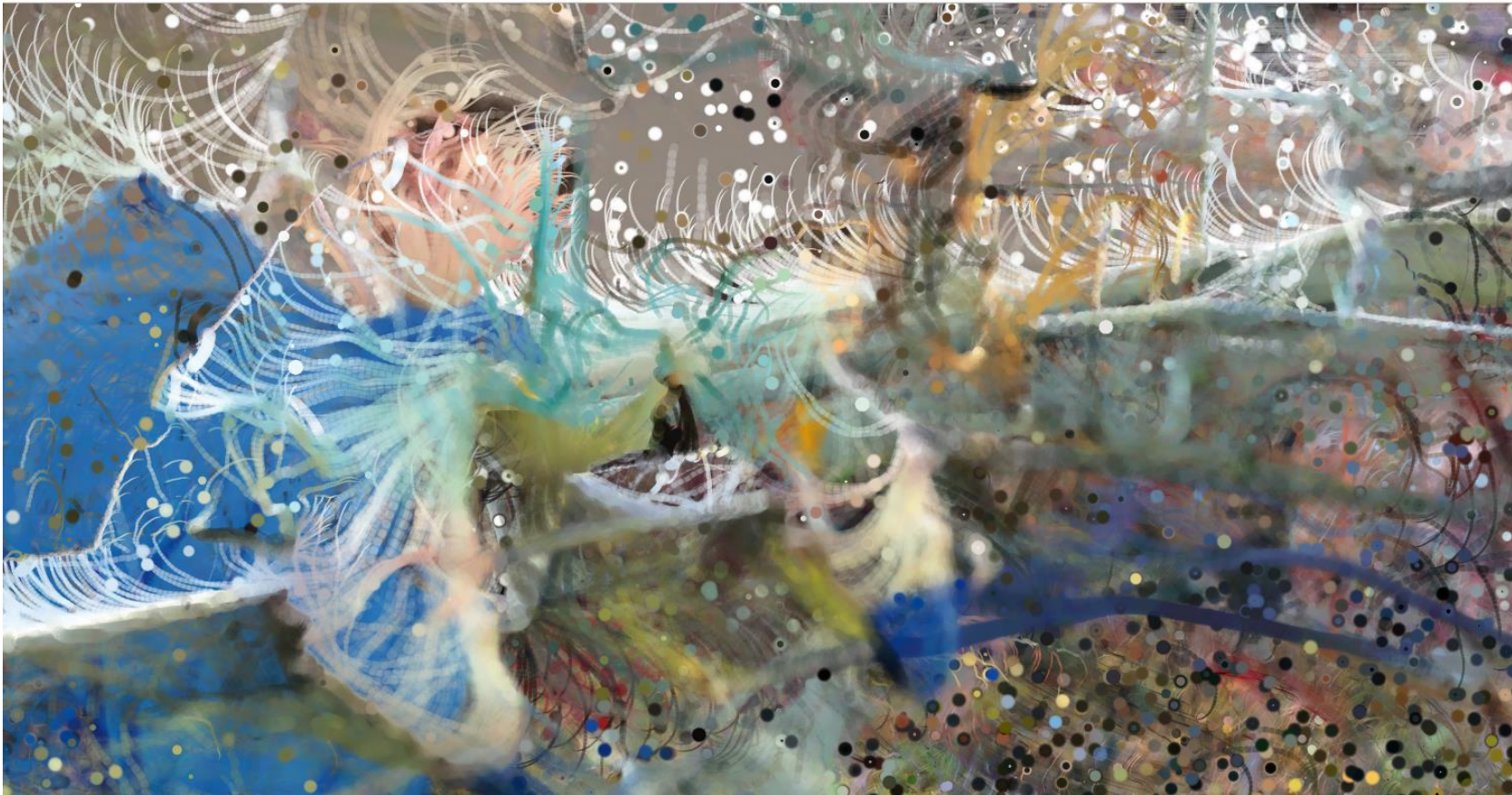
# CREATE A MASS!



Memo Akten  
Body Installation  
Clicks or Mortar  
2009

<https://vimeo.com/3576457>

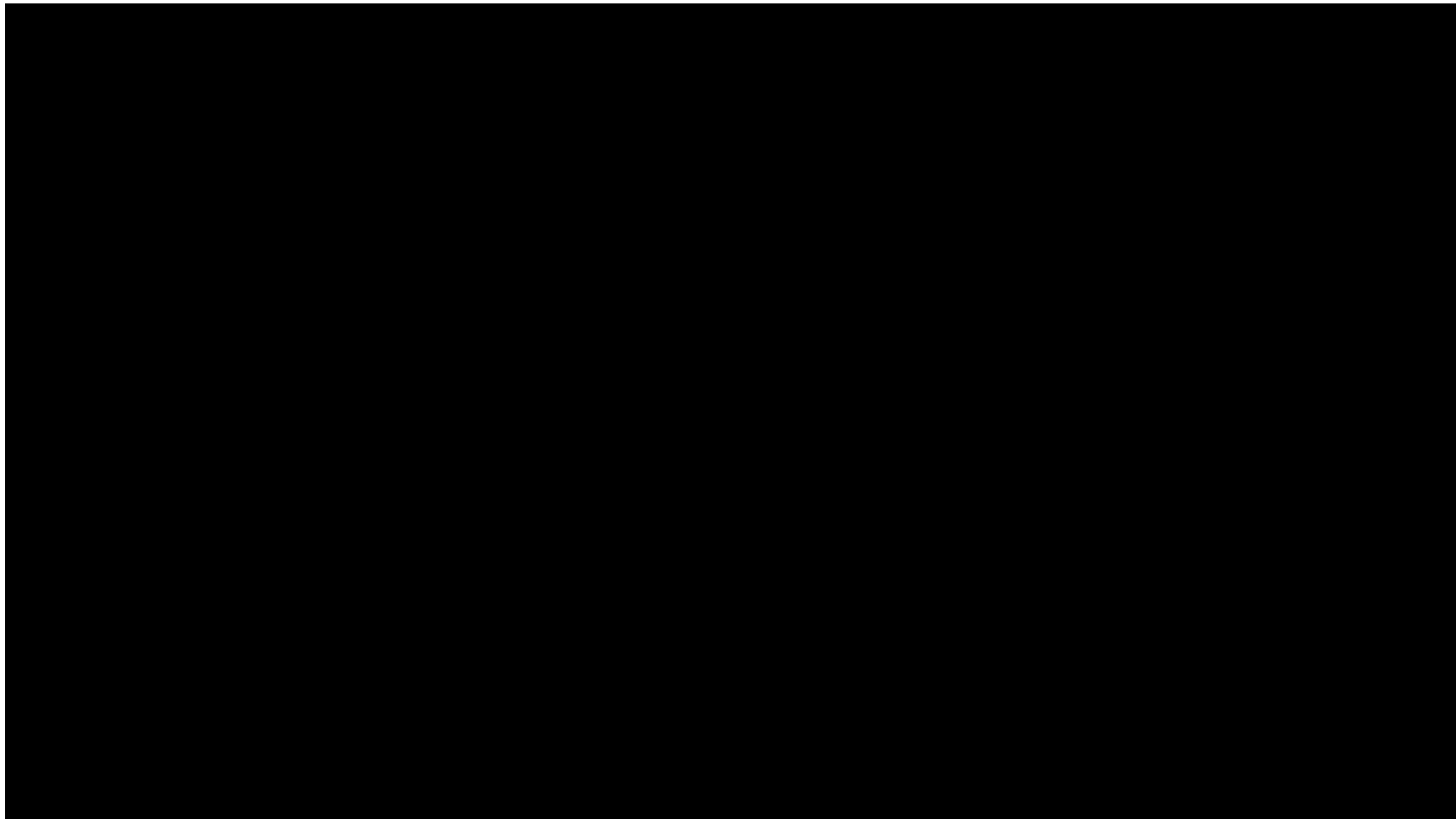
# DREAM OR NIGHTMARE



**Dreamlines** is an interactive net-art work that generates an everchanging painting about a subject you provide. The words you enter are used to perform an image search on the web, and the results become the raw material for a generative process that transforms them into a semi-abstract, dynamic drawing.

Leonardo Solaas  
Dreamlines Drawing Machine  
<http://www.solaas.com.ar/dreamlines/#>

WORDS – what they mean?



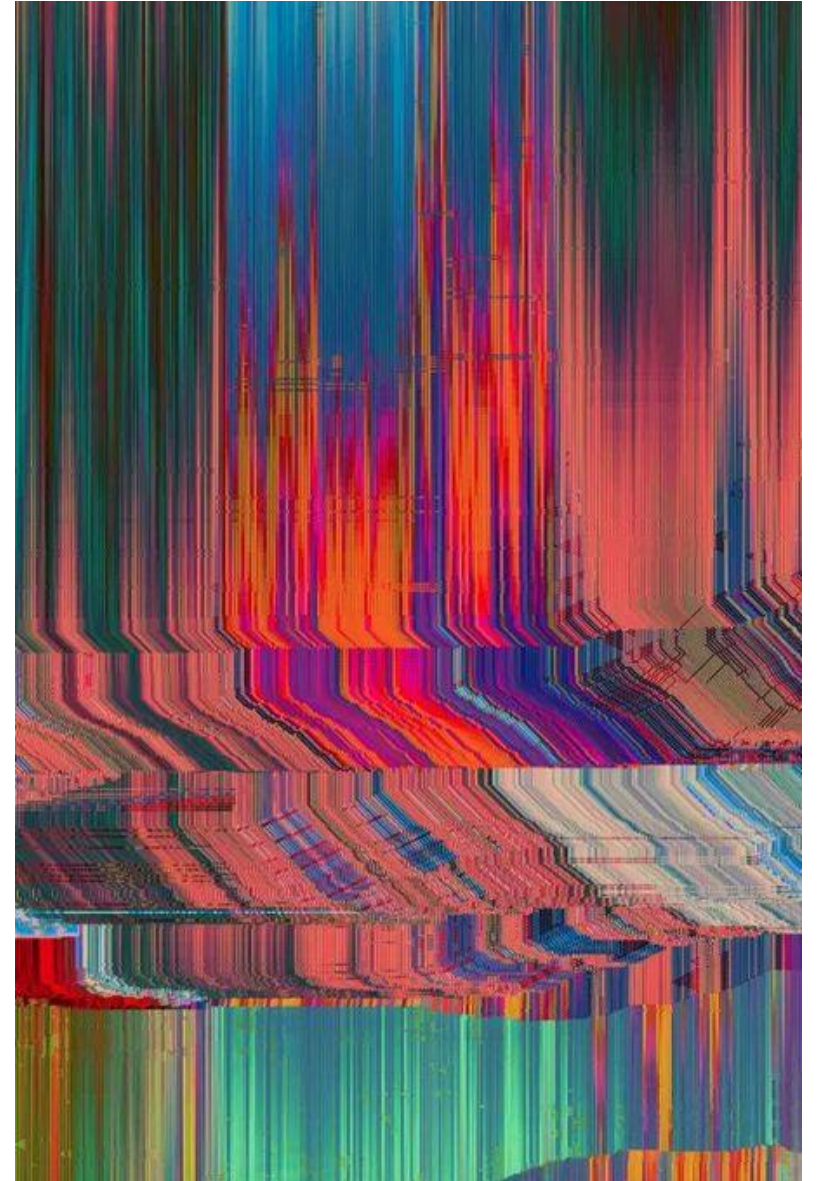
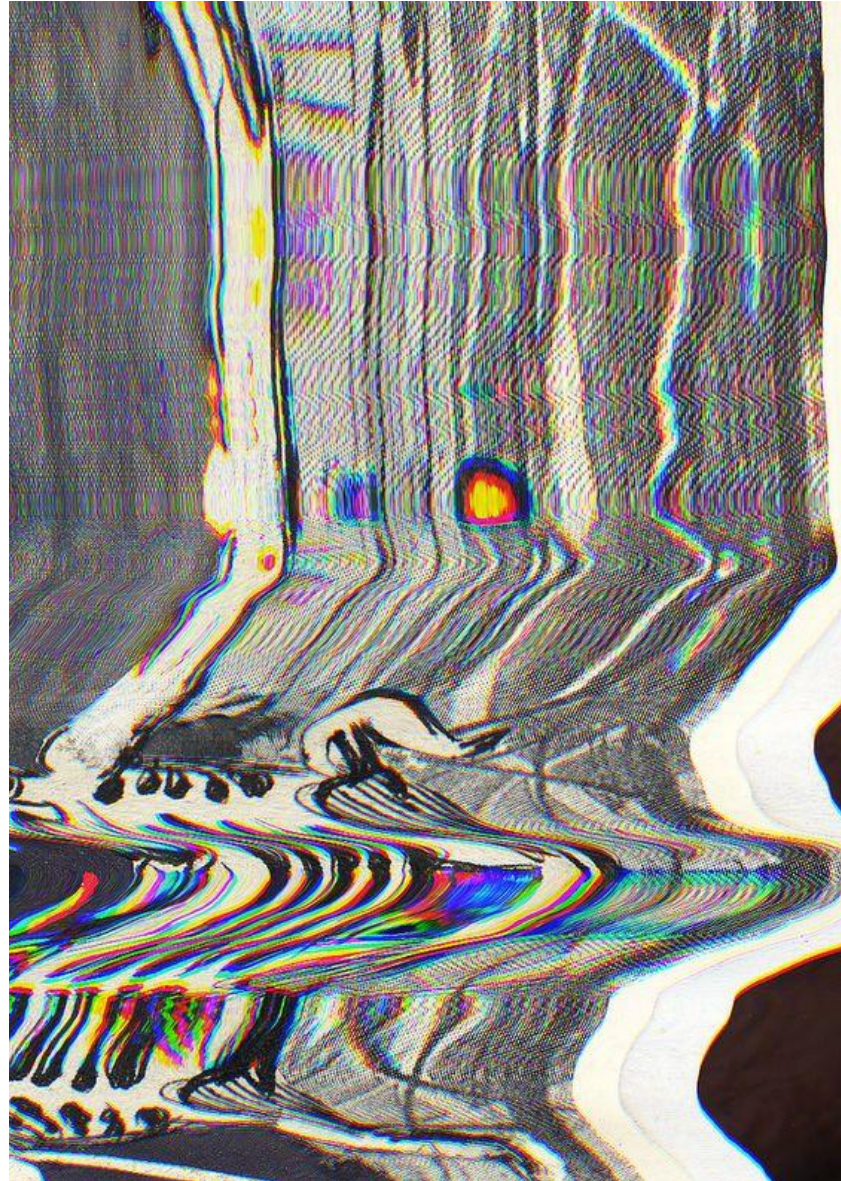
Jan Polák  
Paragrowth  
2019

# FRAGMENTATION OF AN IMAGE



Marcel Otruba  
Earth  
2017

# ENTROPY VISUALIZATION



# DIFFERENT LOOK – change the perception



Karl Sims  
Flow



WHO ARE WE?

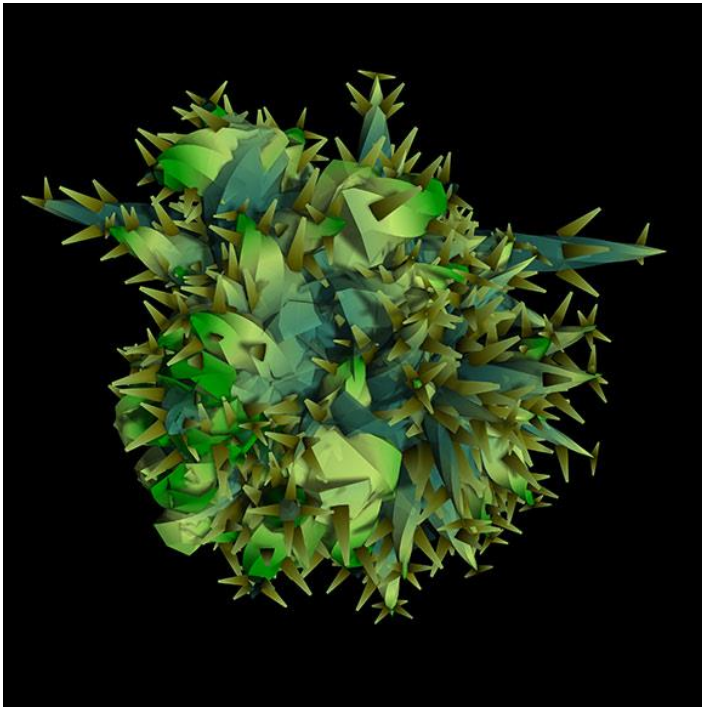


Donato Sansone

PORTRAIT

<https://vimeo.com/84250868>

# INVISIBLE THREAD



The Virut virus opens up a stealth connection to an internet chat channel, giving its creator the ability to install other malware on the infected computer. It debuted in 2006.

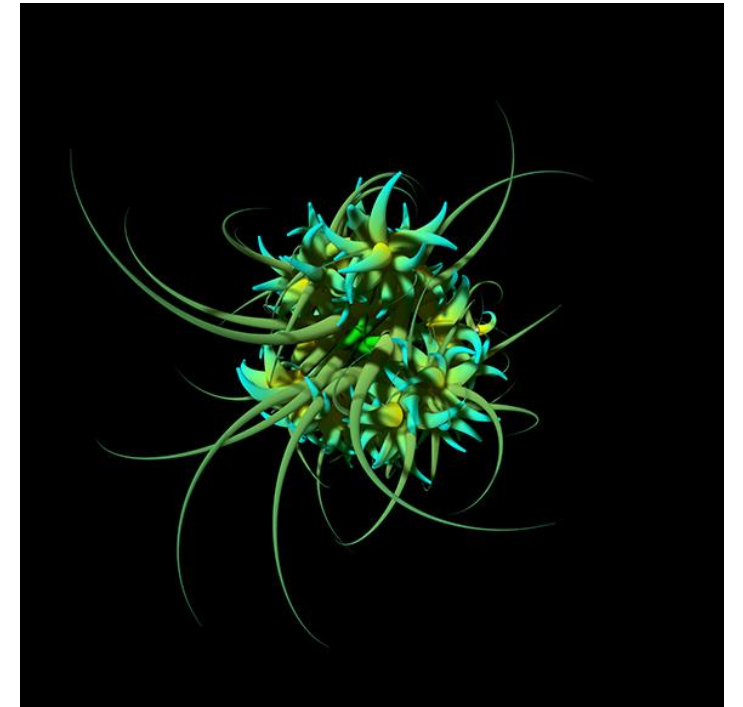
Alex Dragulescu  
Visualizing Viruses

<https://www.wired.com/2008/05/gallery-viruses/>



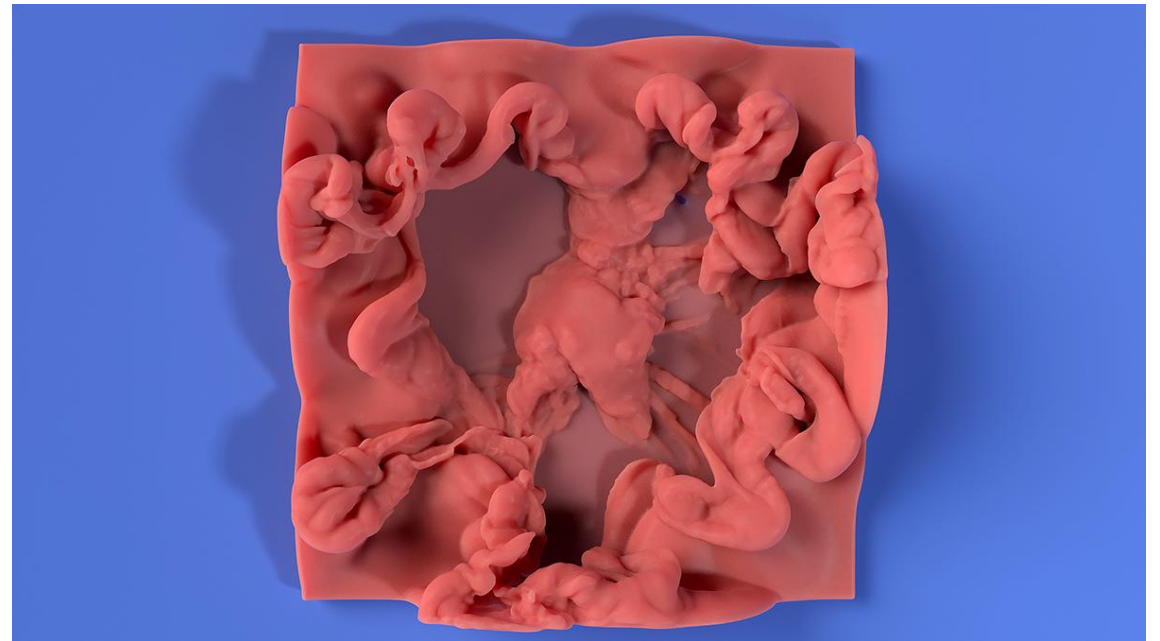
NetSky emerged just weeks after MyDoom and mocked its competitor in its source code. Though NetSky did little more than spread itself, it battled with MyDoom for control of the net's countless Outlook inboxes for months in 2004

Dragulescu used algorithms to find recurring patterns in the source code of viruses and Trojans and then fed the results into a visualization algorithm.



This scary looking guy is MyDoom, a virus that debuted in January 2004 and replicated faster than any previous worm. MyDoom opens a backdoor in a user's system, and spreads itself by mining e-mail addresses found on compromised computers. Dozens of variants still roam the net.

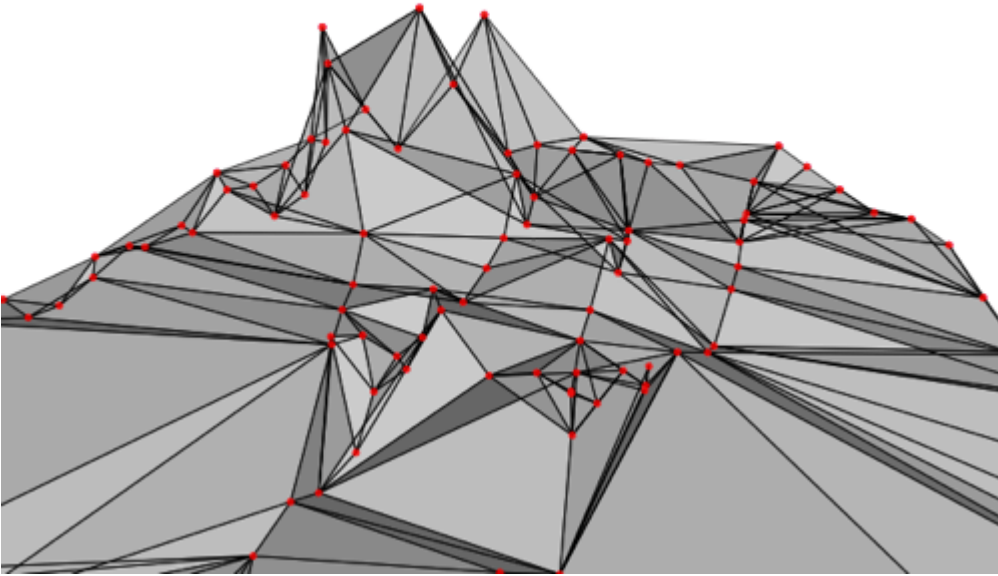
# GENERATED ARTIFICIAL NATURE



Bisous Production  
SOAP ENTROPY

<https://www.behance.net/gallery/78482691/SOAP-ENTROPY>

# GENERATED ARTIFICIAL NATURE

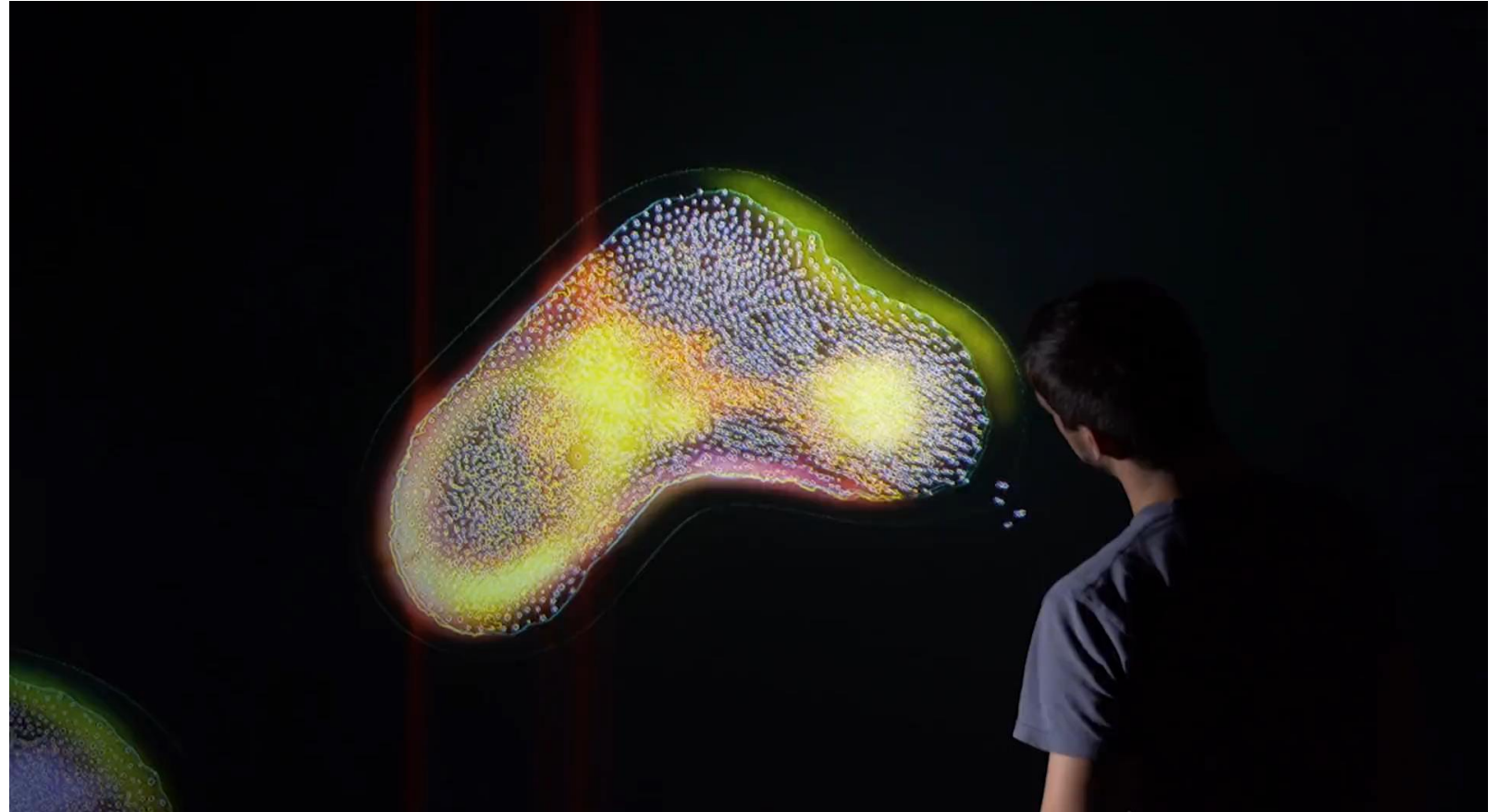


A landscape generated from silence

<https://leapfrog.nl/blog/archives/2009/11/23/a-landscape-generated-from-silence/>

# SIMULATION OF ARTIFICIAL LIFE FORM

An exploration of flocking algorithms, bacterial aesthetics and infectious colour.



Under the Microscope

<https://momentfactory.com/lab/under-the-microscope>

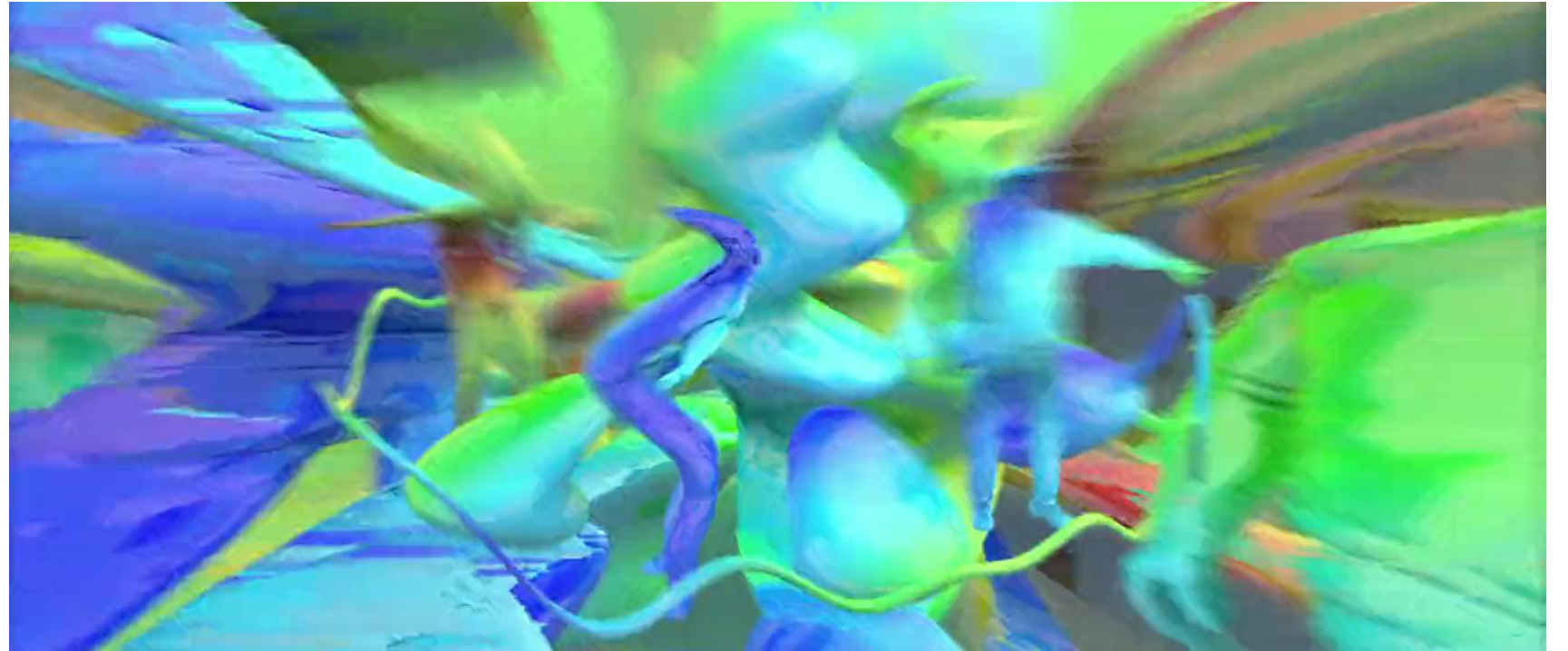
# ANTI-SURVEILLANCE SOLUTION



Anti-surveillance pattern

<https://www.youtube.com/watch?v=4eQ6P3aazso>

# CHAOS



Momentfactory  
Total WTF

<https://momentfactory.com/lab/total-wtf>

# INTERACT WITH NATURE



kinda skip to the end here you can see you can kinda play this

Přehrát (k)

15:49 / 18:51

SUBSCRIBE

0.5: Processing Examples - Processing Tutorial

Mud

[https://www.youtube.com/watch?v=F\\_qZBWmjyl](https://www.youtube.com/watch?v=F_qZBWmjyl)



# LOOK FOR DATA AND INSPIRATION

<https://www.visualcapitalist.com/>

<http://www.atlas.d-waste.com/>

<https://www.clotmag.com/news>

<https://synthetik.com/>

<https://www.webdesignerdepot.com/2009/06/50-great-examples-of-data-visualization/>

<https://momentfactory.com/lab>

<https://flash---art.com/article/ian-cheng/>