

Field Activity 02

Encountering Paik

due 13 sep 2021

*Skin has become inadequate in interfacing with reality.
Technology has become the body's new membrane of
existence.*

— Nam June Paik

Nam June Paik was a Korean American artist and one of the first to engage with video and new media art. In his work, you will encounter his dexterous collage of old and new technologies, his aggressive deconstruction of various technologies of the time, and a fluid mixture of complex scientific and engineering phenomena with a mundane, everyday, DIY crafting aesthetic.

As you encounter his broad body of work you will hopefully be surprised and challenged as you become aware of not just his artistic expertise but his prophetic gestures toward the future in his work. In fact, he is credited with the first use of the term “electronic super highway” back in 1974 to describe the future of telecommunications. You will undoubtedly find numerous other “futurisms” through the exhibition.

Enter this exhibit with your senses and mind open to his work with a designerly lens on the visual. Specifically, you will draw inspiration for your ideas for your vision Provocation 01 from your own practice but also your personal experiences. Breathe in the rich visual experiences through his work and collage and reimagine them as you move towards your Vision Provocation 01 designs. We are encountering this artist at this time to specifically align with the **Vision As Creative Material** module of DET. Of course, some of his powerful engagements with The Body will resurface again in our last DET module.

In this field activity, you will first look specifically at two works (they are in the same room) – TV Eyeglasses (1971) and TV Bra for Living Sculpture (1969). They are both forms of early wearable electronics. Our wearables today are more a personal experience – as the wearer, we have a personal, private, privileged viewpoint. However, for Paik there is a more public, performative aspect to the wearable experience – from the way the screens face outward away from the wearer, to the imagery, to the manner in which they are encountered by others – including strangers. **Envision a future wearable (or transform a current wearable) from its current personal experience to a more public experience.** It can be visual, audio, olfactory, etc. Speculate on the motivation for your design? Where would it be worn? How would it operate? How would it be experienced? controlled (or not)? What is the context of usage for such a wearable? Using a single page (8.5 x 11” single side) express your design. You may use images, sketches, callouts, text, etc. to communicate your design. Provide a title for your work and bring your design page to class on 13 Sep for critique. Upload to bCourses by 11:59pm on 13 Sep. WWPD? Make Paik proud of your design!

