



the past, present, and
future of art and design

an exploration of past technological paradigm shifts
to understand the impact of AI

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hello!

thesis statement

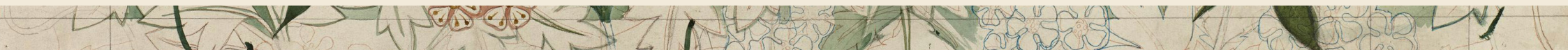
There is no future of design without an understanding of our past.

No knowledge of history/cyclical trends > shallow design

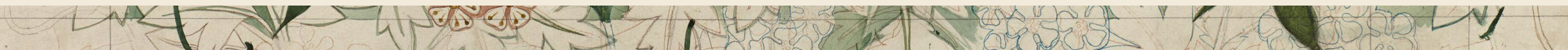
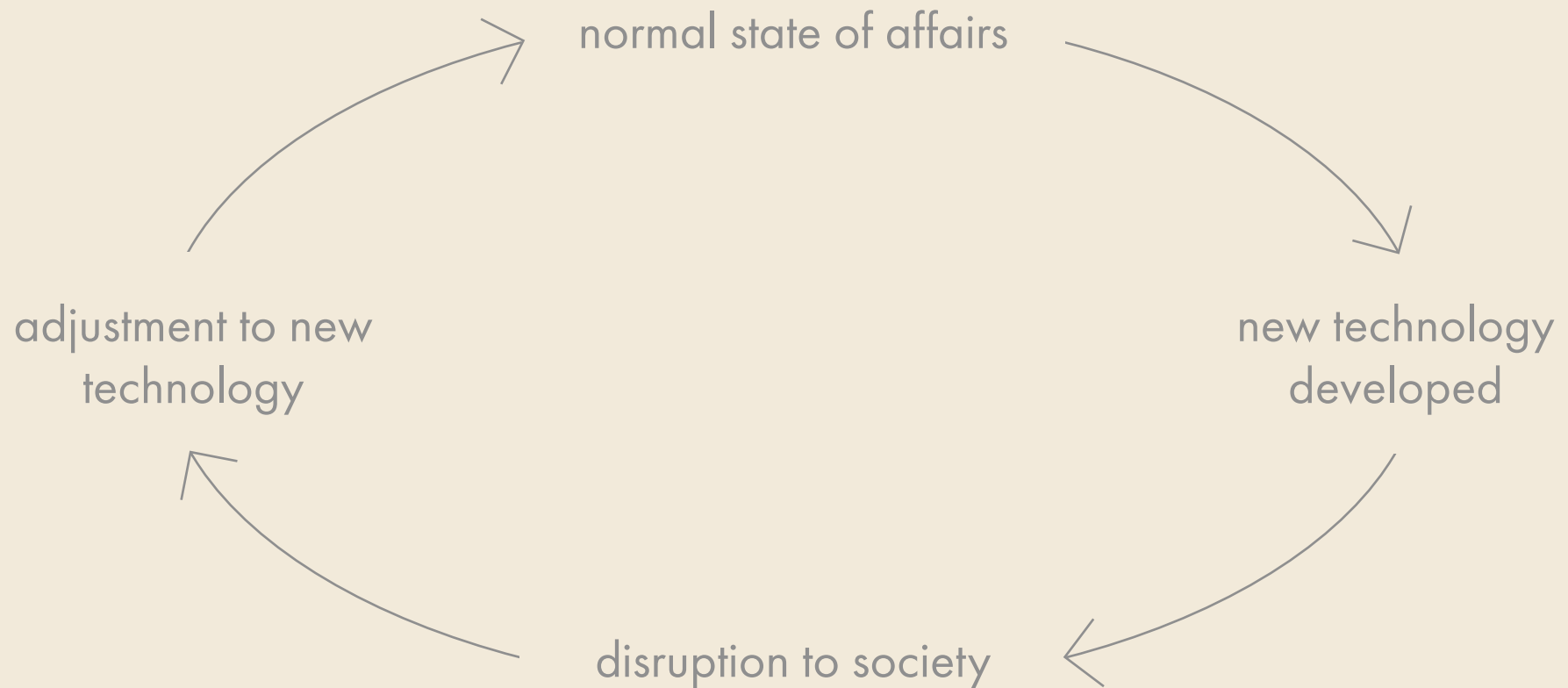
Clients often happy with shallow design, but...

This work will not become well-known or stand the test of time, and is vulnerable to becoming obsolete with the invention of new tech

We must learn history but also keep up with the current age



what is a technological paradigm shift?



examples in history

printing press

mass production (industrial revolution)

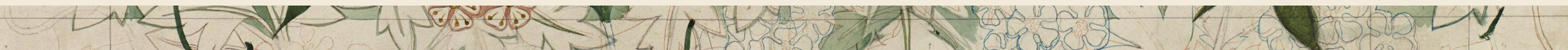
camera

electricity

computers

internet

mobile phones



arts and crafts movement

Reaction to industrial revolution & mass production

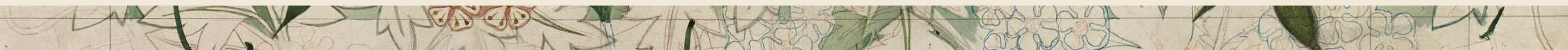
Key values: return to medieval design, traditional techniques, natural materials, patterns inspired by nature, quality craftsmanship by skilled artisans

Mass production creates pretty but shallow design; decor without thought

Relevant again today:

“Craft is also inherently political because it is collective, and because it is slow. Scholars have argued that the communal nature of ‘craftivism’ makes it an antidote to alienation within an information society.”

(Thanhauser, Worn: A People's History of Clothing)



invention of camera

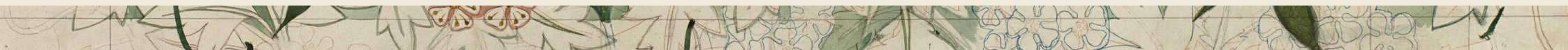
Camera invention is the closest model we have for the rise of AI in art/design

Automating work normally done by humans > fears about job loss

Concerns about how “creative” the process really is; controversial opinions

However, we can observe that the camera actually led to art becoming more creative; no longer limited by documentation of the real world

Movements made possible by the camera: impressionism (Monet), expressionism (Van Gogh), symbolism (Edvard Munch), abstraction (fauvism, cubism, futurism, dada, surrealism, de Stijl)



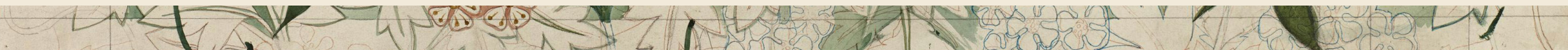
current paradigm shift: AI

AI is a long way from becoming “generally intelligent” and able to be creative

Plenty of issues still need to be resolved

Humans are still the artists; we are the ones with emotions and experiences

But AI can be a useful tool to speed up tedious work and to foster creativity: it doesn't “think” like a human, so it can help us break out of patterns of thought





thesis project

goals & process

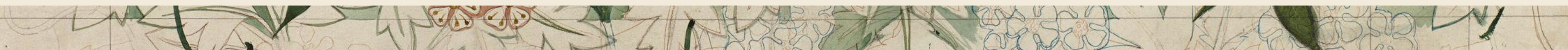
Create work that combines modern & traditional techniques; e.g. AI, textile art

Have a conversation between modern and traditional methods

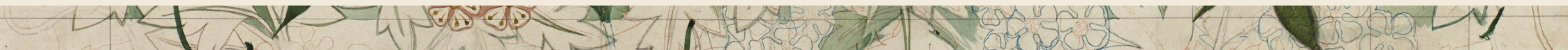
Result should be several different works that can stand on their own, but are also part of a series

Process:

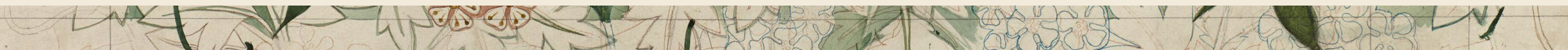
1. Create a physical art piece
2. Transform it into digital art
3. Use AI to change it drastically (disrupt the process to create new ideas)
4. Translate the AI output(s) into a physical textile work



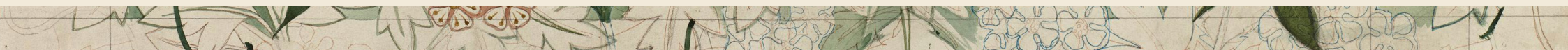
step 1

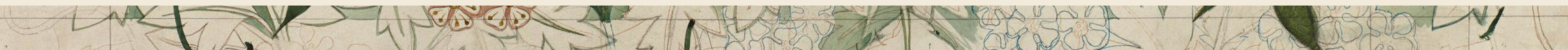
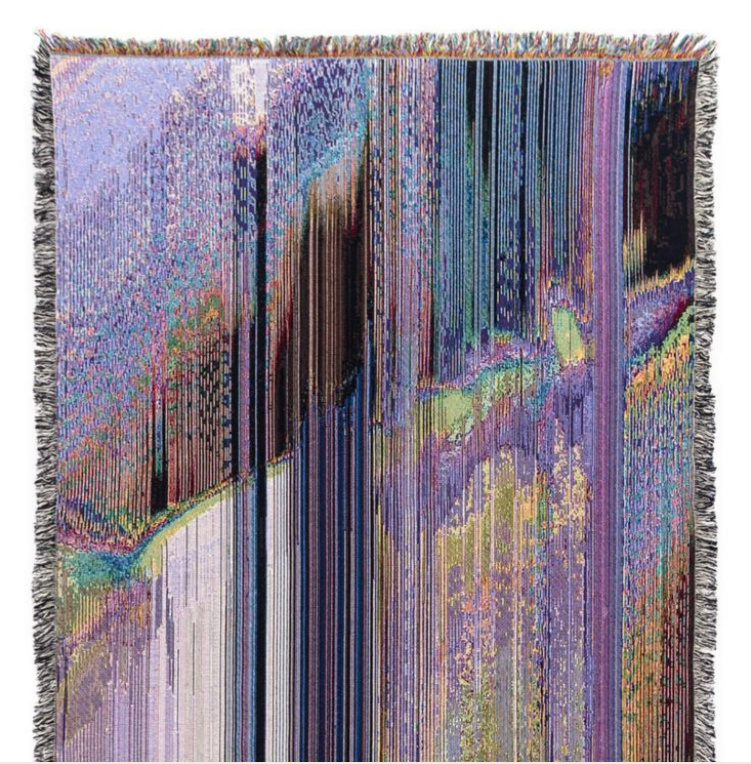
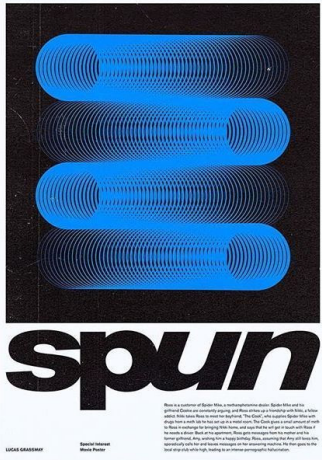


step 2

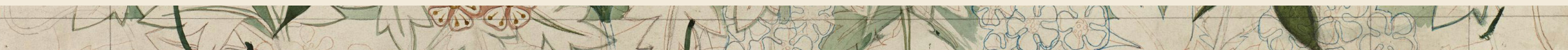


step 3

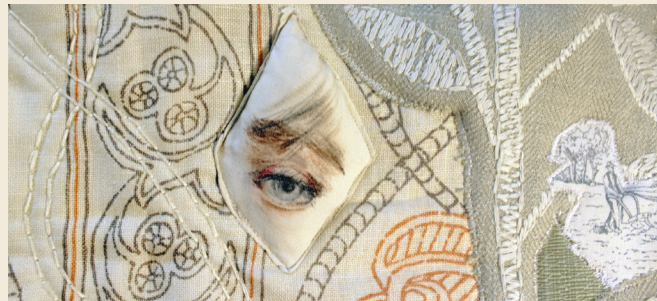




step 3



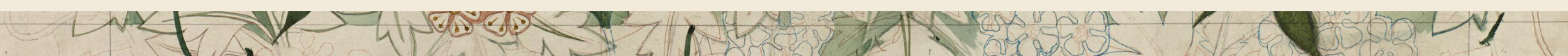
step 4



final work



The process illustrates societal transformation through an art/design lens
Modern & traditional techniques are both important; they can & should work together





thank you!