Man as Industrial Palace
Der Mensch als Industriepalast
CONTEXT
CONTEXT

→ Research
  [Additional Information]

→ Web
  [Documentation]

→ Screen
  [Interactive Application]

→ Exhibition
  [Installation]
Production-Line for the Industrial Palace

Learning Agreement

Research

Preparation (Photoshop + Maya)

Interactive device

Interactive application (Flash)

Animation (After Effects)

Collaboration (Sound)

Evaluation 1

MDA1

MDA2

Completion

Evaluation 2

Evaluation 3

Evaluation 4

Framework

Update (Sound)

MDA3

In Transit

Stew Gallery

Norwich, United Kingdom

July 8th - 14th 2009

Laboratory

Šiaulių Dailės Galerija

Šiaulių, Lithuania

April 17th – May 8th 2009
Production-Line for the Industrial Palace

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Laboratory Šiaulių Dailės Galerija
Šiaulių, Lithuania
April 17th – May 8th 2009

In Transit
Šiaulių Dailės Galerija
April 17th – May 8th 2009

First Term

Second Term

OCTOBER  NOVEMBER  DECEMBER  JANUARY  FEBRUARY  MARCH  APRIL  MAY  JUNE  JULY
Research
CORPUS
journey through the human body

http://www.corpusexperience.nl
Figure 2.4 Museum practices and ethics

Figure 1.2 The ethical interrelationship of museum activities

Figure 3.1 The relationship of attributes to conduct
Symbolical Head
Illustrating the
Natural Language of the Faculties.
MTV Brazil
animatório

http://www.animatorio.com.br
Bufferin Pain Reliever
Commercial
Man as Industrial Palace (Der Mensch als Industriepalast)

A novel interdisciplinary research at the intersection of technological and cultural interactions.

The transformation of science, culture, art and technology

Introduction

The project's approach is to explore the intersection of science, culture, and technology in the context of the industrial revolution. By examining the role of technology in shaping human experiences, the project aims to understand how technological advancements have influenced the development of human consciousness.

Technological advancements have had a profound impact on our understanding of the world. From the Industrial Revolution to modern times, technology has shaped our lives in ways that we often take for granted. The project seeks to uncover the underlying principles that have driven technological progress and to examine how these principles have shaped our philosophical and cultural outlook.

The project's research will explore the relationship between technology and culture, focusing on how technological advancements have influenced our perceptions of the world and ourselves. By examining the role of technology in shaping human experiences, the project aims to understand how technological advancements have influenced the development of human consciousness.

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Screen
The Industrial Palace
Subline-Text

Concept & Animation: Henning M. Lederer
Sound-Design: David Indge
Based the Artwork by: Fritz Kahn

2009
Exhibition
Laboratory | Šiaulių Dailės Galerija | Šiauliai | Lithuania | April 17th – May 8th 2009
IN TRANSIT
An international and collaborative exhibition

Linda Di Prata | Melanie Gibson | Pedro Lopes | Daniel Maria Thurau | Henning Lederer

Dates: 8th – 14th July 2009 [Closed on Sunday] 12am – 7pm | Stew Gallery*

Opening: 8th July 5 – 9pm

Special Event: 11th July 5pm – 1am
Barbecue + Drinks + Music + Get Together

For more information visit: www.art-in-transit.org

*Stew Gallery | 40 Fishergate | Norwich | Norfolk | NR3 1SL
Collaboration I

Collaboration with a sound-designer

David Indge, Student of Film and Video
Collaboration II

Collaboration with a cabinet-maker

Paul Osborne, Student of Visual Studies
Construction Plan v.001

→ Video + Sound + Interaction = The gambling machine

- Material / Texture?
- Plate for the title?
- Size of the hole for the screen?
- Fixation and stabilisation of the rotated screen?
- Space for the screen, computer and sound-system?
- A piece of glass in front of the screen?
- Reflections...

- Plate for the button?

- Connection: Computer - TV Screen?
Construction Plan v.002
→ Video + Sound + Interaction = Two separate sections
[to place for example on a table]
Add-On: Book

...and probably an exhibition in 2010