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## DIGITAL BODIES

### The assignment of this week

"Use software to obtain a body-figure and a digital fabrication process to produce it (the production happens in groups of 3-4)" - Anastasia Pistofidou

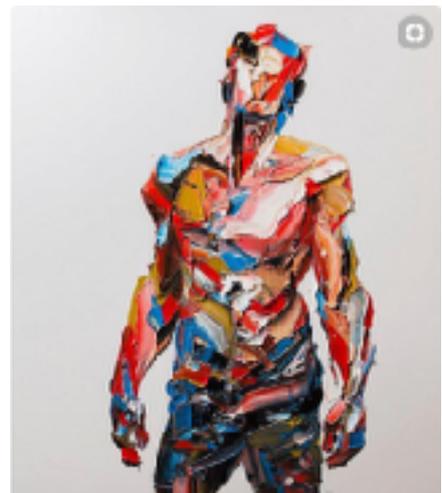
The importance of the representation of the human body is not only important in the area of design but also in the areas such as art, medicine and psychology. As you may know there are many different ways of seeing, abstracting and conceptualising the human body. As a designer and artist I saw myself evolving. At the beginning I loved realistic representations of the human body but as time passed by I grew to see the beauty in the abstract shapes.

### The process

After completing the group assignment I started to think about ways that I would personally represent the human body.



- Firstly I researched some artist on their ways of representing the human body.
- (Artist unknown) , (Artist unknown) , Salman Khoshroo



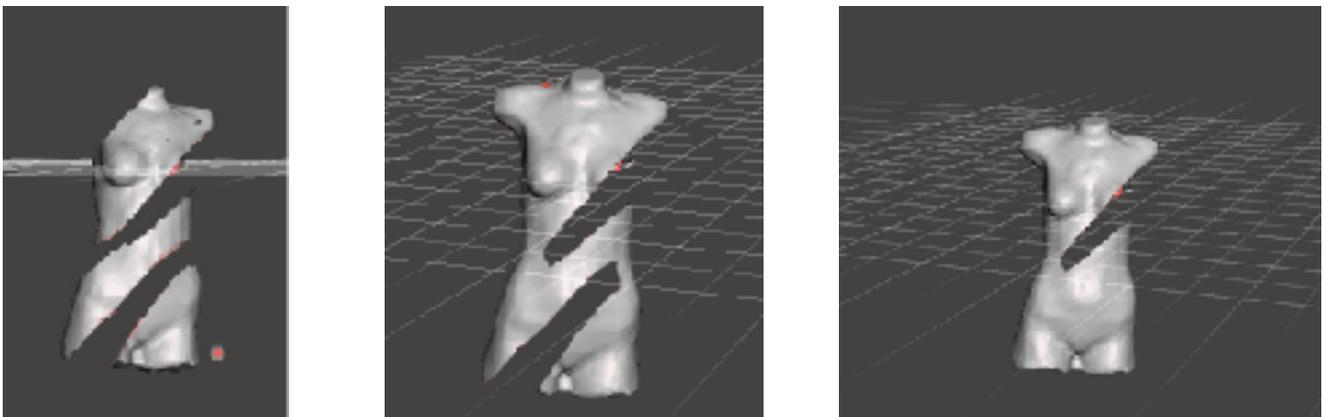
- Then I decided to start from a 2D perspective and sketch the human body. Soon I saw that I was really drawn to abstract representations. I used water color and charcoal to do some sketching.

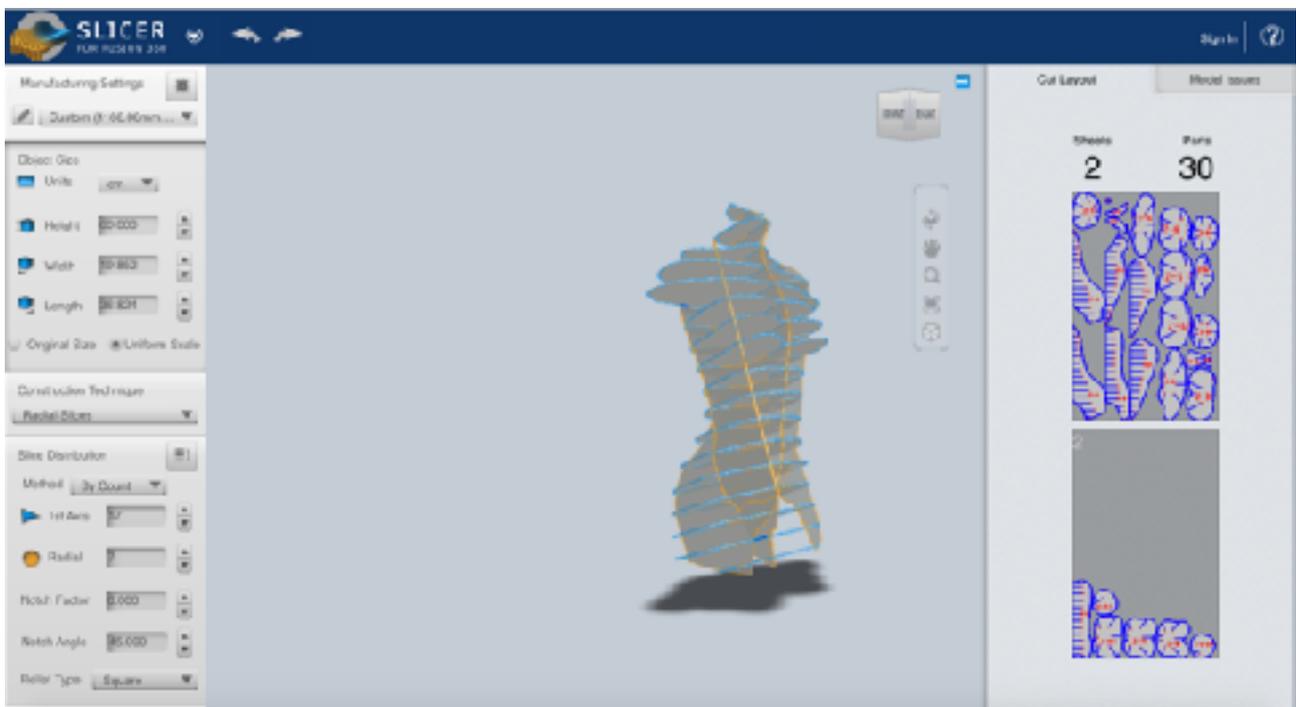
Maybe this step can seem a little out of context when the topic of the week is digital bodies. Yet often I think that designers and artists get lost in the concept of 3D. The reason why I chose to work with these 2D mediums and materials is because I believe that the "new digital age" of crafting and designing is not just to substitute the old with the new, but finding a new balance between more methods.

- From this step I move on to representing a mannequin in a 3D way but by hand (with out). For me this gives a lot of perception regarding a 3D model.



- The next step was to work within the digital environment. Taking the abstract shapes into account that I had painted before and trying to recreate them within the digital work environment.





## Digital bodies in the future?

I think this has great opportunities for the future within the fashion industry depending on the accuracy of the results. I think within art and design in general it already has many possibilities, and I believe it is already put in use. I had never done this before and it certainly offered me a new point of view. So stay tuned to know how I will use this professionally in the future!