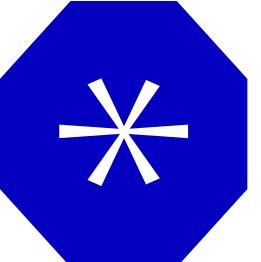
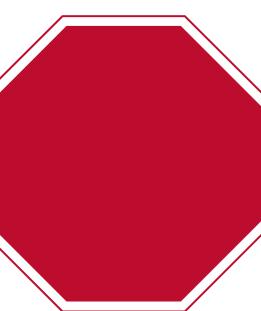
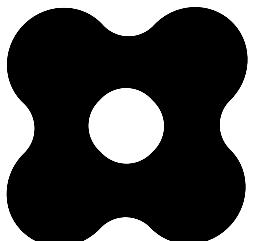


Unsmoothing the System:

Designing for Specific
Forms and Experiences



sketch.js

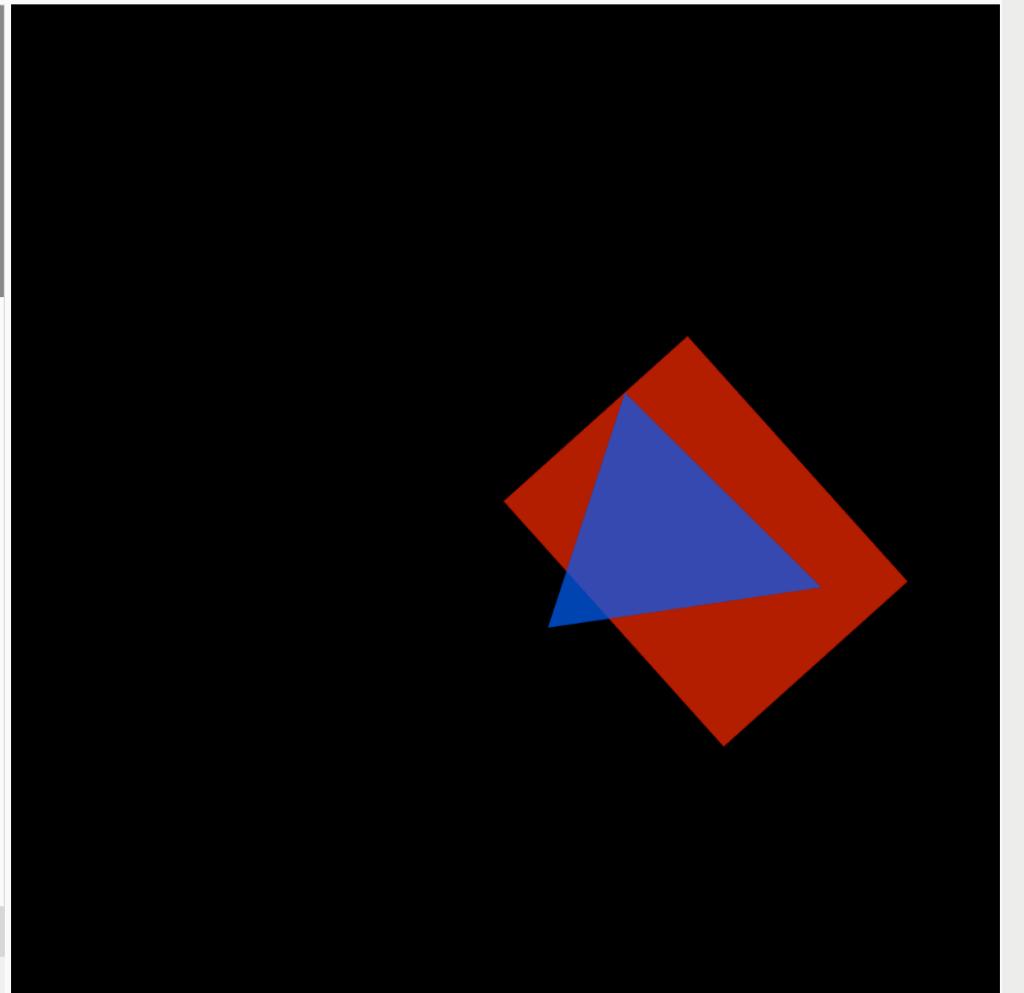
Saved: 35 seconds ago

Preview

```
1 let shapes = [];
2 let colors = [];
3
4 function setup() {
5   createCanvas(600, 600);
6   background(0);
7   frameRate(1);
8   noStroke();
9
10 // Define your 8 colors
11 colors = [
12   color(255, 39, 0, 180),
13   color(0, 234, 255, 180),
14   color(255, 0, 198, 180),
15   color(0, 228, 43, 180),
16   color(255, 138, 0, 180),
17   color(142, 0, 177, 150),
18   color(0, 96, 255, 180),
19   color(255, 229, 7, 180)
20 ];
21
22 createNewShapes();
23 }
24
25 function draw() {
26   background(0);
27   for (let s of shapes) {
28     for (let c of colors) {
29       fill(c);
30       stroke(c);
31       s.push();
32     }
33   }
34 }
```

Console

Clear



sketch.js

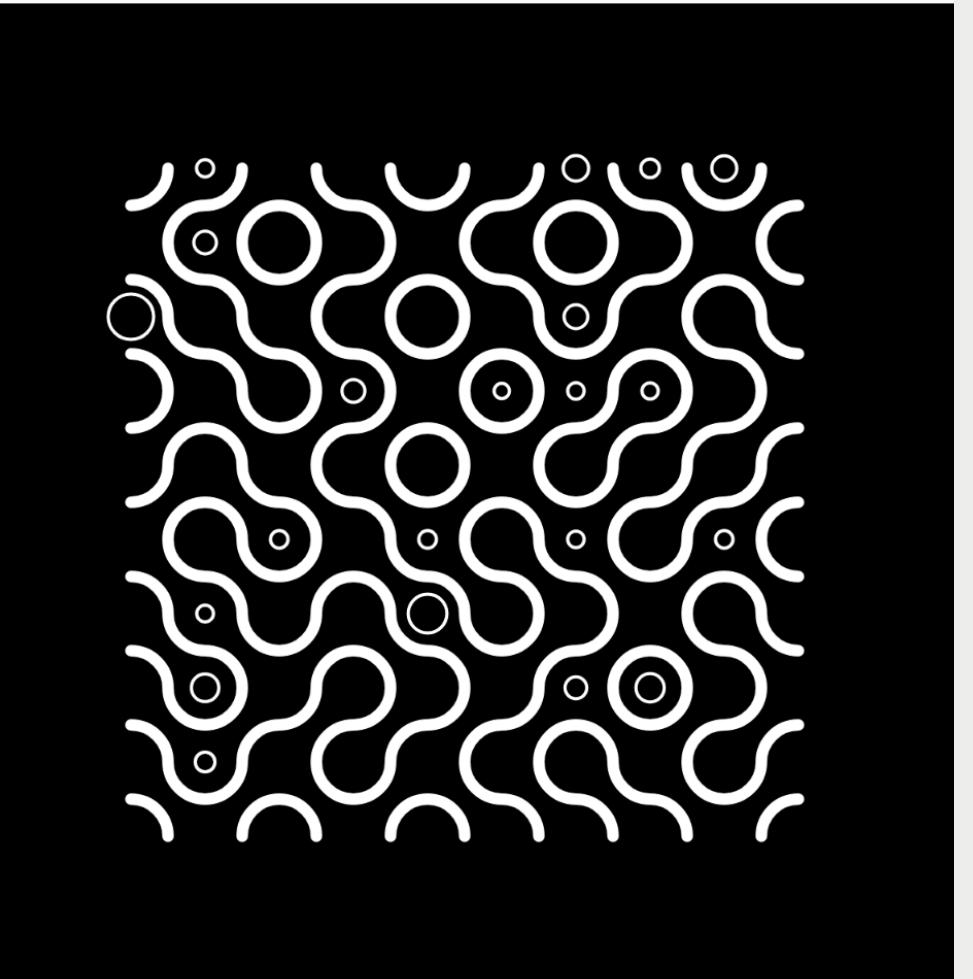
Saved: 15 seconds ago

Preview

```
1 let randomSeedValue = 0;
2
3 function setup() {
4   createCanvas(600, 600);
5   colors = [];
6   colors.push(color(255, 255, 255)); // 0 pink
7   colors.push(color(255, 255, 255)); // 1 purple
8   colors.push(color(255, 255, 255)); // 2 blue
9
10 //colors.push(color(255)); // 4 white
11
12 }
13
14 function mousePressed() {
15   if (mouseX > 0 && mouseX < windowWidth && mouseY > 0 && mouseY < windowHeight) {
16     let fs = fullscreen();
17     fullscreen(!fs);
18   }
19 }
20
21 function truchettile(x, y, a, r) {
22
23   push();
24   translate(x + a / 2, y + a / 2);
25
26   noFill();
27   rectMode(CENTER);
28 }
```

Console

Clear

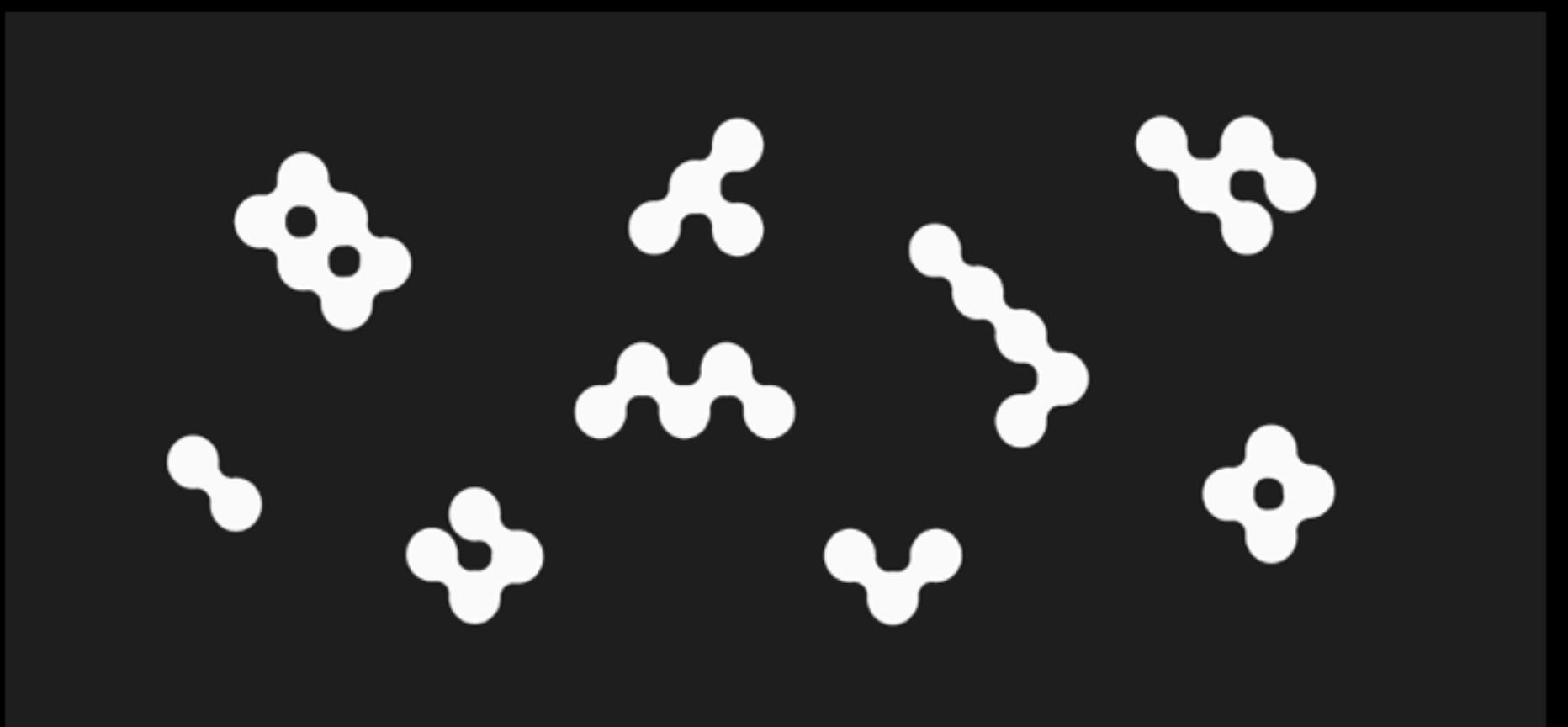
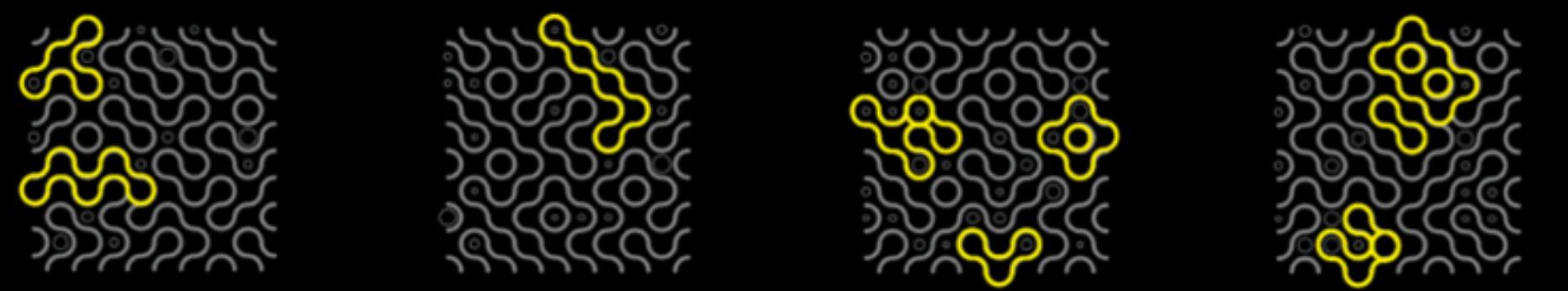


sketch.js

Saved: 6 months ago

Preview

```
1 let seedNum = [];
2 let bx;
3 let Play sketch
4
5 function setup() {
6   createCanvas(800, 500);
7   frameRate(10);
8   textSize(30);
9   textAlign();
10
11 }
12
13 function draw() {
14   background(0);
15
16   background(0);
17   // text(frameCount, width / 2, height / 2);
18
19   let px1 = 100;
20   let px2 = 0.03;
21   let py = 0.02;
22
23   for (let x = 50; x <= 750; x += 40) {
24     let c = random([255]);
25     let y1 = random(80, 250);
26     let y2 = random(250, 420);
27
28     noFill();
29     stroke(c);
30     fill(c);
31     rect(x, y1, 40, 20);
32     fill(c);
33     rect(x, y2, 40, 20);
34     fill(c);
35     rect(x, y1, 40, 20);
36     fill(c);
37     rect(x, y2, 40, 20);
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568
```



o b c d e f g h i j
k l m n o p q r s
t u v w x y z

How can a **procedural design** practice
challenge the abstract authority of
standardized system by creating **specific,**
singular, and culturally-rich forms?

Specific/Singular

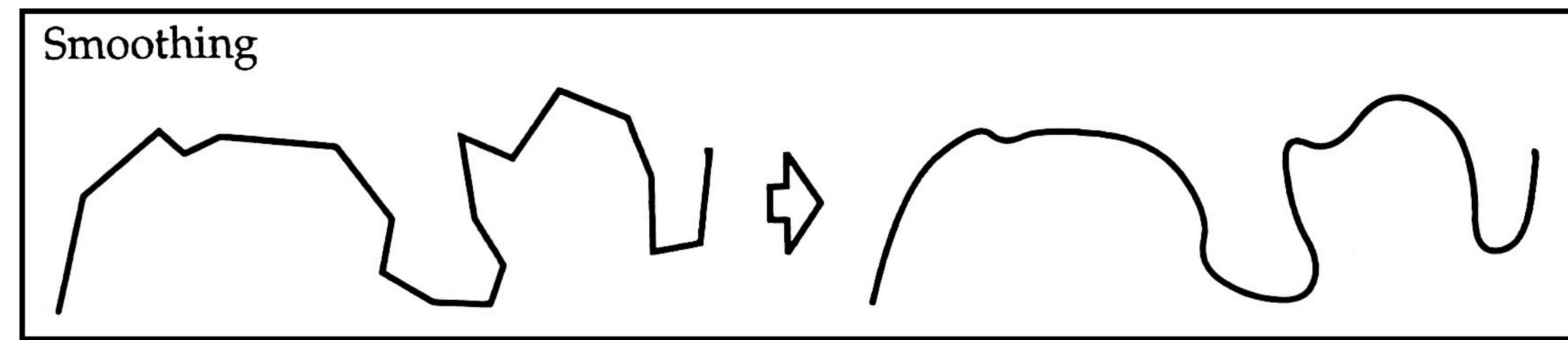
*non-repeatable/personal/
cultural/situated/subjective*

VS

System/Structure

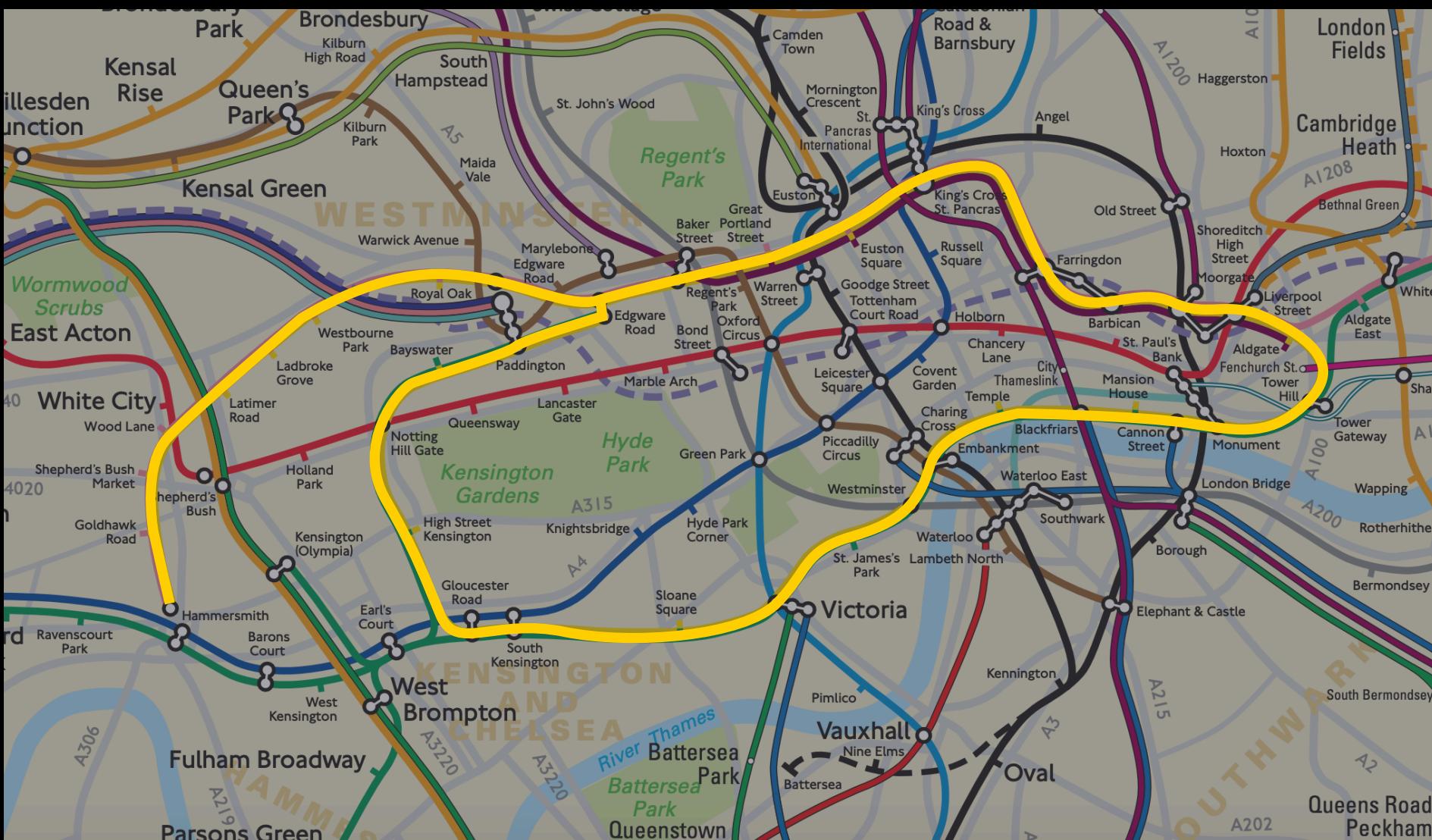
*general/simplistic/
reductive/abstract/efficient*

Smoothing



from the book *How to Lie with Maps* by Mark Monmonier

Process of Smoothing



London Tube Circle Line

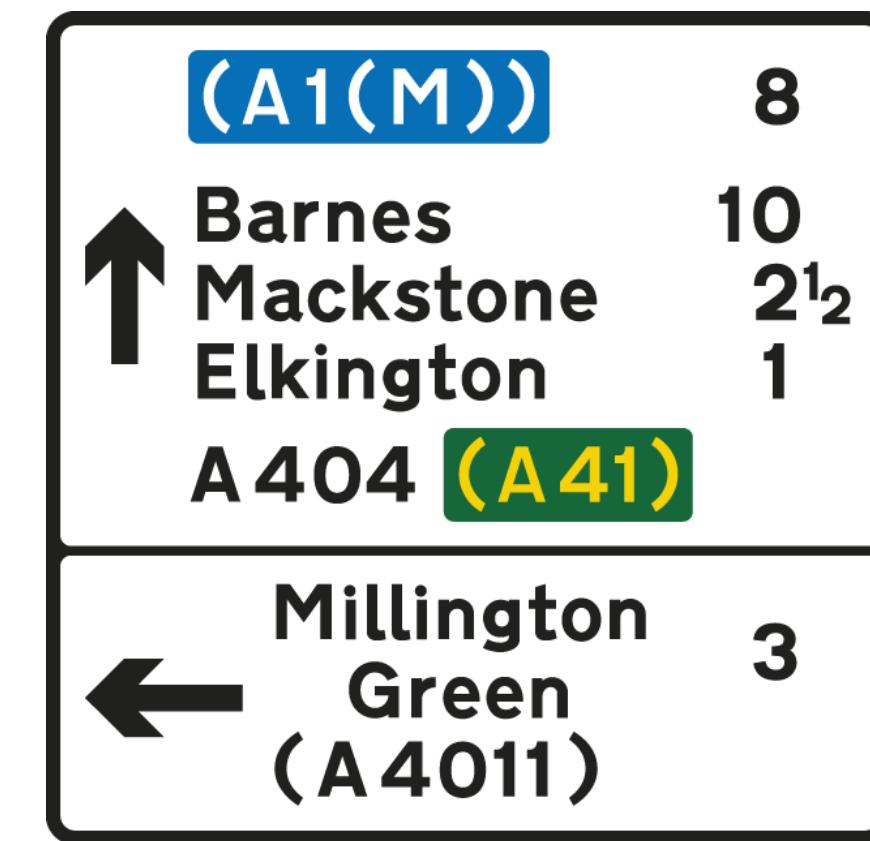
Smoothing:

a reductive process in design standardization that prioritizes clarity, efficiency, and universality by erasing specific, singular, and “non-essential” details.

Un-smoothing:

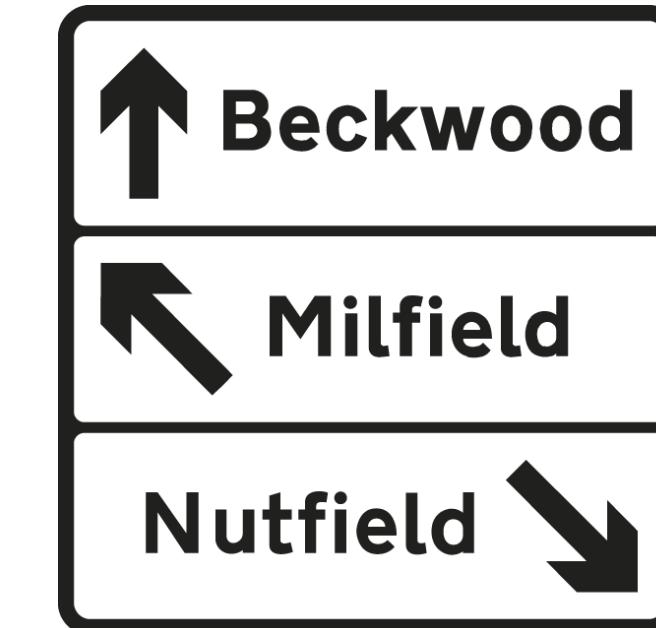
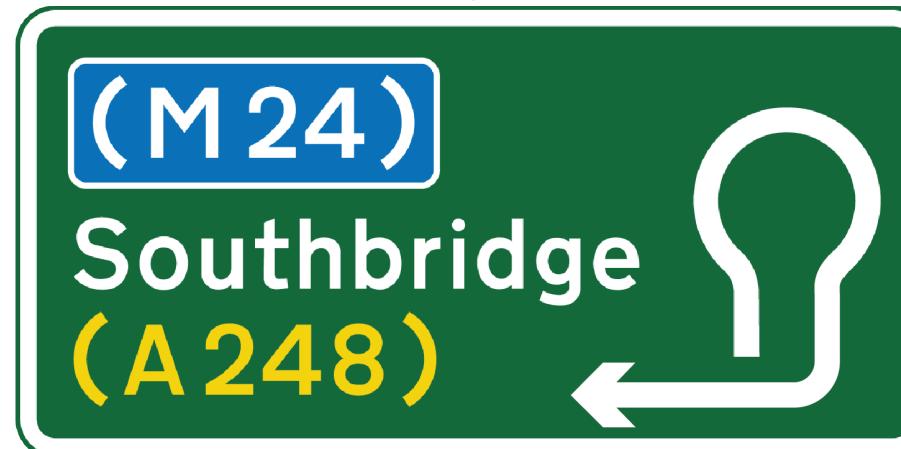
The process of using “friction,”
“malfunction,” and “visual pollution”
as critical tools to deliberately re-introduce
the specific, singular context
that was erased by standardization

British Road Signs

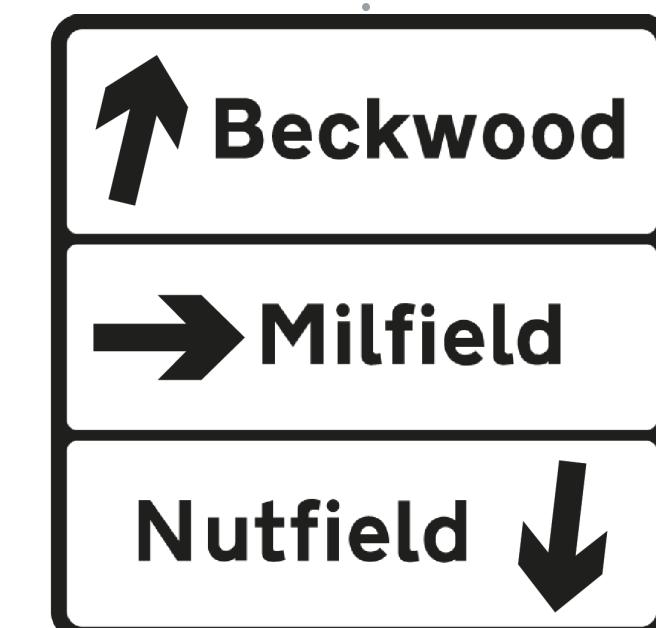


< Arrow logic >

original
signages



Un-smoothed



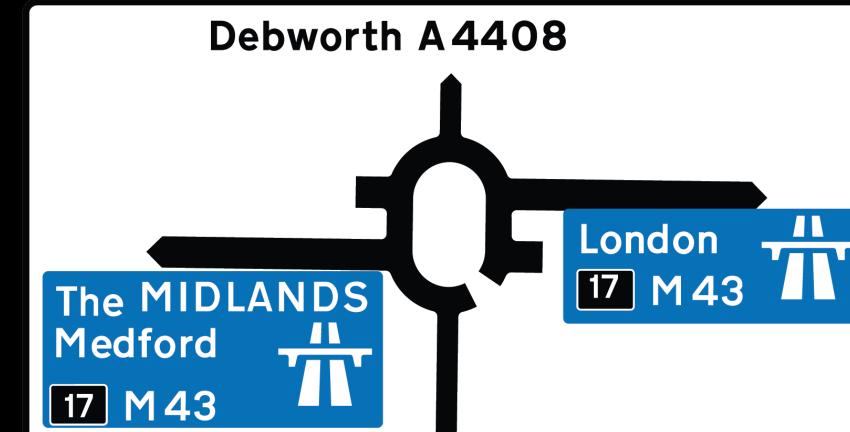
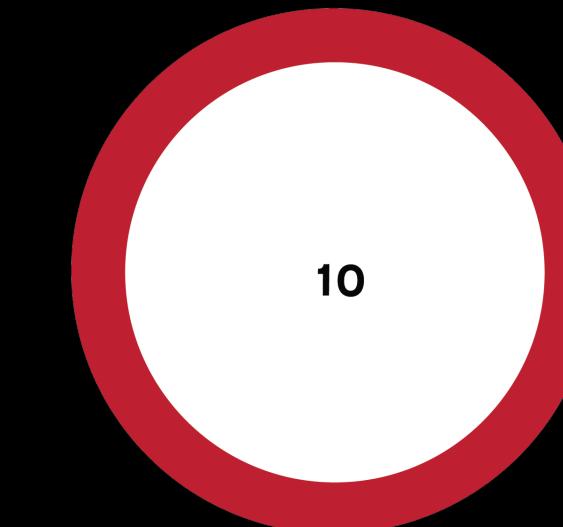
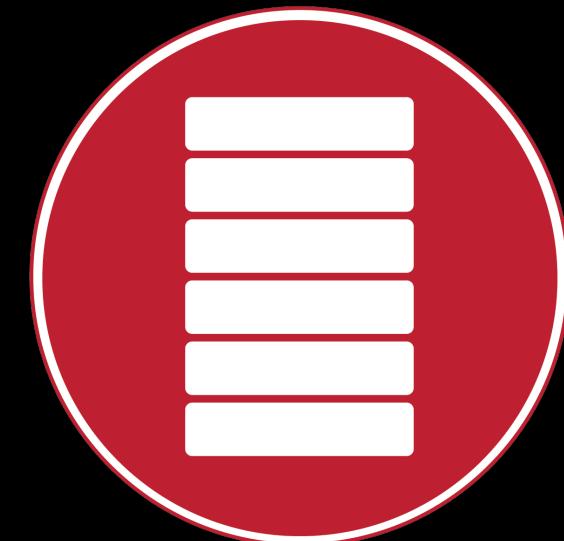
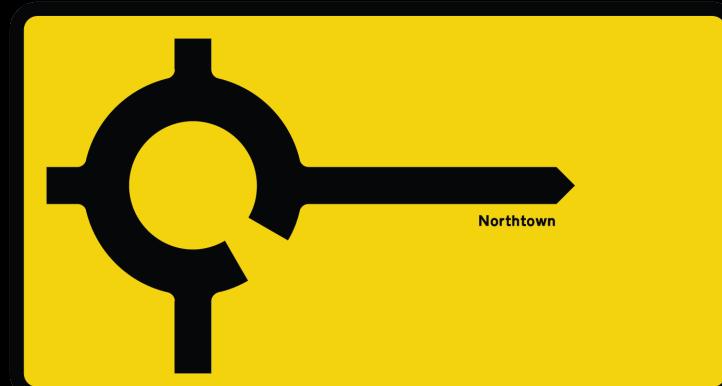
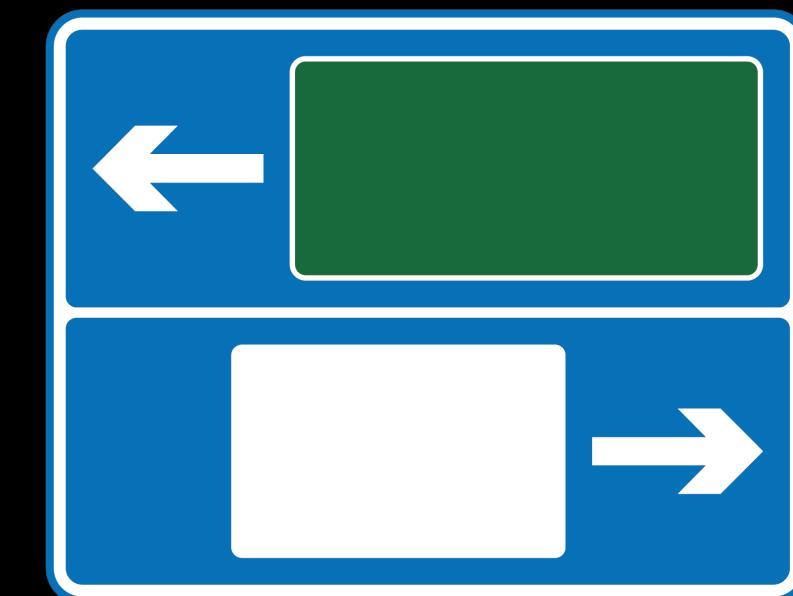
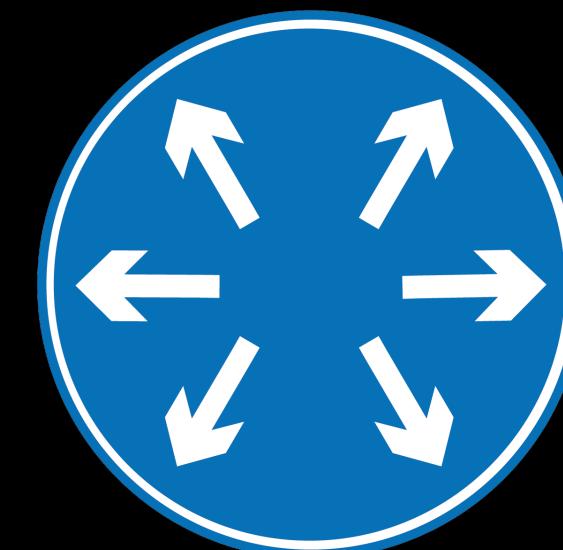
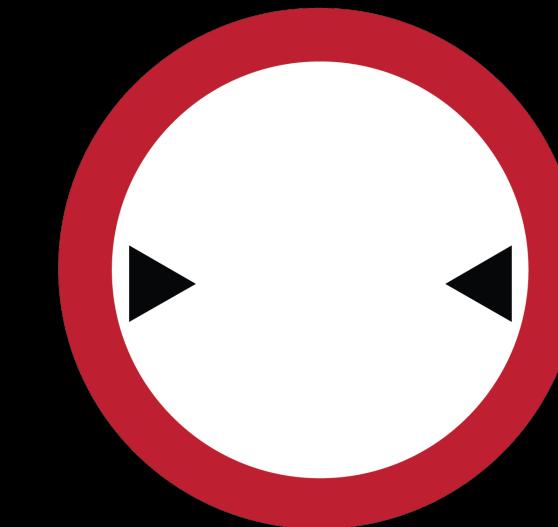
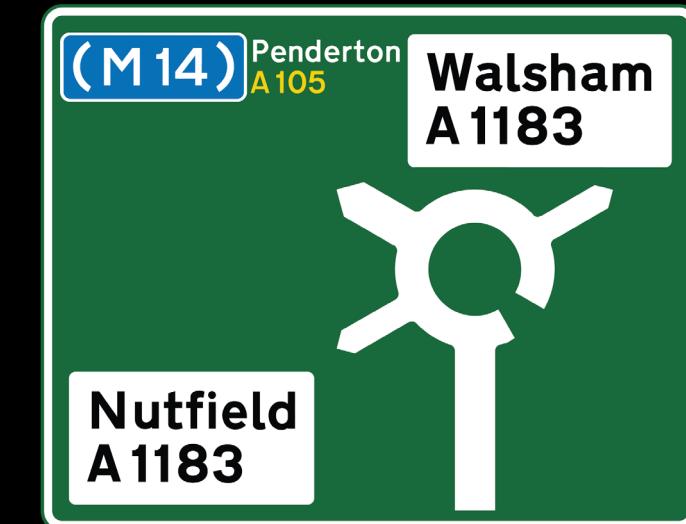
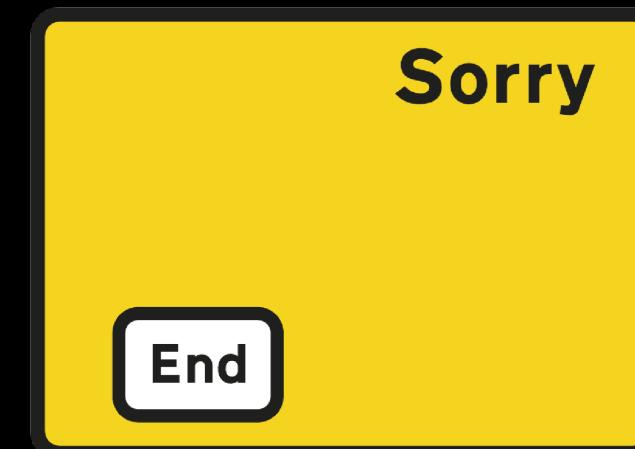
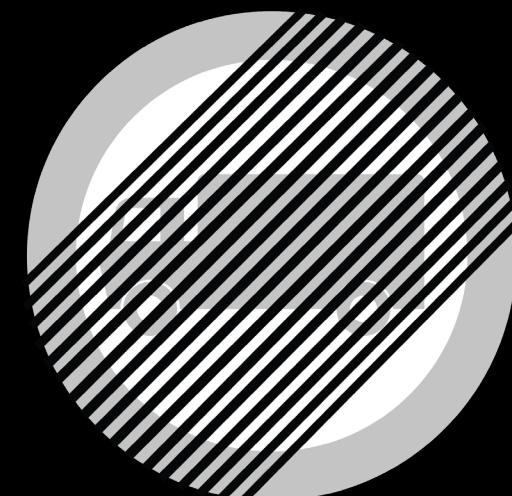
< Context >

original
signages

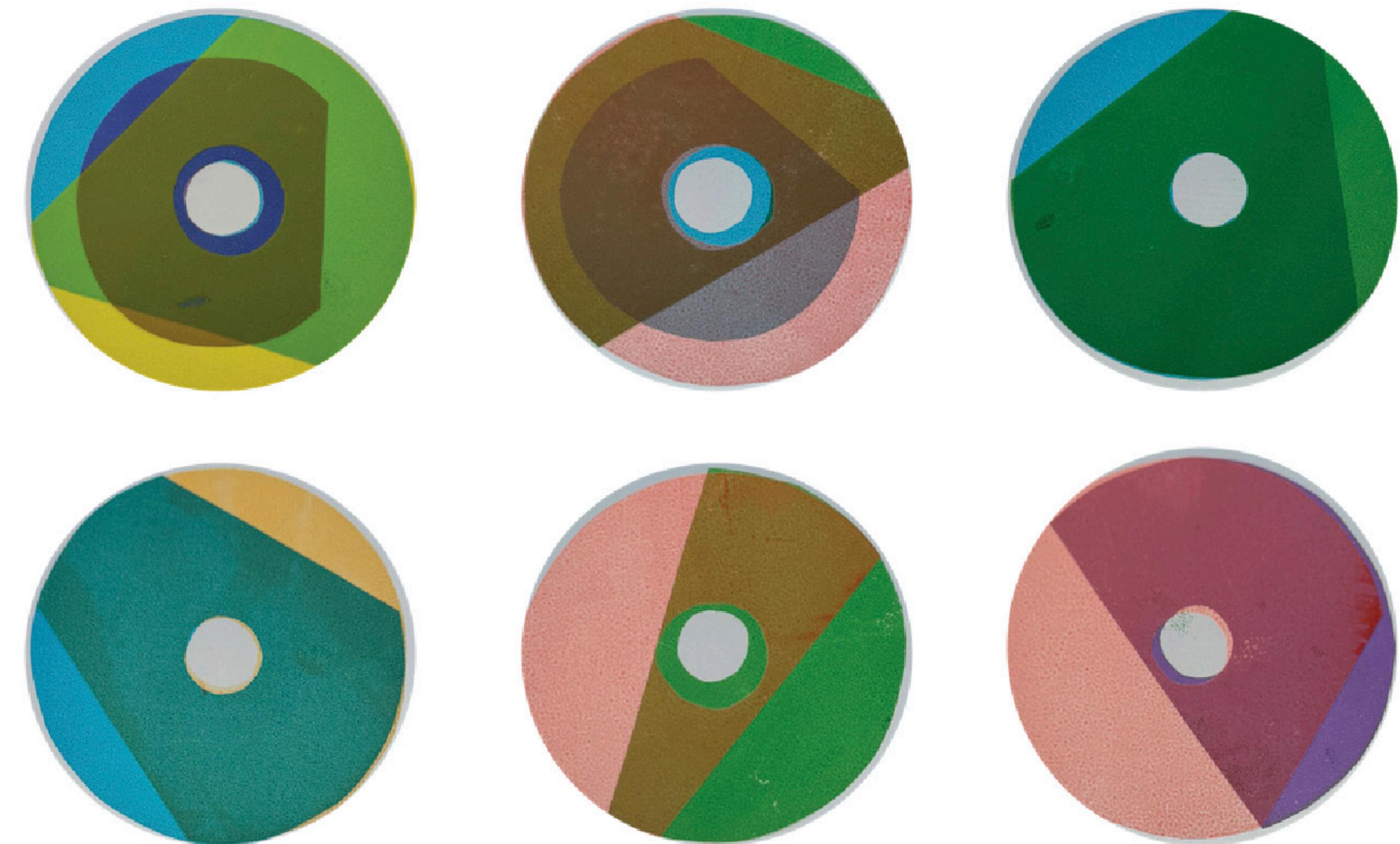
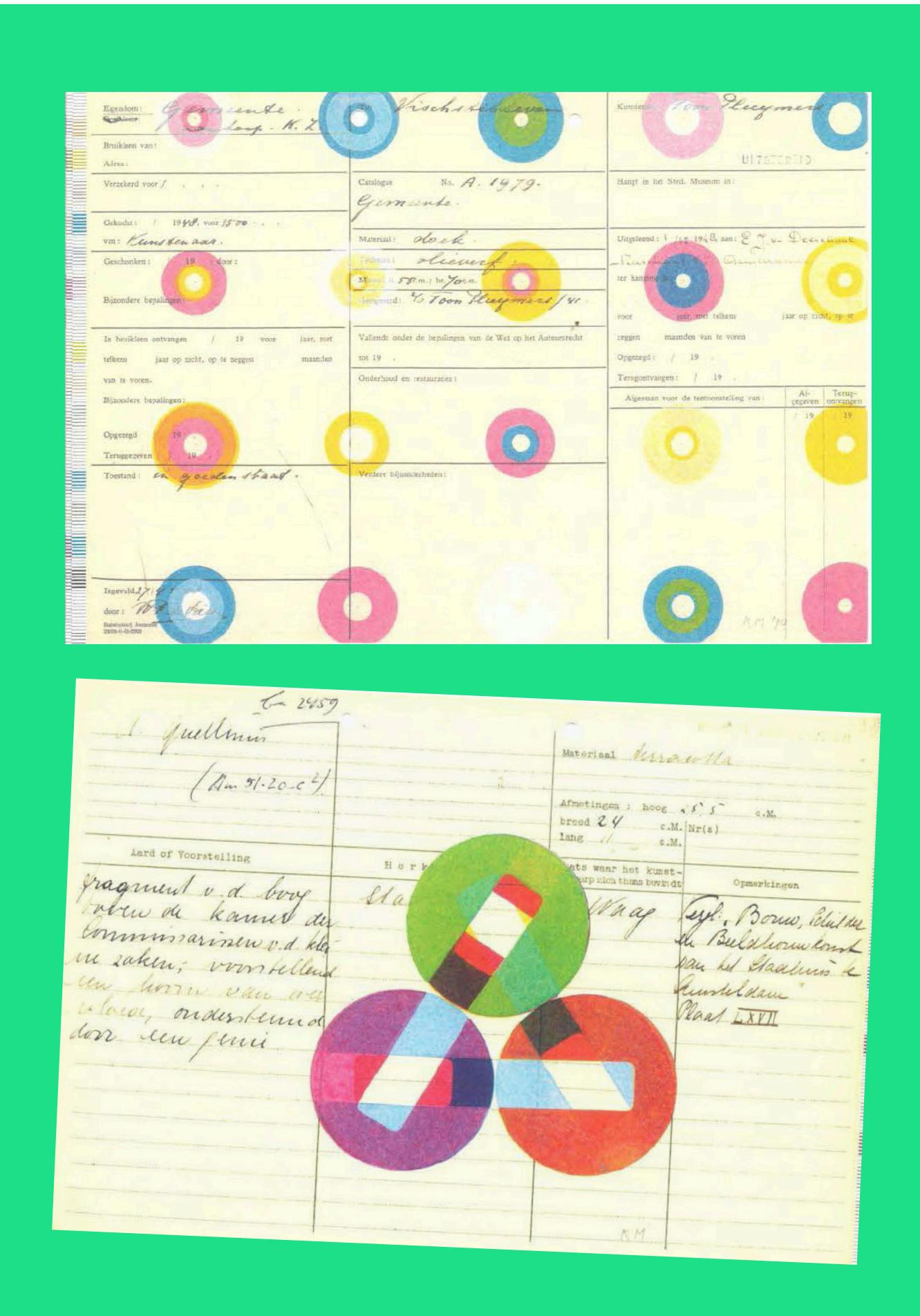


Un-smoothed





Karel Martens' *Monoprints*



silk screen print iterations in created for U1

CURIOUS AND BRAVE AND SHOWS MUCH PROMISE IN THE LAST

YET FOREVER / THE FO
RECORD IMPLIES TRIAL
ISSOY FO

ONSTRATED
TAMENT FOR SELF-DECEPTION WHEN THEIR EMO

AGELESS WORLD. IT NEEDS TO BE CHERISHED
HUMAN BEINGS HAVE A DEM

*

SORS HELD THE RE
ARE FAR MORE GALAXIES THAN
PEOPLE. THIS PER

AND DIVINE. THE
FUNDAMENTAL IDEA THAT THE
EARTH IS A PLANET, THAT WE

LIKE A mote of DUST IN
BUTTERFLIES BUTTERFLIES

WHICH THERE ARE FAR MORE
GALAXIES

OUR CONCERN FOR OUR CHILDREN AND
GRANDCHILDREN.

AND DIVINE. THE FUNDAMENTAL
PECULIAR NOTION

OUR PLANET, THE EARTH IS A TINY AND
ONE

malfunction a
conventional
typeface by
inserting
contradicting
context in the
letter form

Personalized
type? 

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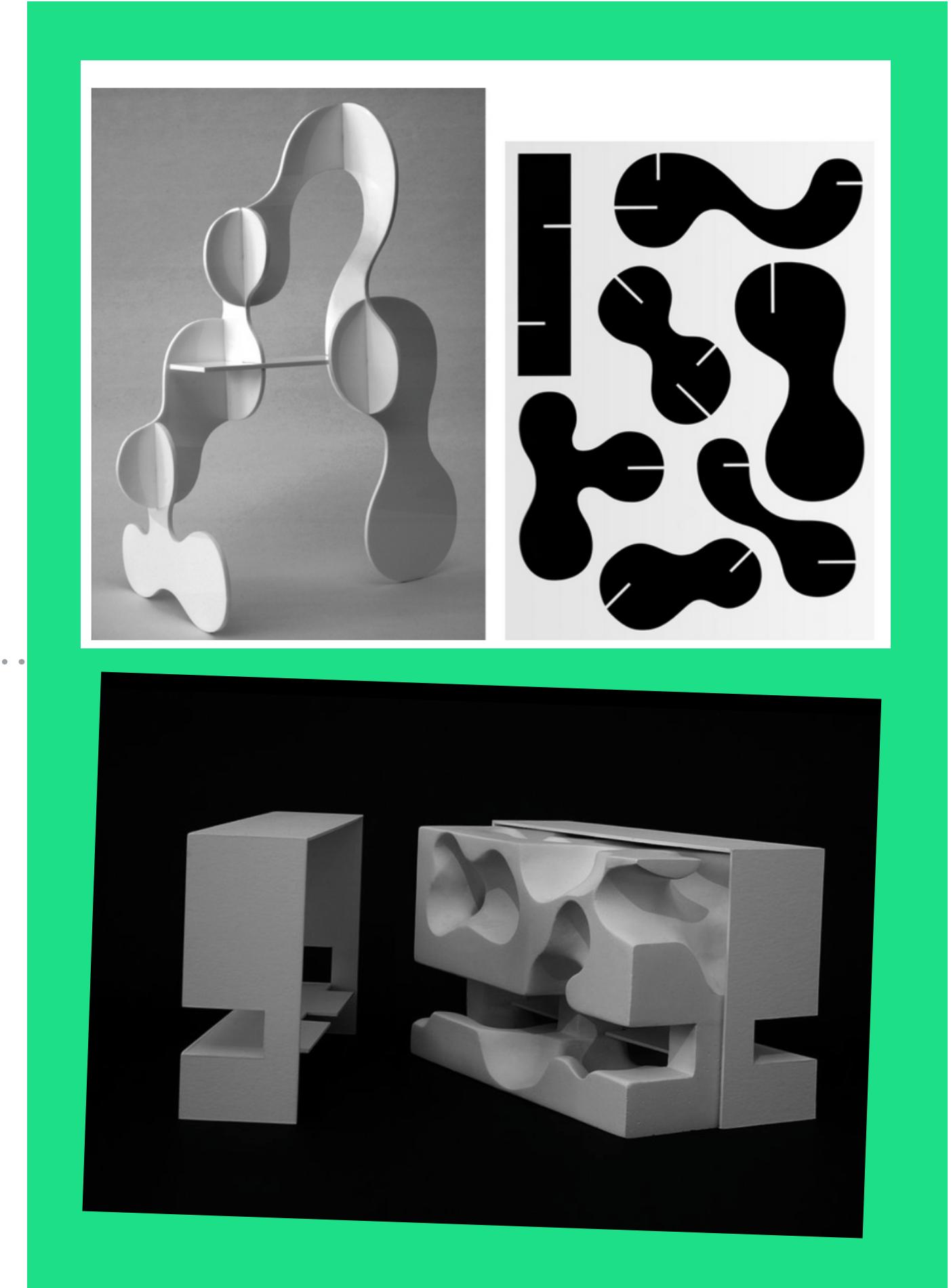
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자금



Karl Nawrot

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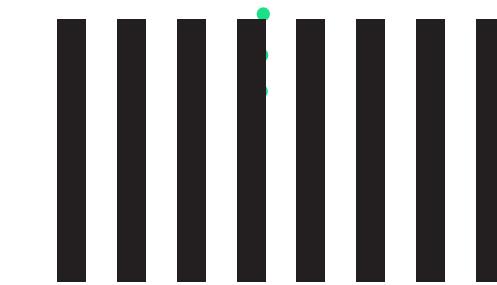
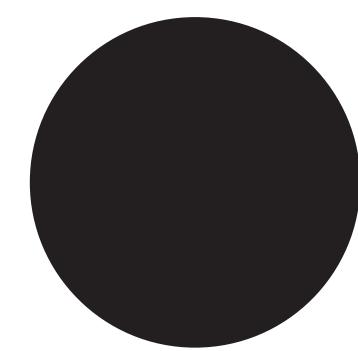
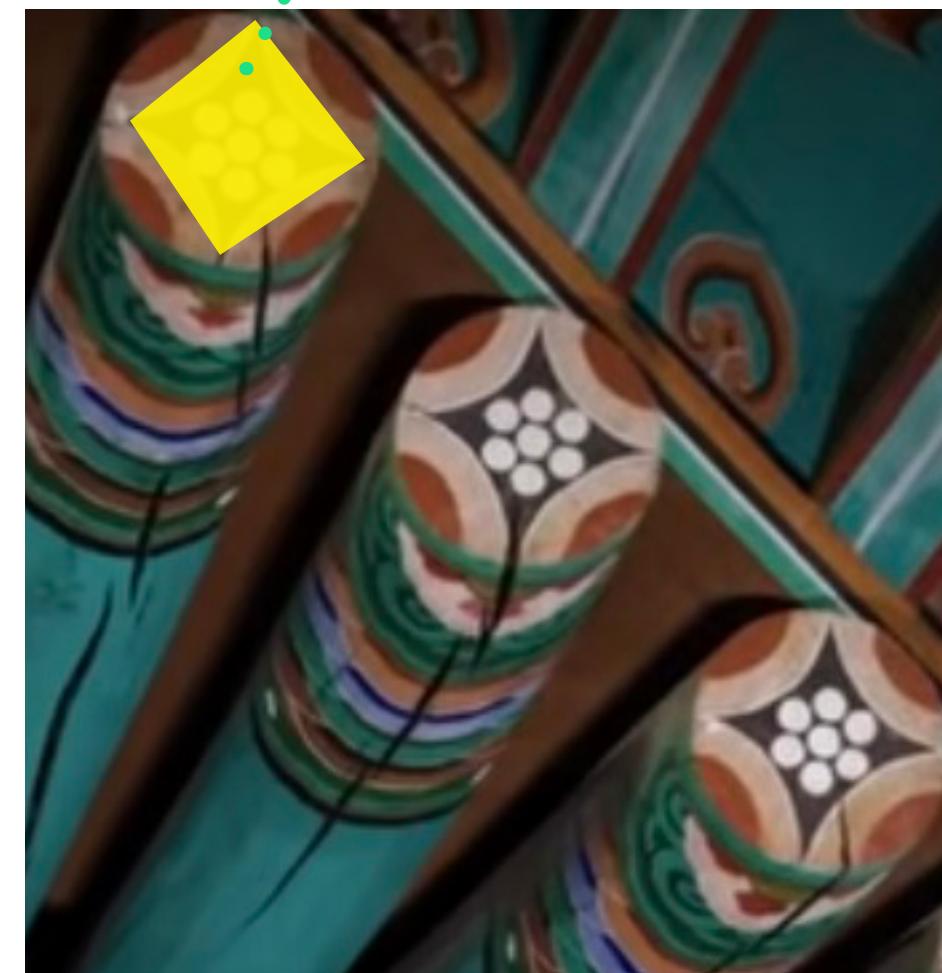
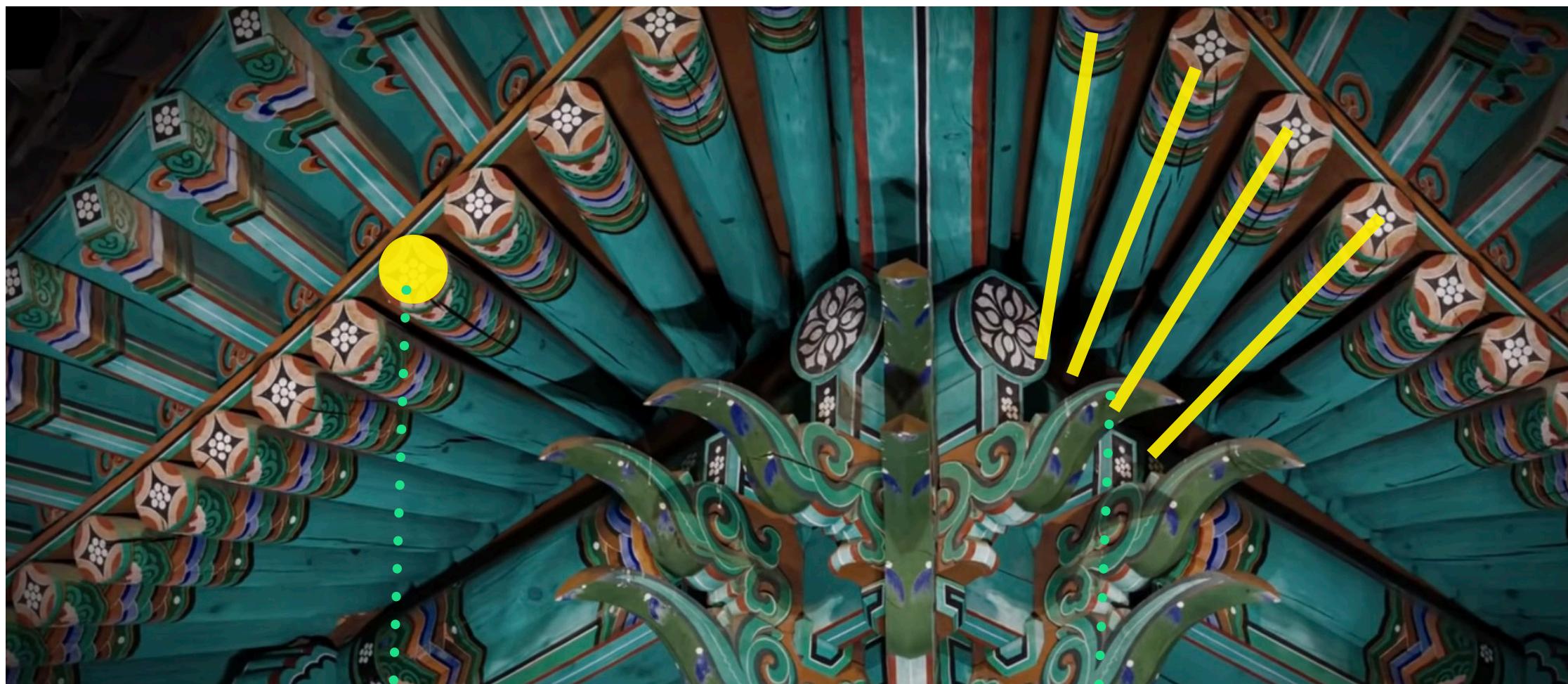


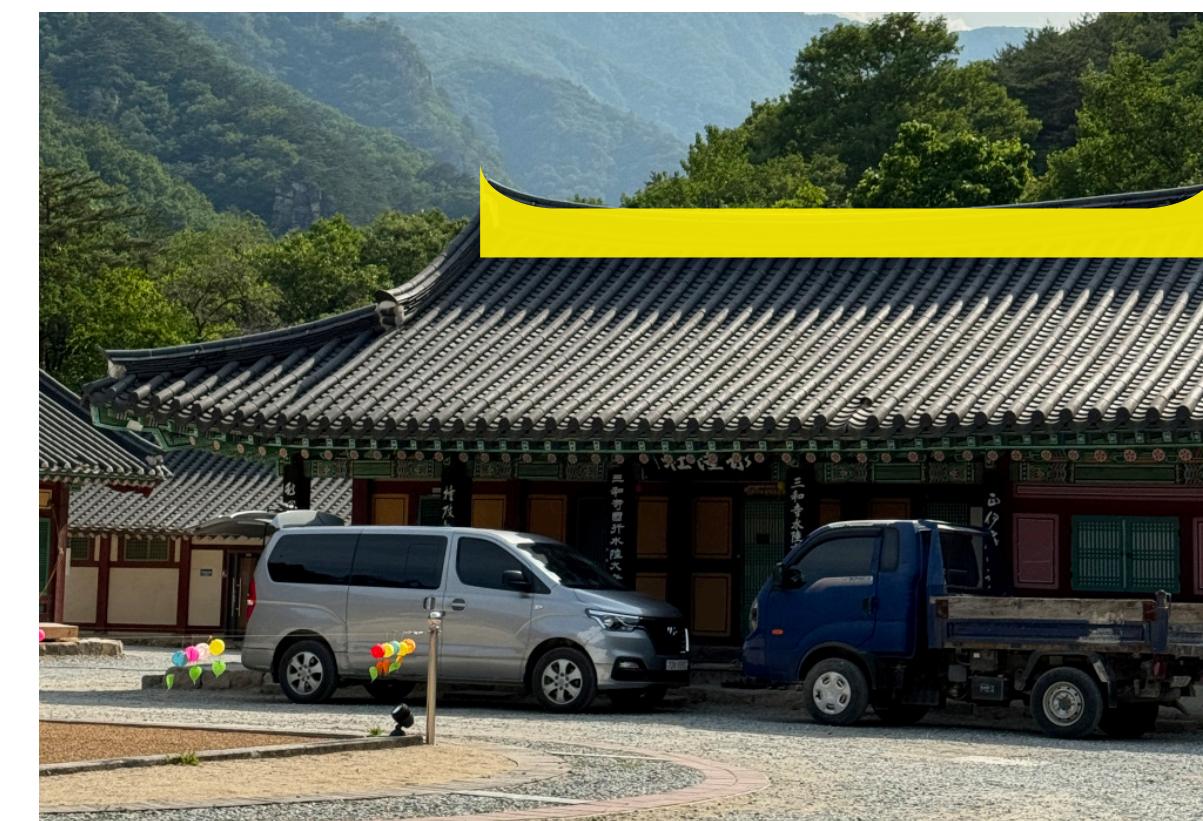
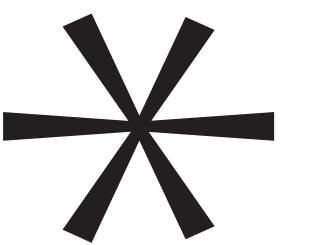
Breu
Typeface (2012)
Karl Nawrot

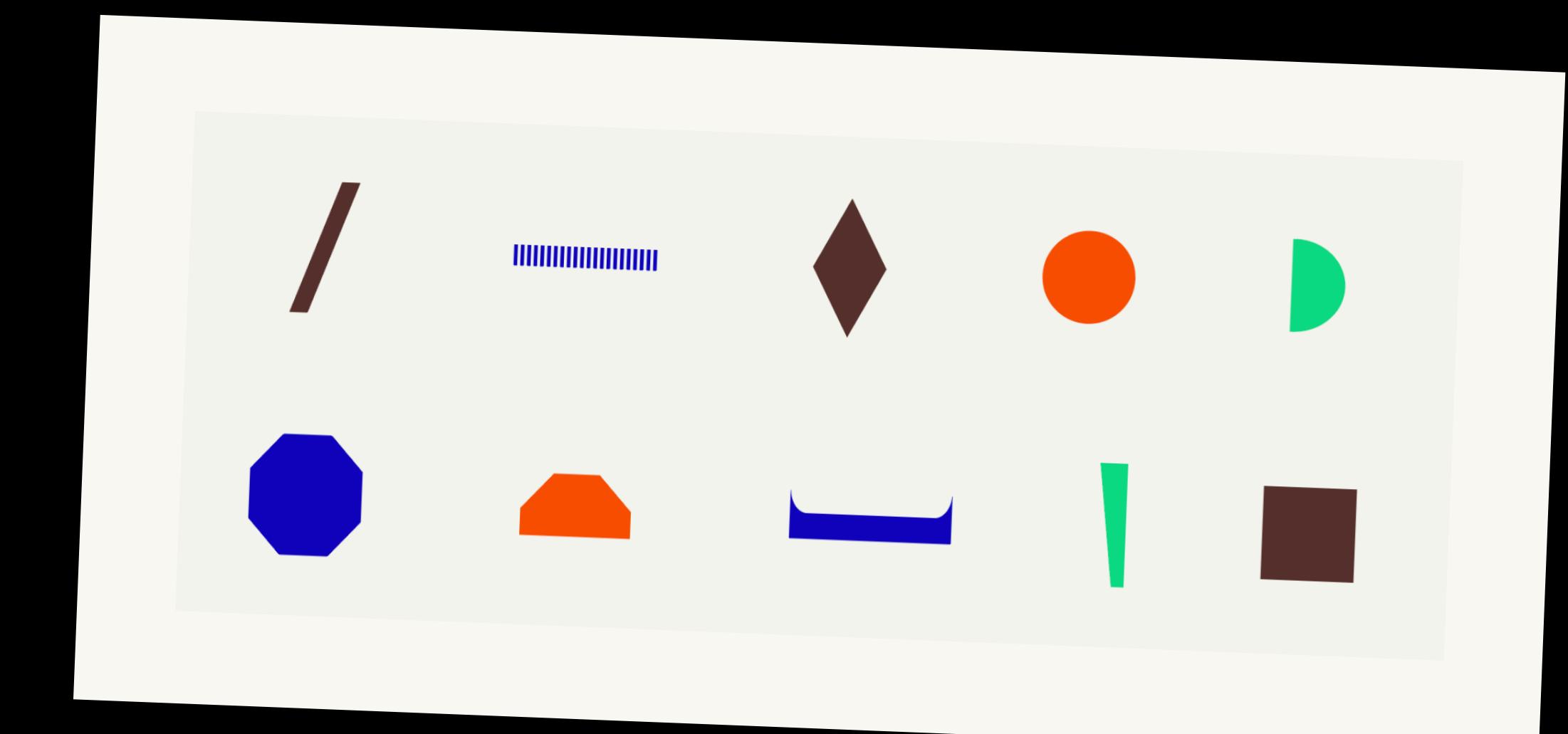
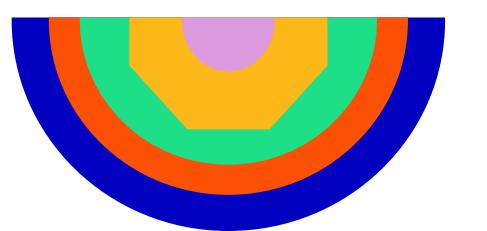
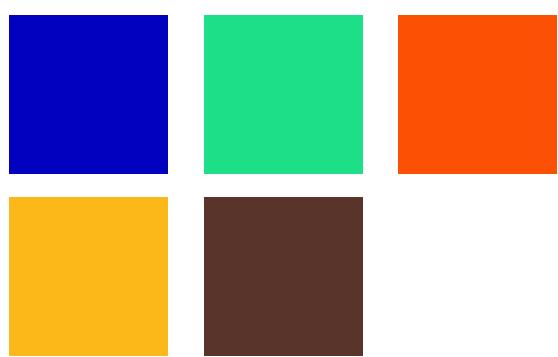
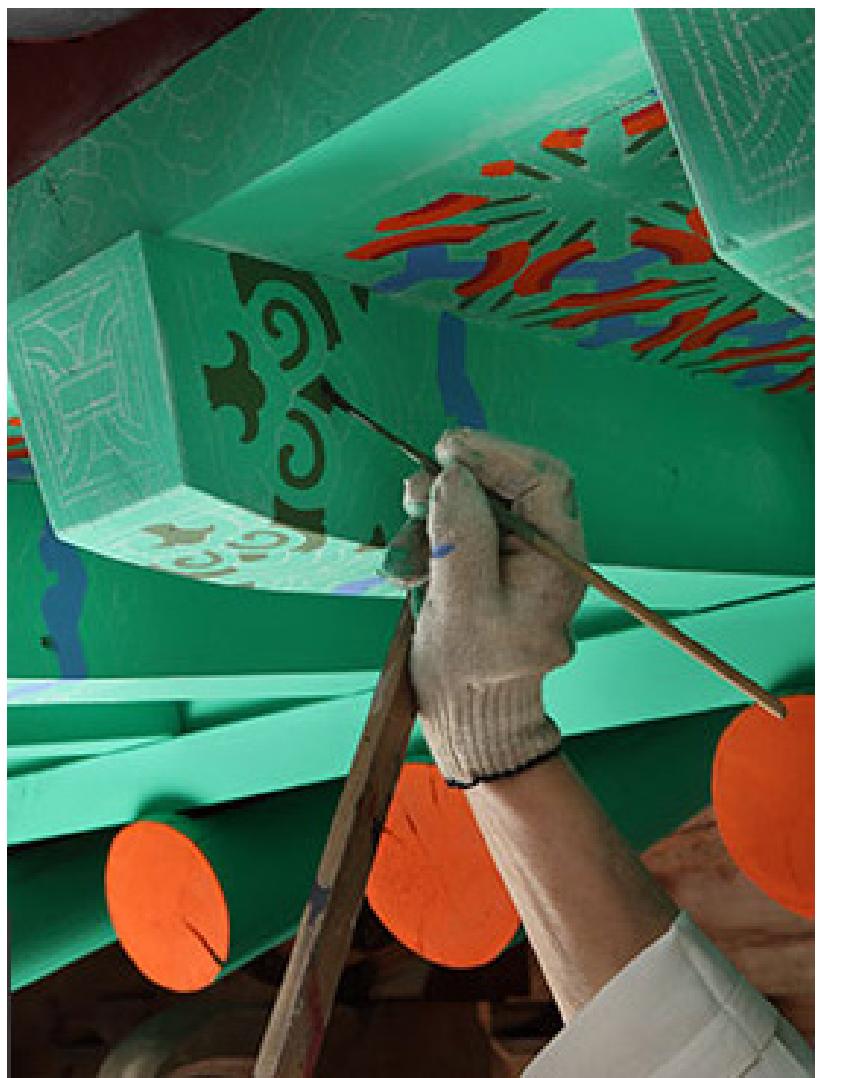
Dancheong



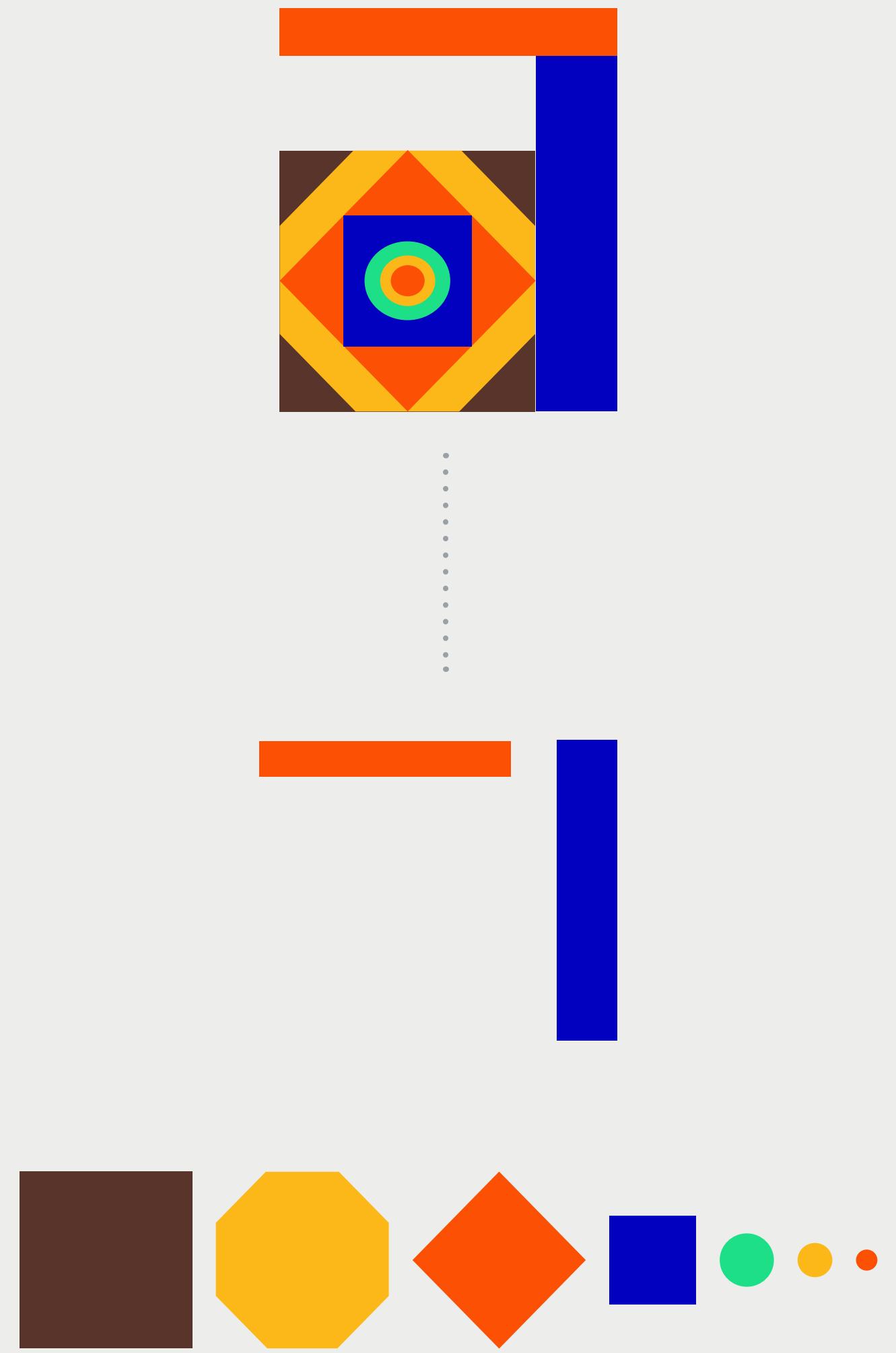
The ornamental patterns found on traditional Korean wooden buildings and artifacts, especially temples



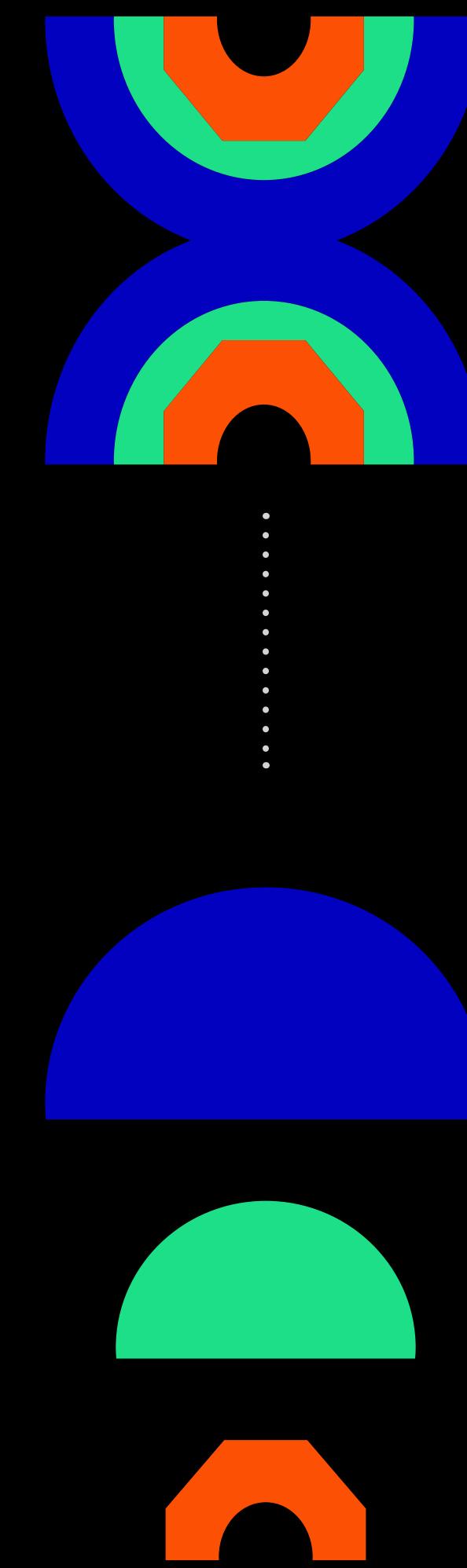




< a >



< x >



A horizontal row of twelve abstract, colorful letters (D, P, S, T, U, V, Z, I, J, X, L, Z) arranged in two rows of six. The letters are composed of various geometric shapes and patterns, including stripes, dots, and solid colors.

Leave this booklet at your neighbour's door

7 DAY

709.
05
HOK

exercises for the everyday, from the everyday

- ⁵⁷ **Crawl out of your bed differently.**
- ⁵⁸ **Walk backwards very slowly, from one room to another.**
- ⁵⁹ **Stand in one spot of your house that you rarely step foot on. Remain there for 1 minute.**
- ⁶⁰ **Each time you hear your neighbour sneeze, reply with a louder sneeze.**
- ⁶¹ **Tonight. Go to your kitchen window and laugh out loud at 8 o'clock sharp.**
- ⁶² **Touch your neighbour's door with a fingertip and count to ten.**

deliberate use of micro-friction to break the "smooth" system of social habit

Synthesis & Further Projection

A horizontal sequence of seven black, irregular blob-like shapes arranged in a line. Each shape is roughly teardrop or kidney-shaped, with a central white area and a dark, irregular boundary. The shapes are positioned at regular intervals, suggesting a sequence or a series of frames.

SPOTTED

A horizontal strip of abstract geometric shapes. From left to right: a blue and orange U-shaped block; a blue and orange U-shaped block with a green and orange circular inset; a tall, narrow orange vertical rectangle; a tall, narrow orange vertical rectangle with a green circle at the bottom; a blue and orange U-shaped block with a green and orange circular inset; a blue and orange U-shaped block with a green and orange circular inset; a blue and orange U-shaped block with a green and orange circular inset; a blue and orange U-shaped block with a green and orange circular inset; and a tall, narrow orange vertical rectangle.

- (p5js font)
- (Personalized type)
- (Breu typeface)
- (Dancheong typeface)