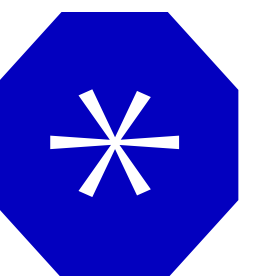
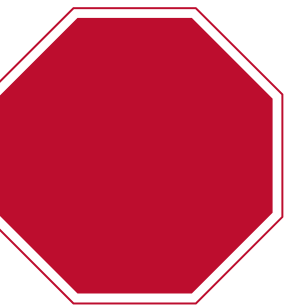
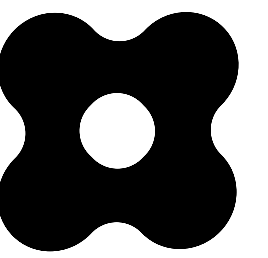


Unsmoothing the System:

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
28   for (let s of shapes) {
```

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 trutchettile(x, y, a, r) {
22
23   push();
24   translate(x + a / 2, y + a / 2);
25
26
27   noFill();
28   rectMode(CENTER):
```

Clear

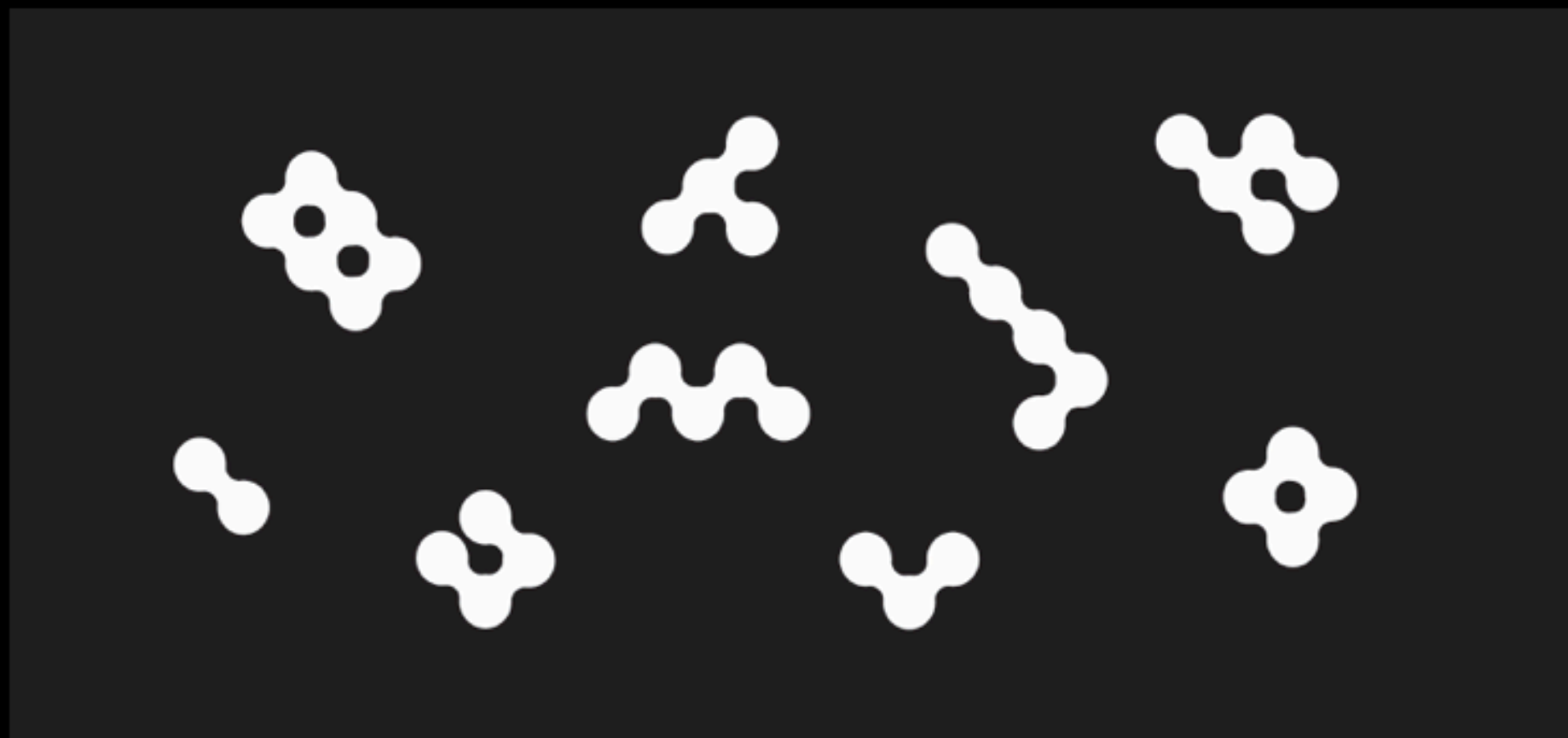
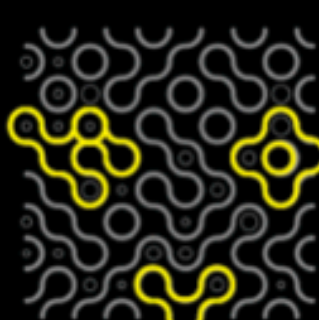
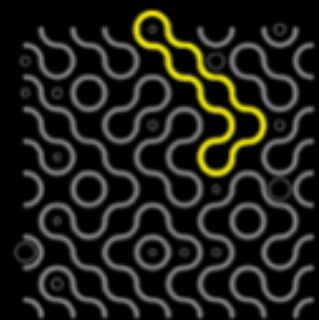
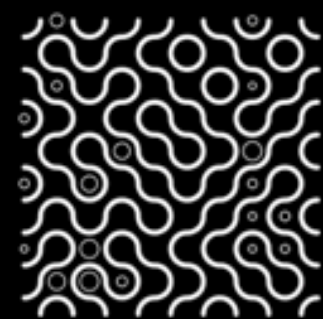
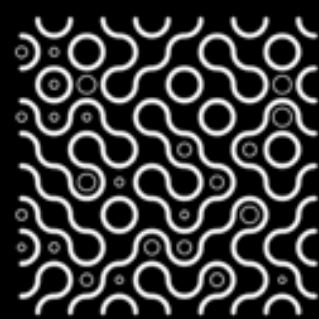
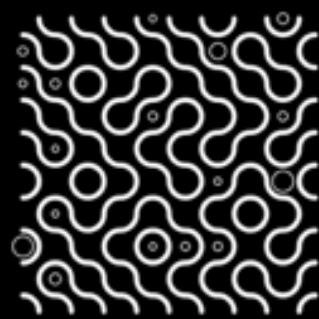
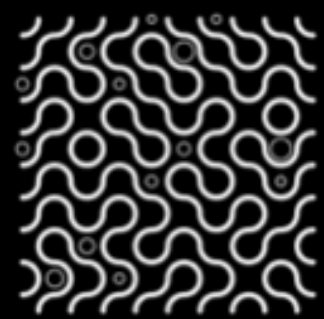
sketch.js

Saved: 6 months ago

Preview

```
1 let seedNum = [];
2 let h:
3 | 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;2
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():
```

Clear



o h e d o 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

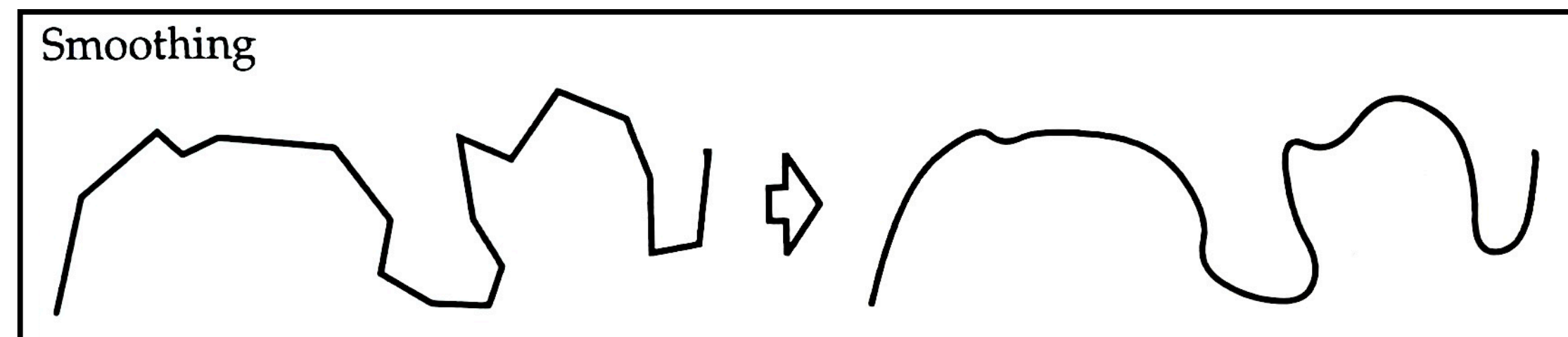
*non-repeatable/personal/
cultural/situated/subjective*

VS

System/Structure

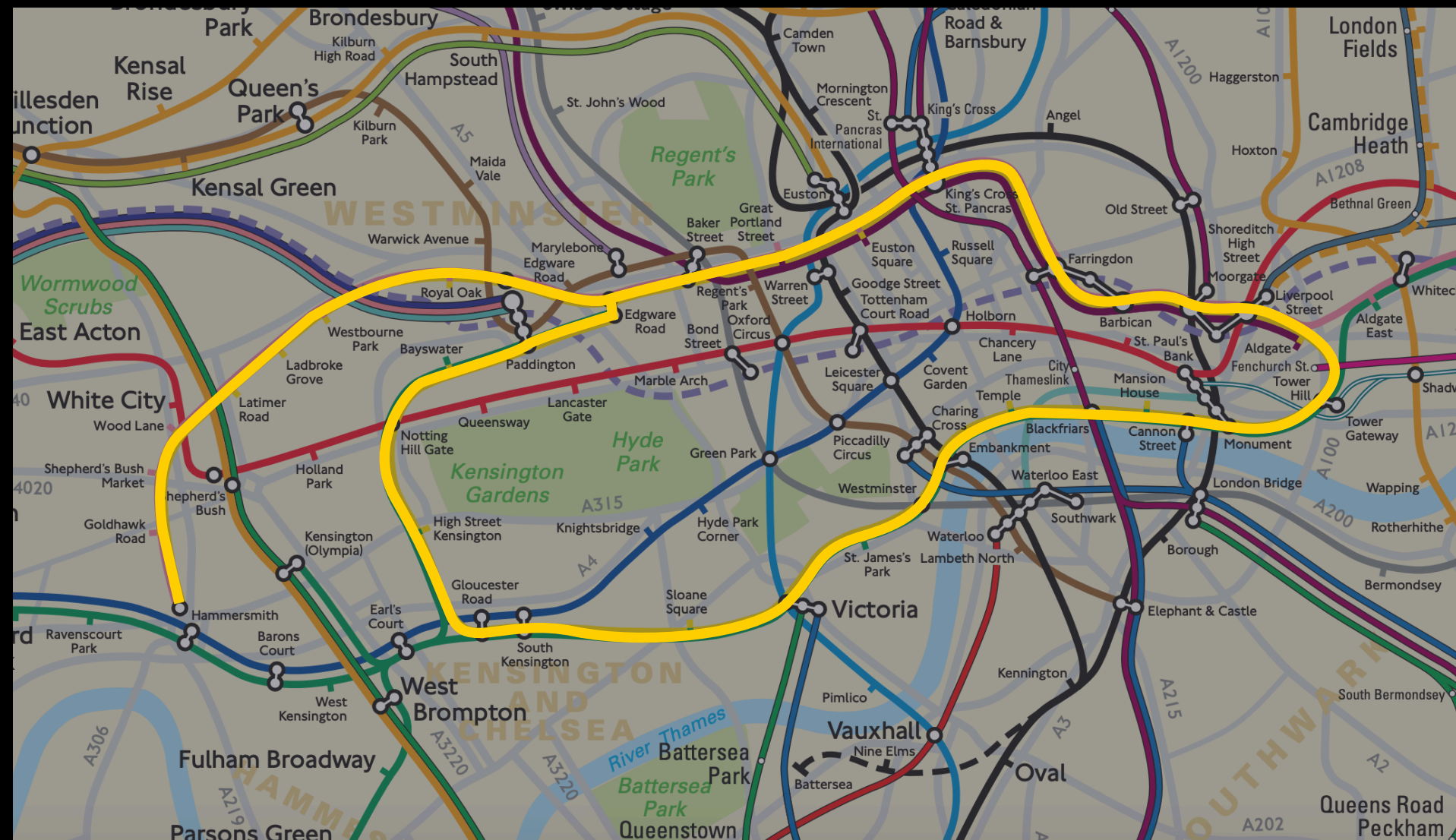
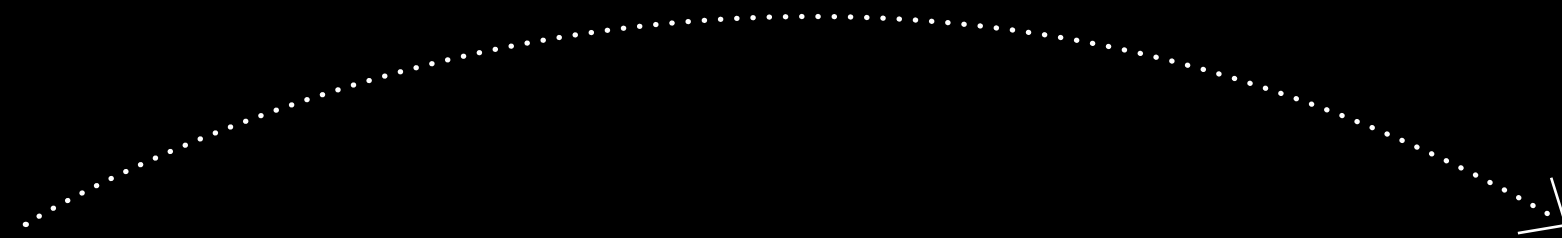
*general/simplistic/
reductive/abstract/efficient*

Smoothing



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

Process of Smoothing



London Tube Circle Line

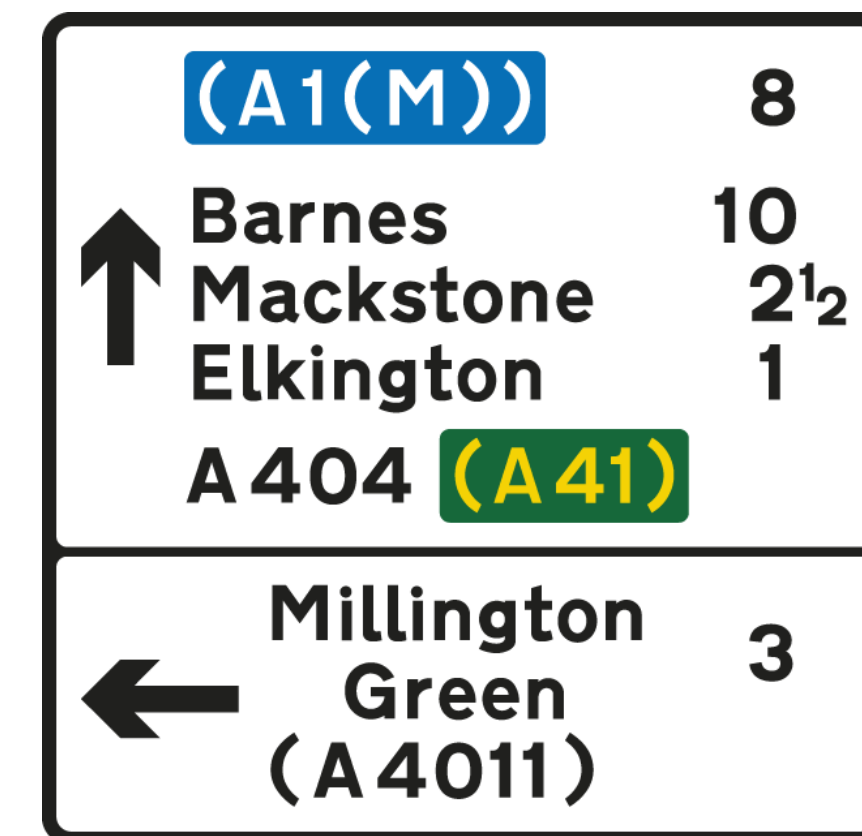
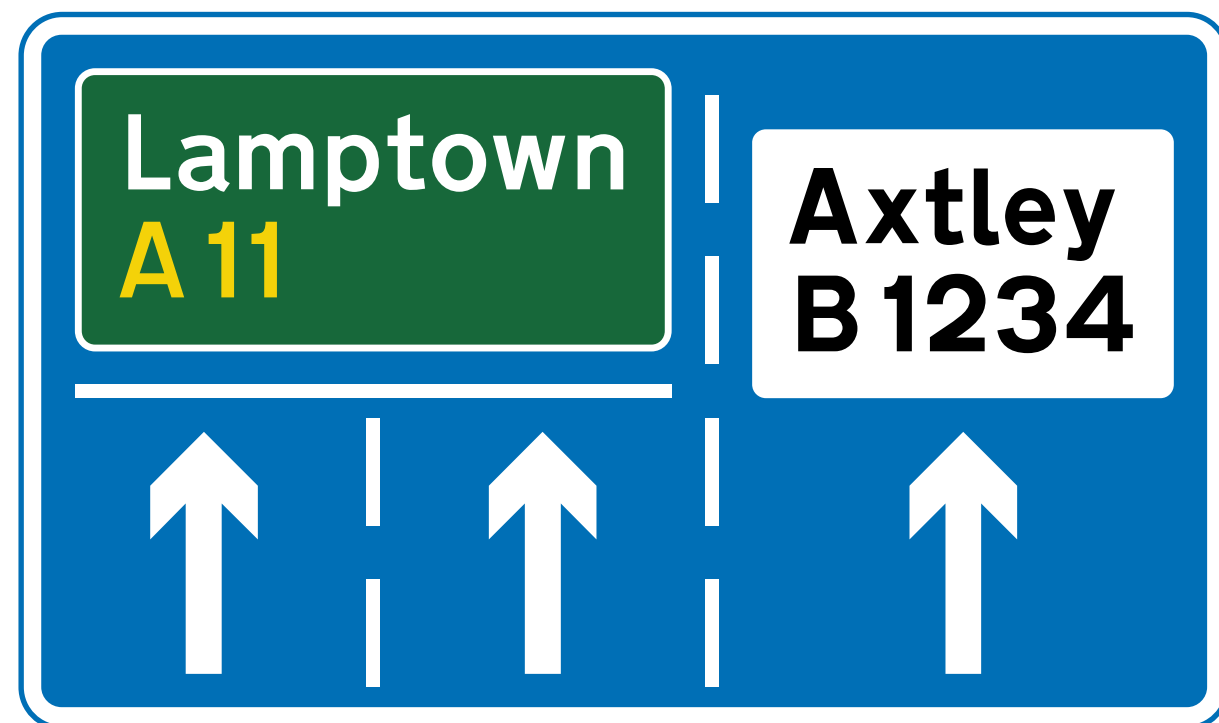
Smoothing:

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



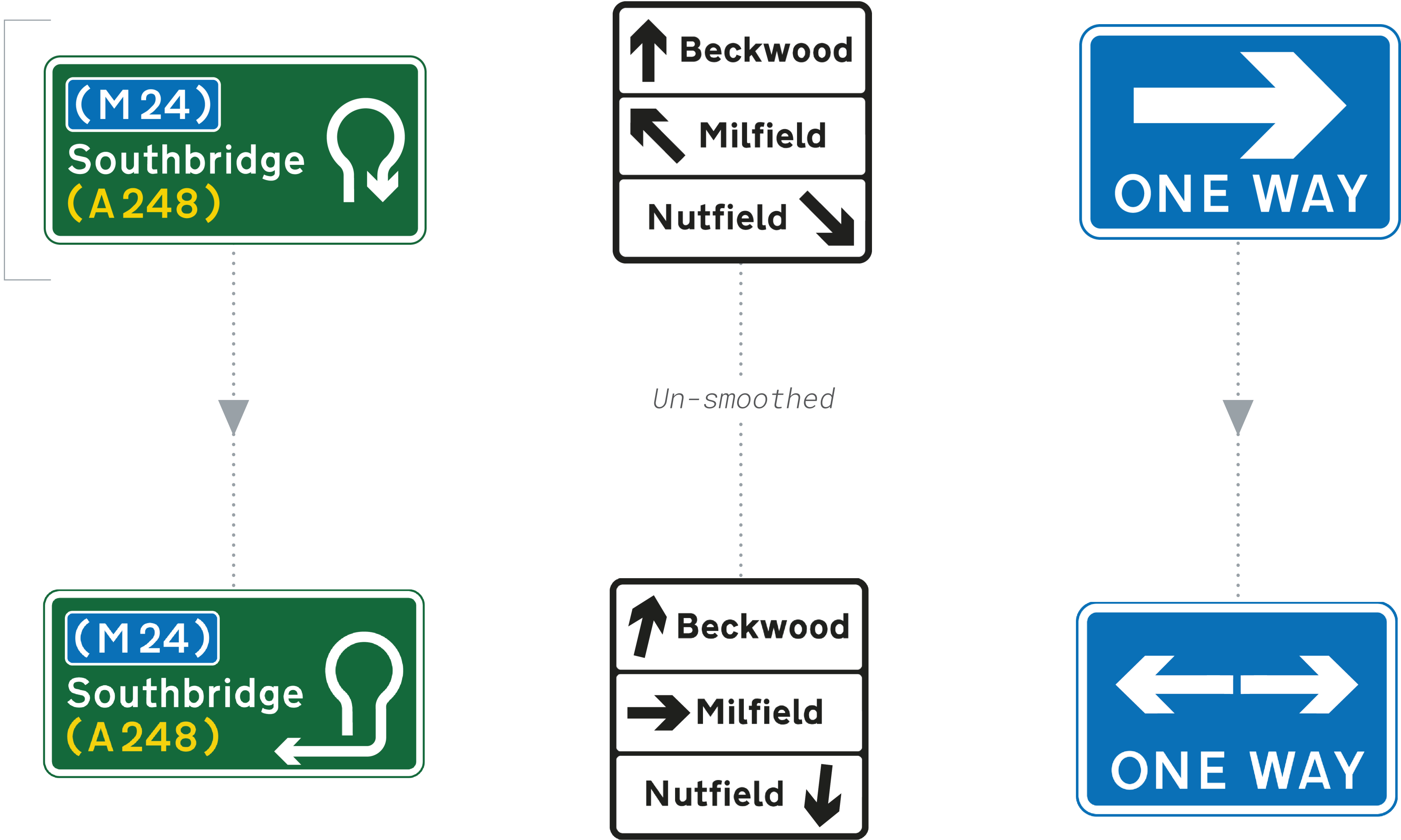
British Road Signs

Typeface / System (1958 - 1965)

Jock Kinnear & Margaret Calvert

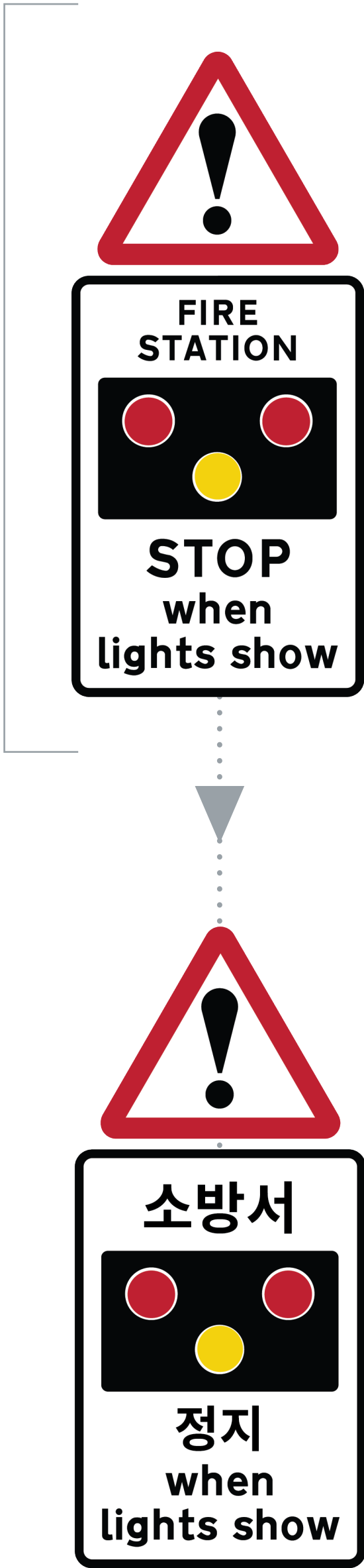
< Arrow logic >

original
signages



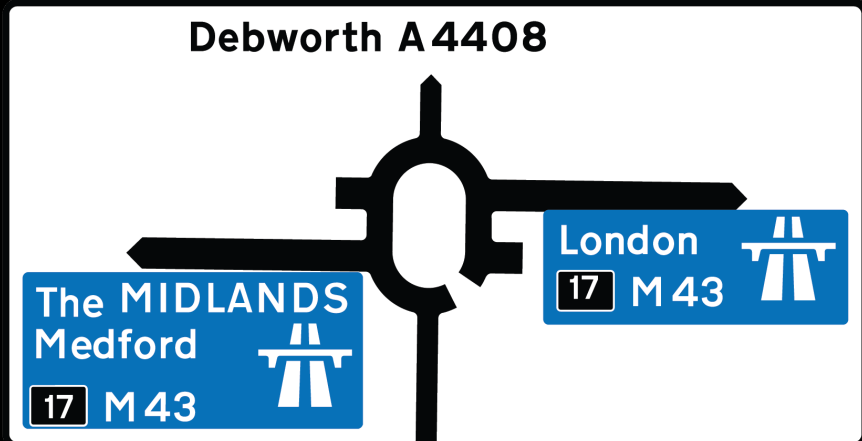
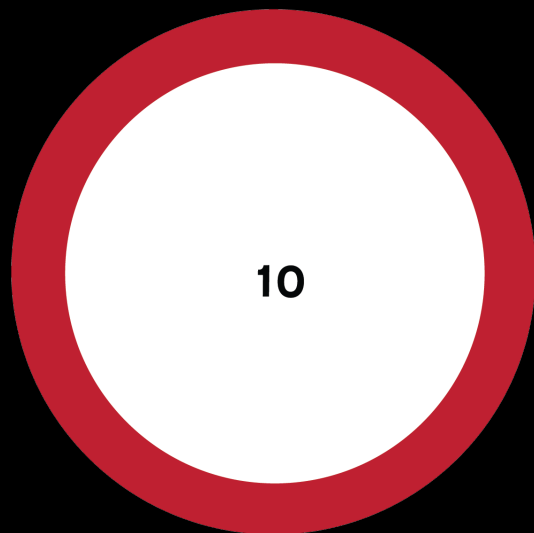
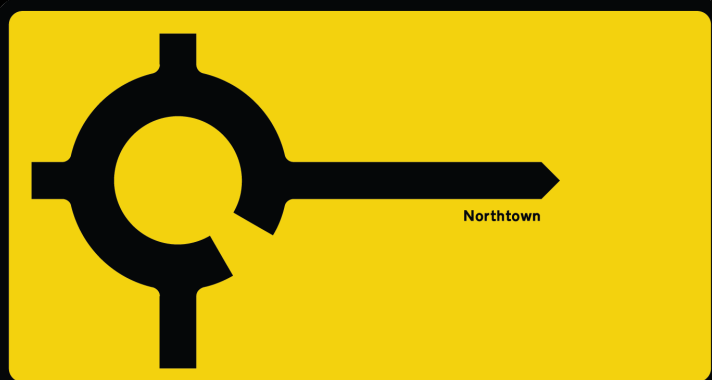
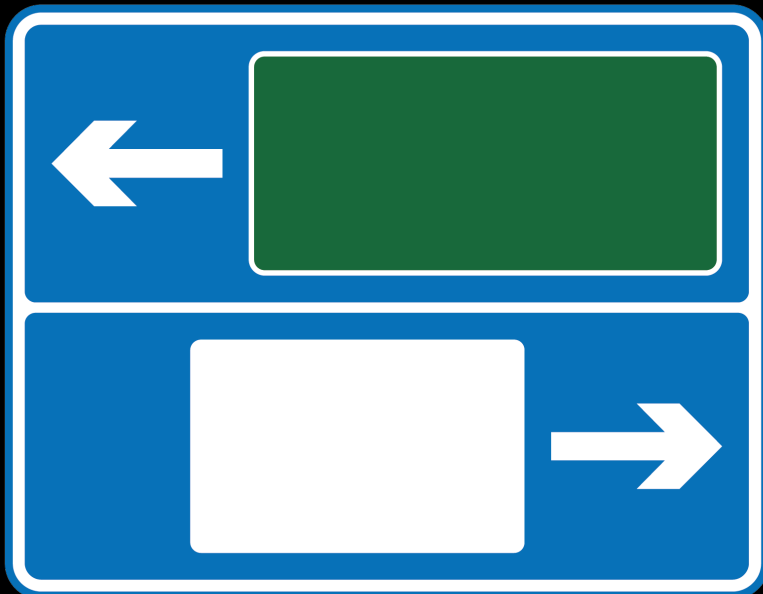
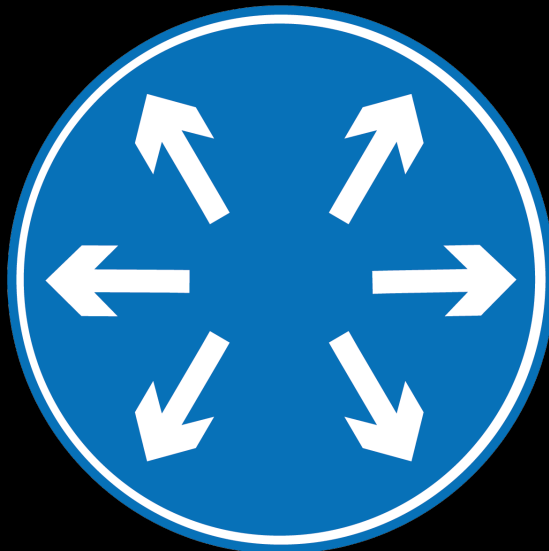
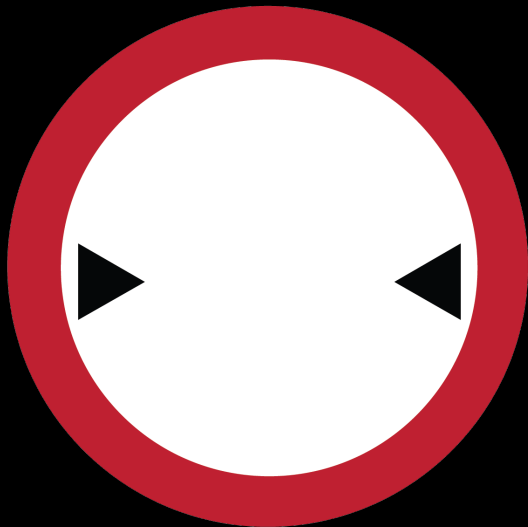
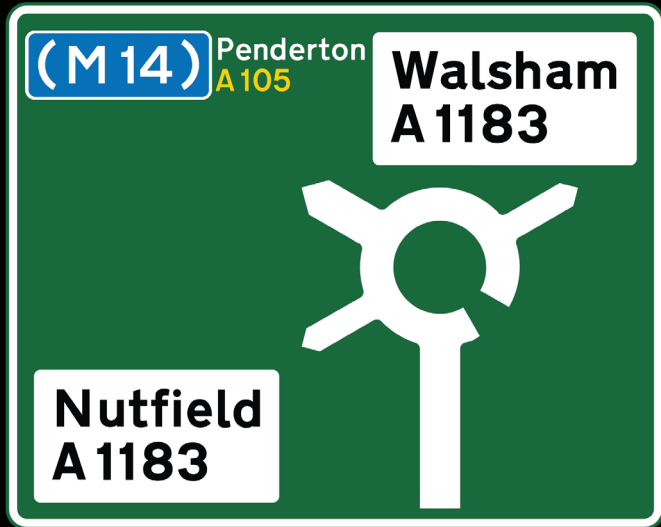
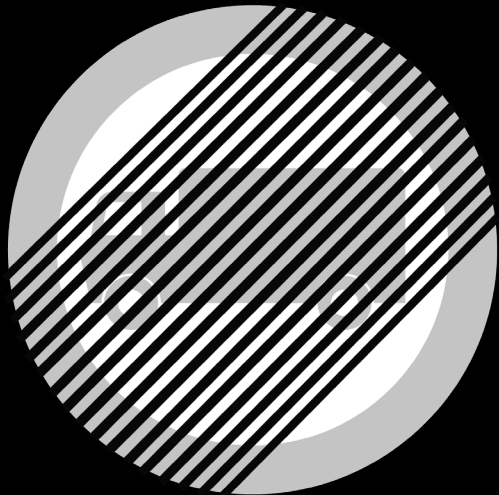
< Context >

original
signages

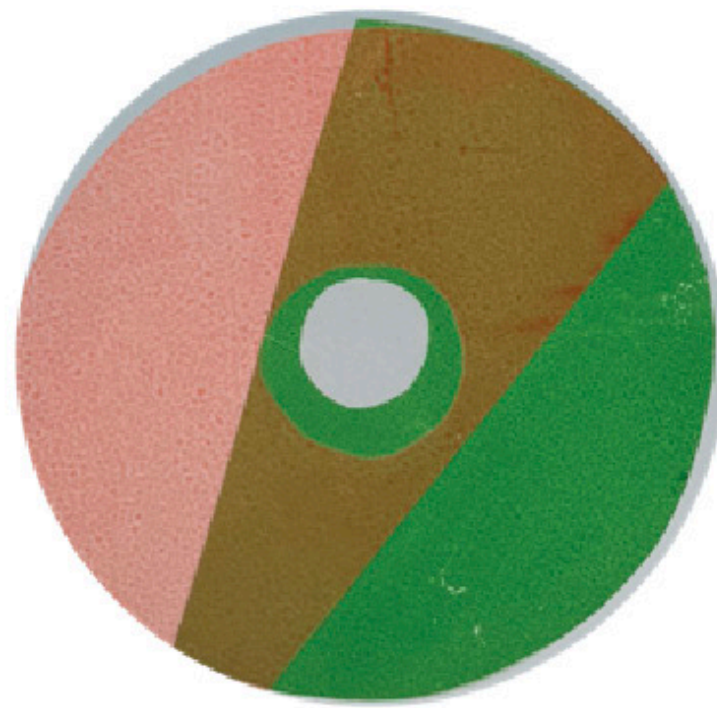
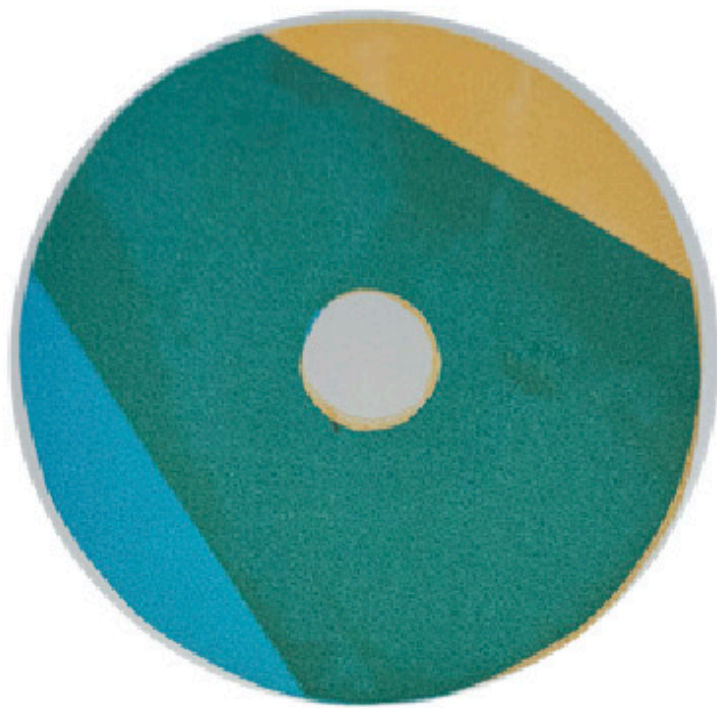
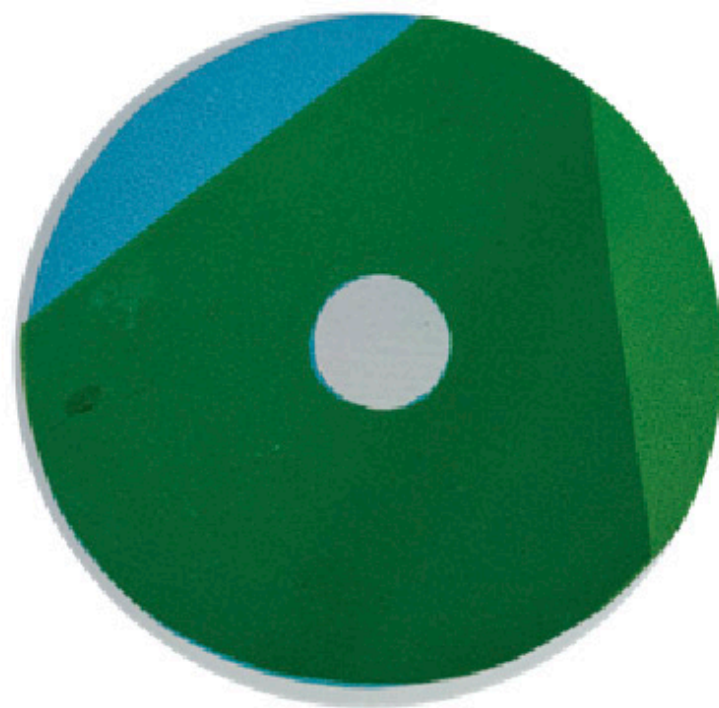
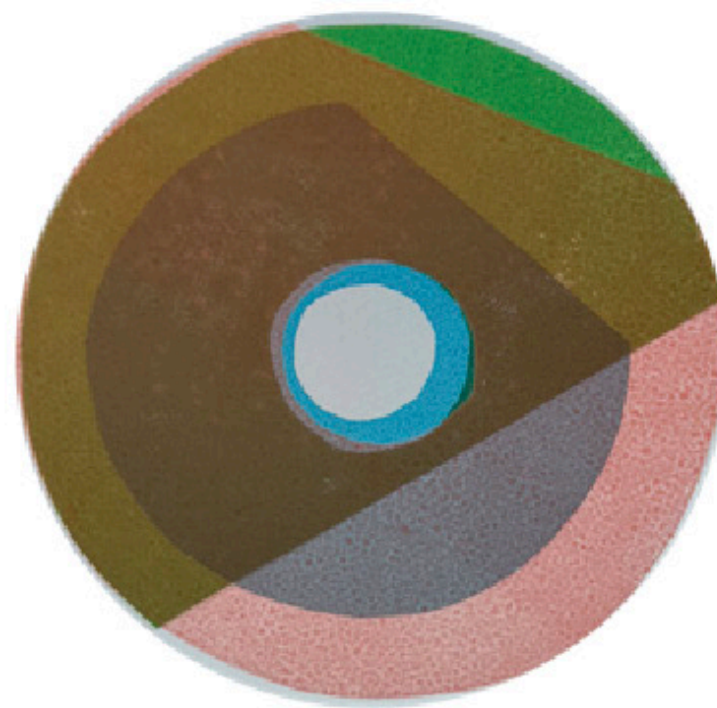
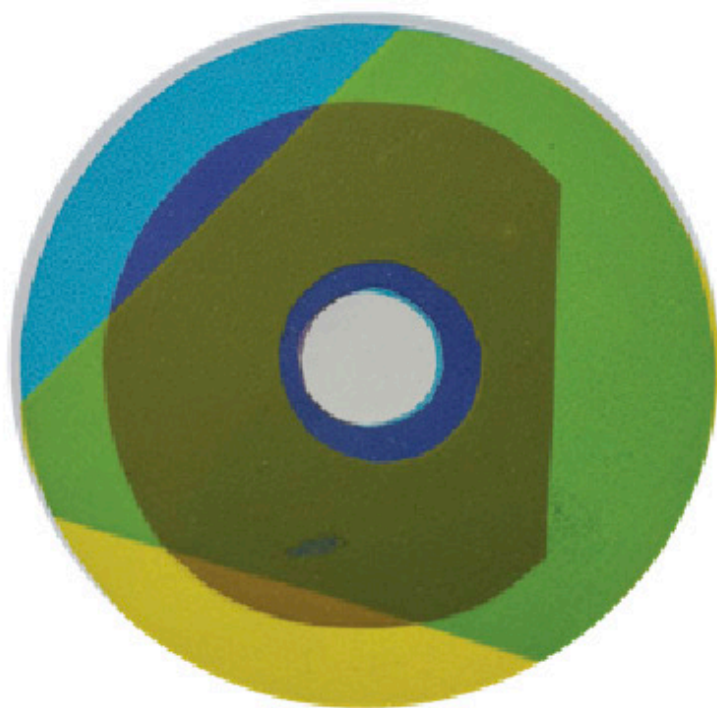
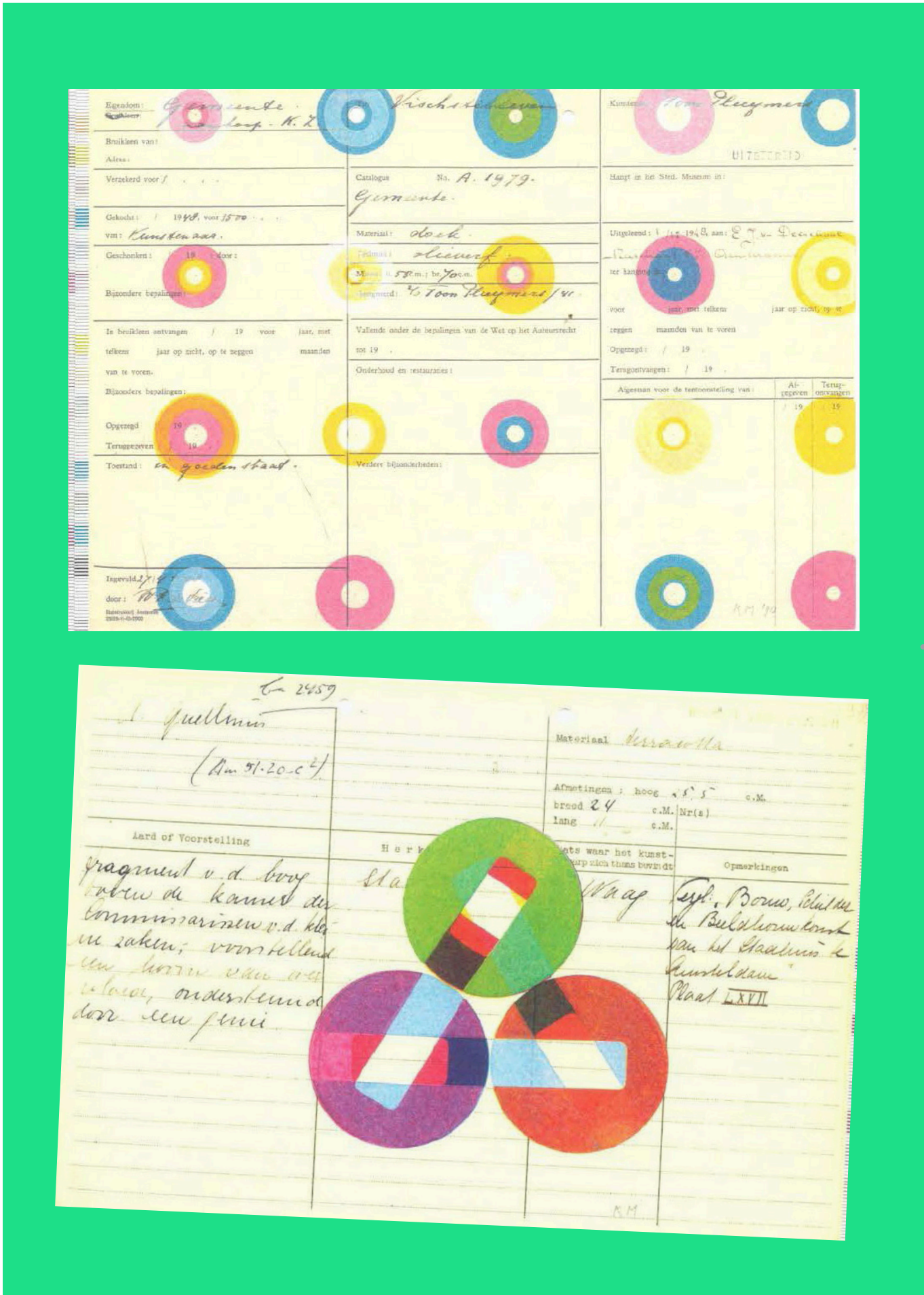


Un-smoothed





Karel Martens' *Monoprints*



silk screen print iterations in created for U1

CURIOUS AND BRAVE AND
THE LAST
SHOWS MUCH PROMISE IN

Medium
Italic

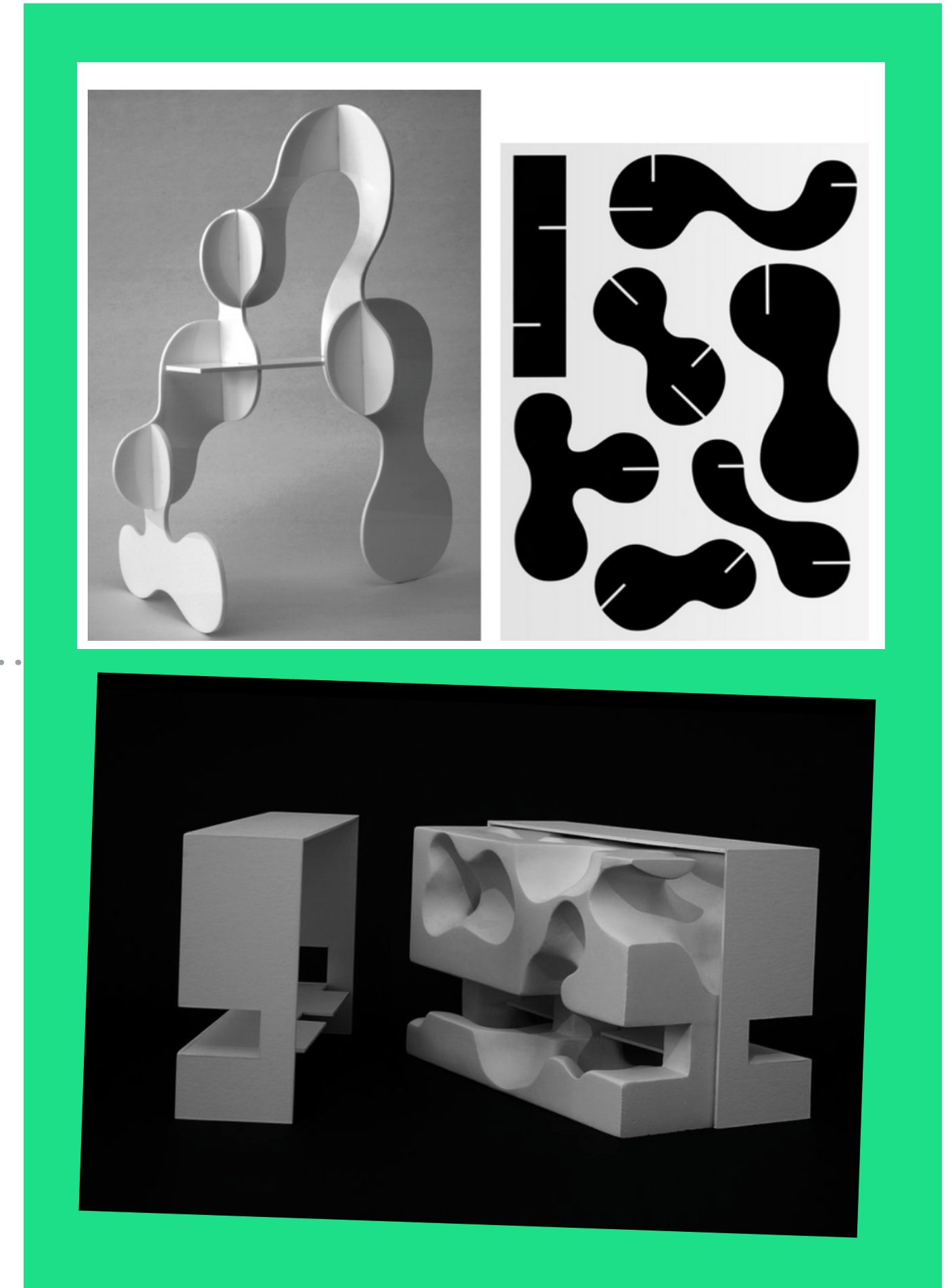
malfunction a
conventional
typeface by
inserting
contradicting
context in the
letter form



Karl Nawrot

A 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
A 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
0 1 2 3 4 5 6 7 8 9 & ? ! #
Ä Ö Ü Æ Æ Æ Æ Æ Æ

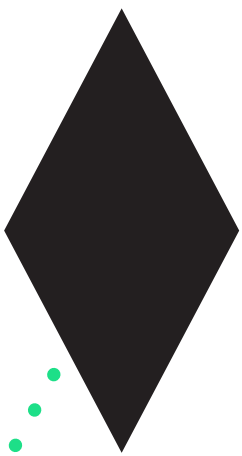
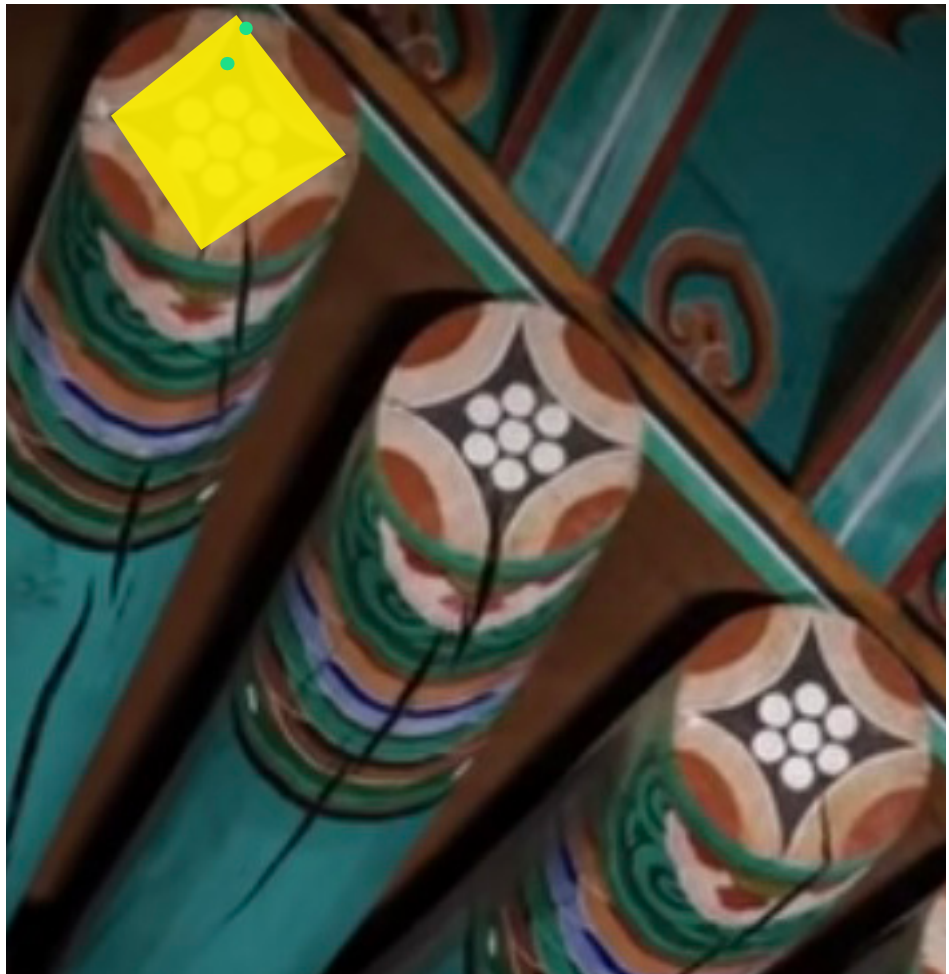
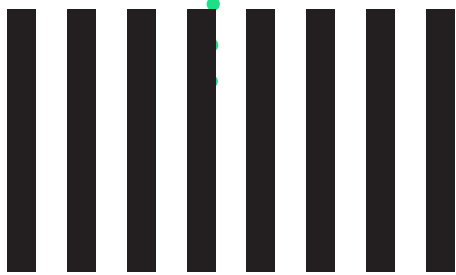
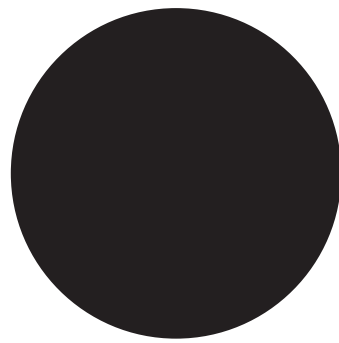
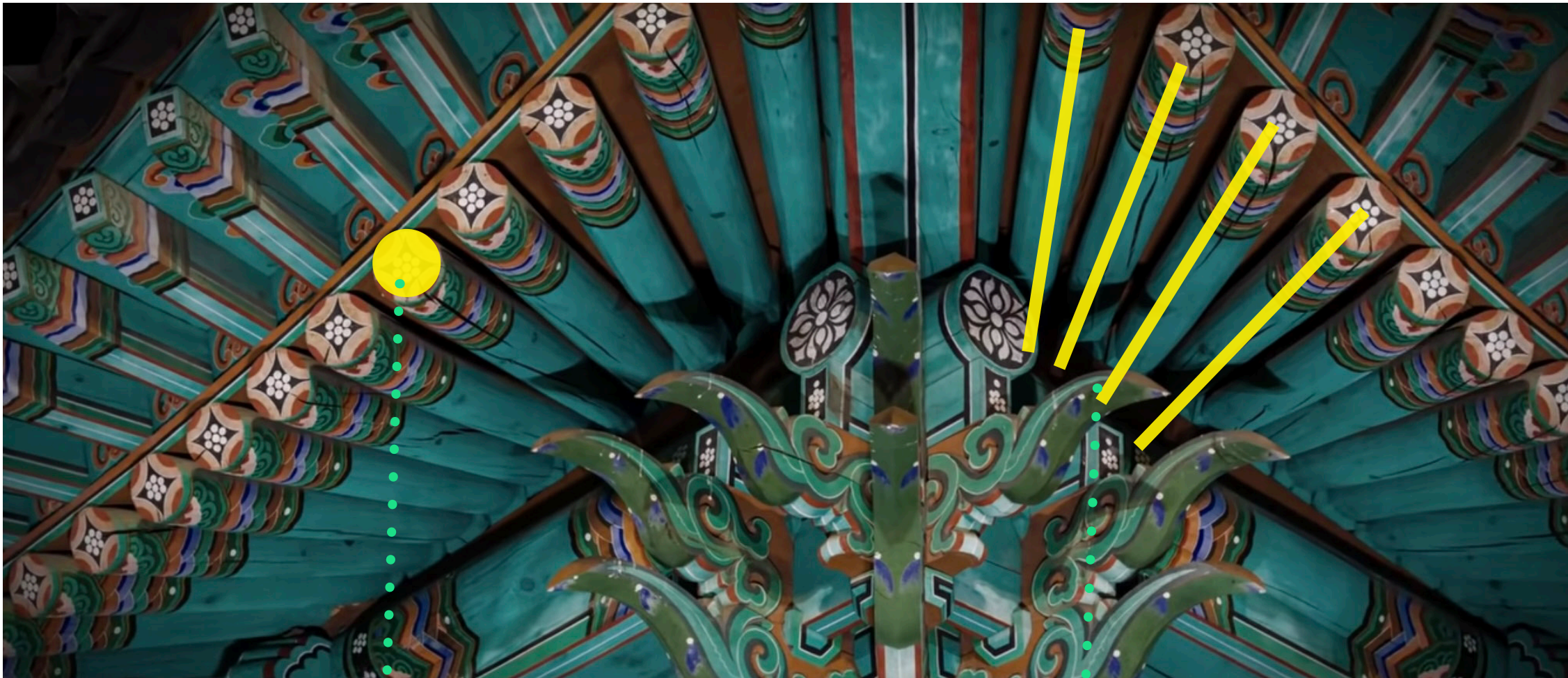
Breu
Typeface (2012)
Karl Nawrot

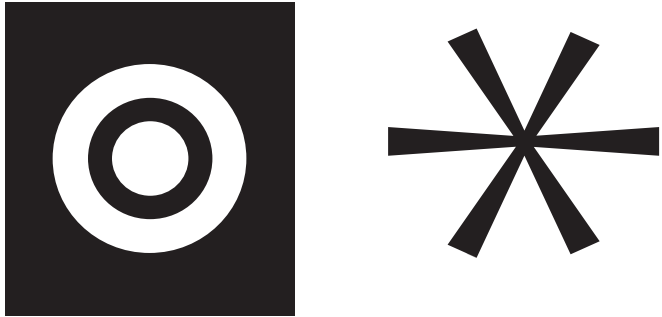


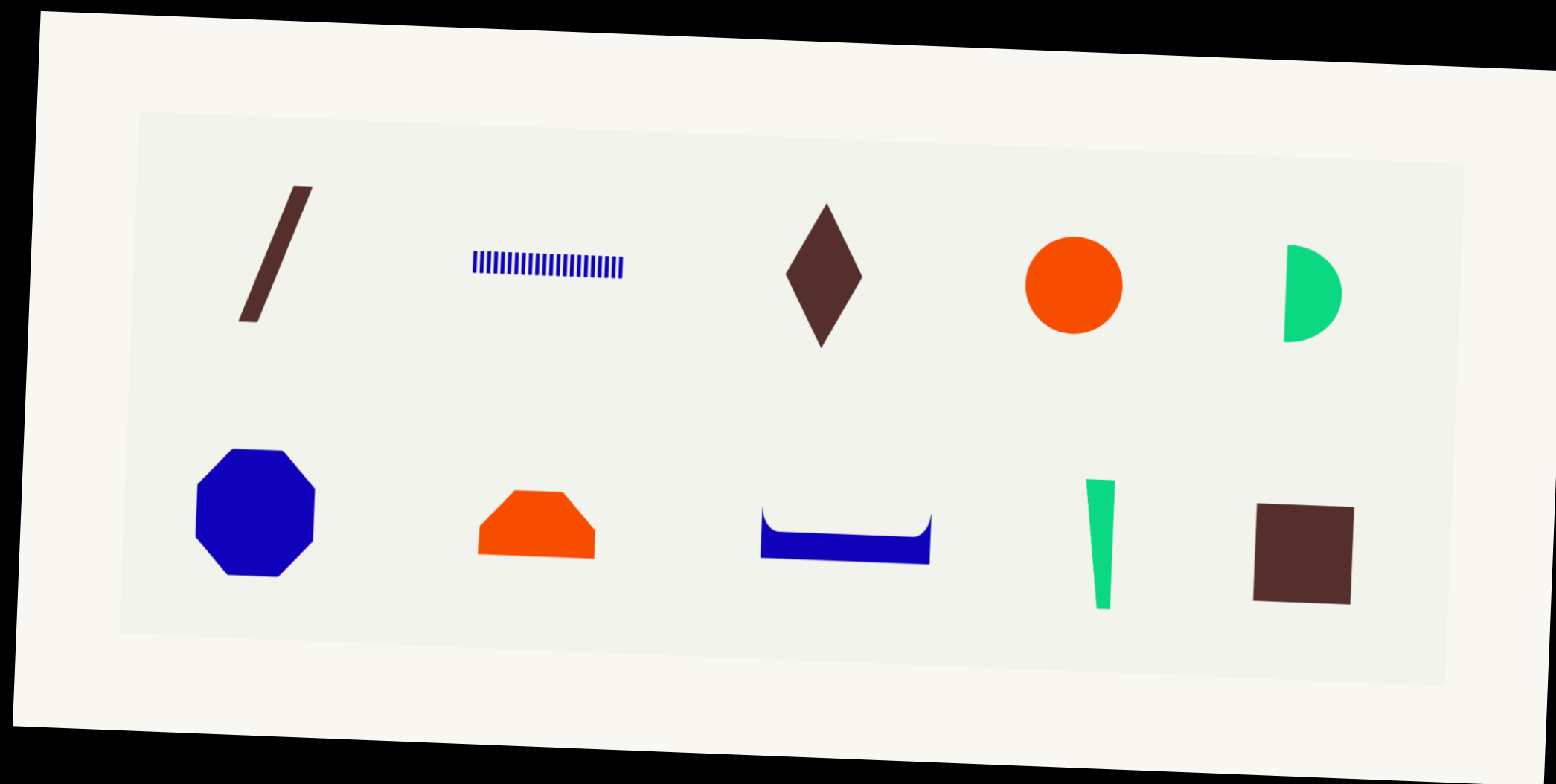
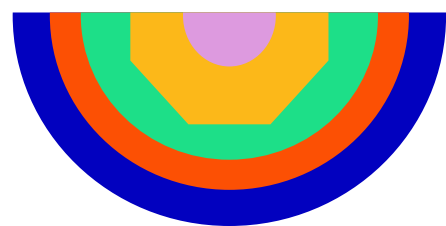
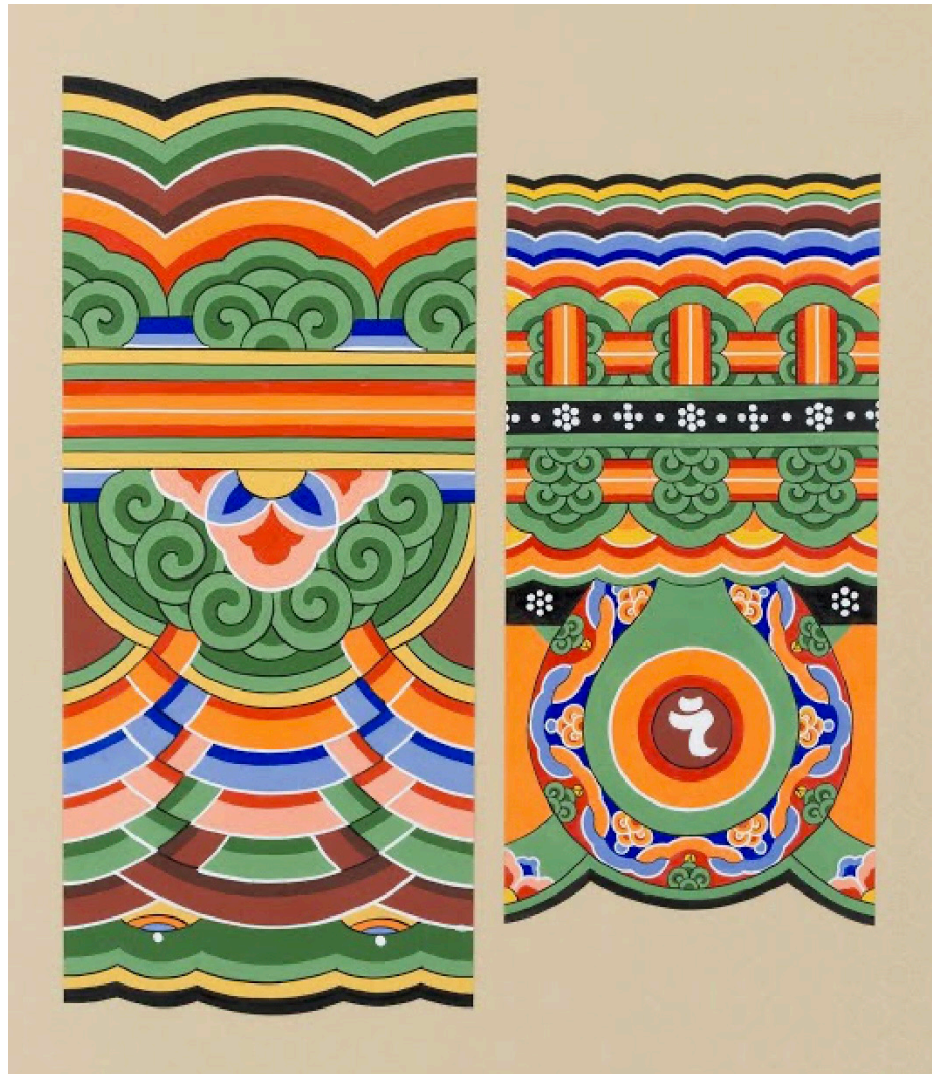
Dancheong



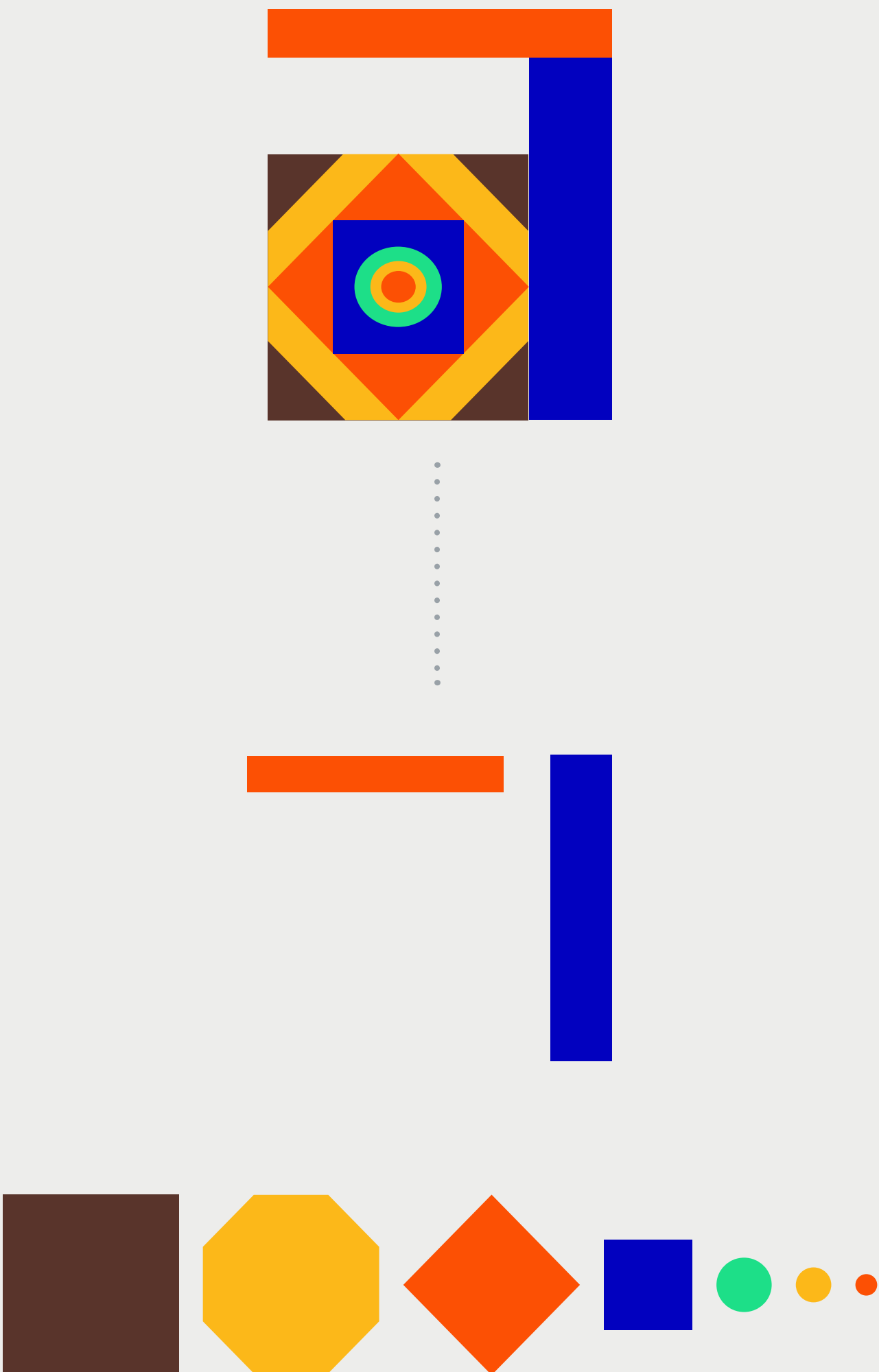
The ornamental patterns found on traditional Korean wooden buildings and artifacts, especially temples



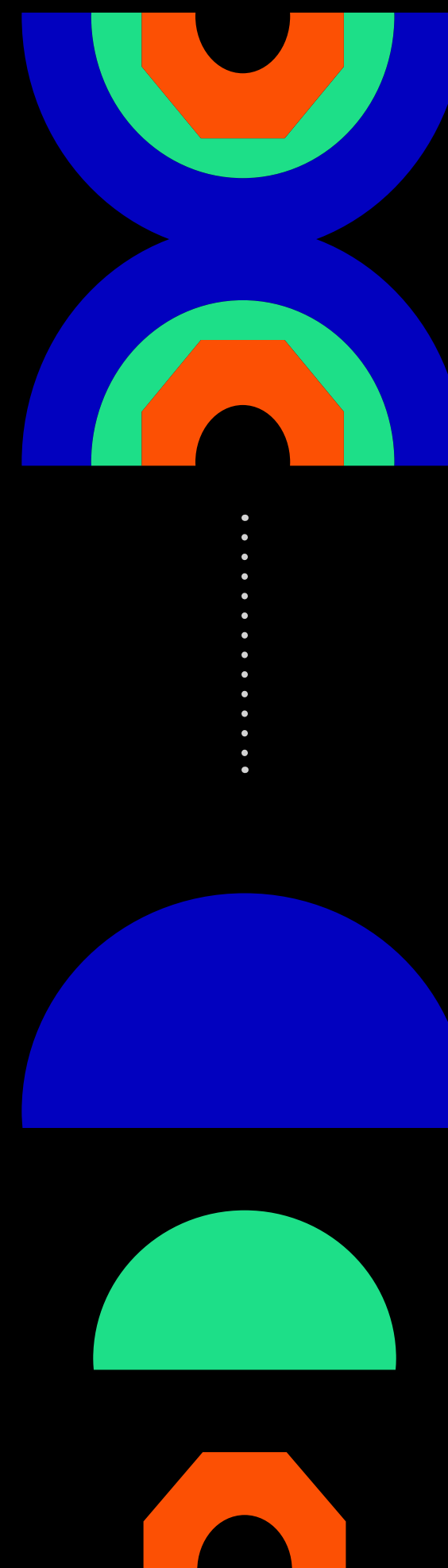




< a >



< x >



a 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

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.**

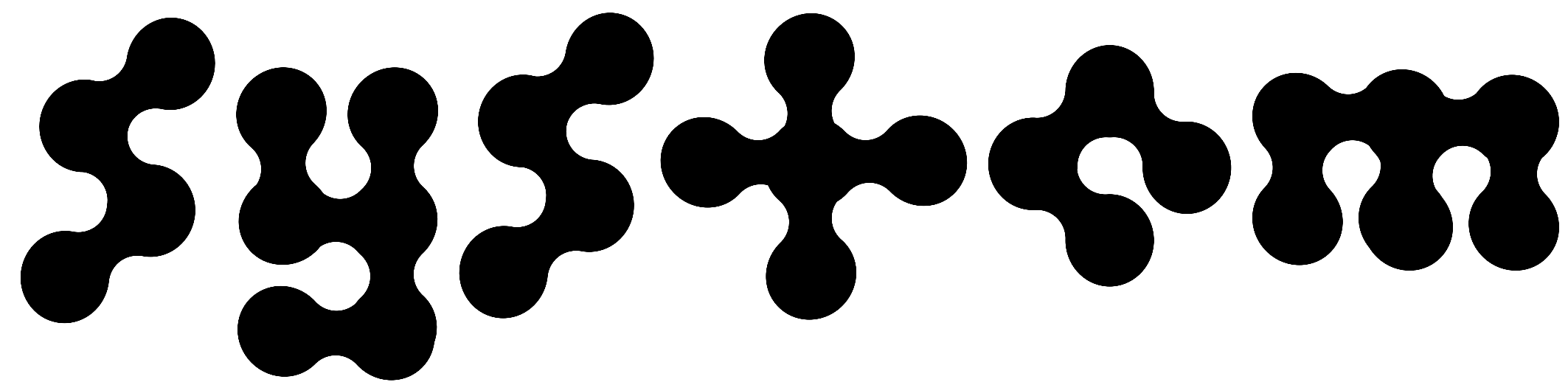
60 **Each time you hear your neighbour sneeze, reply with a louder sneeze.**

61 **Tonight. Go to your kitchen window and laugh out loud at 8 o'clock sharp.**

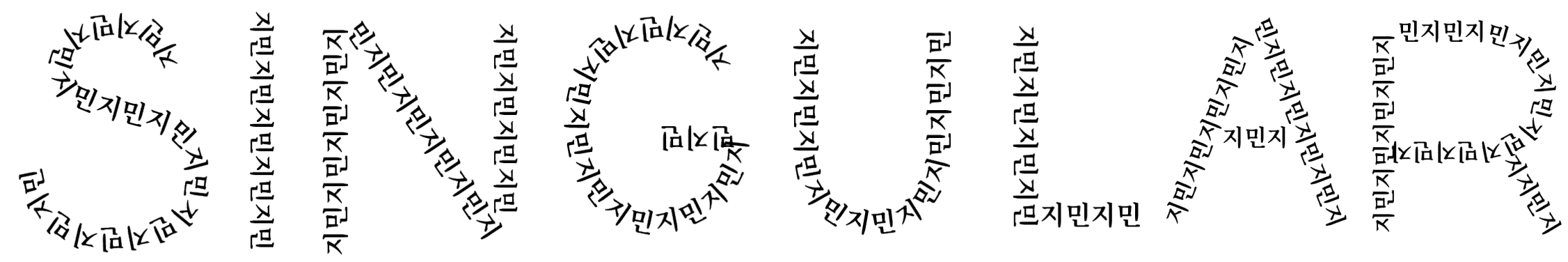
62 **Touch your neighbour's door with a fingertip and count to ten.**

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

Synthesis &
Further
Projection



(p5js font)
↓
(Personalized
type)



↓
(Breu typeface)



↓
(Dancheong
typeface)

