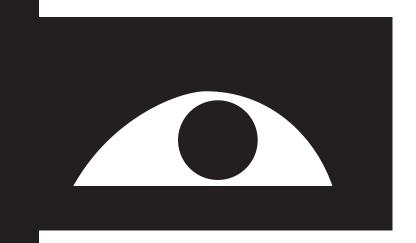
ARTIFICIALLY ALTERNATE BAUHAUS

GREMLINS OF FUNCTION, BODY, AND PATTERN



THESIS BY MADELINE ALVES + ERIN ZEARFOSS

MAY 2ND 2023

BABHAUS



WELCOME TO THE BABHAUS

Human and machine intelligence has the potential to re-design objects and spaces of the past and generate an artificially alternate collection of reimagined Bauhaus images. Present A.I. technologies can operate as synthetic imaginations of historic bauhaus principles and design ambitions to create a possible future. The past becomes altered through our understanding of its contributions to an alternate present.

GLOSSARY

ARCHITECTURE - A CHOREOGRAPHY OF SPATIAL APPROACHES.

CHAIR - FUNCTIONAL SEATING OBJECT.

ART - EXPRESSION THROUGH CREATIVITY.

CREATIVITY - THE ABILITY TO COMBINE FACTS, IDEAS, AND CONCEPTS WITH OPINIONS, EMOTIONS, AND FEELINGS.

DANCE- TO EXTEND THE BOUNDARIES OF THE BODY/ENTITY THROUGH MOVEMENT IN A WAY THAT DEFINES SPACE TO VISUALLY COMMUNICATE.

ENGINEERING - DESIGNING AND CONSTRUCTING PRACTICAL SOLUTIONS.

FIGURE - AN EMBODIED REPRESENTATION OR MANIFESTATION, TYPICALLY CHARACTERIZED BY ITS PHYSICALITY OR APPEARANCE.

GREMLIN - AESTHETIC THINGS THAT POSE AS THE "ORIGINAL" THROUGH THE DILUTION OF ITS INTENDED FUNCTION AND MATERIAL.

INTELLIGENCE- THE ABILITY TO COMMUNICATE AND REMEMBER FACTS.

IMAGINATION - IMAGINATION REFERS TO THE ABILITY OF A HUMAN MIND TO FORM IMAGES, IDEAS, OR CONCEPTS THAT ARE NOT IMMEDIATELY PRESENT TO THE SENSES. IT INVOLVES CREATING SOMETHING NEW OR ORIGINAL THROUGH MENTAL IMAGERY, AND IT IS AN IMPORTANT ASPECT OF CREATIVITY, INNOVATION, AND PROBLEM-SOLVING.

KNOWLEDGE -THE ABILITY TO COMMUNICATE ONE'S INTELLIGENCE THROUGH EXPERIENCE.

OBJECT - THINGS THAT SERVE A SPECIFIC PURPOSE: A KETTLE TO HOLD LIQUID, OR A CHAIR TO SIT ON. THE FORM OF THE OBJECT REFLECTS THIS PURPOSE WHILE POTENTIALLY CONTRIBUTING SOME AESTHETIC VALUE.

TECHNOLOGY - A TOOL THAT HELPS DO SOMETHING BEYOND ONE'S ORIGINAL CAPABILITIES.

TEXTILE - COMPOSED OF THREADS THAT ARE TWISTED, KNOTTED, WOVEN, OR ARRANGED IN RELATION TO EACH OTHER TO CREATE A TACTILE EXPERIENCE.

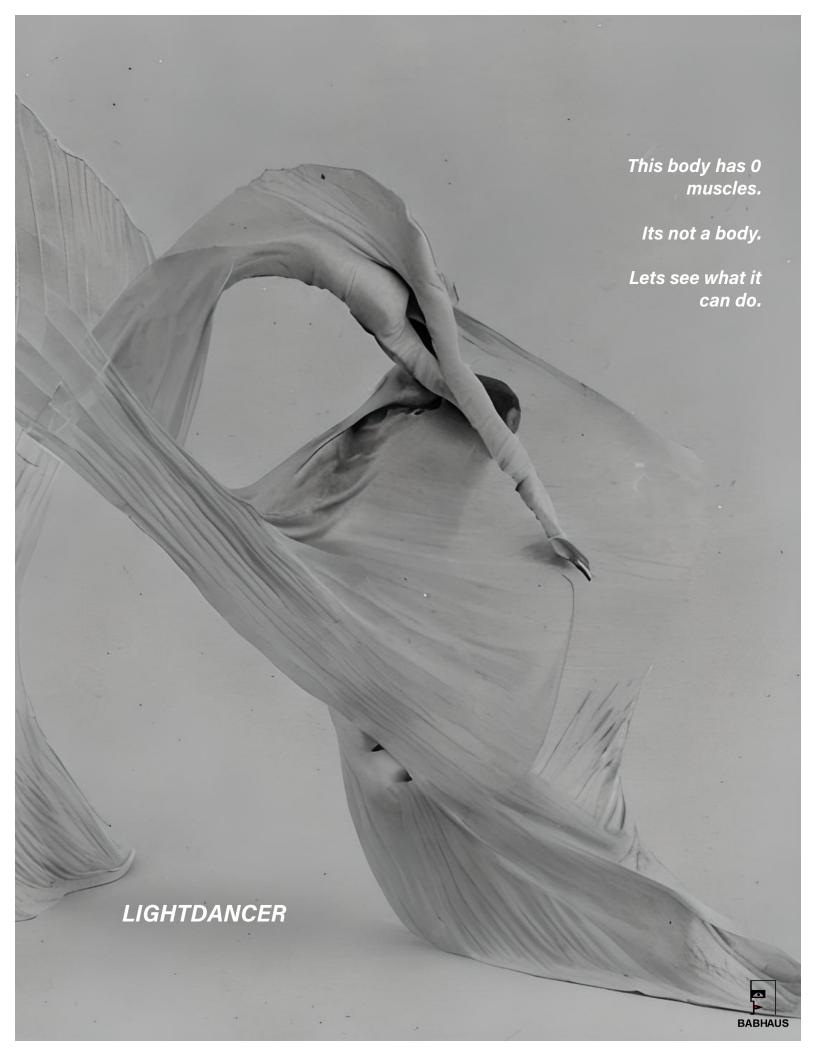
THEATER - COLLABORATIVE FORM OF A LIVE PERFORMING ARTS PRODUCTION.

THINKING - A CHOREOGRAPHY OF SPATIAL APPROACHES.

BABcelona 13576







(AI)GLOSSARY

(AI)ARCHITECTURE - THE ART AND SCIENCE OF DESIGNING AND CONSTRUCTING BUILDINGS AND SPACES THAT ARE FUNCTIONAL, AESTHETICALLY PLEASING, AND RESPONSIVE TO THE NEEDS OF INDIVIDUALS AND COMMUNITIES.

(AI)ART -A COLLECTION OF PATTERNS, STRUCTURES, AND STYLES IN IMAGES, MUSIC, OR OTHER FORMS OF MEDIA.

(AI)CHAIR - A TYPE OF OBJECT THAT IS TYPICALLY USED FOR SITTING.

(AI)CREATIVITY - UNLEASHING ARTISTIC VISION AND INNOVATION.

(AI)DANCE- A COLLECTION OF MOVEMENTS, PATTERNS, AND STYLES IN HUMAN OR ANIMAL MOTION.

(AI)ENGINEERING - A PROCESS OF DESIGNING, BUILDING, AND IMPROVING SYSTEMS, PRODUCTS, OR PROCESSES TO MEET CERTAIN GOALS AND REQUIREMENTS.

(AI)FIGURE - REPRESENTING FORM AND SHAPE.

(AI) GREMLIN - A MISCHIEVOUS AND OFTEN TROUBLESOME MYTHICAL CREATURE KNOWN FOR ITS PLAYFUL AND SOMETIMES MALICIOUS.

(AI)INTELLIGENCE- THE CAPACITY FOR LEARNING, REASONING, PROBLEM-SOLVING, AND UNDERSTANDING.

(AI)IMAGINATION - TO PROCESS DATA AND MAKE PREDICTIONS BASED ON DATA. TO GENERATE NEW OUTPUTS AS A RESULT OF ALGORITHMS AND MATHEMATICAL MODELS THAT HAVE BEEN TRAINED ON LARGE DATASETS.

(AI)KNOWLEDGE -FAMILIARITY, UNDERSTANDING, AND AWARENESS ACQUIRED THROUGH LEARNING, EXPERIENCE, OR STUDY.

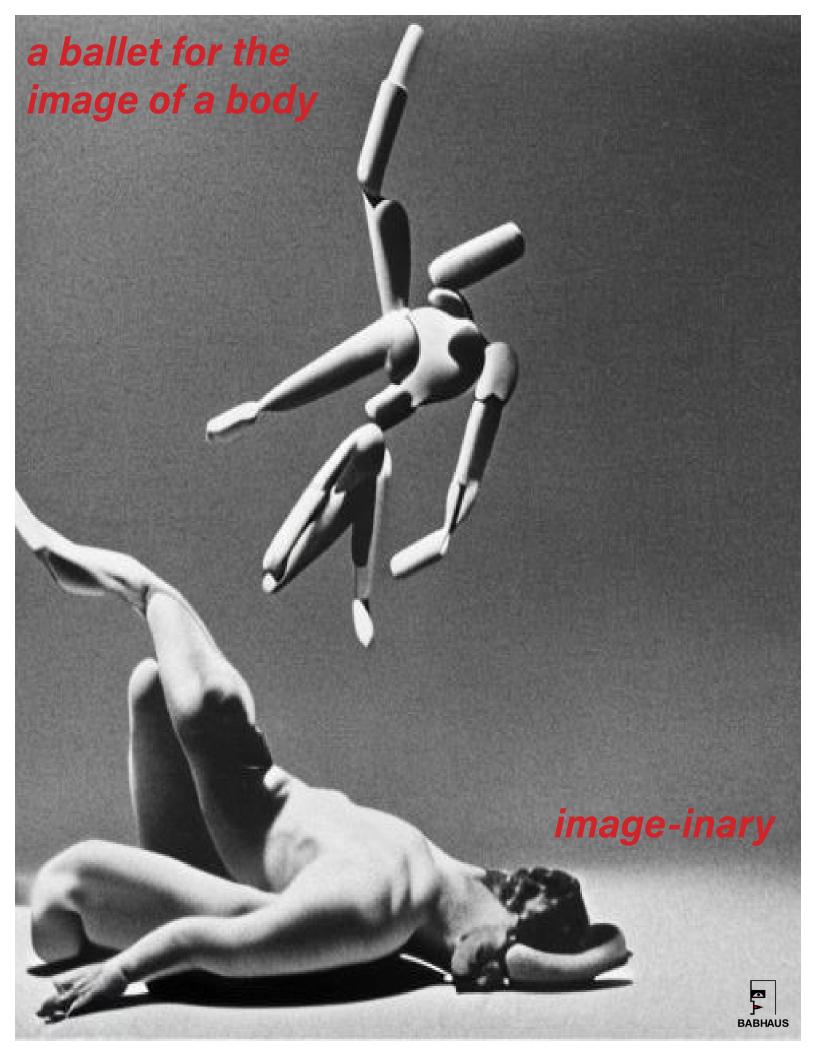
(AI)OBJECT - A TANGIBLE OR VISIBLE ENTITY
THAT CAN BE PERCEIVED OR INTERACTED
WITH, TYPICALLY HAVING PHYSICAL FORM AND
OCCUPYING SPACE.

(AI)TECHNOLOGY - THE APPLICATION OF SCIENTIFIC KNOWLEDGE AND TOOLS TO CREATE, MODIFY, AND UTILIZE SYSTEMS, PROCESSES, AND ARTIFACTS TO SOLVE PROBLEMS AND IMPROVE.

(AI)TEXTILE - A TYPE OF MATERIAL THAT IS MADE FROM INTERLACING FIBERS, SUCH AS COTTON, WOOL, OR SILK, TO FORM A FABRIC.

(AI)THEATER - THEATER REFERS TO A FORM OF ART AND ENTERTAINMENT THAT INVOLVES THE PERFORMANCE OF LIVE ACTORS ON A STAGE, PRESENTING STORIES, CHARACTERS, AND EMOTIONS THROUGH SCRIPTED OR IMPROVISED DIALOGUE, MUSIC, DANCE, AND VARIOUS THEATRICAL TECHNIQUES.

(AI)THINKING - MENTAL PROCESS OF COGNITION AND REFLECTION.



REFERENCES

THE ABSOLUTE ARTWORK MEETS THE ABSOLUTE COMMODITY, STEWART MARTIN

MAN AND ART FIGURE, OSKAR SCHLEMMER - THE THEATER OF THE BAUHAUS

IN SPACE, MOVEMENT, AND THE TECHNOLOGICAL BODY, BAUHAUS PERFORMANCE FINDS NEW CONTEXT IN CONTEMPORARY TECHNOLOGY, CHARLES SHAFAIEH

"THE INANIMATE BECOMES ANIMATE" LOIE
FULLER, SPECULATIVE FEMINIST AESTHETICS,
AND POSTHUMAN EMBODIMENT, LARA
KARPENKO - NINETEENTH CENTURY CONTEXTS: AN
INTERDISCIPLINARY JOURNAL

SOME HUMAN DOLLS, JULIET KOSS - HUMAN-SPACE-MACHINE. STAGE EXPERIMENTS AT THE BAUHAUS

KINETIC EXPLORATIONS, OSKAR SCHLEMMER-GERHARD BOHNER-DIETER BAUMANN, GABRIELE BRANDSTETTER - HUMAN-SPACE-MACHINE. STAGE EXPERIMENTS AT THE BAUHAUS

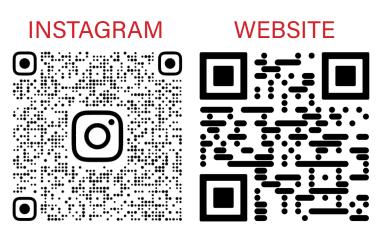
INTRO, JANIS JEFFERIES + DIANA WOOD CONROY - TEXTILE: THE JOURNAL OF CLOTH AND CULTURE, 4:3

THE TEXTILE AS STRUCTURAL FRAMEWORK,
GOTTFRIED SEMPER'S BEKLEIDUNGSPRINZIP AND THE
CASE OF VIENNA 1900, REBECCA HOUZE - TEXTILE: THE
JOURNAL OF CLOTH AND CULTURE, 4:3

THE FABRIC OF FABRICATION, GEVORK HARTOONIAN - TEXTILE: THE JOURNAL OF CLOTH AND CULTURE, 4:3

THE PLIABLE PLANE: TEXTILES IN ARCHITECTURE, ANNI ALBERS - PERSPECTA VOL. 4

WEAVING, CONTEMPORARY MAKERS OF THE LOOM, KATIE TREGGIDEN Special thanks to our adisory group and our advisors Mark Linder and Emily Pellicano



ARTIFICIALYALTERNATEBAUHAUS.COM