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Our project was called “Project The Unexpected”; a digital glitch art exhibition. Through the listening of sound, the ultimate goal of our project was to allow the audience the opportunity to freely create portraits of themselves through music and visual art. The inspiration for this project came from digital glitch artists Yovozol, and Tachyons+. These artists make visual art as a profession, and sell their works on their respective websites. They use their skills in making glitch art to create fascinating music videos, edit live visuals from concerts, and more. At the bottom of the narrative, we included an example of digital glitch art, in order to give a clearer explanation as to our end goal. The picture below isn't exactly what we achieved; but it does a much stronger job of showcasing the capabilities of the artform, along with giving the reader of this narrative a general sense of direction as to what we accomplished with this project. We wanted to emulate the aesthetic of this performing art, but instead give the audience the ability to express themselves however they wanted to by “painting” self-portraits based on the music that is playing, the visuals from something they enjoy, and/or something else that they already had in mind. In normal situations, the artist does all the work and the audience watches, but we tried to do the opposite and have the audience do most of the work, to express their subjective desires. Art isn't easy to create; it requires a large time commitment, and a certain level of skill; but for this project, anybody could create to their heart's content.

We procured a handful of electronic tools to help us execute the project to its fullest potential. Those tools included a video camera with a wide-angle “fisheye” lens; so that the camera could record a larger portion of the room. The camera could have also projected pre-recorded footage in case the audience wanted to use that instead. We also used a “dirty video

mixer” (an image of one that is almost identical to the one we used is posted at the bottom of the narrative). This tool used simple circuits in order to create video glitch effects. The intensity of the distortion and enhancement of the video could be edited manually. We also needed a laptop (we used a MacBook Pro) to obtain online visuals from music videos and other unique visuals. We also used a Bluetooth speaker, which projected the audio from the songs the audience chose. Additionally, we purchased a HDMI to RCA capture card for conversion and connection between the dirty video mixer, the laptop, the camcorder, and the TV; along with two RCA cables which connected these respective aspects of the project together. We originally wanted to use a projector for our presentation, but due to time and budget constraints, we instead opted to use a more convenient source, a television monitor.

This is how the procedure worked. One input was the camera with the “fisheye” lens, so people saw themselves live, and could manipulate and distort the playback. The other input signal was the computer. The computer played different videos, and users picked what visual(s) they wanted to paint and insert themselves into. This way, people could freely express themselves in their favorite scenes to the maximum extent possible. We also used the two capture cards. One of which took the analog inputs and converted it to HDMI, and the other allowed users to work with different effects. The computer needed the HDMI to connect to a capture card that transformed the signal to analog, allowing it to connect to the dirty video mixer, which then saw an output on the TV. We also had the two RCA cables, which worked as the analog input cables and the capture cards, allowing everything to connect together. The dirty video mixer was the main component of the project. It allowed two analog inputs to be stored and sent to a single output, where the video signals were distorted or enhanced to showcase excellent, thought-provoking images. When people came to the exhibition, there were five buttons on the

dirty video mixer which they could toy with to create these images. There were two signals/switches (left and right), along with the two knobs, which had the ability to distort and enhance creative images that are tailored to the individual. The sky was the limit when it came to what the users wanted to do.

We worked tirelessly on this project, and made sure we collected quality but affordable materials to make the experience as enthralling as possible. We knew our classmates were going to create excellent, forward-thinking projects, and we wanted to make sure our project could compete, and hopefully surpass the amazing projects our colleagues made. In our initial trials with the equipment, we overlaid two analog signals; a cable TV box, and a camcorder in playback mode. With the dirty video mixer, we were able to overlay the cable TV output, along with the camcorder's playback footage; and created crisp, 30-second, glitch footage. So in other words, we achieved our goal, and we felt we were ready to present. At first we were slightly unsure about how the exhibition would work without a projector; as that was what we wanted to use in the beginning. However, after our trial runs with the television monitor, we found that it made no difference; and our worries were easily quashed.

Our presentation on Tuesday, April 25th went over better than expected. For starters, we didn't anticipate as many attendees as there were; but we ended up being greatly surprised by how many people wanted to try out our exhibition. However, it's important to note that many of the people who tried the exhibit were either our fellow classmates, our supervisors, or people who we approached and asked to take part in our project. Most people who tried out the project weren't doing it out of their own volition; but we think that may have had something to do with the time, date, location, and other extraneous factors that were out of our control. Overall, we felt the final presentation went quite well, although there is always room for improvement. One big

issue we had was that sometimes the TV would either lose the signal from the mixer, or the mixer would get overloaded and the screen would turn a blue color. To rectify this, we waited for about 10 to 15 seconds, which allowed the mixer to return to the normal amount of electricity in order for the signal to become stable and appear on the screen again. Unfortunately though, this did take some time away from the people who were using the project, and did slightly worry them, as they thought they broke it. Another issue we noticed was that it was a completely individual experience. If we were to do something like this in the future; we would try to create the project on a much larger scale, and have more engagement from the audience by having multiple people being able to create visual art; in hopes to encourage artistic expression and collaboration. Another issue we found involved the Bluetooth speaker. Everyone who tried the project wanted to insert themselves into music videos for their favorite songs. In order to do this we had to find the music video online, then find the exact same one on one of our mobile devices (which was connected to the speaker). We had to make sure the two started at the exact same point, and synched up perfectly, which unfortunately cut into a bit of the trial time, and was very tedious generally. In the future, we could rectify this by connecting the laptop to the speaker itself. Other issues that we found were mostly aesthetic issues. The dirty video mixer we purchased, for example, looked very cheap; however with the time and funds we had available, it was the only option we had. Also, all the wires that connected the mixer to the laptop and TV looked very unkempt and disorganized. We also had a piece of cardboard to which the mixer was attached. Originally, we were going to write on the cardboard what each knob did in order to save on speaking time; but due to time constraints, we were unable to write everything down. However, we found it made no difference once the project was underway. That said, the mixer was attached to the cardboard using cheap masking tape which again, caused more aesthetic

issues. In the future, we would prioritize things like cable management, and other factors that would enhance the project's overall presentation.

One concern that was brought up prior to the final presentation was adding a time limit per person so things would move more efficiently, and everyone could get a fair chance to try the project. This was a valid suggestion; however when it came time for the final presentation, we felt the amount of people that participated didn't necessitate a time limit.

One thing we had which set us apart from other projects was that we asked participants to partake in a brief survey to give their thoughts on our project after they were done. We asked them what they liked about it, any constructive suggestions they had to improve it, and what they learned about glitch art through our project. We made sure the survey was anonymous, so people could freely express their honest feelings and thoughts on the project. We received a total of eleven responses; all of which were positive. People were enamored with the glitch art, and were eager to try it again in the future. Some screenshots of the survey will be linked at the bottom of this narrative.

Once more, we named our project "Project The Unexpected", as a play on the phrase "expect the unexpected". The phrase is an oxymoron, telling one to be prepared for unorthodoxy, because reality is unpredictable. We built off of this phrase because we found it easy to remember, and attention-grabbing. We used the word "project" because of the projection of the manipulated image from the camera or computer onto the screen. What's "unexpected" about the project is that digital glitch art is an unorthodox, and in our opinion, underappreciated form of art and expression. With our project, one can distort or enhance the images and videos to unexpected degrees, creating something unique, and memorable.

Digital glitch art is a fascinating form of art; and is not one that can be fully comprehended with ease. The difficulty of the project was daunting at first, but it simultaneously motivated us as a group to collectively work harder and create our project. “Project The Unexpected” was a great success in our eyes, and we hope to do better in the future.

Digital Glitch Art Example:



Dirty Video Mixer:



Survey Responses:





## Project the Unexpected

Questions

Responses

11

Settings

What did you learn about glitch art?

11 responses

some of the techniques used (video overlay)

It's used a lot of time in music videos to engage people

Overlaying camera and radio signals

A lot that I never thought I would

Nothing tbh

The variety of things you can do with it

I learned you overlay visuals

I learned what glitch art is!

The different inputs



## Project the Unexpected

Questions

Responses

11

Settings

Do you have any constructive criticism for our group?

11 responses

No

H

N/A. They were great

nope

None

None

No great job

Think of something on a larger scale

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## Project the Unexpected

Questions

Responses **11**

Settings

### Other comments or feedback?

6 responses

J

It was really cool!

Great job! Super interesting :)

Great job, cool!

I learned about a new art form.

No