

WEARABLE ECOSYSTEMS FOR ALIEN ENVIRONMENTS

a project by

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Design + Technology MFA candidates

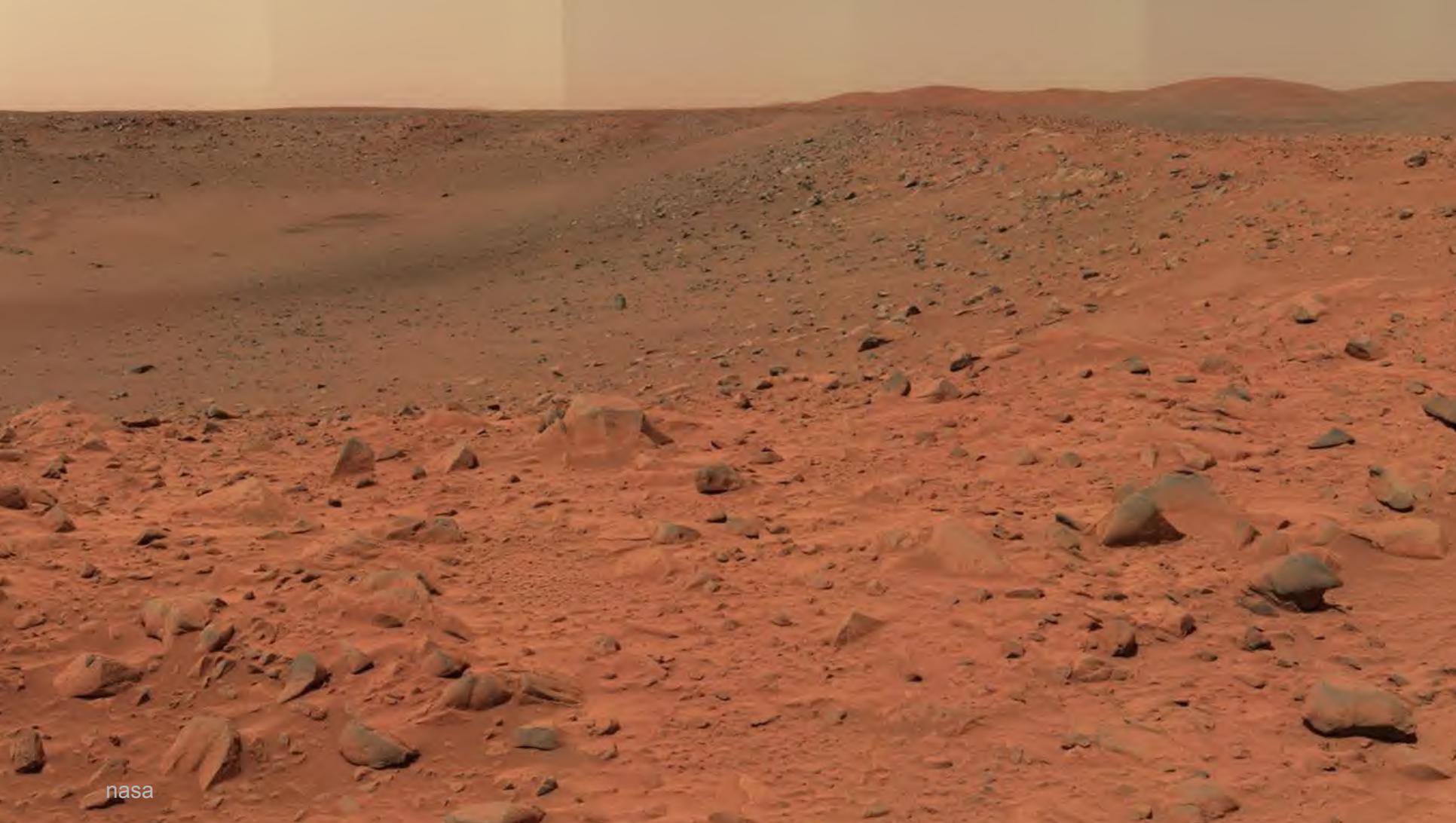
Parsons The New School for Design





7.3 Billion 2013
projected 10.5 in 2040





Statement

Global warming, over pollution, species extinction, technological singularity, ecological destruction. Taken individually these problem are troubling... combined they constitute an existential threat to humanity by precipitating an unsustainable future, a world as alien to us as the terrain of Mars.

Wherein current traditional design solutions seeks to address these issues via technological brute or economic sanctions/subsidies and political might, these approaches are not personalized, thus leaving society generally apathetic. Critical design aesthetics, on the other hand, can have a stronger impression on society, thus providing a more impactful, and potentially more effective means of addressing these current issues.

Wearable Ecosystems for Alien Environments (WEFAE) is a critical design expression and exploration of sustainability for such future alien world mentioned above. WEFAE fuses modular wearable technology, bio-art, insects, and physical computing to produce homeostatic systems that interact with both the wearer and the environment. The project seeks to call attention to symbiotic relationships, sustainability and the potential integration of technology, ecology, and humanity.

Design Question

How can critical design projects offer insights and solutions to existential threats that traditional design has been unable to solve.

Domains

Science Fiction

Critical Design

Bio Art

Environmental Sustainability

Wearable Technology

Artistic Reference - Symbiotic sustainability with the wearer

Burton Nitta

<http://www.burtonnitta.co.uk/algaculture.html>



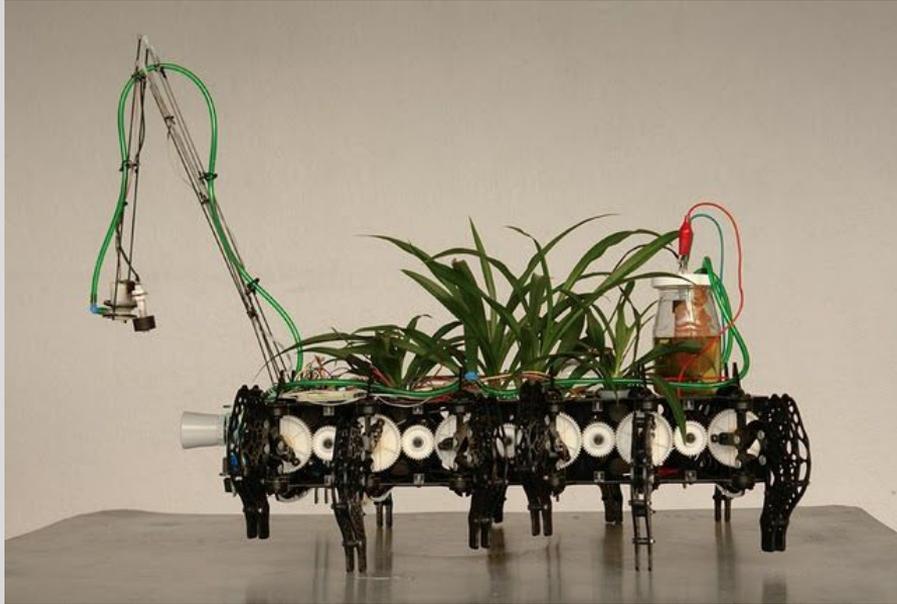
Burton Nitta's 2010 piece *Algaculture* uses algae as an alternate way to fuel the body. Nitta's project posits "new symbiotic relationship between humans and algae. It proposes a future where humans will be enhanced with algae living inside new bodily organs, allowing us to be semi-photosynthetic". The notion of an homeostatic symbiotic system for WEFAE was inspired by this project

<http://www.burtonnitta.co.uk/algaculture.html>

Artistic Reference - Interactivity and awareness of environment

Gilberto Esparza

<http://vimeo.com/18853622>

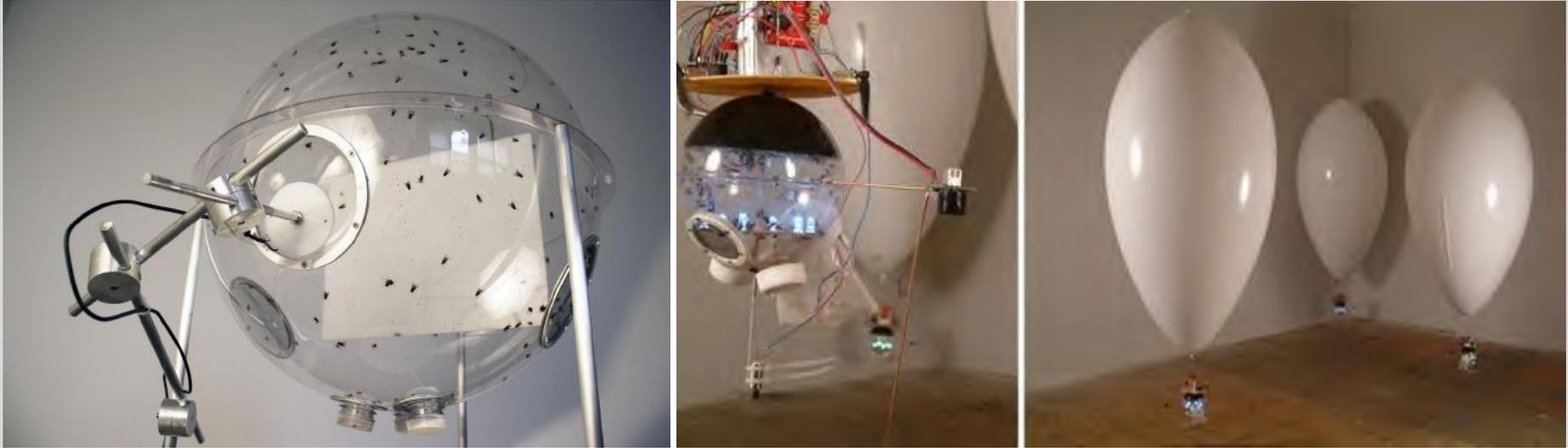


Another inspiration for WEFAE is Gilberto Esparza's Plantas nomadas. Esparza creates bio-robots that interact with their surrounding space and are aware of the impact they have on their environment. The bio-robots become a new species of fauna that "...lives near rivers that are being polluted by waste from the city, moves to find the water-and waste-processing to transform nutrients into energy, thus fulfilling their life cycles."

Artistic Reference - Integration of lifeforms

David Bowen

<http://www.dwbowen.com/flyblimps.html>



David Bowen's Fly Blimps relate directly with the use of lifeforms in WEFAE. Where Dowein utilizes house flies, WEFAE uses *Drosophila* flies and ants as elemental bits for computation. WEFAE differs from Bowen's work as it goes beyond computation based on movent as it tries to expit conditioning and/or genetic differentiation in the enclosed insect populous

Audience

Society

Environmentally conscious

Future people

Current
State



Apocalyptic
Future



Contemplating
Wearable Ecosystems
for Alien Environments



Positive
Future

Methodology

STAGE I

Research insects & Test Enclosures

Create sensors to monitor Test Enclosure environments

Induce change & conditioning in Test Enclosure

Create sustainable symbiotic system

STAGE II

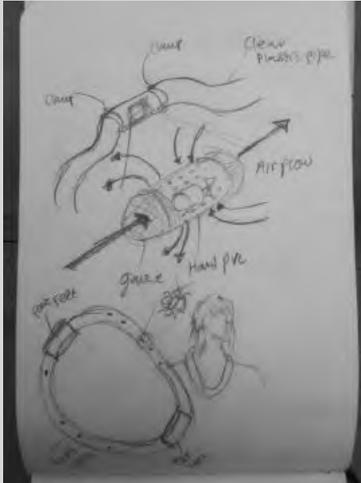
Develop & create & Test Enclosures

Develop and produce full helmet and body Units

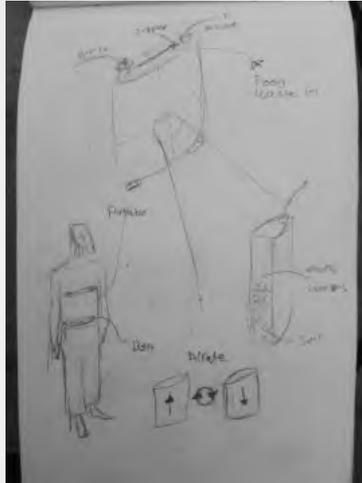
Develop and produce Surrogates

Integrate Units and Surrogates

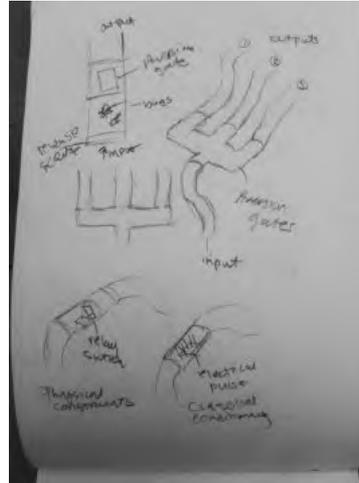
Sketches



Test Enclosures



Compost Unit



Bio-Comp Engine



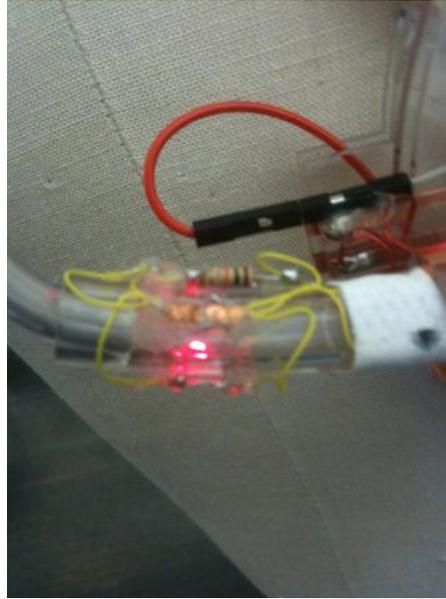
Helmet Unit feed - detail



Helmet Unit breath - detail

Prototypes - sensors

optical bug sensor / LED + LDR



```
bugsensor2 | Arduino 1.0.3

bugsensor2
time = millis();
nolight=0;
light=0;

for (int i=0;i<sample;i++){
  sensor[i]=analogRead(A0);
}

for (int i=0;i<sample;i++){
  nolight+=sensor[i];
}
nolight = nolight/sample;

digitalWrite(13,HIGH);
delay(Flash);
for (int i=0;i<sample;i++){
  sensor[i]=analogRead(A0);
}
for (int i=0;i<sample;i++){
  light = light+sensor[i];
}
light = light/sample;
digitalWrite(13,LOW);
delay(Flash);

int diff=light-nolight;
if (diff<threshold){
  Serial.println("NOO BIT= ");
  Serial.println(diff);
  Serial.println(time);

//delay(1000); // delay in between reads for stability
}

Arduino Uno on /dev/tty.usbmodem021
```


Laser-cutting

colony + doughnut + base



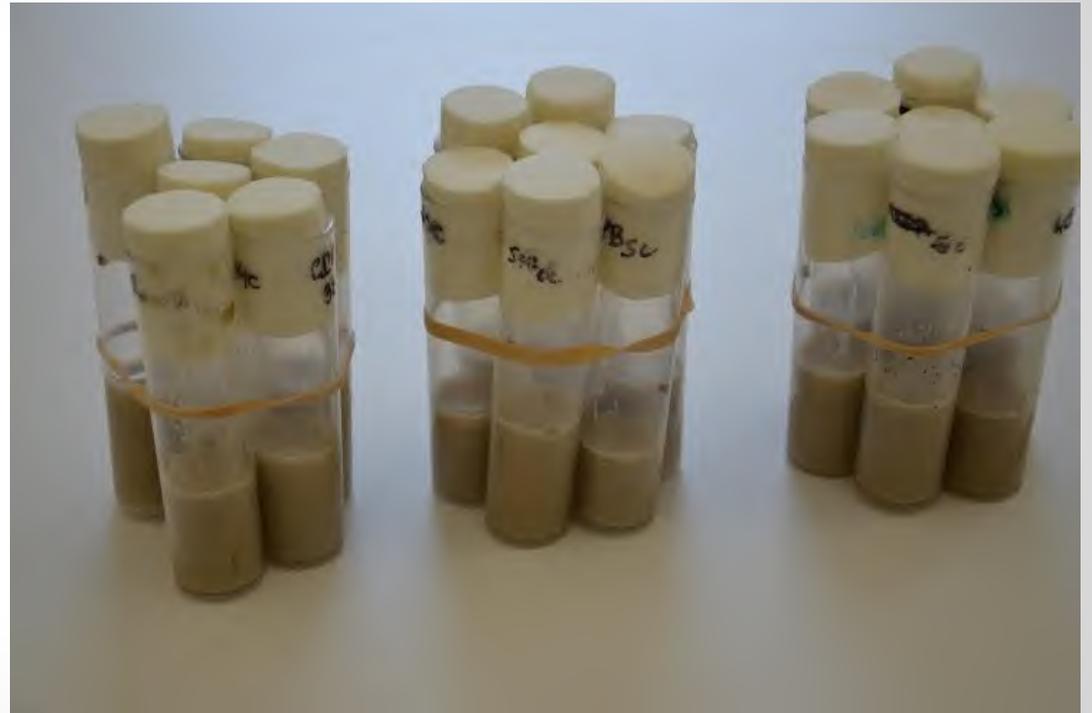
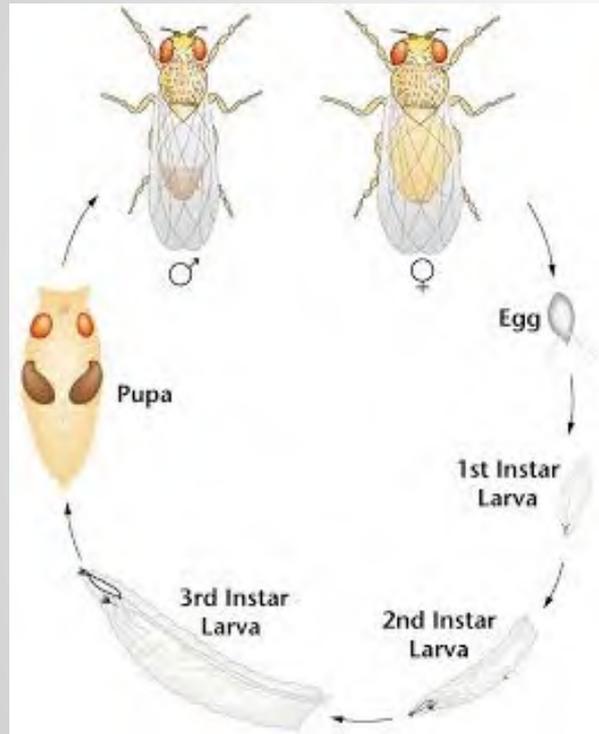
Prototypes - enclosure

enclosure + colony



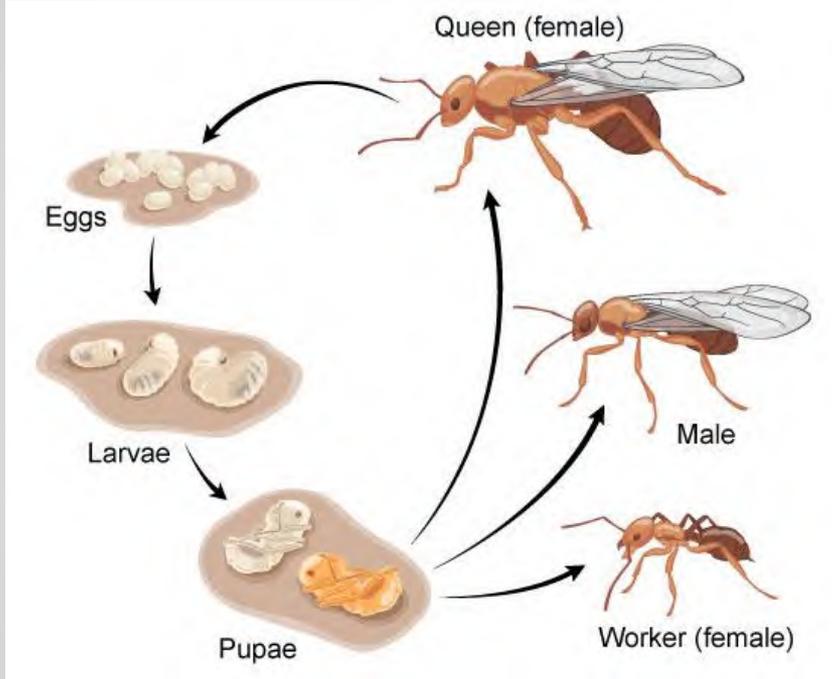
Drosophila

Drosophila fly life cycle



Harvester Ants

harvester ant life cycle



Ethics



Are insects conscious

What do they provide us

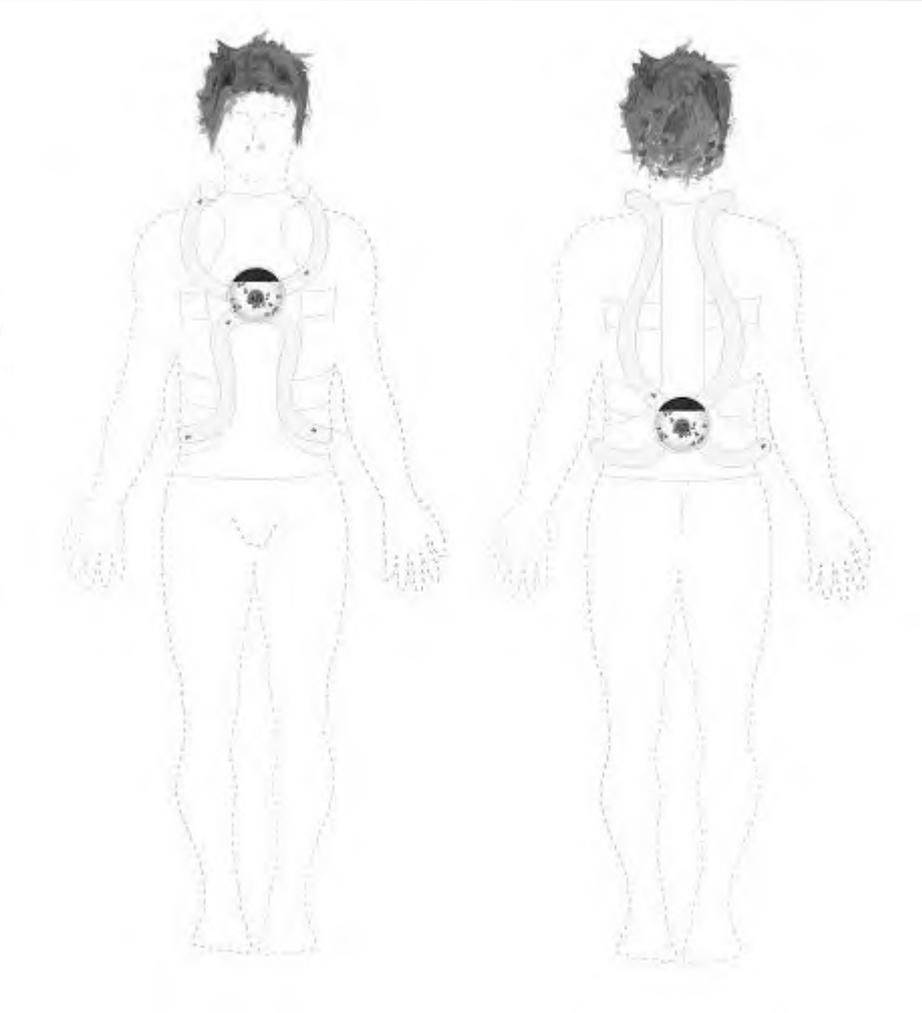
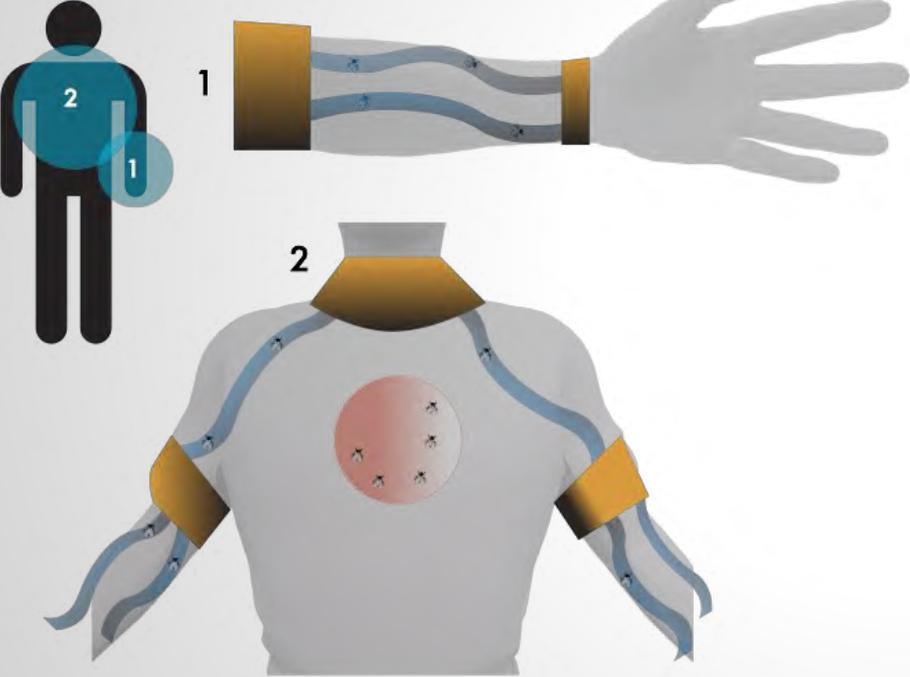
What do we provide for them

What is a natural environment

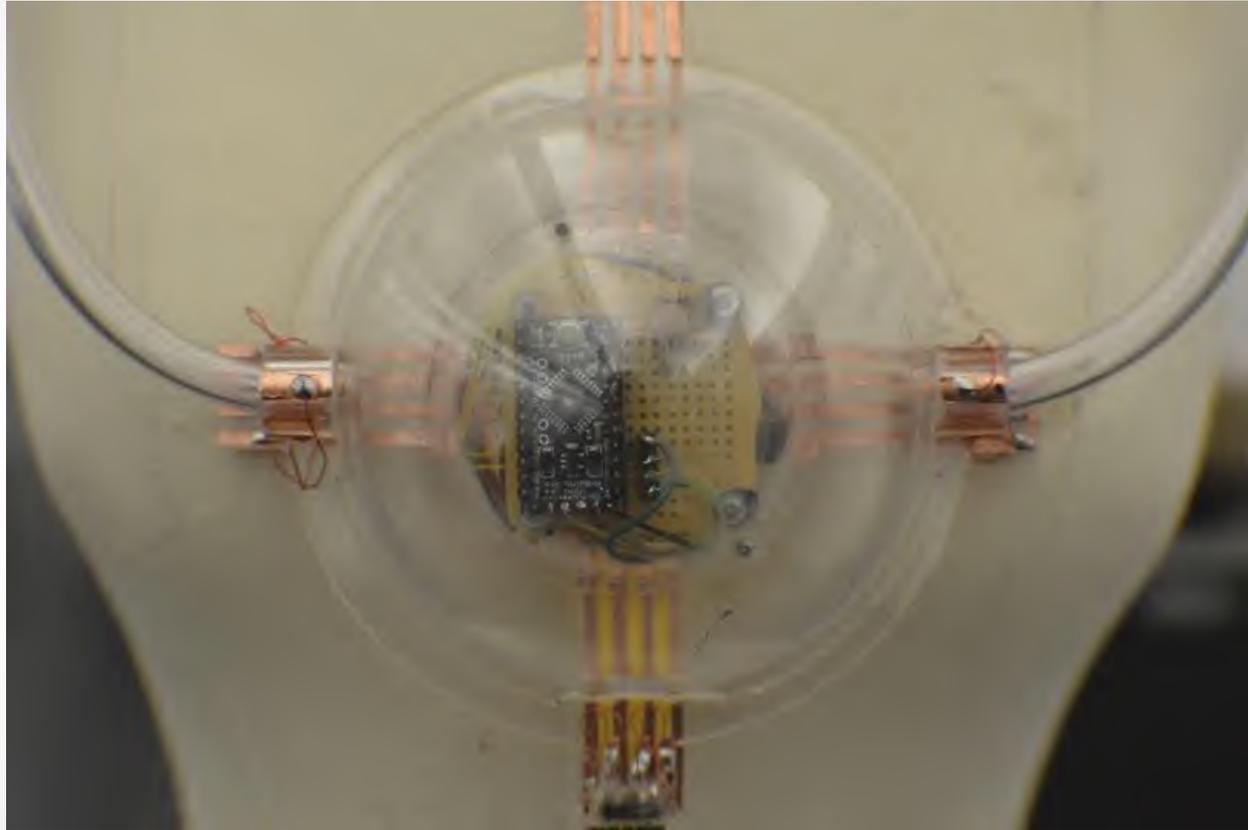
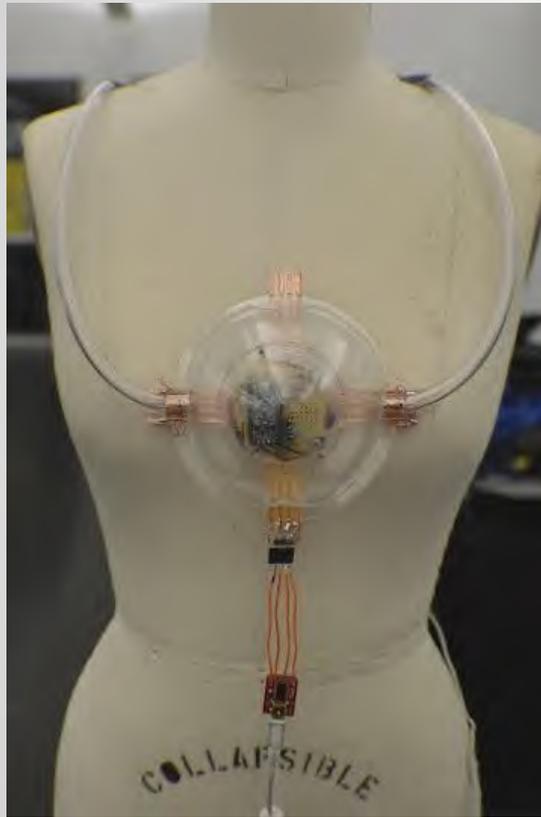
Issues on conditioning

Where do we draw the line

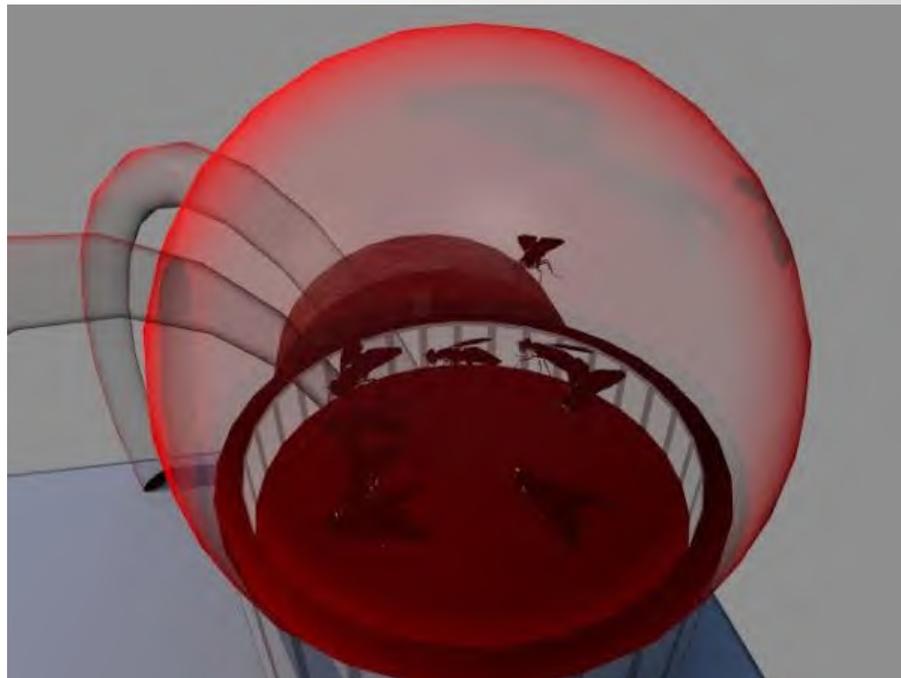
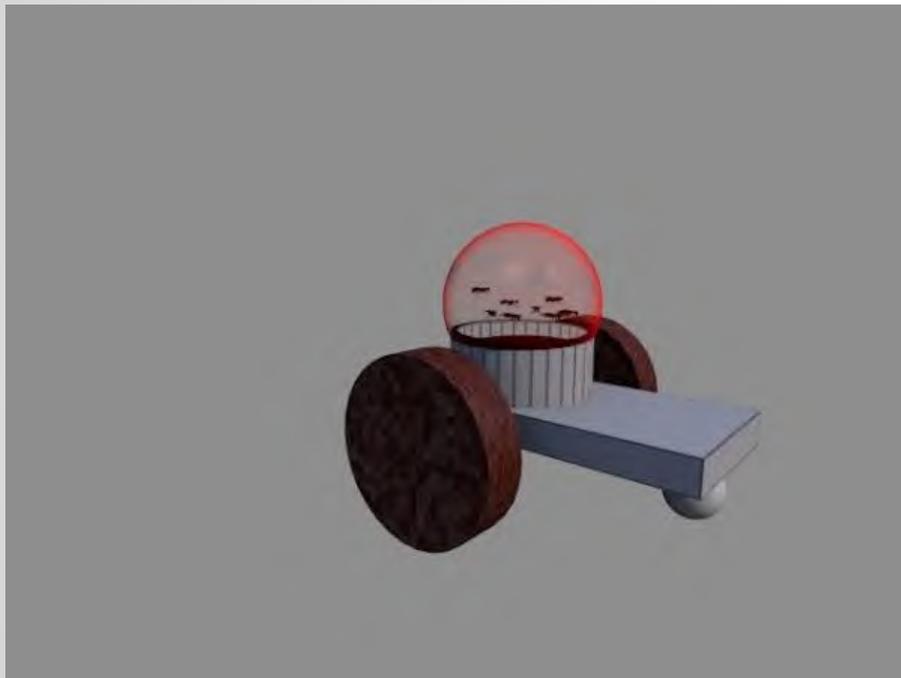
Body Unit & Enclosure



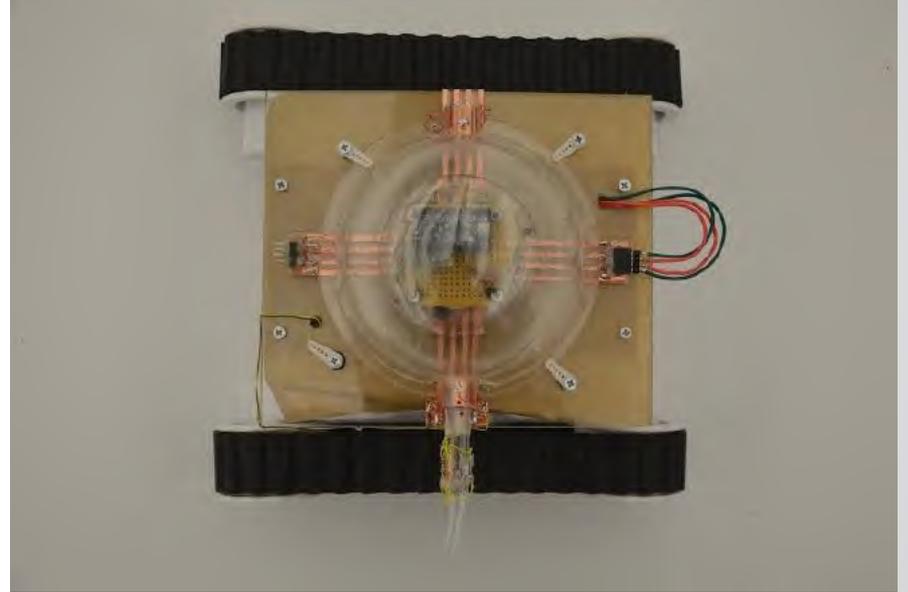
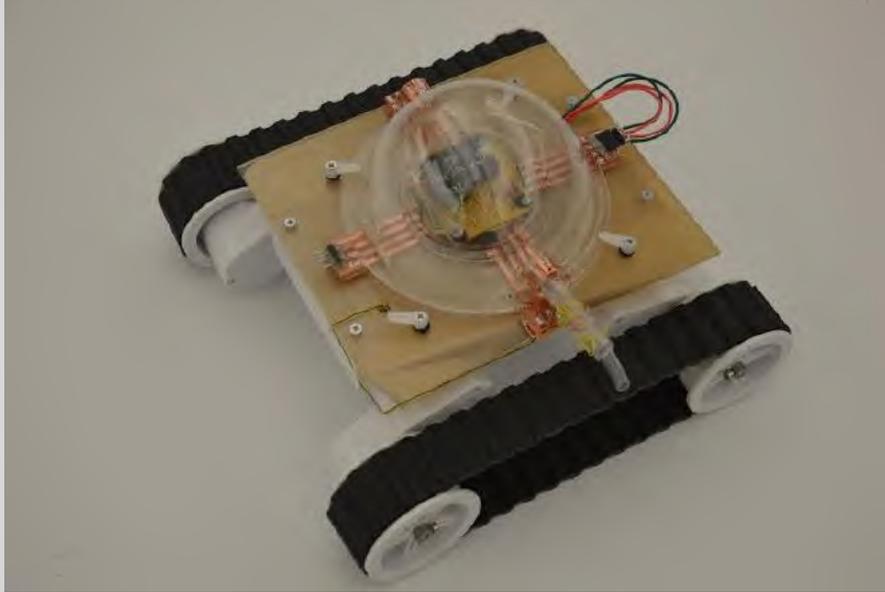
Body Unit & Enclosure



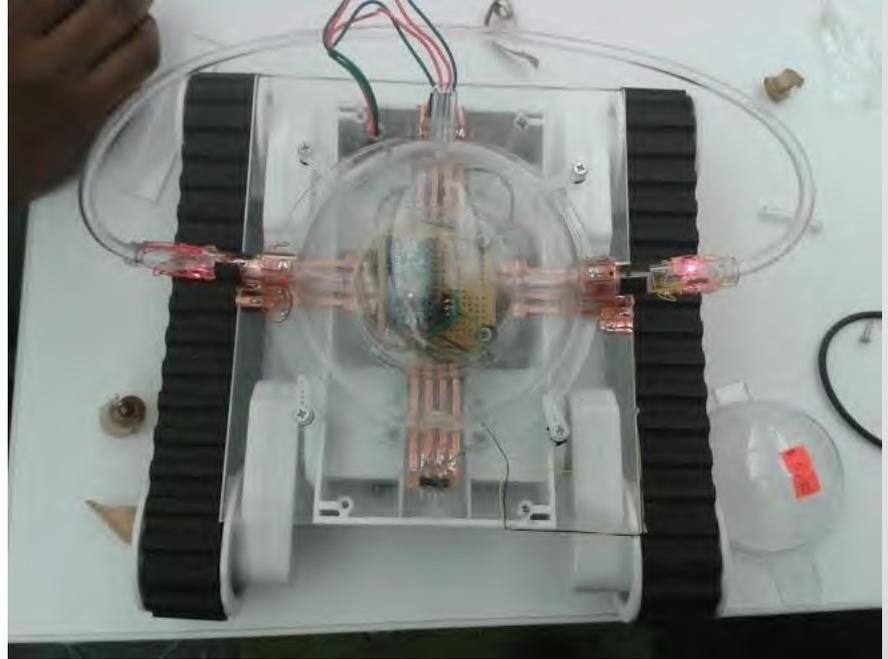
Surrogate & Enclosure



Surrogate & Enclosure



Surrogate & Wearable



Challenges

Bio sustainability

Material research

Symbiosis

Enclosure <> Unit <> Surrogate communications

Ethics

Thank you

...welcome to the singularity