

THOMAS Paul (Aus)

The convergent space - back to a wearable perception - paper

The 20th century has witnessed the development of supercomputers and computer graphics. Our ability as humans to interface with technology and cyberspace is being drawn back to the body through the development of wearable technologies. Advanced visualization has resulted in a complex questioning of our concept of cyberspace. Traditional understanding of space is dominated by perspective. It can be traced back to the 14th century architect Brunelleschi, and the peephole device which he invented to demonstrate perspective.

During pre-renaissance it was suggested that space was worn like a garment. It is this boundary between wearing space and being external to that space that is of key significance. The space that was articulated and demonstrated by using Brunelleschi's device, lead to the establishment of a democratisation of art.

In present day this boundary of the space between, can now be explored through the human computer interface. Virtual realities are returning us to a wearable relationship with technology in an attempt to move away from the effects of Brunelleschi's device. The perspectival space can seen like a container, whereby we are separated from that space and we witness various narratives that are being played out within it.

The awareness of the body through wearable technologies brings the interface of fashion/textiles back to the forefront of a technological debate. We are attempting to discover new understandings of how we interface with cyberspace through concepts of wearing space.

In this paper I will discuss how new emergent technologies are bringing notions of space back to the body and its garments to interface with the computer. The wearable space will be discussed from a historical context exploring concepts of the space between. This space between will then be used to demonstrate the important role that wearable technologies are adding to current technology debates by looking at artists like Char Davies.

Paul Thomas, is currently the Director of the Biennale of Electronic Arts Perth 2004. He is the coordinator of the Studio Electronic Arts (SEA) Department of Art, Curtin University of Technology and is studying for his PhD researching a reconfiguration of spatial attitudes. Paul has been working in the area of electronic arts since 1981 and is also a practicing electronic

the space between textile_art_design_fashion - Papers & Visual Presentations

artist who_s research can be seen on his website ŒVisiblespace_.
<http://www.visiblespace.com>
