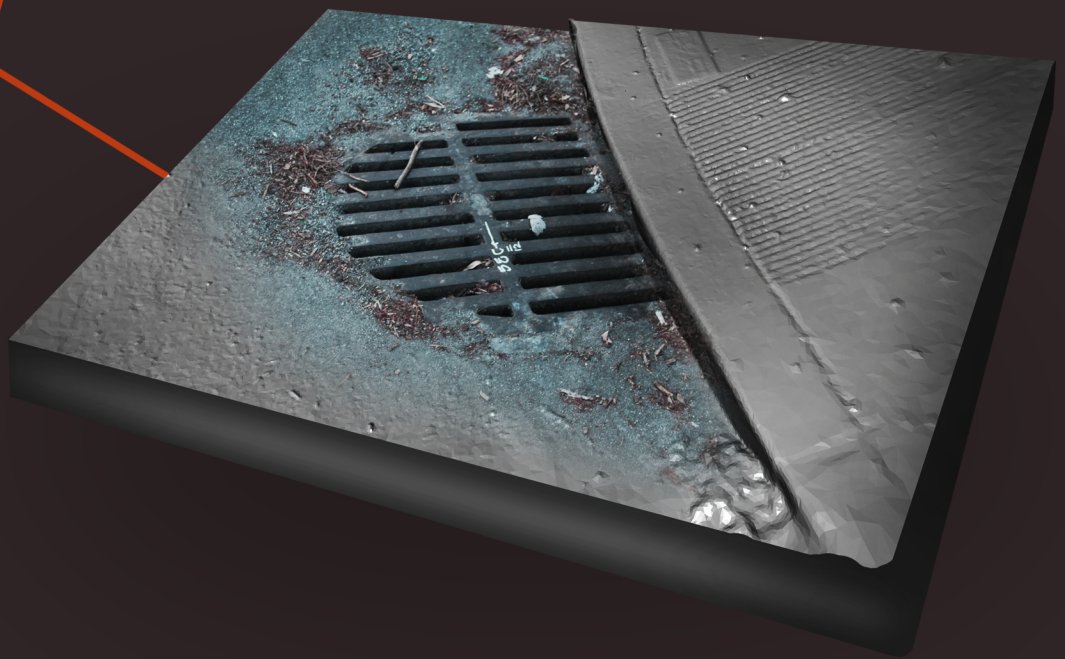


# Street Textures

Natural chaos in planned environments

A series of sculpture consisting of carved, wooden, scale replicas of urban environments that are naturally subject to change. The project will focus on spaces smaller than 10' X 10' to create small, context free pieces of communal urban places. The sculptures will be precise replicas except for color. They will be devoid of all sensory information except that of the material and the shape and texture. This will be done to create a disembodied slice of the urban landscape, allowing the viewer to see everyday forms in a new way.

Small plots of urban land will be replicated and converted to a computer model before physical production.



## PROCESS

Precise 3d reconstructions of urban environments will be taken using a high resolution camera, and will be transferred to 123D Catch, a image 3d analyser powered by Auto Desk. This program will output the resulting 3d models in .obj format, a format that is compatible with and will be transferred to a cnc routing preparation program called cut 3d. this will allow the CNC router to carve out the exact 3d representation of the landscape out of wood.



Jason Rasmussen  
619.309.7998  
jason@overzero.org