

| APPENDIX I TECHNICAL SPECS

1. IMAGE PRODUCTION SPECIFICATIONS

Source Material

Original photographic material captured in South Africa (2022–2025)
DSLR and mirrorless digital cameras
RAW format capture
Natural light and environmental conditions (no studio fabrication)

Digitisation & Editing

Software: Adobe Photoshop (version XX)
Workflow: Layer-based compositing
Colour: Derived exclusively from photographed source material
No digital drawing
No generative AI systems used
No stock imagery incorporated
No algorithmic image synthesis

File Format

Master files: PSD (layered archival format)
Print export: TIFF (300 dpi, CMYK)
Digital projection export: High-resolution PNG sequence / MP4 (lossless compression)

2. PRINT SPECIFICATIONS

Canvas print

Pigment ink printing (archival quality)

Dimensions

Vulnerable Creatures: 60 x 120 cm
Thinly Veiled: 120 x 90 cm
Lumen: 80 x 80 cm
Eden's Dialogue (Diptych): 60 x 120 cm & 80 x 120 cm

Mounting

Direct wall mount

3. PROJECTION SPECIFICATIONS

Projectors

Model: Samsung Freestyle: 2nd generation
Lumens: 550 LSD
Resolution: Full HD / 4K
Aspect ratio: 16:9 / custom

Projection Type

Front projection onto printed surface
Projection mapped to artwork dimensions
Seamless looping playback

Loop Duration

Approx. 3 minutes 40 seconds per work
Continuous playback (no visible start/end point)

Playback System

Media player: [e.g. Mac Mini / BrightSign / laptop]

Software: Adobe After Effects export

4. ANIMATION PARAMETERS

Animation created in Adobe After Effects

Base still image remains structurally primary

Animated layers limited in opacity

No character animation

No narrative sequencing

Seamless loop construction

Subtle displacement and opacity modulation only

5. SOUND SPECIFICATIONS

Field recordings captured in South African environments

ElevenLabs.io:

Layered ambient drone construction

Non-musical structure (no harmonic progression)

Playback through concealed speakers

Audio Format

MP4

Looping ambient track

Stereo output

5. INSTALLATION CONDITIONS

Lighting

Controlled ambient light

No direct spotlighting

Reduced glare environment

Viewing Distance

Designed for 1.5m – 3m viewing range

Human-scale encounter

Spatial Configuration

Non-linear circulation

Lifecycle sequencing

Sound bleed intentional but controlled

6. AI DISCLOSURE

No generative AI systems were used in:

Image production

Animation development

Sound composition

Compositional decision-making

7. SOFTWARE & PRODUCTION ENVIRONMENT

Image Compositing

Adobe Photoshop: Layer-based compositing of analogue and digital photographic material; colour calibration derived exclusively from source matter; no generative tools employed.

Animation & Temporal Extension

Adobe After Effects: Development of restrained opacity respiration, gradient drift, displacement modulation, and seamless looping structures (~3:40 per work).

Video Encoding & Projection Output

Adobe Media Encoder: Export and compression of master files for projection and online presentation formats.

Sound Development

ElevenLabs.io: Final soundscape constructed through field-derived and manually structured audio layering.

Catalogue Design & Publication

Adobe InDesign: Layout, typographic structure, image placement, and final publication formatting.

AI Systems

Generative AI platforms (for example Leonardo.ai) were explored conceptually during early research phases but were excluded from all final visual outputs.

Online Exhibition Environment

Platform: Kunstmatrix

Function: Virtual exhibition hosting and spatial simulation

Content: Pre-rendered image and video files uploaded in completed form

Modifications: No automated visual generation or alteration by the platform

Purpose: Screen-based translation of the physical installation structure

The online exhibition does not attempt to replicate the phenomenological conditions of the physical installation but translates its durational and spatial logic into a navigable digital environment.

All digital processes were human-directed and manually calibrated.