

APPENDIX I TECHNICAL SPECS

1. IMAGE PRODUCTION SPECIFICATIONS

Source Material

Original photographic material captured in South Africa (2022–2025)

Digitisation & Editing

Software: Adobe Photoshop

Workflow: Layer-based compositing

Colour: Derived exclusively from photographed source material

No digital drawing

No generative AI systems used for digital portraits

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

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

Final 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

Final sound compilations: Garage band

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

Final filming: K97 Studios

Link: <https://k97studios.com/>

6. AI DISCLOSURE

No generative AI systems were used in:

Image production

Animation finalisation

Sound composition finalisation

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).
Animation testing: Leonardo.ai

Video Encoding & Projection Output

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

Sound Development

Recorded sounds from Fieldwork
ElevenLabs.io
Suno

Garage band: 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 as mentioned above.

Online Exhibition Environment

Platform: www.meganerasmus.com/thechrysaliscode

Videos: Youtube

Playlist: The Chrysalis Code: Unfolding the BioDigital Feminine - Megan Erasmus 2026

Link: <https://youtube.com/playlist?list=PLtExrZ-Xz81v-iB2AQPgzDb8YvbqzE8gm&si=TI3kw-23zZ9zG5L7>

Virtual Gallery: Kunstmatrix

Link: <https://artspaces.kunstmatrix.com/en/exhibition/15152236/chrysalis-code>

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.