

RUTH

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ARTIST'S STATEMENT

Data is a way of measuring reality by assigning values that express a quantity or quality and from which information can be obtained by operating them together. My research and creation project focuses mainly on problems, questions or notions related to the accuracy of measurement, data representation, model creation, value relationships, the usefulness of information and its possible symbolic relationships with subjective expressions. From these issues, more singular questions have arisen such as what relationship can be established between affective characteristics and a plane of coordinates; what are the consequences of graphing an infinite sequence of numbers on a 1:1 scale between one centimeter and one unit of a graph, or how to design an optimal keyboard layout to compose the lyrics of a salsa romántica music album.

During the process of creation, my artistic practice dialogues with concepts inherent to software programming: the role of the spectator as a user of a system, the construction of a narrative line around the interaction of the audience, the reciprocal action of the spectator-user with a digital system that results in a type of data to be computed and operated; computer image processing: the power of algorithms for the visual identification of objects and characteristics, as well as the collection of data from this operation to generate a control system in an interactive interface; the non-computerized algorithm: the relationship between data, abstraction and processes; drawing: the creation of the image on a flat space through the interaction of the spectator, the other one as the image creator, the dialogue between the manual work and the creation of the digital image.

Jeannette Wing, computer theorist, defines computational thinking as the cognitive process involved in formulating a problem and its solutions, thus the answers are represented in a way that they can be delivered to an information processing agent. Making algorithms is a key cultural practice, as are representing, measuring, and interpreting. **My artistic practice is based on creating formal systems, from subjectivity, that guide the decision making to represent my premises.**





CARTAGRAFIA

2019

Interactive installation.
System for which hand gestures are read by a sensor to
control navigation through a personal epistolary file.



The installation is composed of furniture located in the center of the space, and the surface has two lamps located in parallel that limit the space of interaction. In the middle of the lights is the infrared optical sensor that reads the movements of the hands.

The viewer's interaction generates a point track, which is projected on the wall, while the phrases from the letter archive are displayed on a monitor located on the unit.

The sentences were assigned a value according to magnitudes of affective characteristics:

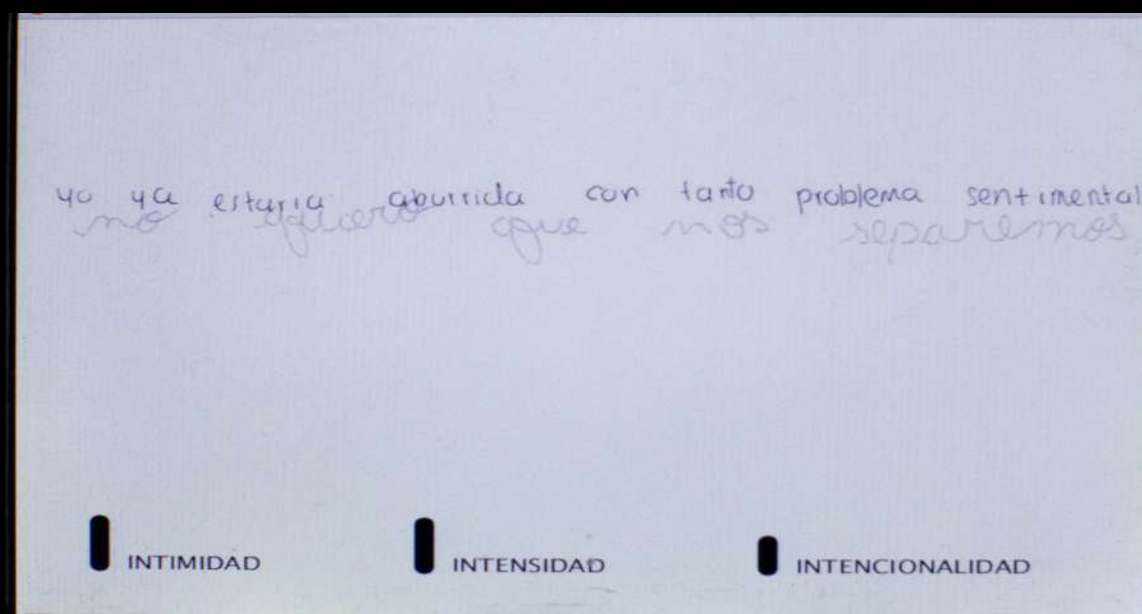
Intimacy (0 - 2)

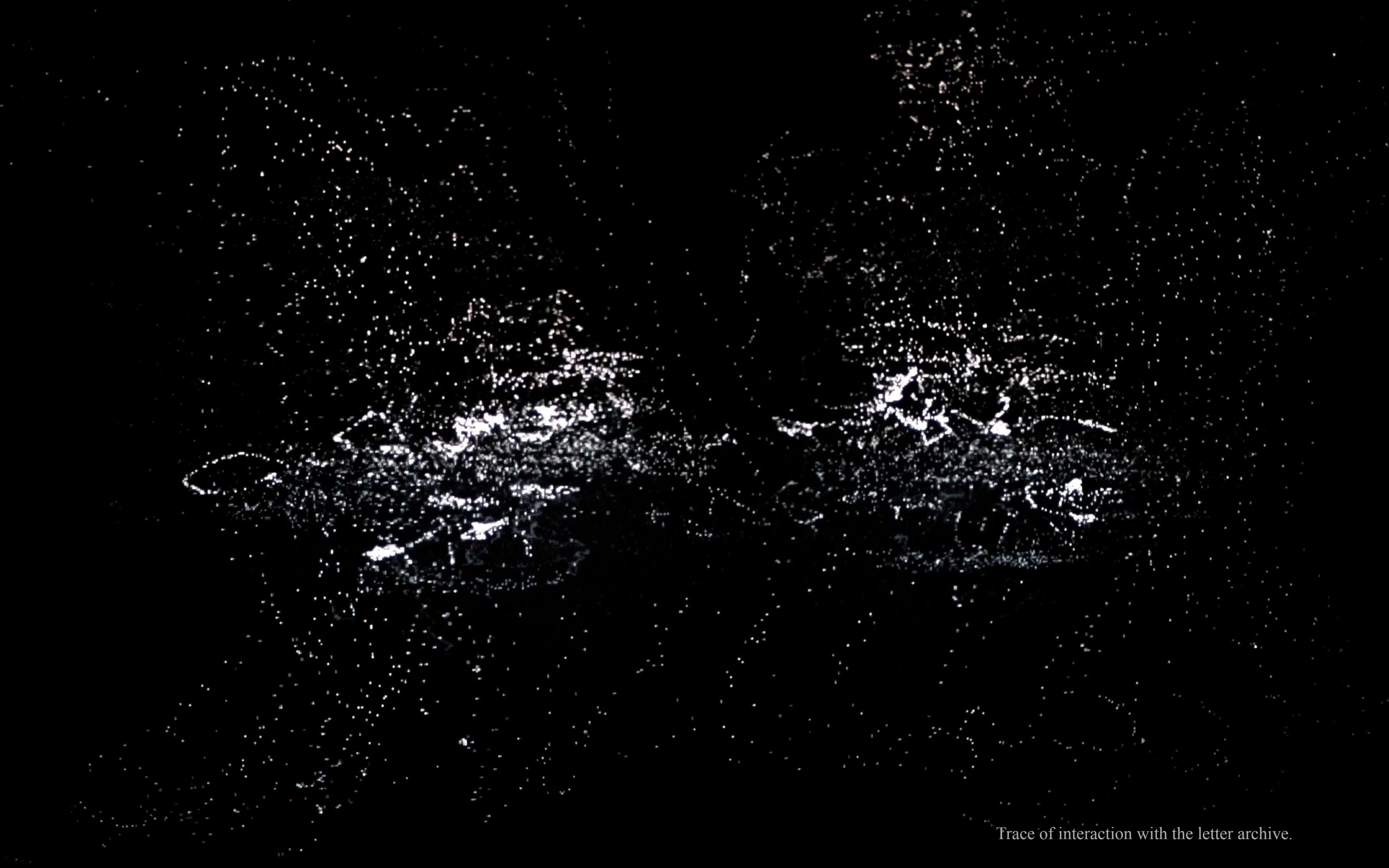
Intensity (0 - 8)

Intentionality (0 - 2)

The value of the magnitude is indicated according to the position of the spectator's hands in the space of interaction.

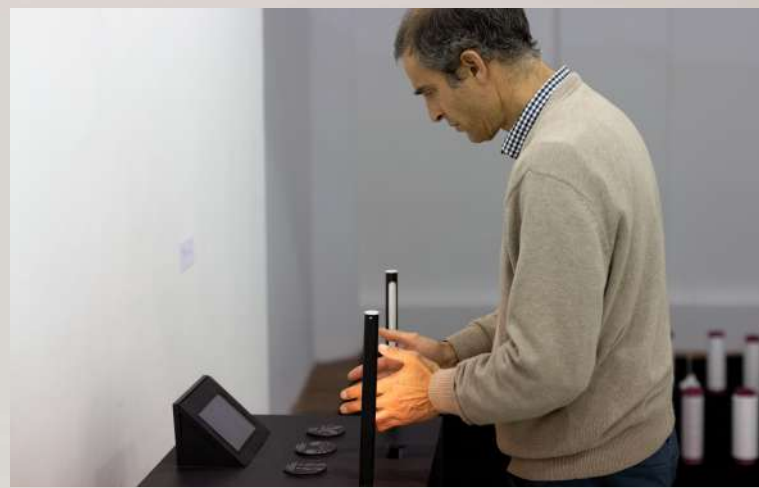
The sensor used was the LEAP MOTION. I programmed it in Processing, adapting the available libraries to my conceptual and aesthetic needs.





Trace of interaction with the letter archive.

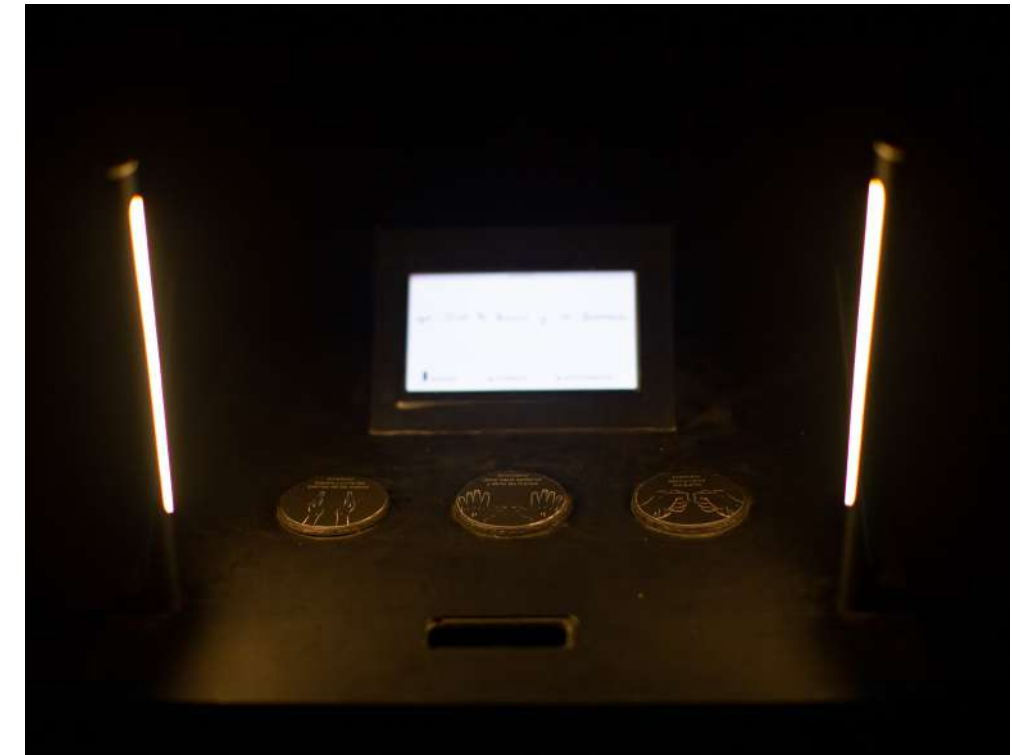
Assembly style in white cube



Spectators interacting with the piece during
its exhibition at Voltaje: Salon of Art and
Technology Sixth Edition 2019



Video:
<https://youtu.be/vuflo7AW-Ls>





Blood on Drywall.

$f(n) = f_{n-1} + f_{n-2}$

2019

640 x 120 cms

Representation of the algorithm $f(n) = f(n-1) + f(n-2)$ to calculate the Fibonacci sequence. One unit is equivalent to one centimeter of the graph. As a consequence, the visualization of this function takes up considerable space. Only the first fifteen positions occupy more than six meters of surface, generating reflection on the perception of digital dimensions versus physical ones.



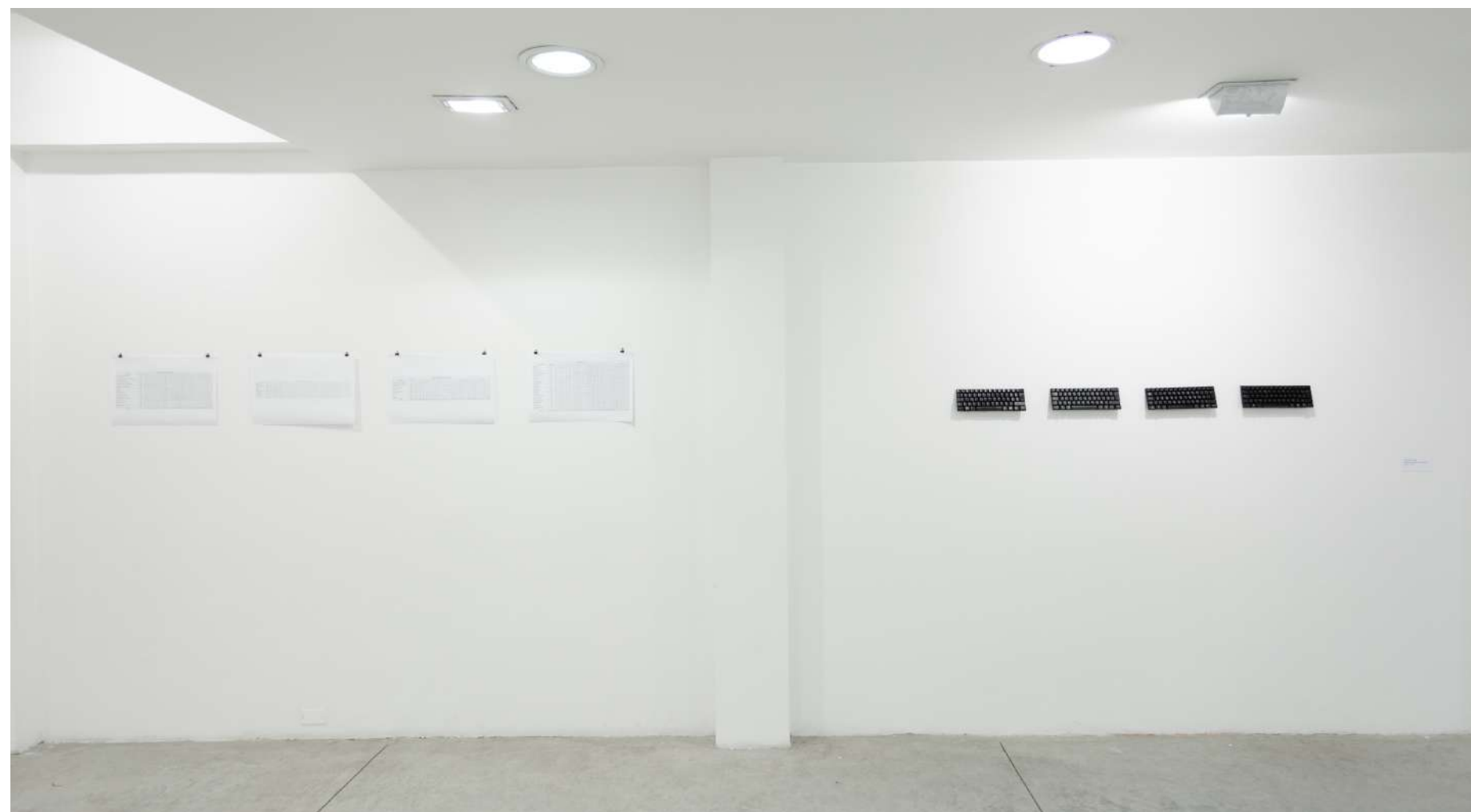
DVORAK KEYBOARDS ALBUMS THAT I LOVE IN SPANISH

2019

Keyboards 14x35 cms

Printing 30x45 cms

Intervened keyboards and printing.



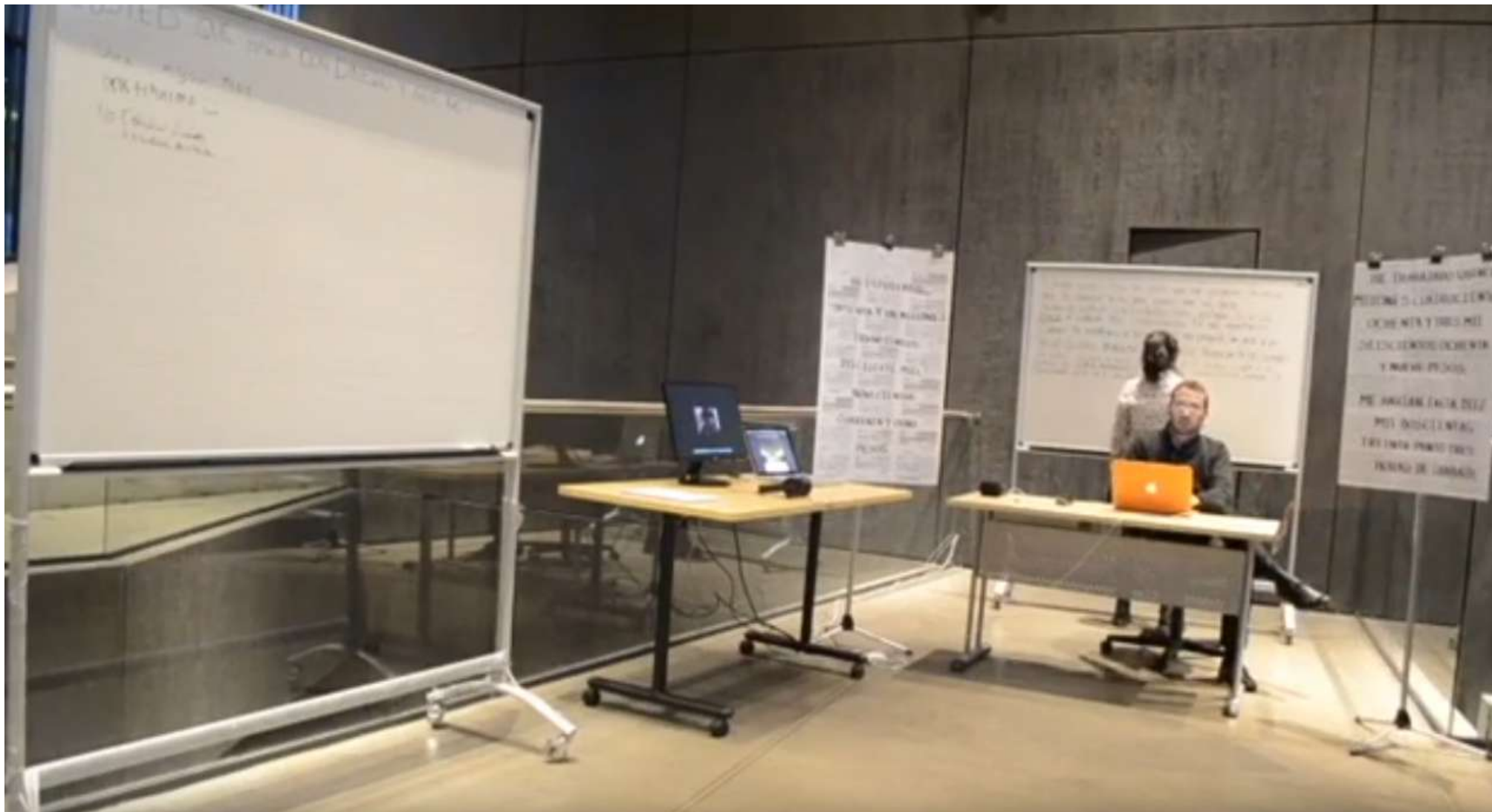


Following the rules of design of the Dvorak format keyboards, the data obtained from counting the use of each letter is displayed in four different samples that are part of the category: Music Albums I Love in Spanish. Depending on the number of repetitions, the key of each letter is placed on a section of the keyboard that has been played.

Datasets of the repetition of characters in the songs of each album.



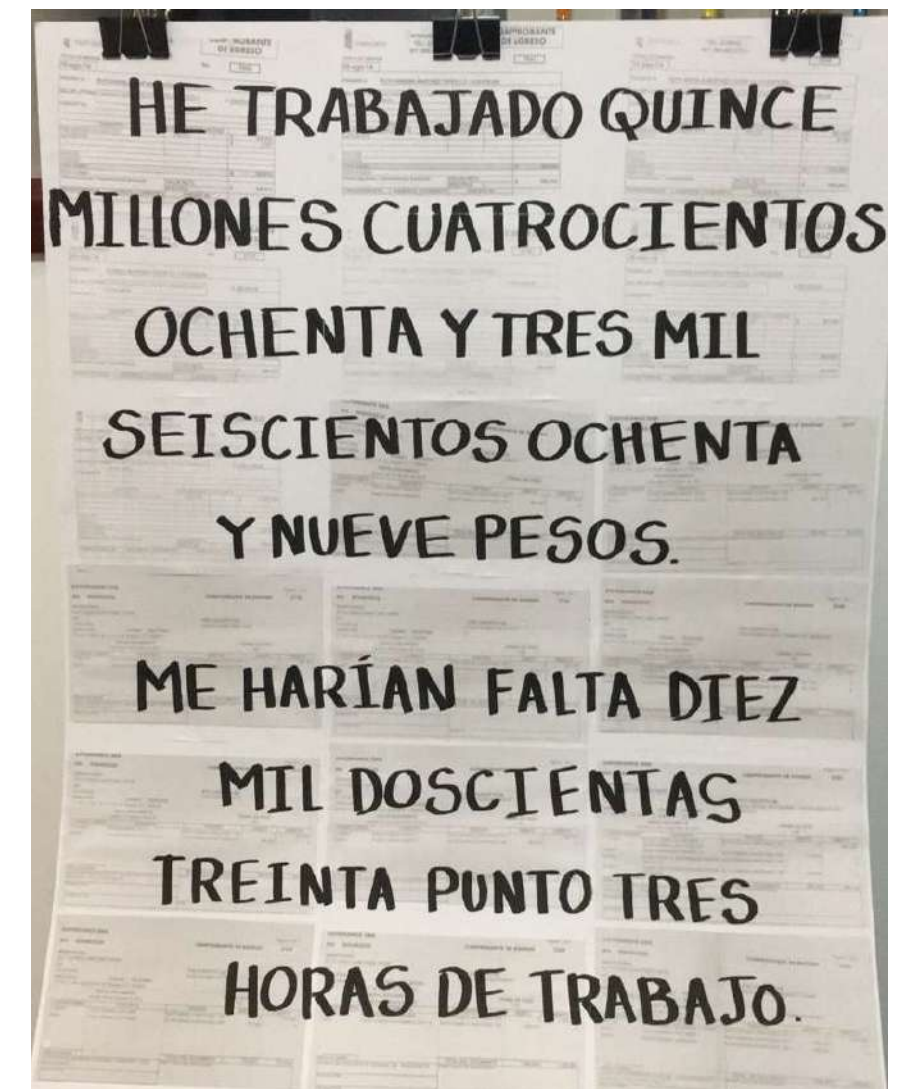
MUESTRA	Palabras	Letras	A	E	I	O	U	B	C	D	F	G	H	J	K	L	M	N	Ñ	P	Q	R	S	T	V	W	X	Y	Z
Ahora Que Estoy Solo	100	518	30	63	25	54	21	3	9	25	3	4	5	0	0	7	11	24	3	13	10	22	30	23	2	0	1	12	1
Amores como el nuestro	205	1130	107	121	33	112	28	8	31	39	1	4	6	7	0	38	47	60	0	16	8	63	87	33	5	0	0	14	2
Cara de niño	377	1885	146	204	76	174	47	20	55	72	4	9	32	9	0	49	79	106	23	35	17	104	76	50	15	0	0	35	10
Casi un Hechizo	377	1885	146	204	76	174	47	20	55	72	4	9	32	9	0	49	79	106	0	35	17	104	76	50	15	0	0	35	10
Dime	409	2098	114	211	190	113	97	19	28	131	6	12	28	8	0	58	110	71	0	39	16	75	108	94	25	0	0	10	5
En Las Nubes	166	905	72	116	43	65	57	10	23	28	0	9	10	0	0	38	15	43	2	13	36	42	42	19	4	0	1	6	5
Esa niña	378	1919	187	232	124	106	93	26	23	55	11	17	6	1	13	36	35	90	37	27	45	72	107	78	26	0	0	18	10
Ese	268	1335	101	184	37	81	78	15	35	30	2	9	13	0	0	63	17	67	2	14	38	51	70	50	17	0	0	24	3
Magía	314	1784	194	147	85	125	84	27	50	25	8	35	9	13	0	43	61	94	3	19	18	75	70	75	5	0	1	26	14
TOTAL	2594	13459	1097	1482	689	1004	552	148	309	477	39	108	141	47	13	381	454	661	70	211	205	608	666	472	114	0	3	180	60



Installation and performance.

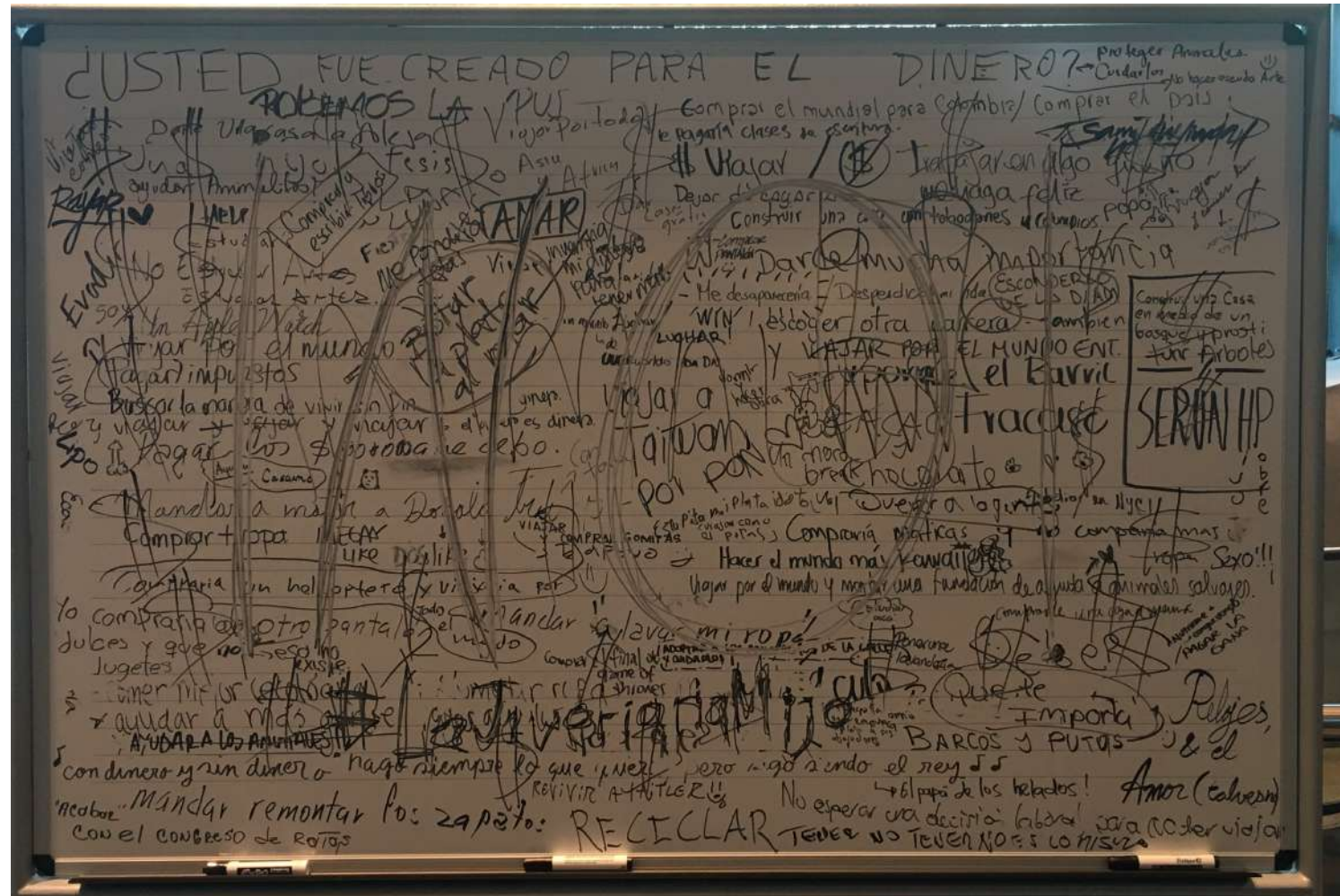
BORN - GROW - WORK - DIE

2016



I have worked fifteen million four hundred and eighty-three thousand six hundred and eighty-nine pesos.

I would need one thousand two hundred and thirty point three hours of work.



During a working day, of 8 hours, the work environment of a person is recreated, who in this case was the boss of the company where he worked. We signed an agreement for him to be working for me during the time of the show, reversing the employee-employer relationship. Meanwhile, on a board located behind his back, I was writing phrases of dissatisfaction with my workplace.

Framing the scene were two posters, one done on the compilation of college tuition receipts and the other on the compilation of salary vouchers I had received to date.

On a board the viewers answered the question *What would you do with/for money?*, along with a series of first person videos answering this same question.

One thousand Colombian pesos bills with the title of the artwork were handed out, waiting to circulate in the market.



Video

<https://youtu.be/ZwvKiovxYuM>

Cartagrafía



CARTAGRAFIA.NET

2015-2016

Web page with
GoogleTranslate API.

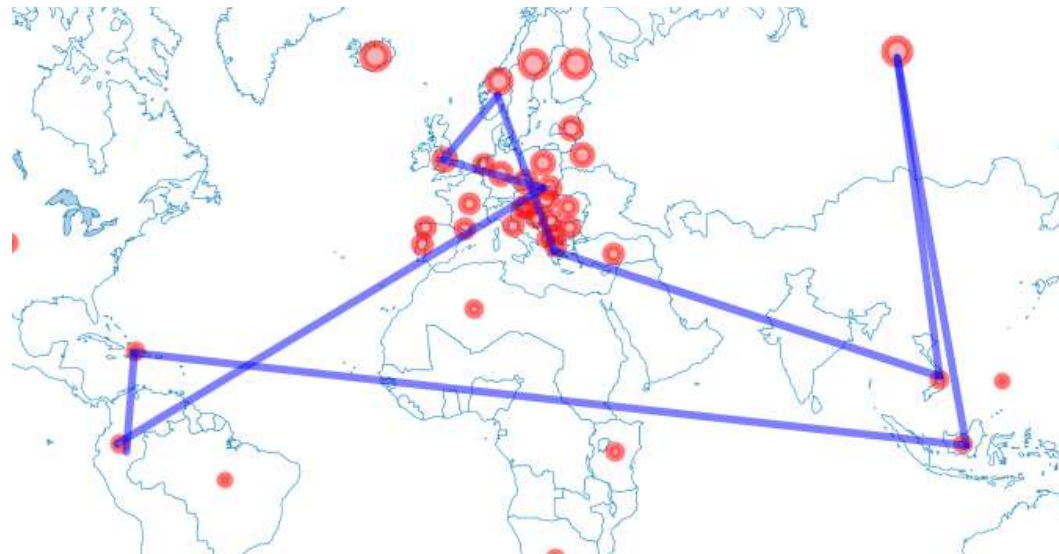
Original

Antes de comenzar esta carta, de la cual me arrepiento, le quería decir que me arrepiento de haberla querido, es más de haber sido su amigo.

6 De Febrero 2011 a las 4:30 am

Daniela

Desde que te conocí, hablando horas y horas por teléfono, casi todos los días, empecé a sentir algo por ti. Algo que como te he dicho en anteriores ocasiones es algo que no sé qué es. No sé si sea amor o qué, no se si vaya mas allá del amor o qué.



Correct translation

Before starting this letter, which I regret, I wanted to tell you that I regret having loved you, even having been your friend.

February 6, 2011 at 4:30 am

Daniela

Since I met you, talking for hours and hours on the phone, almost every day, I started to feel something for you. Something that, as I have told you on previous occasions, is something I don't know what it is. I don't know if it's love or what, I don't know if it goes beyond love or what.

Example of message distortion:

Before I start this research that I regret, I try to say that I regret loving him, who is more than his friend.

February 6, 2011, 4:30 p.m.

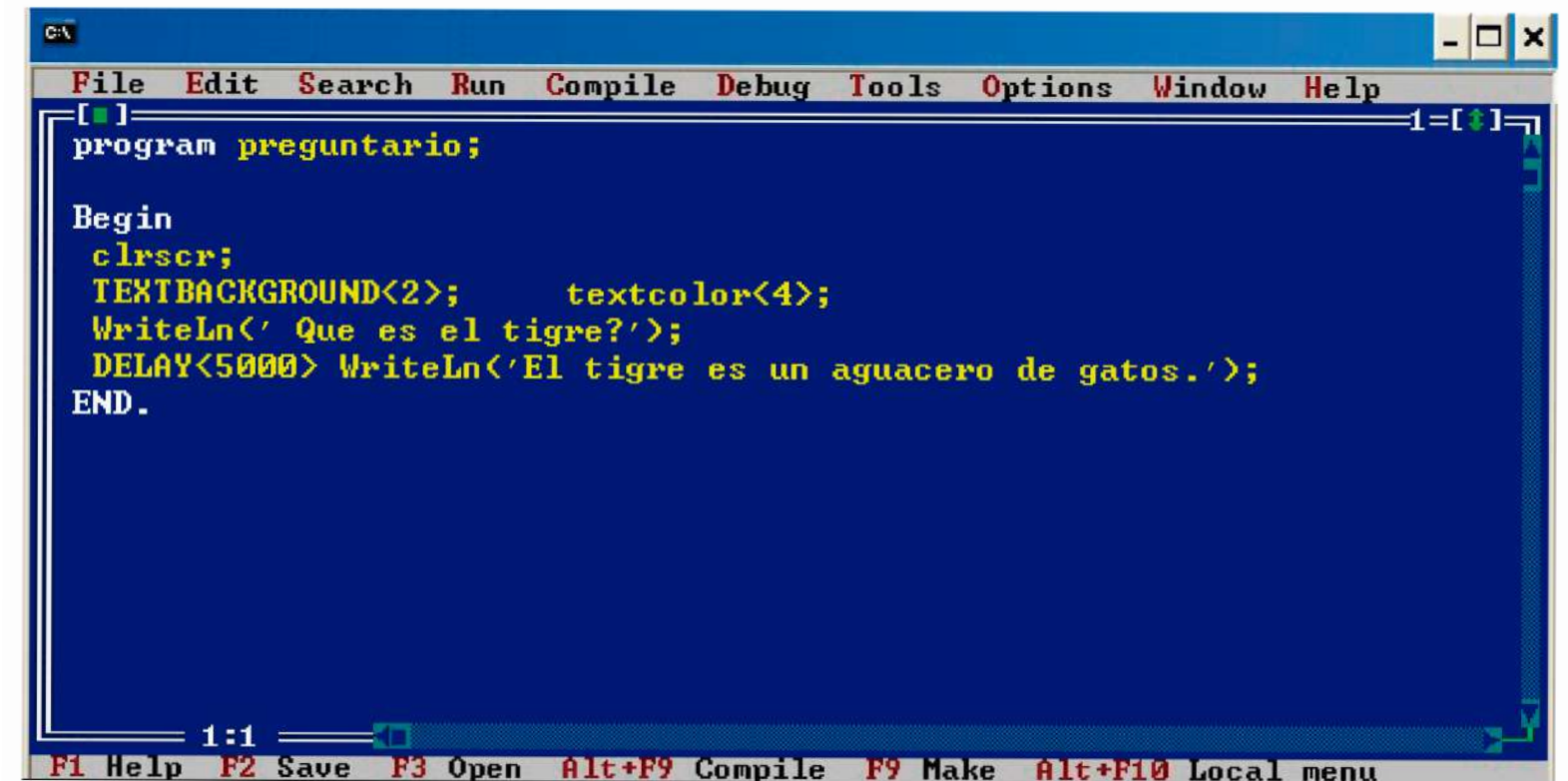
Daniel

From the time I first met you, talking for hours and hours on the phone, I started to see something for you every day. What I told you in the past, I do not know what it is. I don't know if it was love love or whatever.

Guía de programación de Preguntario

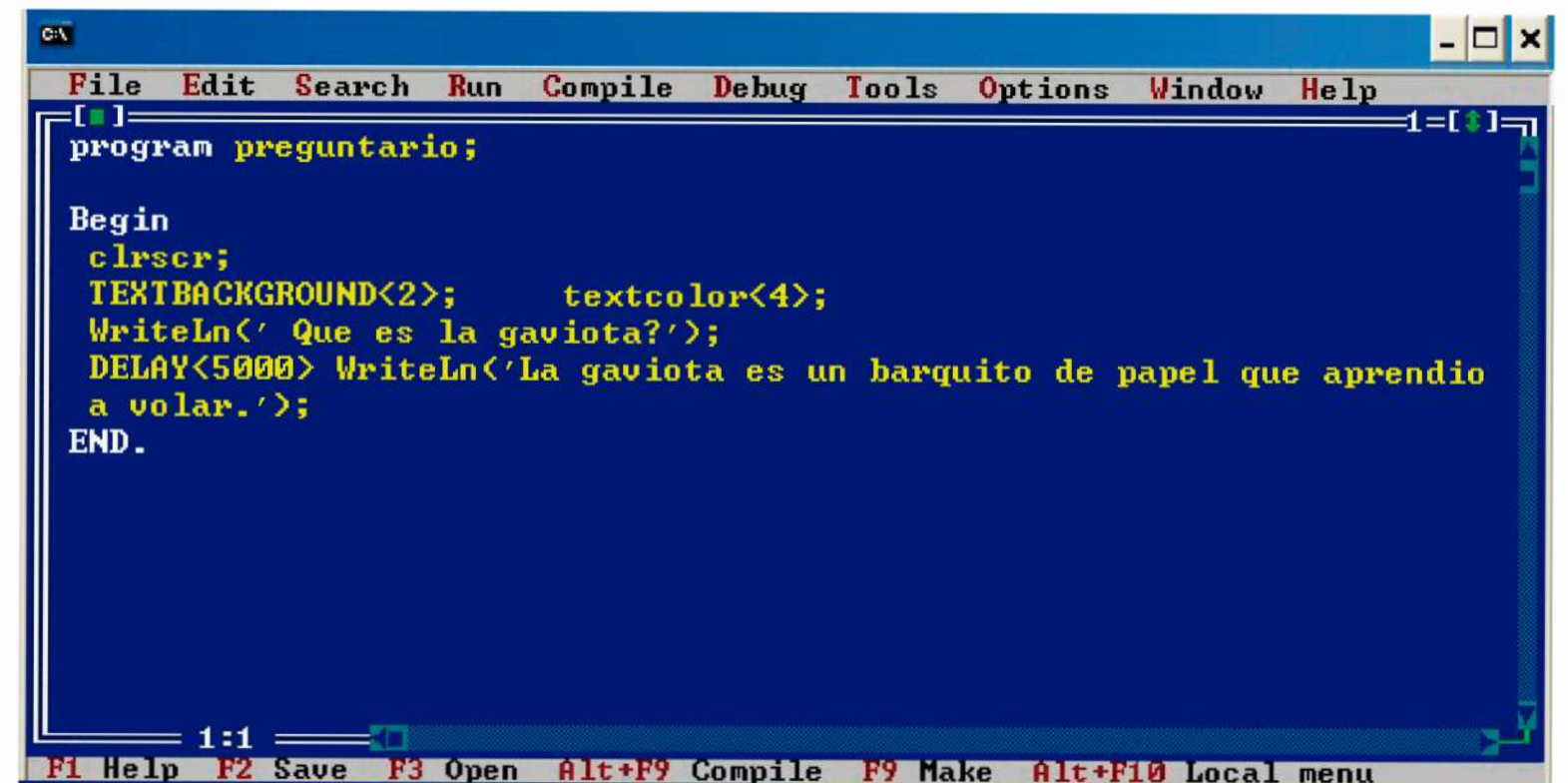
GUIDE FOR CODING PREGUNTARIO

2014
Artist's book



```
program preguntario;

Begin
  clrscr;
  TEXTBACKGROUND<2>;      textcolor<4>;
  WriteLn<' Que es el tigre?'>;
  DELAY<5000> WriteLn<'El tigre es un aguacero de gatos.'>;
END.
```



```
program preguntario;

Begin
  clrscr;
  TEXTBACKGROUND<2>;      textcolor<4>;
  WriteLn<' Que es la gaviota?'>;
  DELAY<5000> WriteLn<'La gaviota es un barquito de papel que aprendio
a volar.'>;
END.
```



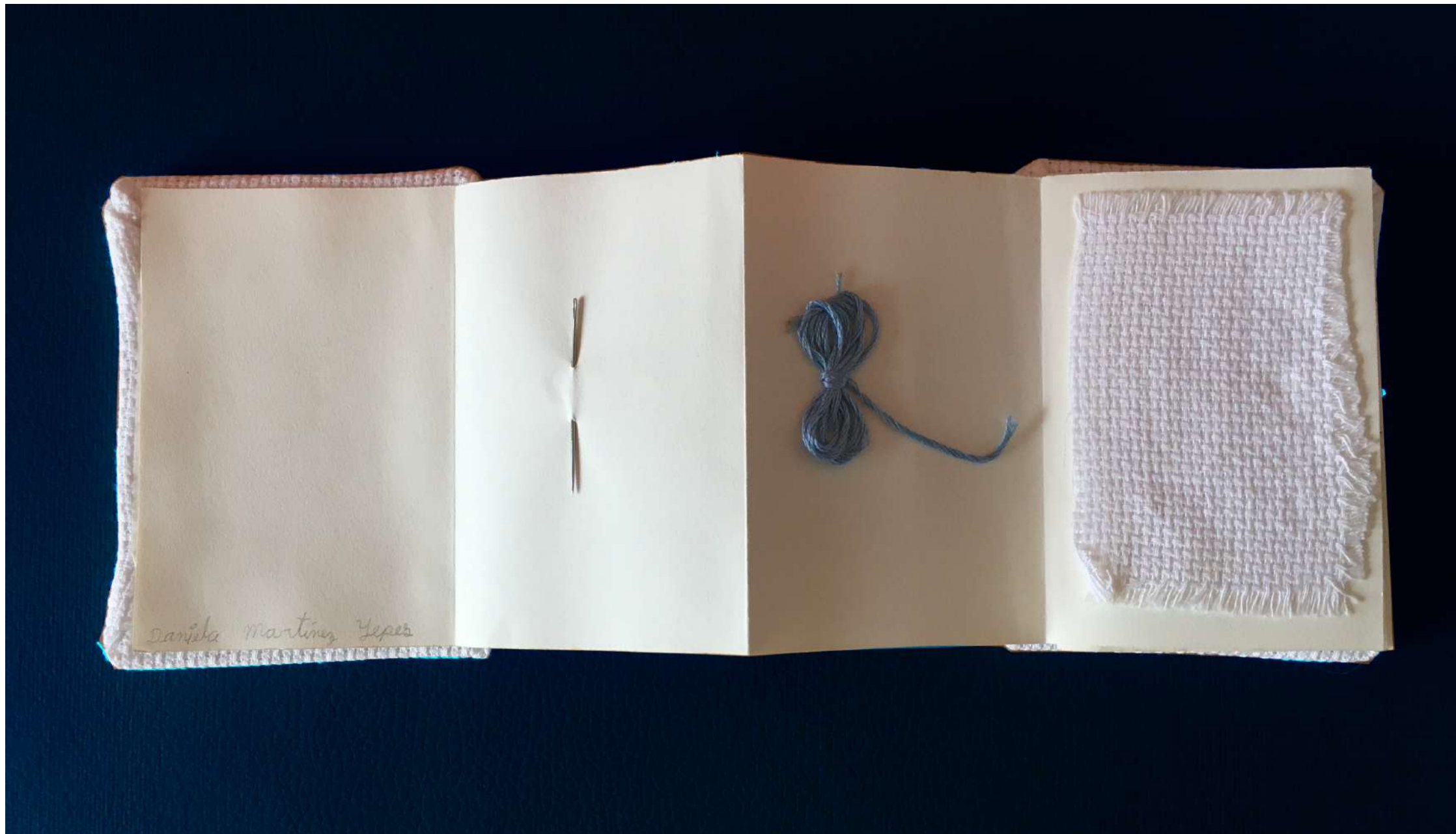
The image shows a screenshot of a Turbo Pascal IDE window. The window has a title bar with a small icon and standard window controls (minimize, maximize, close). Below the title bar is a menu bar with the following items: File, Edit, Search, Run, Compile, Debug, Tools, Options, Window, and Help. The main editing area has a dark blue background with yellow text. The code is as follows:

```
[■]
program preguntario;

Begin
  clrscr;
  TEXTBACKGROUND<2>;      textcolor<4>;
  Writeln('¿Qué es la pintura?');
  DELAY<5000> Writeln('La pintura es la mano que mira.');
```

At the bottom of the editing area, there is a status bar showing '1:1' and a small icon. Below the status bar is a keyboard shortcut bar with the following items: F1 Help, F2 Save, F3 Open, Alt+F9 Compile, F9 Make, Alt+F10 Local menu.

Guide for coding Preguntario is made with the aesthetics of the early days of programming. Each sheet has the instructions in pseudo-code to visualize on screen one of the questions and answers of the book Preguntario by Jairo Aníbal Niño. In other words, it is designed to be read by a computer that can execute these instructions and not a human. However, as a material object it is not possible for the instructions to be read by a machine, nor executed.

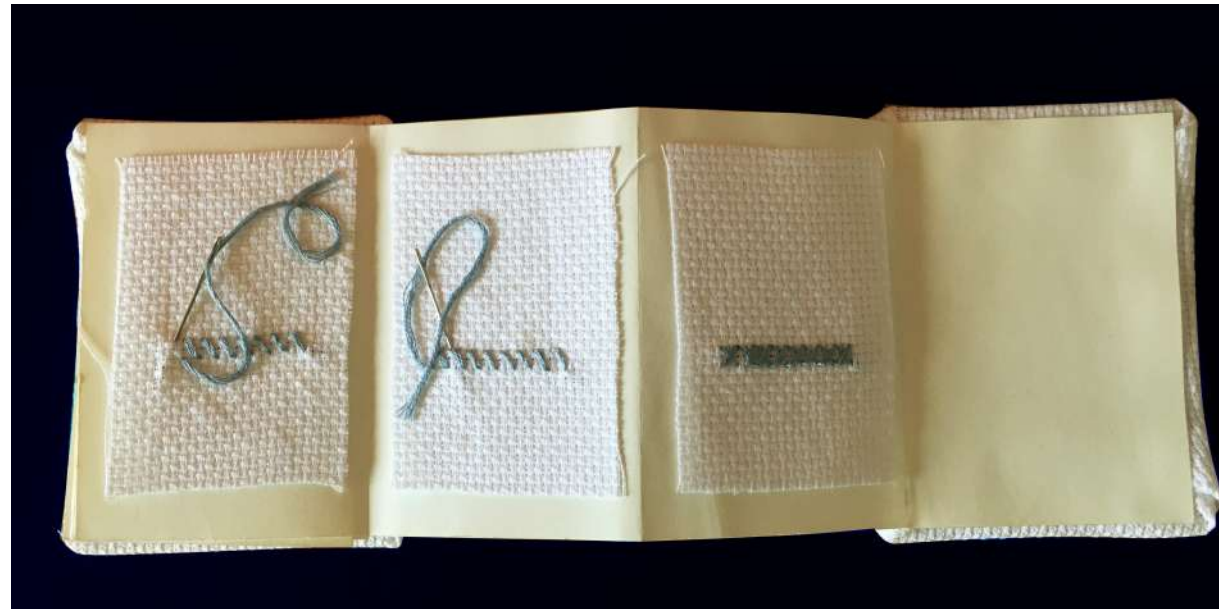


Artist's book

SIX STITCHES IN CROSS-STITCH

2014

8 x 11 x 2,5 cms



Accordion-like book of graphic instructions for embroidering a straight line of 6 contiguous stitches in cross-stitch. Each page has an instruction, along with the necessary elements for its realization.

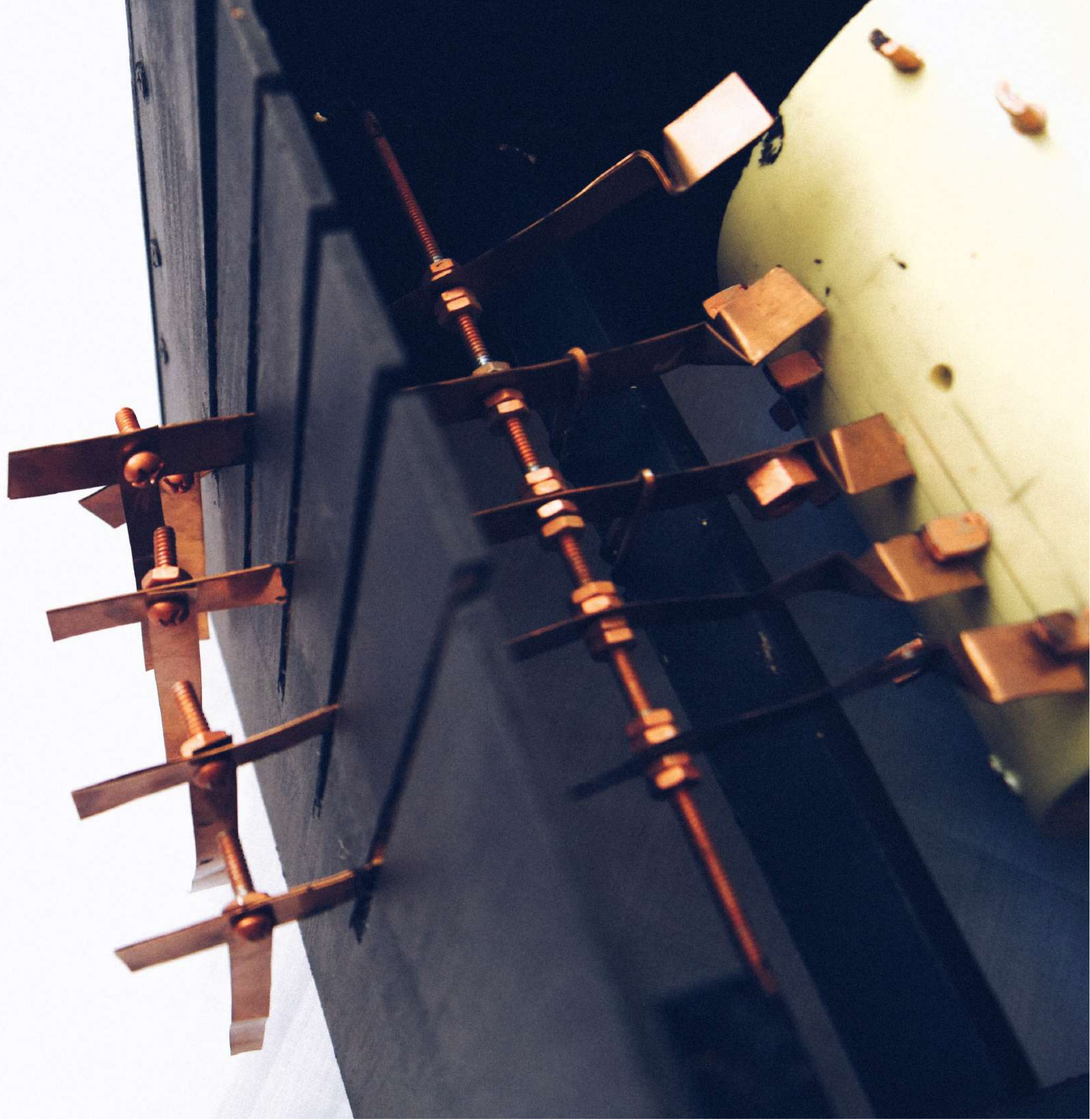


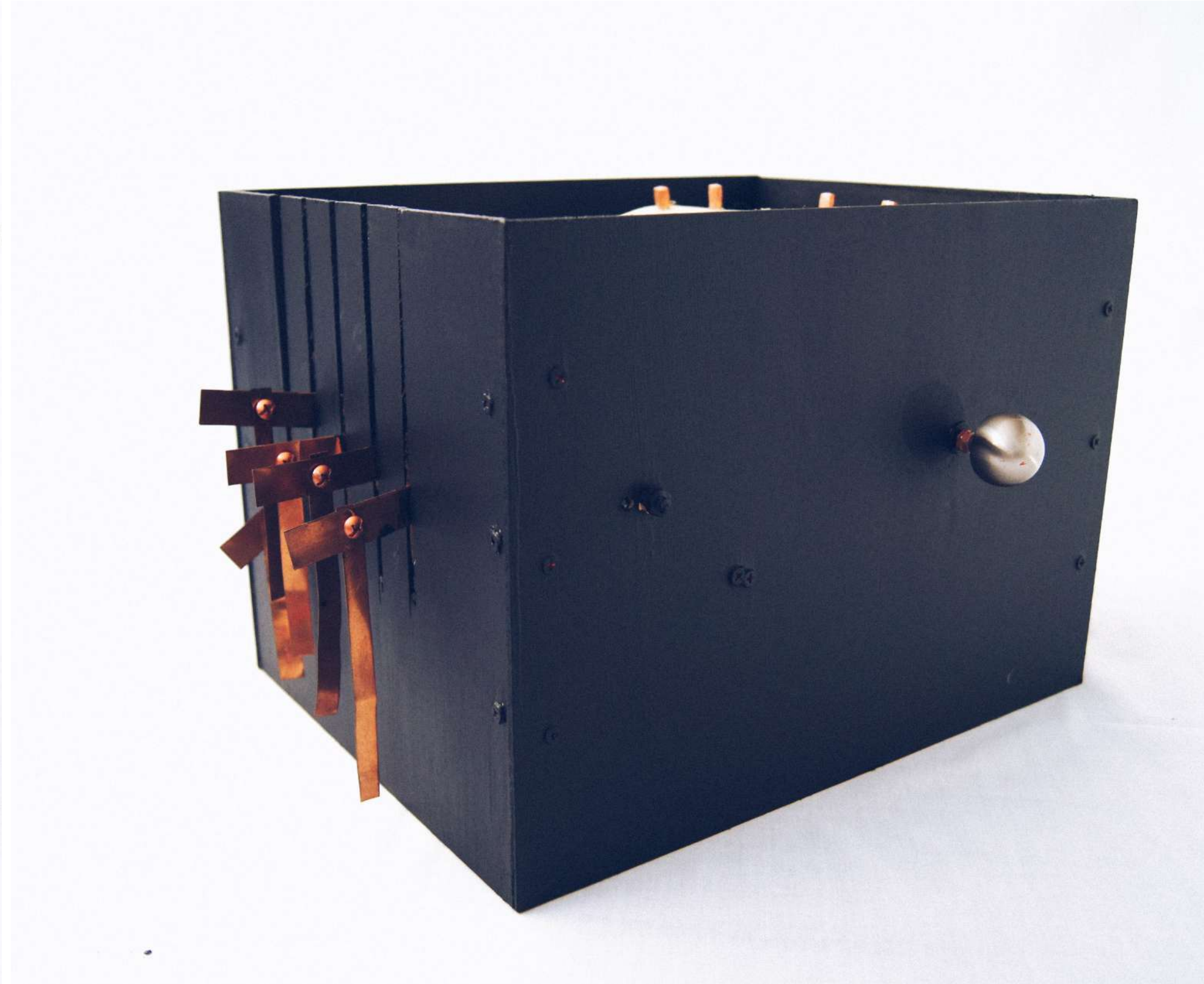
ALGORITHM TO CLIMB FIVE STEPS

2015

25 x 26,5 x 35 cms

Wooden box, inner rotating cylinder,
metal plates and handle.





On the cylinder, metal pins are located in groups on 5 lines, which correspond to 5 steps. Each group of lines represents one of the ways to climb the ladder, respecting the rule of climbing a maximum of two steps. Thus, the algorithm and its parameters are represented: number of steps and possibilities to climb the ladder.

When the handle is turned, the cylinder rotates and the metal plates collide with the pins. The sound produced is the result of executing the algorithm.



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