JIBBE VAN SCHIE

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PREFACE

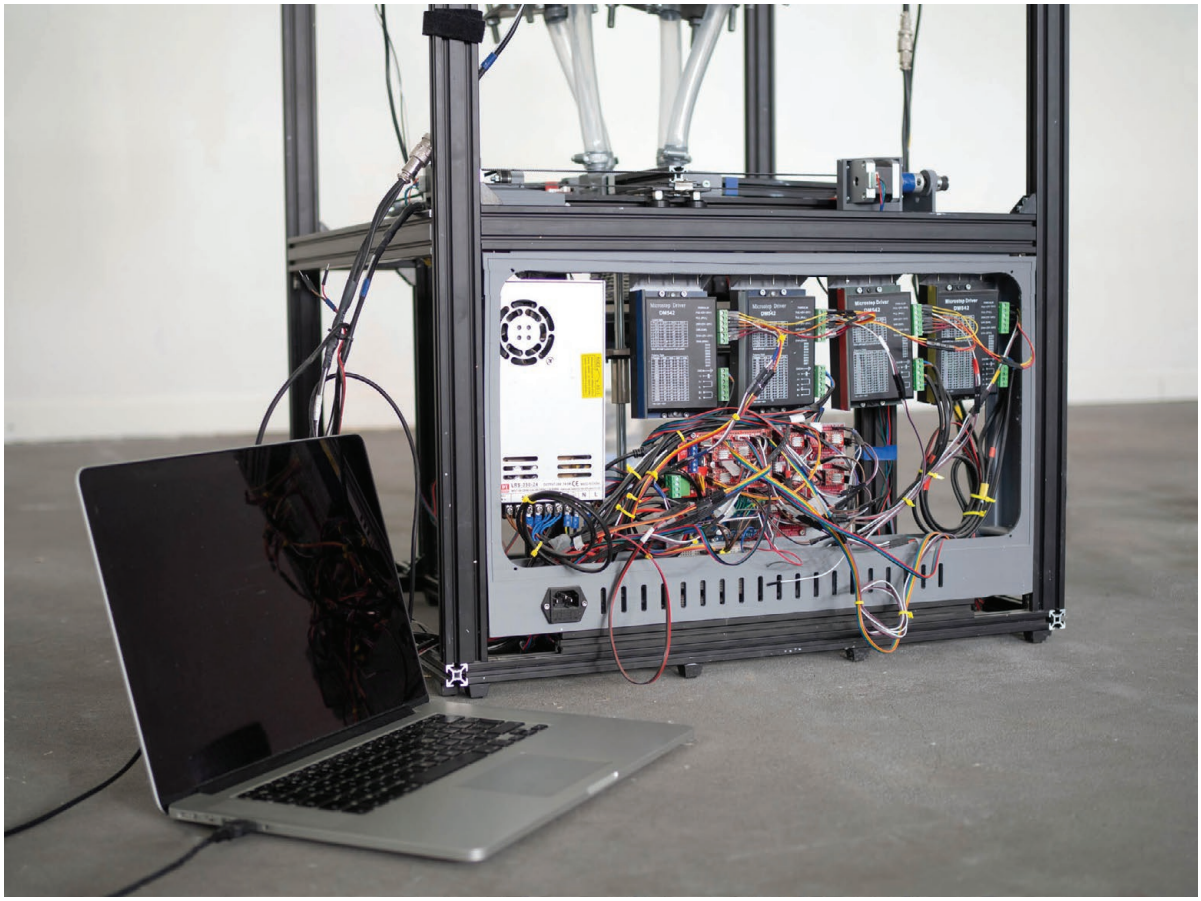
I am Jibbe van Schie, multidisiplinary designer focussing on the relationship between material and machine. Using and creating machines Wto form a new visual language.

WOVEN TRANSLATIONS

Woven translations is a ongoing research into creating a production process for multi coloured ceramics. The machine is inspired by the textile industry and the way colour is created by ‘stacked’ strands of thread.
The Machine makes use of a production proces similar to tapestries weaving. Every colour is present at all times yet an image is created by bringing one of the colours to the surface. This means the Design (much like on industrial weaving and knitting machines) is actually a 2d image. So until the object is printed all input is 2d, consisting of code, variables and images.

I decided to build all aspects of this production process myself, which meant designing and producing all machine parts, putting together the electronics, creating the software, researching different clay bodies and pigments, and designing the actual outcome.
Doing all this simultaneously allowed me to react and adapt along the way. Mechanical problems caused a reaction in my material research, looking for softer clay, and adding water if needed.
The softer clay affected the design and code, slower printing to facilitate drying and so on.

– 2022



WOVEN TRANSLATIONS

ENDLESS ETCHING

Endless Etching is a contemporary homage to the age-old craft of intaglio printmaking. Jibbe van Schie built his own automated etching machine that uses the traditional drypoint technique. He trained a self-learning algorithm with thousands of etches from digital archives, enabling it to create autonomous works of art. From the input of both historic and contemporary prints, the machine developed its own artistic signature. Instead of engraving a flat copper plate and filling the grooves with ink to make a print, this smart apparatus adds yet another dimension to the craft. It scratches its endless output onto a rotating acrylic tube and the ink is replaced by light. This ongoing series of objects continue the tradition with a present-day twist.

– 2022

ENDLESS ETCHING

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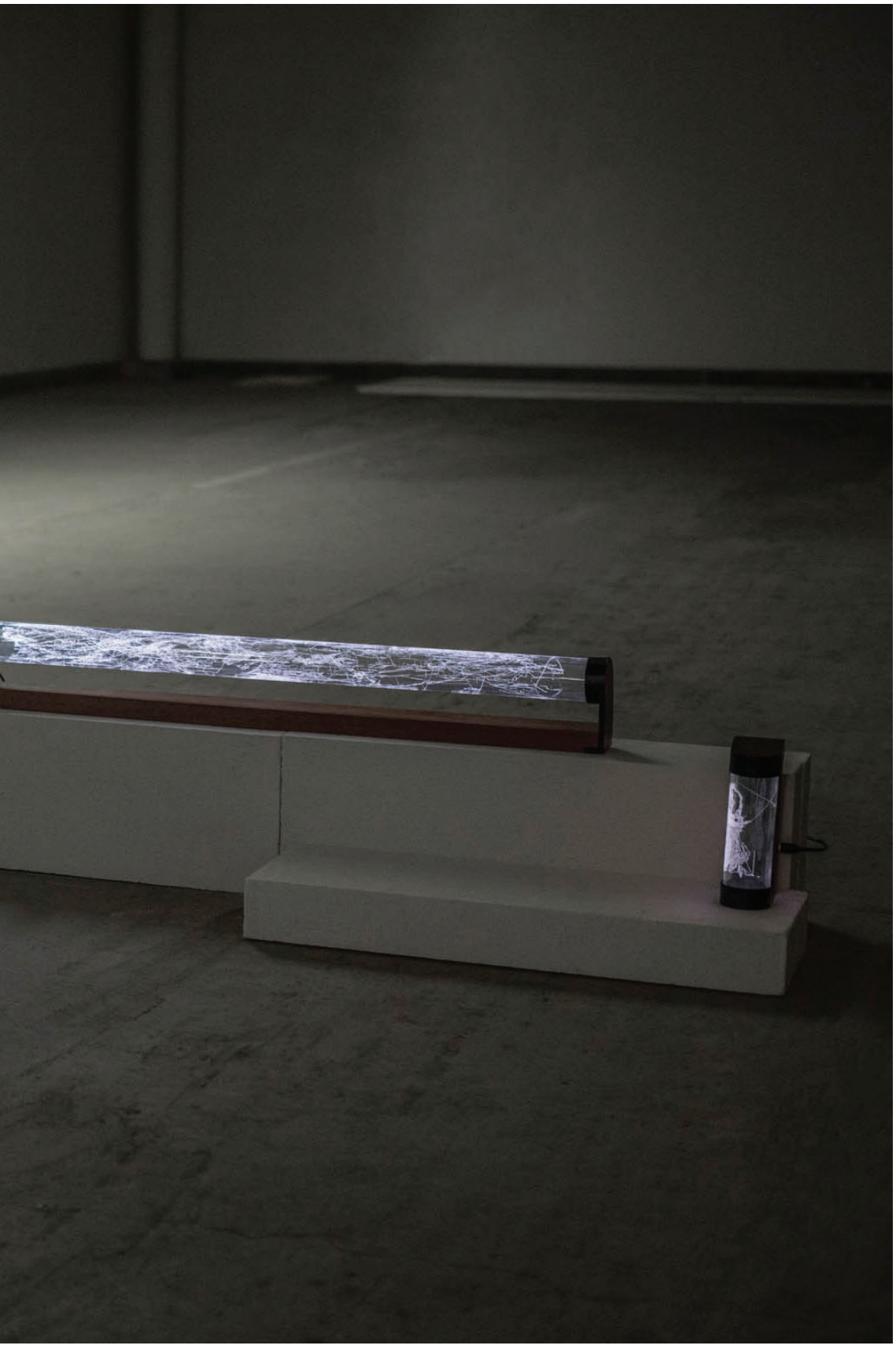

ENDLESS ETCHING

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STRETCHING REALITY

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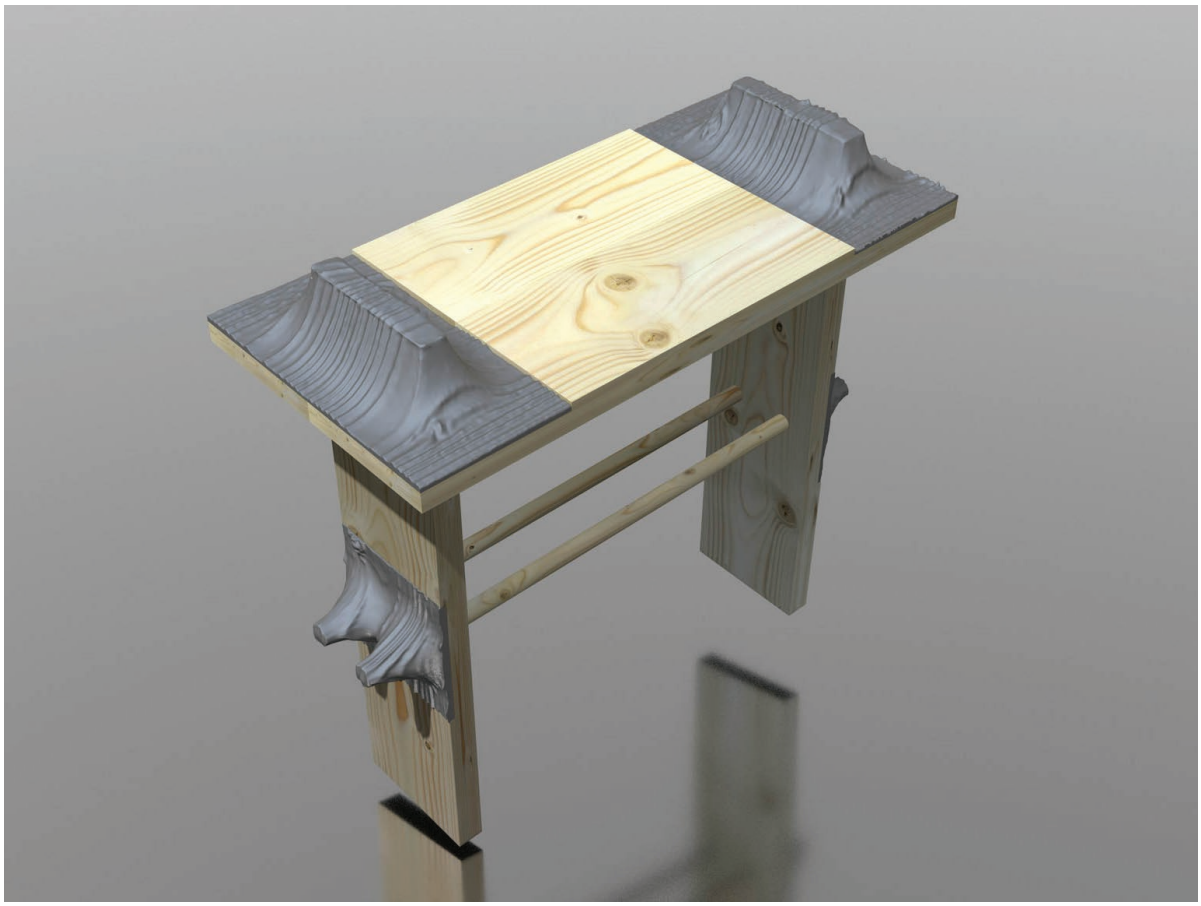
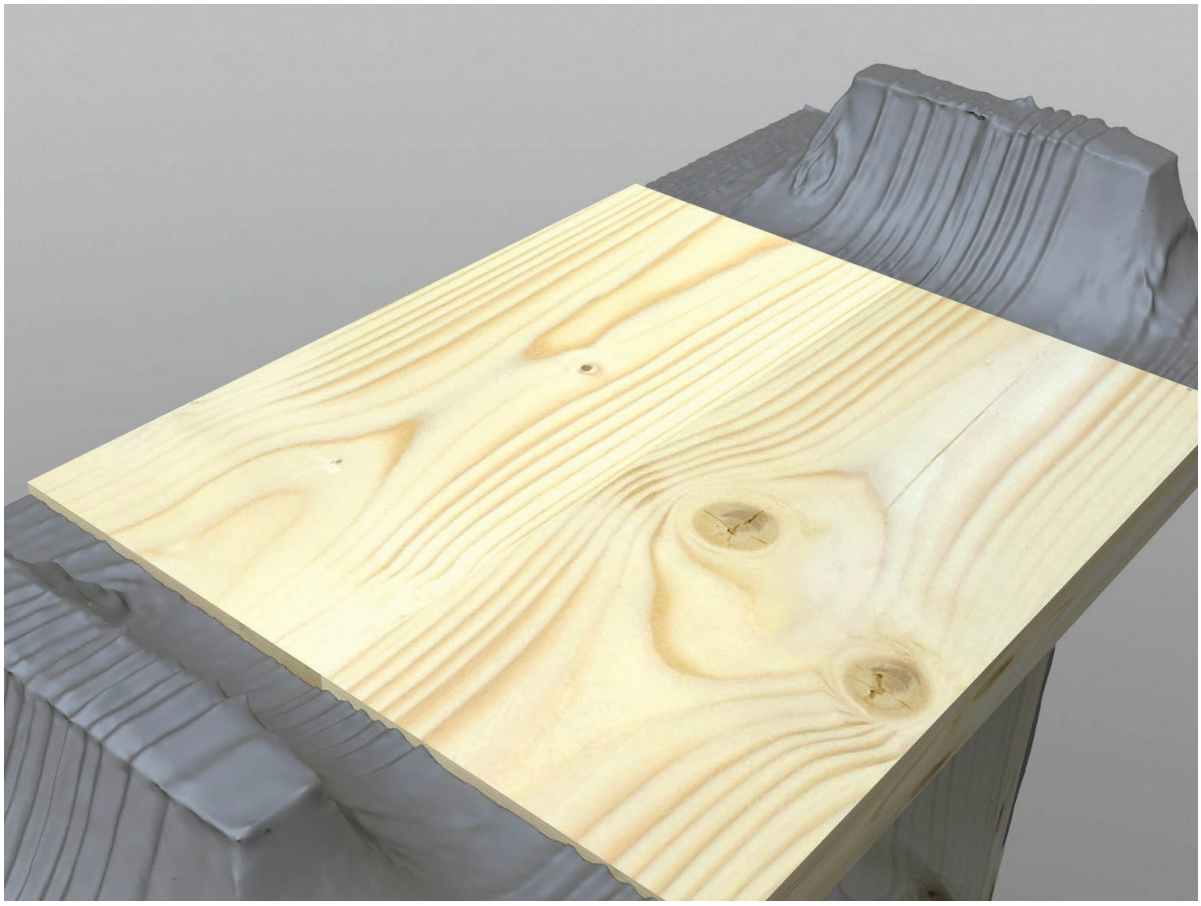
Stretching reality focuses on our increasingly distorted view upon materials. With digital rendering software rapidly becoming more accessible and realistic it is sometimes hard to distinguish a photo from a digitally created image. Yet these digital creations aren't restricted by physics or material properties. They make the impossible seem possible and hereby disrupt our comprehension of what a materials can and can't do.

– 2021





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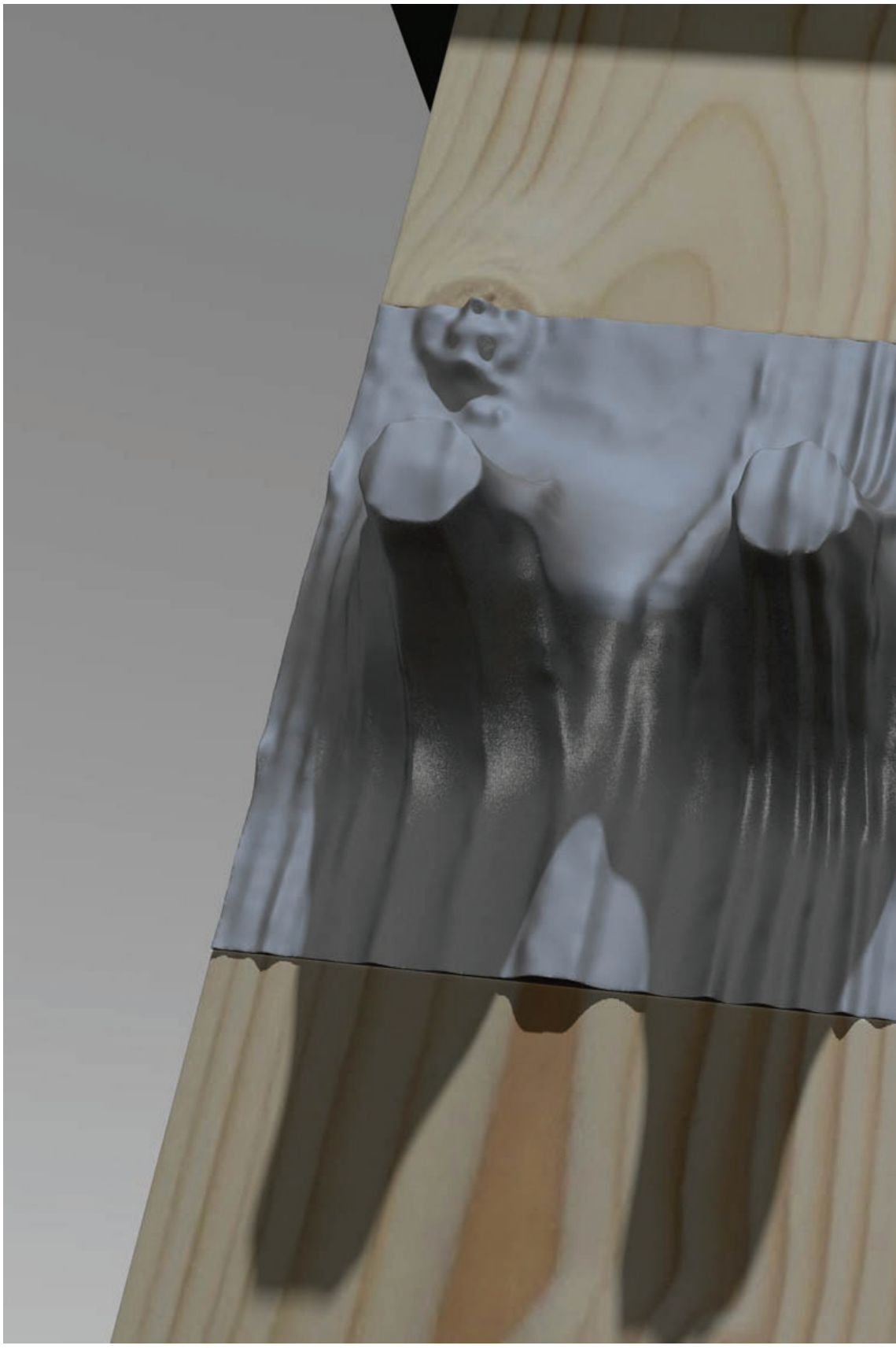

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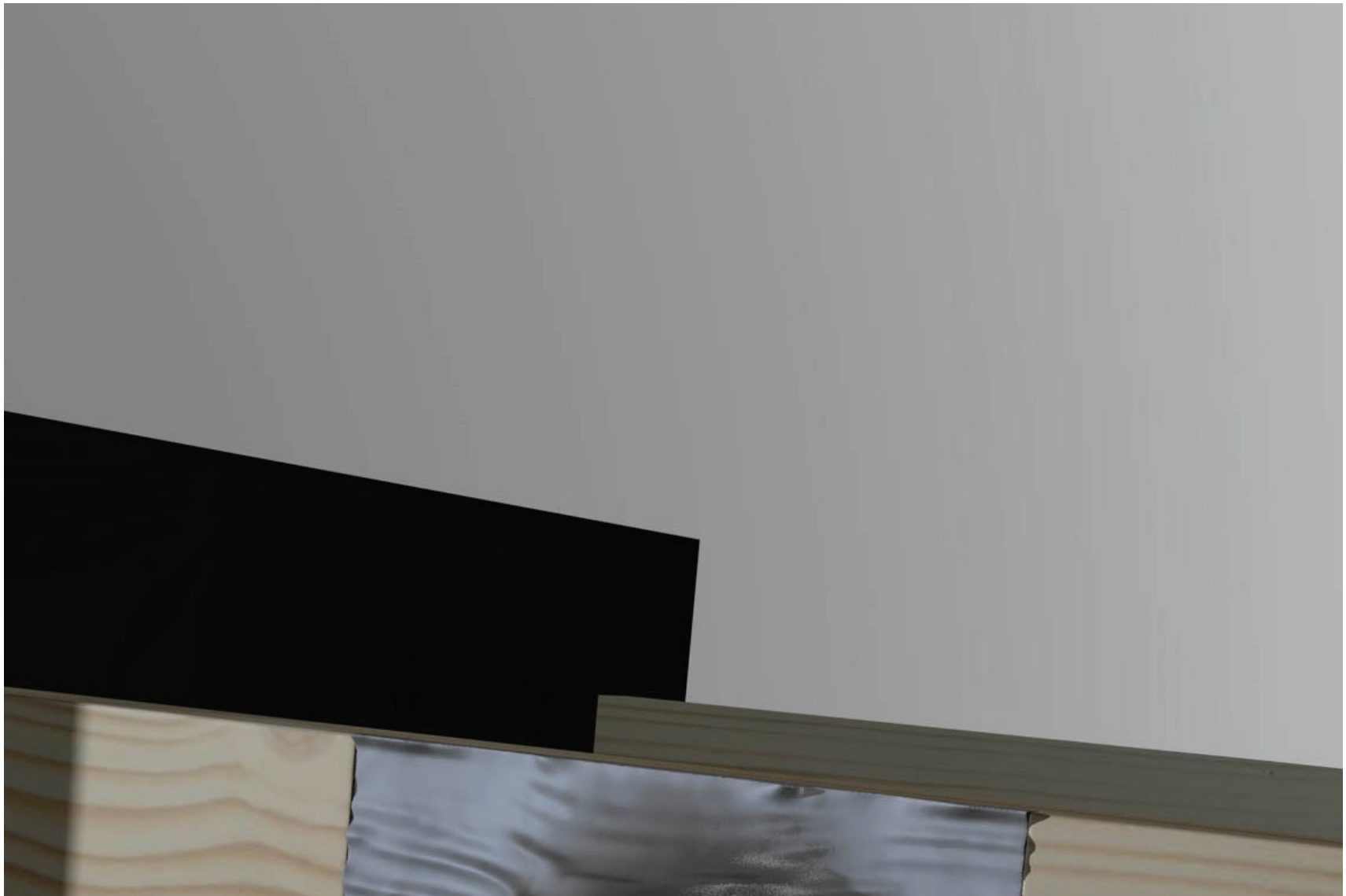

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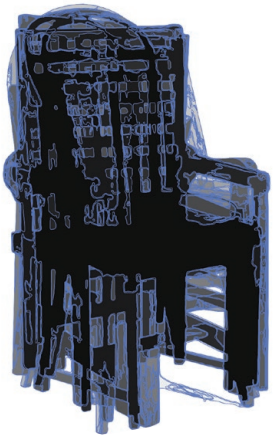


LEARNING DEEP LEARNING

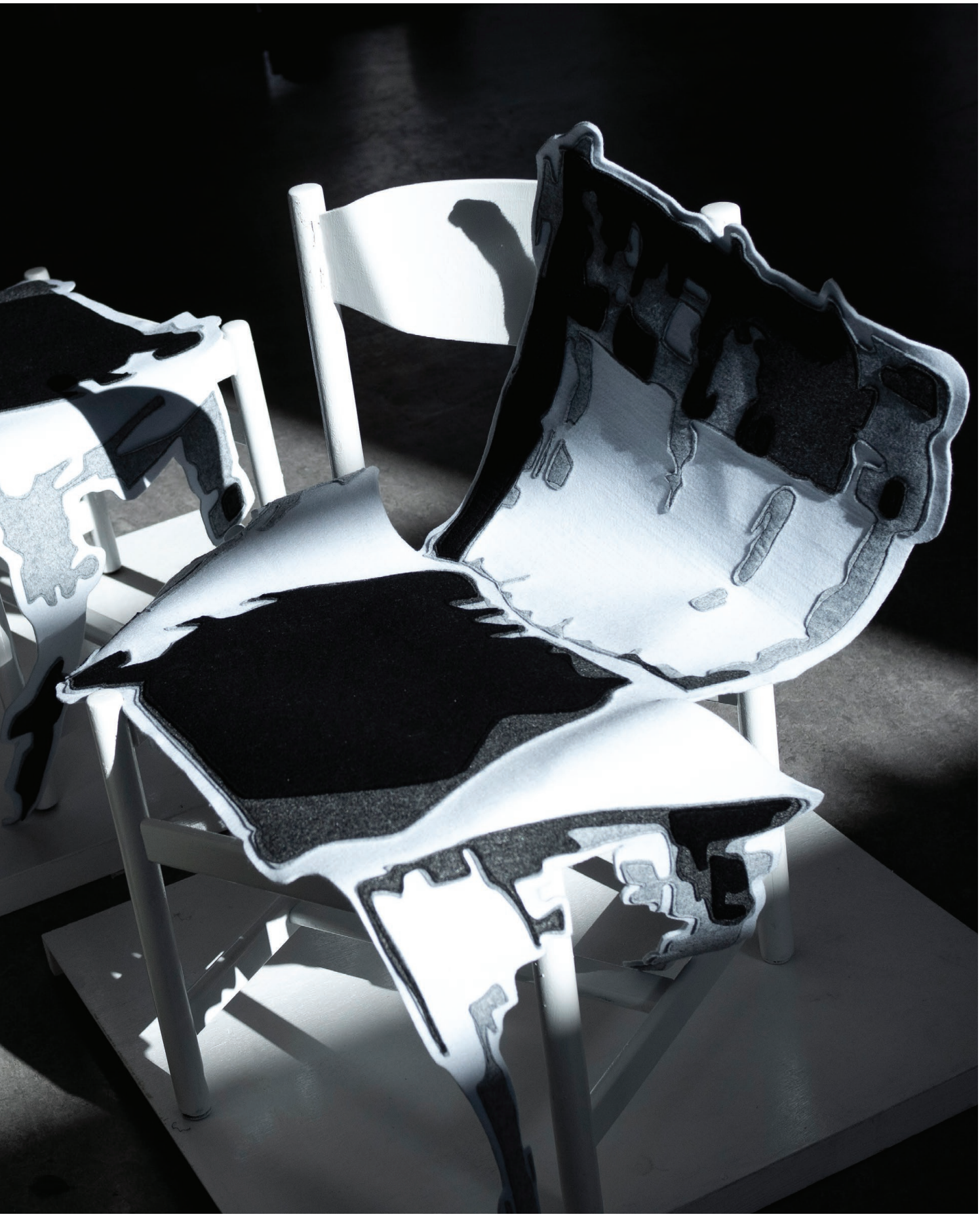
A attempt to think like a machine.

Learning deep learning is a project that challenges the way we think. Can we get to new or innovating outcomes by limiting our knowledge to the absolute minimum?
How would a chair design look if all we knew was 10 images chairs?

I explored ways of creating new forms and shapes from nothing but this extremely limited knowledge, and used machine learning programs to determine whether it could still be considered a chair.

When physicalizing this research I focused on the human ability to recognize a 3d object in 2d image. Creating a foldout of the chair we recognize in the image, a physical object which partially remains 2d, thus bridging both ways of thinking.

– 2019



LEARNING DEEP LEARNING

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HIDE AND SEEK

Hide and seek is a project that creates a visual relationship between knitted fabrics and animal hides.
The initial interest was sparked by the shrinkage of knitted fabrics.
When making textile samples I witnessed my creatures as they grew larger, yet the moment I took the sample of the knitting machine it shriveled up and died.
I made a small publication comparing my collection of "hides" to images of actual animal hides.

Triggered by my discovery I became fascinated with the way knitwear can shrink, and a square will never be a square.
I wanted to gain control of this process, controlling the shrinkage, and knitting squares that shaped themselves into a something new.
In order to achieve this I wrote a program that translates images into knitting-patterns.

I worked together with "TexttileLab Tilburg" to make my hides come to life.
Square knitted pieces, that turn into organicly shaped hides once taken out of the machine.

- 2019

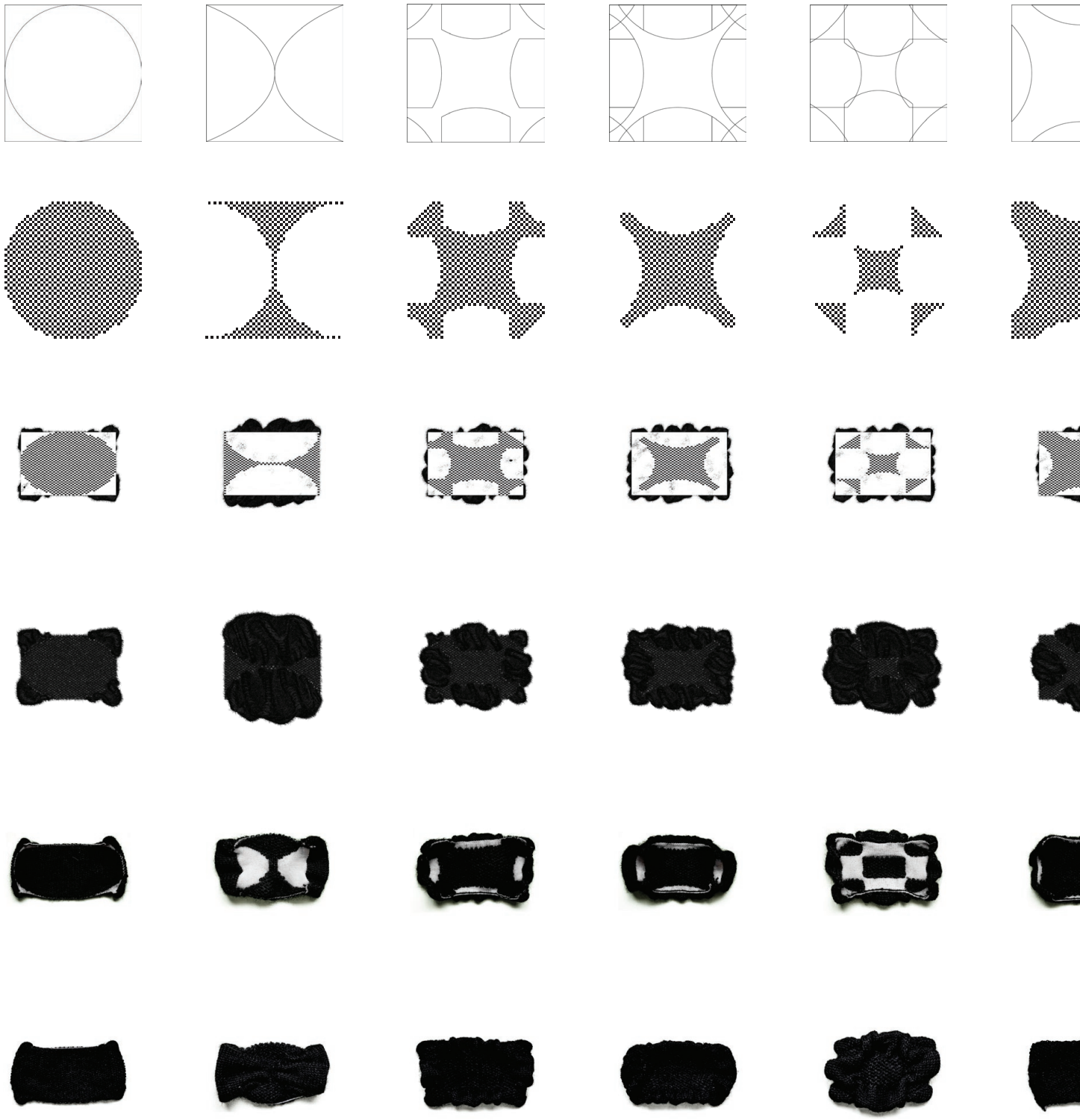
HIDE AND SEEK

THE HIDES

The knitted hides made using the program.

- 2019

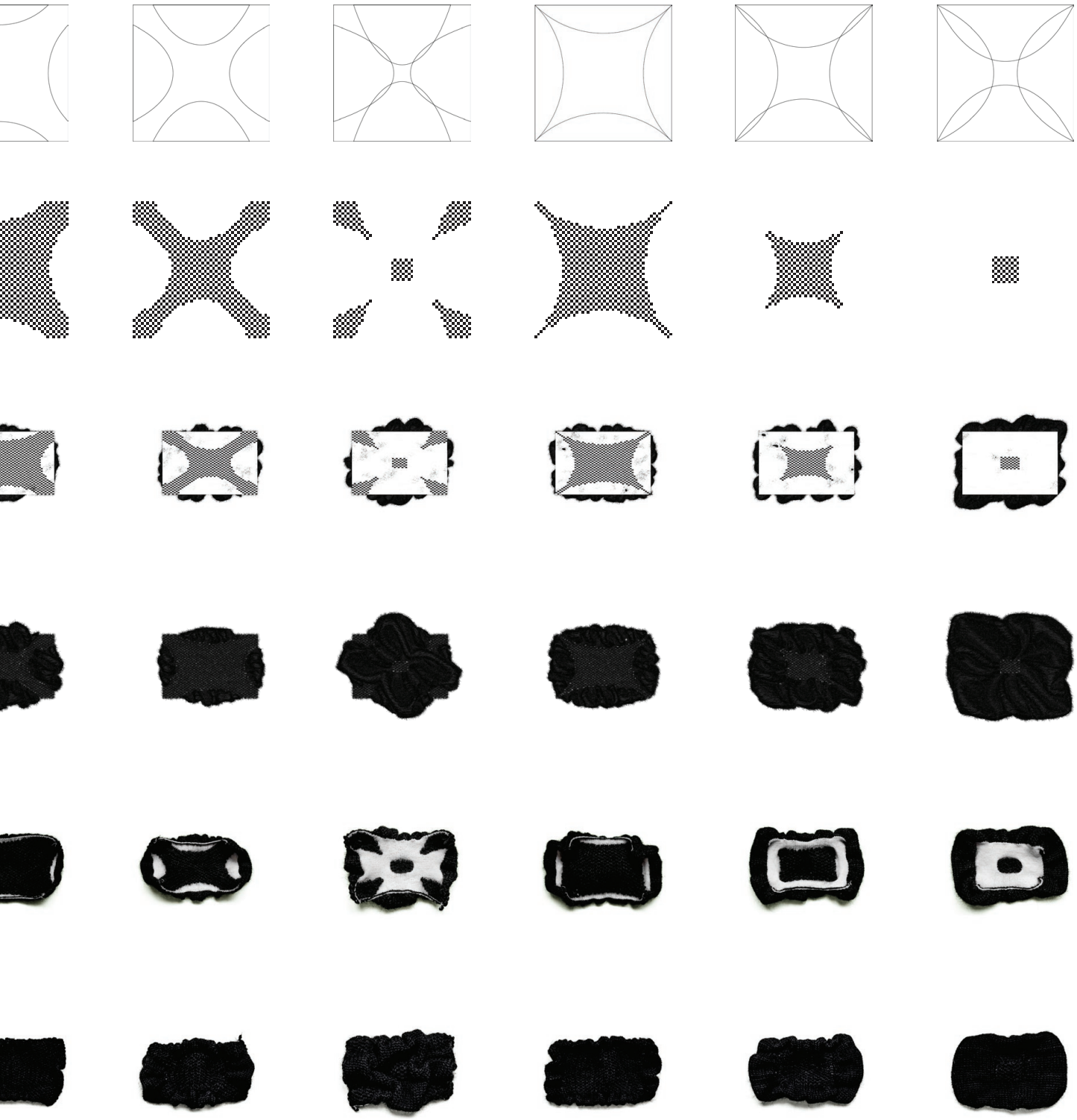
HIDE AND SEEK



TURNING SQUARES INTO CIRCLES

A research into the effect of knitting patterns on shirkage. All samples aim to turn a square into a circle yet take a different approach in doing so. After making the samples I created digital materials that mimicked the proporties of these sampes in order to write the program used to design the hides. Images show the theory, render and real samples.

– 2019



HIDE AND SEEK

VESSELS

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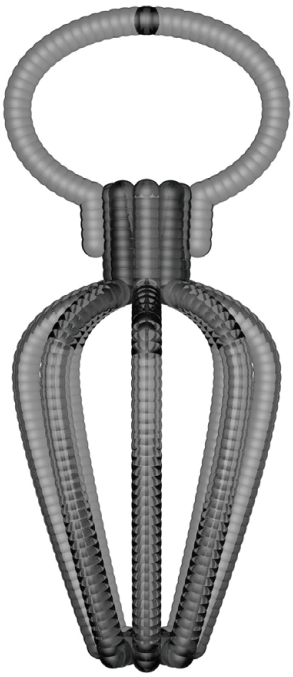
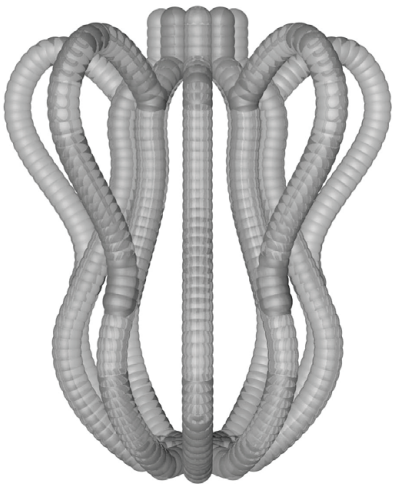
Objects that unite materials without connecting them irreversibly. A visual research into modern day interpretations of craft.

– 2020

VESSELS





VESSELS

Jibbe van Schie

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