

proposes

## myCity-to-Pattern

for the

### 2009 Shenzhen & Hong Kong Bi-city Biennale of Urbanism \ Architecture

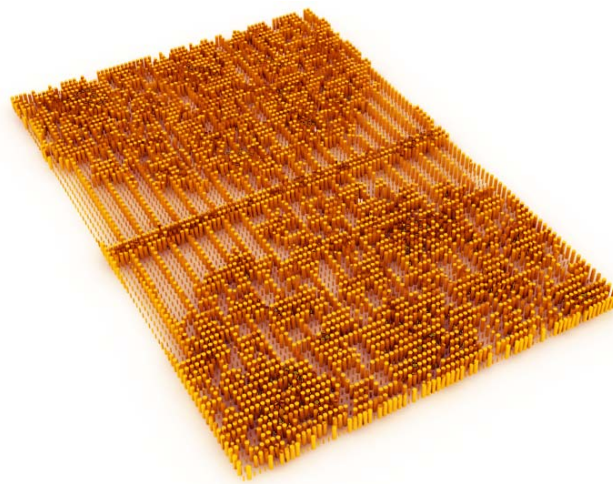
#### Agenda: to Pattern<sup>i</sup>

ILATAAJ is interested in explore and formulate tools to sample<sup>ii</sup> any existing two-dimensional patterns to three-dimensional objects. The challenge is to break away from the screen where pattern has been used widespread, hence a translation process to aggregations of three-dimensional components.

#### BYOP: Bring Your Own Pattern

16 January 2010

Participants will bring or choose an image they wish to use for the workshop. Images may vary from patterns found in traditional designs, photographic captures of the city scape, or even personal portraits. Digital tools will be provided and demonstrated for participants to 'play', customizing their images to three-dimensional models. We will then feed these models to a CNC milling machine, producing objects for participants to bring home as souvenirs from the Biennale.



i  
pattern

-noun

1. a natural or chance marking, configuration, or design
2. a distinctive style, model, or form
3. a combination of qualities, acts, tendencies, etc., forming a consistent or characteristic arrangement.
4. an original or model considered for or deserving of imitation
5. anything fashioned or designed to serve as a model or guide for something to be made
6. a sufficient quantity of material for making.
7. an example, instance, sample, or specimen.

-verb

8. to make or fashion after or according to a pattern.
9. to cover or mark with a pattern.
10. Chiefly British Dialect.
  - a. to imitate
  - b. to attempt to match or duplicate.

ii In music, sampling is the act of taking a portion, or sample, of one sound recording and reusing it as an instrument or a different sound recording of a song. This is typically done with a sampler, which can be a piece of hardware or a computer program on a digital computer. Sampling is also possible with tape loops or with vinyl records on a phonograph.