

Digital Materialities: A Pilot Project Exploring Transdisciplinary Collaboration Across Fashion, Photography and Digital Design in a Higher Education Context

Associate Professor Ricarda Bigolin,
Dr. Alison Bennett, Dr. Stephanie Andrews

[15 minutes]





Acknowledgement of country

RMIT University acknowledges the people of the Woi wurrung and Boon wurrung language groups of the eastern Kulin Nation on whose unceded lands we conduct the business of the University. RMIT University respectfully acknowledges their Ancestors and Elders, past and present.

RMIT also acknowledges the Traditional Custodians and their Ancestors of the lands and waters across Australia where we conduct our business.

Digital Materialities

DIGITAL DESIGN

- Master of Animation, Games & Interactivity

PHOTOGRAPHY

- Master of Photography

FASHION & TEXTILES

- Master of Fashion Design

[2023 rmit if lab digital materialities on Vimeo](#)

reel by Nirma Madhoo [@studio_anatomy](#)

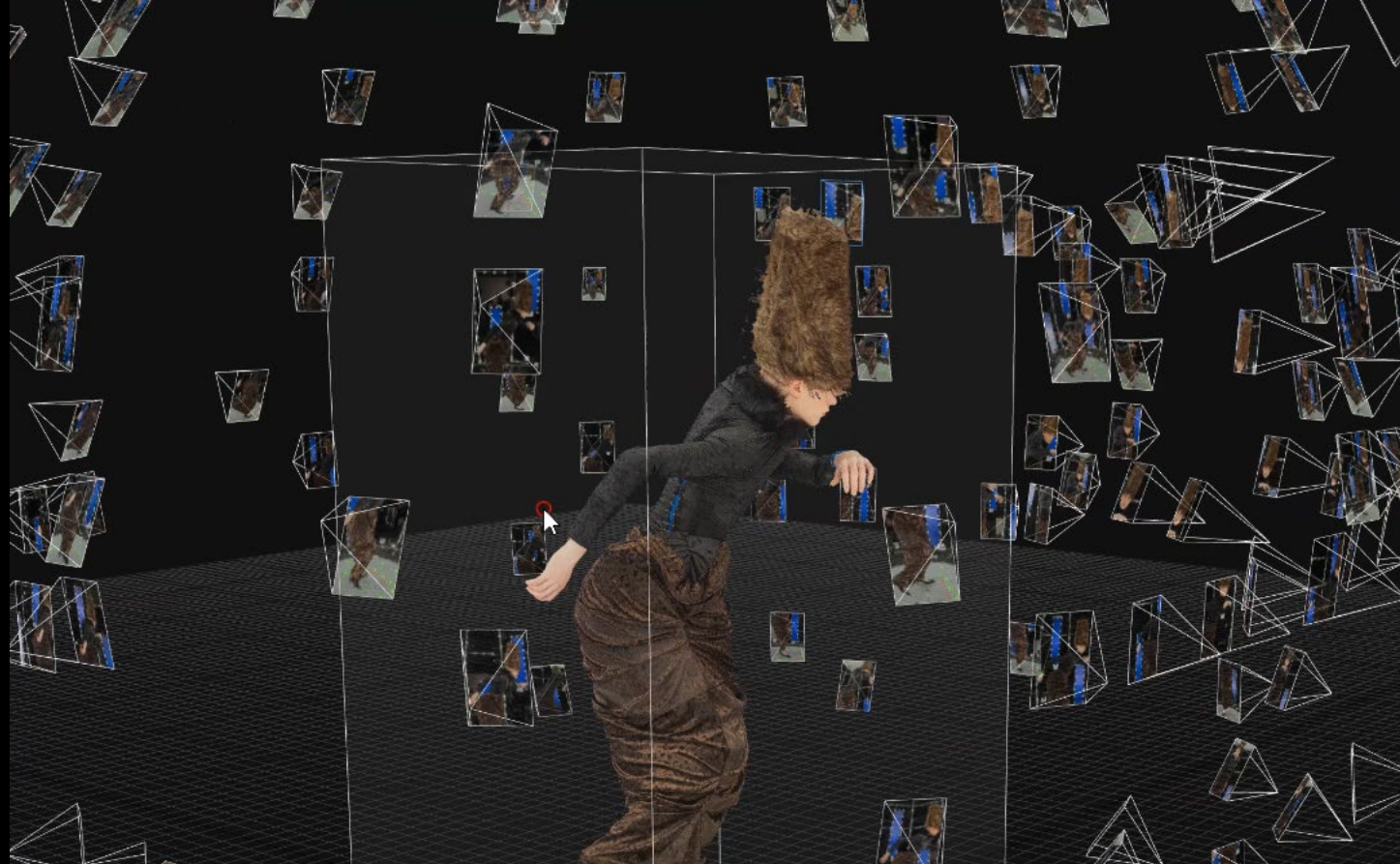
Audio 'thelaurablair' and 'Djif Sanders – Stoking the furnace'

Digital Materialities
project + Splice Boys
photogrammetry

 RMIT Photo + Fashion + MAGI

Digital Materialities

[Digital Materialities Project – RMIT Imaging Futures Lab](#)



**Digital Materialities
project + Splice Boys
photogrammetry**

 **RMIT Photo + Fashion + MAGI**

Expanding Disciplines

DIGITAL DESIGN

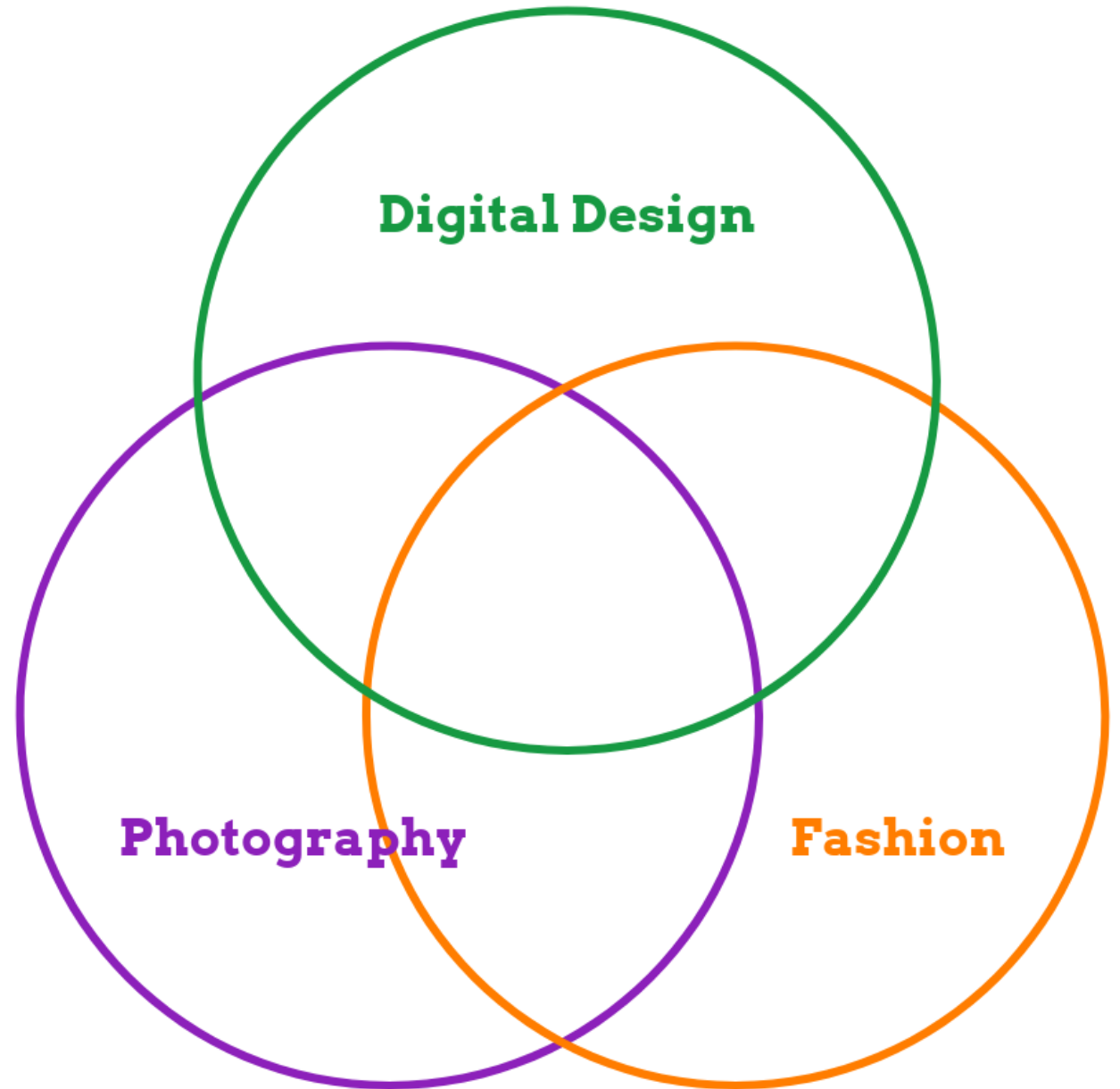
- Master of Animation, Games & Interactivity

PHOTOGRAPHY

- Master of Photography

FASHION & TEXTILES

- Master of Fashion Design



**What
would happen if
we created
transdisciplinary
teams?**



INDUSTRY PARTNERS: Splice Boys photogrammetry

167 CAMERA ARRAY

- Cross Polarised System for minimized reflections.
- 24 & 50 Megapixel RAW Capture.
- 14 Light Sources
- VFX Reference data, Chrome/Matt Spheres, Colour Profiled.

[Photogrammetry – SpliceBoys](#)

FUNDING FROM ADOBE



What we made

3D digital models

photogrammetry model featuring
fashion design by Yiwei Ju as part of
the Digital Materialities project

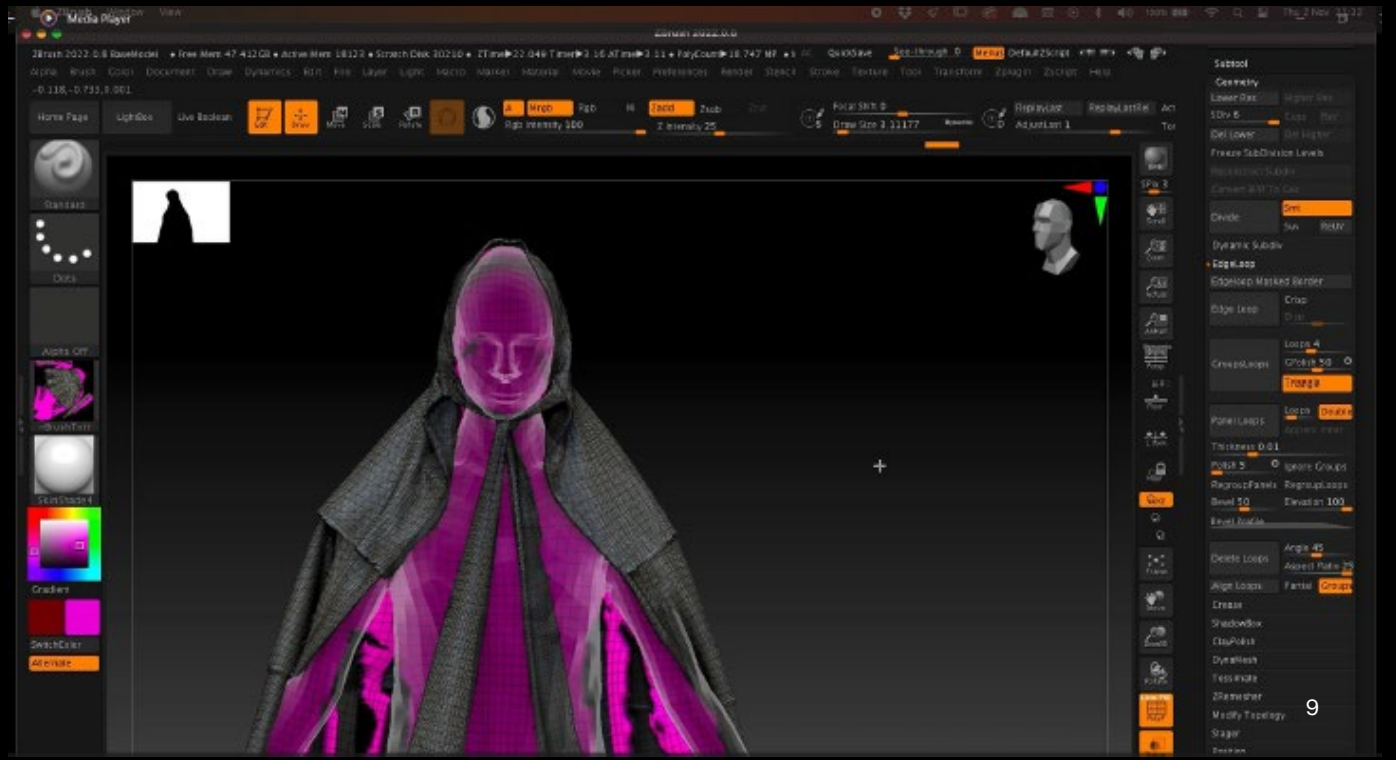
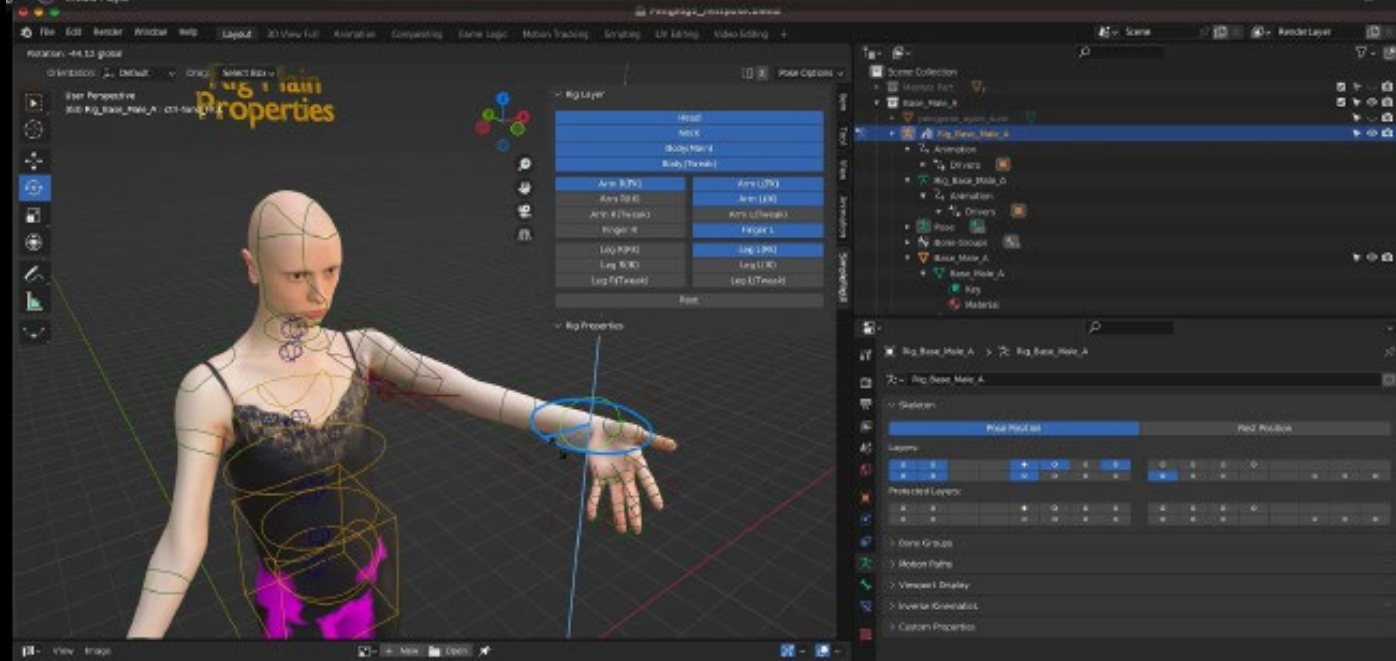
<https://skfb.ly/oKRBF>



What we made

Students experimented with animation

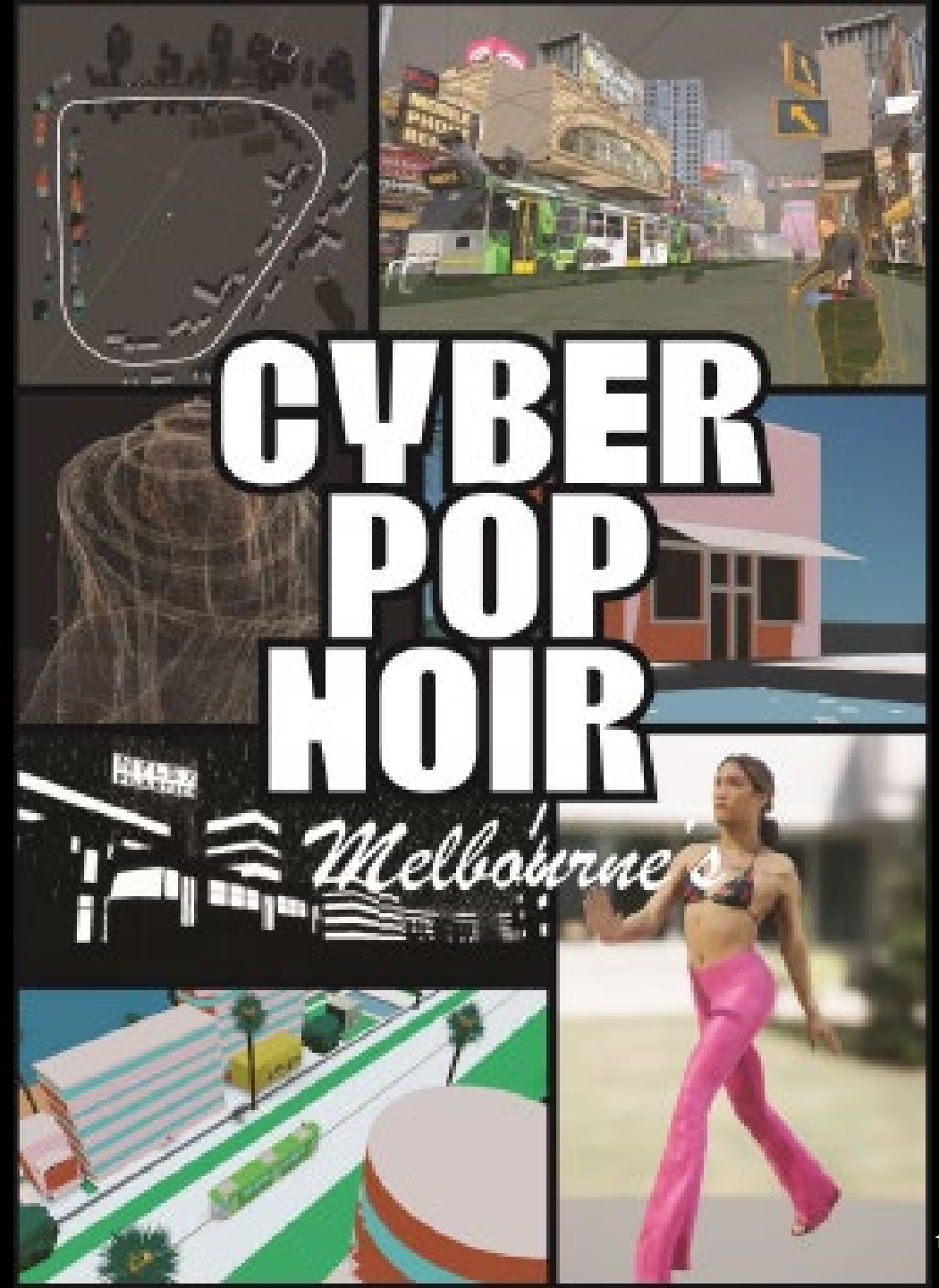
David Zeleznikow-Johnston



What we made

Cyber Pop Noir is an experimental game environment interactive walk-through experience that features the creator, **Nattha Dhamabuttru**, as the main playable avatar that users inhabit to explore the landscape

<https://vimeo.com/881544294>



What we made

Cyber Pop Noir is an experimental game environment interactive walk-through experience that features the creator, **Nattha Dhamabuttru**, as the main playable avatar that users inhabit to explore the landscape

<https://vimeo.com/881544294>



What we learnt

- Centrality of knowledge and file management
- Uneven collaboration skills & practices
- Differing methodologies & priorities
- Significant professional development
- Strong potential for innovation & novelty



What we learnt

Strong potential for innovation and novelty

Nattha Dhamabuttru

[Reimagine History on Vimeo](#)

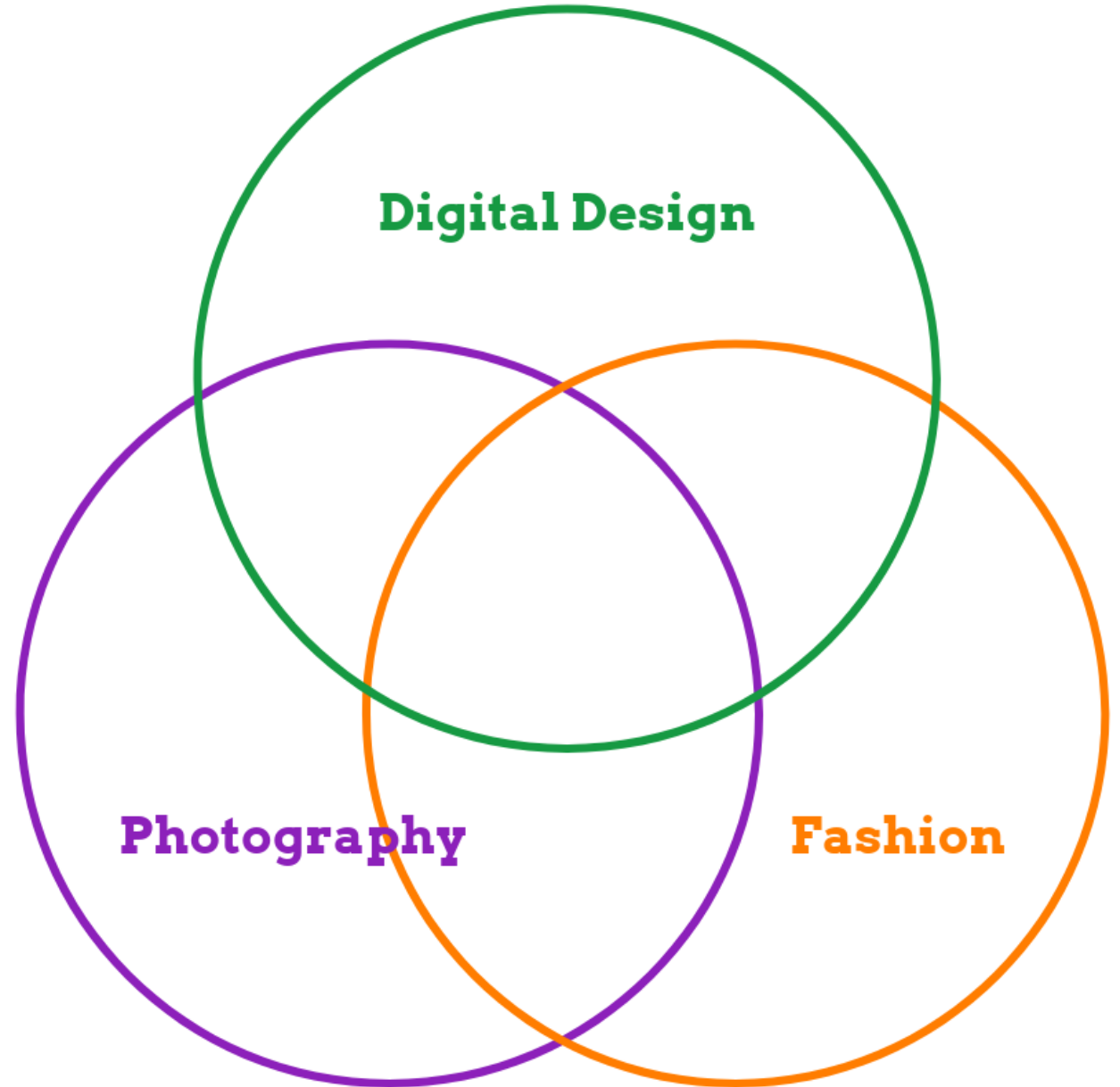


What next?

Curriculum Architecture:

- Develop shared courses
- Build photogrammetry rig on campus
- Link to 3D printing workflow

In School of Art: Imaging Futures Lab &
Object Fabrication Futures Lab



Transmateriality (Whitelaw 2012)



Brent 2023 Willeme 1860

<https://skfb.ly/oKtSw>



THANK YOU

Associate Professor Ricarda
Bigolin
Dr. Alison Bennett,
Dr. Stephanie Andrews

- Splice Boys
- ADOBE
- Nirma Madhoo
- Joe Bird



 **Imaging
Futures
_Lab**

RMIT Photography for the 21st Century

