



# Data Aesthetics, Topological Design

- Why Wearables?
  - New response-action feedback loops create new classes of objects
  - Respatialising, reorganising, resynthesizing perceptions
  - Creating new perceptions and new senses
  - Make explicit the implicit so enable play, understanding and change

# Topological Design

- Shape and Trajectory
  - Nuance, continuity, curvature
- Spatial Transform Chain
  - Quality preserving
- Change of coordinate system
  - Although manifold may not be well behaved
- Sensor design to create initial feature-rich domain