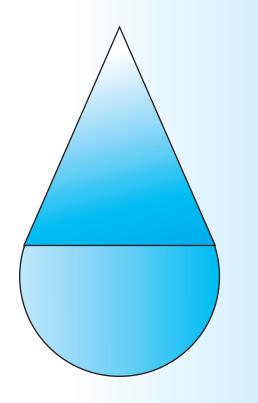
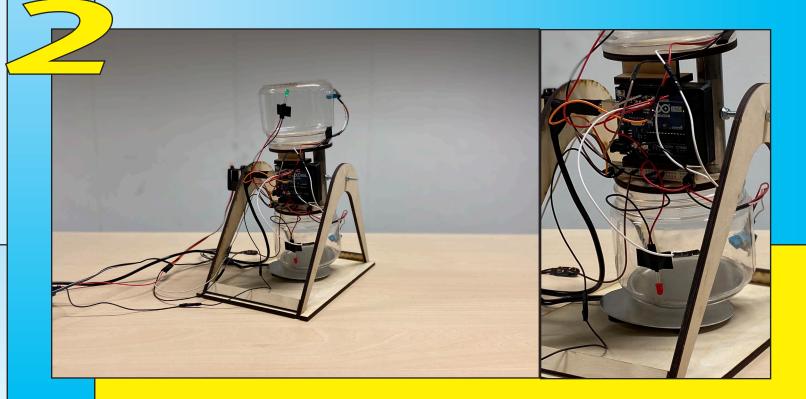


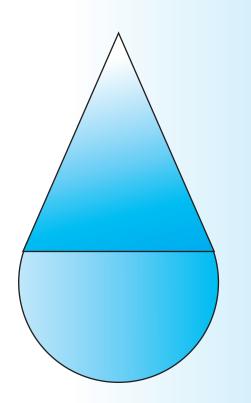
The Dew-machine is a project that tooka while to find it's purpose. Our initial goal was to use an abiotic system, like the formation of dew to combat drought. ///





In order to combat drought we needed to transport watervapor. This included using the water eyele (condensation and evaporation) This visualisation of the transporation of water became the system. ///



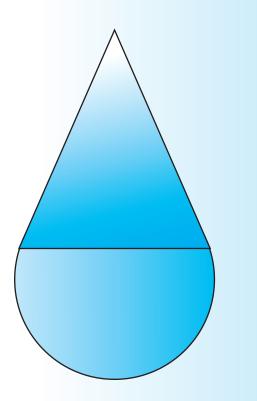


The systems works as follows:

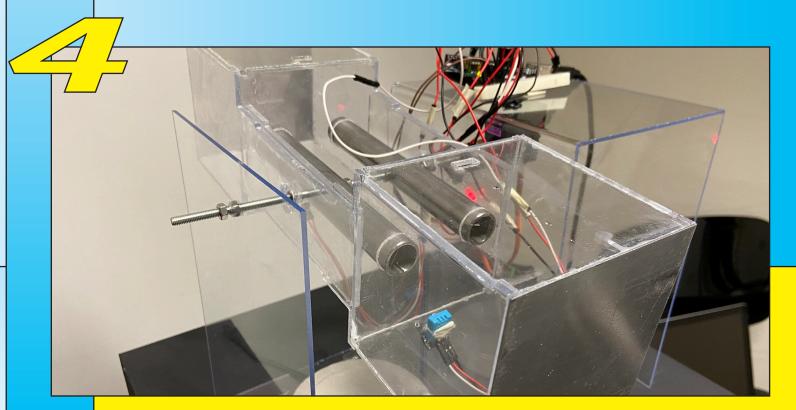
Water is present in the bottom chamber (1)

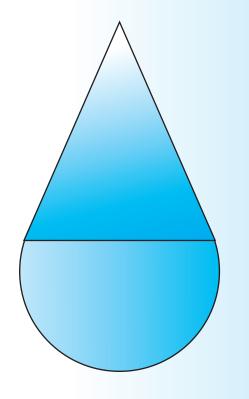
A heating pad is situated below the machine, evaporating water. The water vapor will travel upwards to chamber (2) via steel pipes. Both chambers have humidity sensors attachted, when the humidity reaches 90% in the top chamber the system will rotate 180 degrees. Once a full rotation has occurred chamber (2) is now on the bottom, starting the cycle again and reinforcing the positive feedback loop.





Eventually we sped up the watercyle by evavaporating the water ourselves with the heating pad, creating a situation in wich we tried to control and even speed up a natural working system for it was to slow in our anticipation.





This antialpation is the core of the project because the Dew-machine has become the embodisment of our expectation of systems that should work in an instant. Yet it's not about our attenstion span. The machine functions as a metaphor for forever changing expectations of machinery being fast.

What is wrong with slow machines?

