

Curiosity, Magnify and Shape In Fake News



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Introduction

I believe working as an artist has led me to research things often and as long as I keep making projects I should be able to keep learning as a natural result. The more questions brought up, the better the topic is to research. As an artist I believe I am curious, willing to look into things on a deeper level and shape is essential for making my work. Therefore, the three chosen keywords for this essay are 'shape', 'magnify' and 'curiosity'. For magnify, the plan is to research the first magnification tools invented and the zoom-in, zoom-out functions of cameras. Including photography styles relating to scale and related artists. For shape, the plan is to research shape based art movements and related artists. With curiosity, the plan is to research differences alongside the basics of curiosity. Some people fall behind in life and researching individuals behind on education fit with the themes set for curiosity as there's a connection to worldly knowledge.

Curiosity

Curiosity is always present, and there are two recurring theories about curiosity referred to as novelty and complexity. Novelty refers to people who seek out what they are unconfident about in order to learn new things. Complexity refers to seeking out more about what they're comfortable with, which gives improvement (Brändle et al., 2020). The rest of the journal article mentions how environment and relevance of knowledge plays a part in your likelihood to gain knowledge (Brändle et al., 2020). While this source is interesting, it would be beneficial to find information from a more up to date source.

Another journal article called 'Homo Curious: Curious or Interested?' mentioned the drive to make sense of environments, ask questions is crucial to human survival (Shin & Kim, 2019). This drive lacks extrinsic reward (Murayama, 2019). This being rewards other than the task being done for the person doing it (Khan et al., 2013.). Curiosity is somewhat poorly understood. However, we try to make sense of odd, novel, familiar things and try to learn more. It's been said that this Novelty, as well as incongruity, complexity and uncertainty can all trigger interest and curiosity, alongside our source and general perception. Curiosity allows humans to explore as well as observe relevant information and utilise other sources (Shin & Kim, 2019). Our primitive biology affects learning and memory (Shin & Kim, 2019). Our hippocampus helps us keep information we are highly curious about, even though it may be irrelevant (Voss et al., 2017). Noradrenergic and dopaminergic systems allow us to keep our minds sharp, energetic, happy & healthy if we are in the practice of learning currently (Shin & Kim, 2019). Knowledge leads to benefits like food & essential resources, which is proof alone of curiosities benefit. We, however, look for knowledge in areas that give no reward or are dangerous. Alongside observing this in infants, we can tell that gaining knowledge itself gives us pleasure and may be an evolutionary effect (Shin & Kim, 2019). The value of pursuing information changes by how important that information seems to be. Career and socially relevant information are seen as having high value and expectations of what we can gain with knowledge makes our curiosity of it greater (Shin & Kim, 2019). When we find part of the information we want, we see this information as easier to find, and this pushes us to keep acting on our curiosity more. As a result, we keep searching

more regularly. Loewenstein and colleagues agree that immediate feedback on correctness is better than delayed feedback. Motivation is greater when we are near to our goal. The research led to the next part and how fake news is a big problem these days. This can be linked to certainty and how being fed some information from your curiosity could lead you to believe you know things properly, but you could end up in unfavourable situations because one person fed you information that won't bring stability and safety to your life (Raynes-Goldie, 2020).

The book "On Curiosity The Art of Market Seduction" (Cochoy, 2016), discussed how curiosity went from discouraged to allowed by the church and enabling the practice of science. In a time where many things were linked to the devil and were seen as forbidden knowledge, like astrology and mathematics (White, 2022). The church and authority found curiosity to go against the social order (Cochoy, 2016). The bible being used as reference to explain certain phenomena kept people further from the truth at these times. A fish fossil was found on a mountain and people were understandably confused. As they wanted answers, it was suggested falsely that animals would be generated from stone spontaneously, after suggestions were also considered (Cochoy, 2016). Saint Augustine told us humans will always have curiosity, but we shouldn't go looking for, what he says, are vain bits of knowledge (Borowske, 2005). However, this was in a religious context about purity. Certain movements like the renaissance allowed for a wider acceptance of curiosity and its expression (Cochoy, 2016). Then the church agreed to allow the sciences to develop as scholars like Francis Bacon promised it would focus on benefiting humanity, instead of mindlessly gaining information free from

morality (Popova, 2013). Points about how the church described curiosity, the growing interest in observation of collected items, Mysticism and how fact and reality can effect and stop mysticism (Cochoy, 2016).

Shape

Officially, shape refers to the external form or outline of someone or something, or a geometric figure, like a square or triangle (Dictionary.com, 'no date'). In relation to the author's practice, shape means to work with shape, but keep the shapes varied and random to begin with, enabling more variety later on. Combining elements of themes you started out using can be really rewarding. Focusing on related themes from these shapes helps direct my practice. Working to make these shapes 3D is the next step, which fits in well with my love of 3D software. Fusion 360 or Blender relies on shapes as a base for many of its processes.

The author started off shape research by searching the universities online library with the search "Shape". This path of research was followed over others more related to artists in order to have a wider range of topics to come across. A video called "Shape" about evolution and the shapes animals have grown to have an evolutionary advantage. The extended head on a hammerhead shark allows for more electric charge sensors to fit on their heads, which helps them find recognisable and camouflaged prey easier (Holmes, 2002). This sensing ability, called electroreception, allows sharks to bite prey as they can't see up close (Angelides & Laird, 2008). The platypus was similar, with electroreception in their bill for sensing in dark environments (WWF, 2021). They evolved to go back to the ocean from land and in evolving they grew webbed feet for

swimming, waterproof, matted fur and their electro sensing beaks (Divljan, 2022). The mimic octopus evolved to mimic 16 other sea animal species, as well as coral and rubble, they can sneak up on prey when hidden and appear inedible from natural predators (Angelides & Laird, 2008). Their environment in Indonesia means they'd be dead quickly without this ability. Couldn't be found until the 1990's, probably due to this. A giraffe's neck is the most interesting evolved shape about them, needing a giant heart to pump blood to their heads just to avoid fainting (Holdrege, 2005). The necks allow them to fight for territory and mates, while giving off a quiet infra sound when their head moves (Angelides & Laird, 2008). Other giraffes would have heard this infrasound and found each other in crowded spaces. Now and more so back years ago, when it was more crowded (Angelides & Laird, 2008).

More research on the platypus was conducted on google and the WFF website. Mainly to learn more facts related to the appearance of the platypie and any other related facts I don't know. The author coincidentally learned that the proper term for electric signal sensing is electroreception (The World Wildlife Fund, 2022). After learning only 4 other mammal species can lay eggs (WWF, 2021).

Magnify

Referring to the use of magnifying tools, the first scientifically made and designed magnifying tool was believed to have been made by Roger Bacon (Encyclopaedia, 2018). More specifically, the double convex lens. Ancient tools used to see things clearer were mentioned to have been used in ancient Egypt and Greece (Lucas &

Harris, 2012). Obsidian crystals and gemstones were some of these tools (Encyclopaedia, 2018). The concept of tools being used to see from far away had been a thing before the actual microscope was made (Lucas & Harris, 2012). Farcastoro, Roger Bacon, and Baptist Porta were thinking of this during different centuries (Hogg, 1854). Galileo stated that the microscope had dutch origins, but the original creator is up for debate. It has been speculated to be either Hans Janssen, Hans's son Zacharias Janssen, or Hans Lippershey (Hogg, 1854). He started looking at insects, but also moved onto looking at the stars later. In order to see further to see stars he used One bi-convex and one bi-concave lens, with a shortened focal length (lens on leeuwenhoek, no date). Next was a brief look at Galileo's accomplishments. This includes his debunking of Aristotle's false beliefs on physics, in relation to falling speed and the weight of items (Schrenk, 2004). He debunked geocentrism, the belief that earth is the centre of the universe, and instead promoted heliocentrism by Nicolaus Copernicus. Though he achieved much more, the church put him on house arrest for the rest of his life and banned his books. People started seeing his work again in the 1800's (NutshellEdu, 2014). The YouTube video "Bad eyesight before glasses, what did people do?" mentioned how people spoke about near and farsightedness. The people who had a harder time back in the day were nearsighted individuals, as only seeing in front of yourself made them generally slow (History Dose, 2018). Viking and ancient assyrian cultures used crystals to magnify alongside other mentioned cultures. More evidence of eyesight tools of history comes from a 1351 painting depicting a cardinal wearing glasses in Italy (History Dose, 2018). A part of the video briefly states that a painting from 1351 is believed to be the oldest depicting the use of glasses in history (Ilardi,

2007). A short video on video.alexanderstreet.com clears up some confusion on the magnification lens types, by stating convex lenses make items look bigger, while concave lenses make items look smaller. Mixing lenses within microscopes isn't new, as Galileo himself used both lens types to improve microscope efficiency, even using 3 convex lenses at once for 30 times more magnification (Haden, 1942).

Elaborating Thoughts and Making Connections

Thinking through my research for the curiosity section, lies and fake information can be given to us so easily. The church would try to explain away things that weren't understood by many. People were willing to listen, learn and give their attention to those who claimed they knew, but were lied to about several phenomena on a whim, and often. Even Aristotle created rationalism, which made presumptions about subjects like physics. Falling objects don't actually fall faster than a lighter item in the ways he was describing. Things seeming like they work one way don't prove anything. This is why science needed to be nurtured, to give more predictability and safety to the world. Curiosity is that force that leads us to be able to predict and explain.

People tend to believe false things about other cultures. Some still even believe people freely ride elephants and lions in Africa, separate from zoo's. It may sound silly to some, but there are plenty that don't know better. It even reminds me of how children believe the easter bunny or tooth fairy exist. The lack of knowledge may enable a sort of superstition in kids who are simply trying to explain what they come across like I've mentioned before. Their parents know better though.

For the section Magnify, I've noted science and our journey of learning as a species has benefited from giving attention to our surroundings. Magnification tools have helped us see better and be able to observe things properly. We become curious due to the novelty, then gain the knowledge, the need to read and the want to share what was found. Sharing information increased education and people's capabilities. Focus on finding the truth and understanding would have been needed alongside these great tools to accomplish goals and gain specialised information. Anthropology comes to mind as a specialisation that helps participants understand information, like cultural practices, food, crafts and superstitions. It would take plenty of time living in these other cultures and speaking to others to gain such knowledge.

In relation to shape, I've noted, many cultures have been found to possess and make similar items. For sight and lighting fires, Ancient Egypt, Greece and Rome all had forms of lenses using see-through materials. A variation would be the value of the material, as gems were used alongside obsidian and crystals. This goes to show that some things just work and will be used in many parts of the world. I'm wondering what items many cultures have, but have been made a bit differently, like how vikings were found to have ellipsoid crystal tools, while ancient assyrians had their flat nimrud lenses. I can see this extending to imagery painted onto ceramics, varying volumes and shapes sewn for traditional outfits and talisman designs. Following that train of thought, animals and plants can vary in shape and size. Some developing spot shaped patterns and others being more solid in colour. Environment has historically had an effect on how

animals have evolved, like the amount of hiding spots available or the weather needing certain traits to survive.

Connecting it all together

When connecting it all together, I noted a gained interest in a few themes relating to the keywords I have come across and given more thought to now. Elements from curiosity include curiosity, information seeking, fake news, observation, lifelong learning, and the cultural touches within similar artefacts around the world. These themes encompass the elements I practice with and the information I've come across during my research. I am interested in having an exhibition that places certain recognisable items from across the world within it. I'd like to interact with whatever audience I have and have them think through my work a bit. Considering my interest in fake news particularly, I'd like to lie to my audience and then have viewers understand what was placed within the exhibition was fake through careful observation and further research. The recognisable items and their designs within the exhibition will not be what I say they are and what they represent. In surface designs, painted detail and shape. Somewhere on the items, or on a leaflet, a website link would lead to the webpage that reveals it was faked, alongside cultural inspirations to make it all seem as realistic as possible. Those who are looking to check the validity of their knowledge will find the truth.

The Research Question

My research question is “How easy is it to trick an audience?”. Within that “ What lies are more easy to believe?”, “Who is more susceptible to believing certain types of false information?” and “How can I trick an audience myself?”

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