

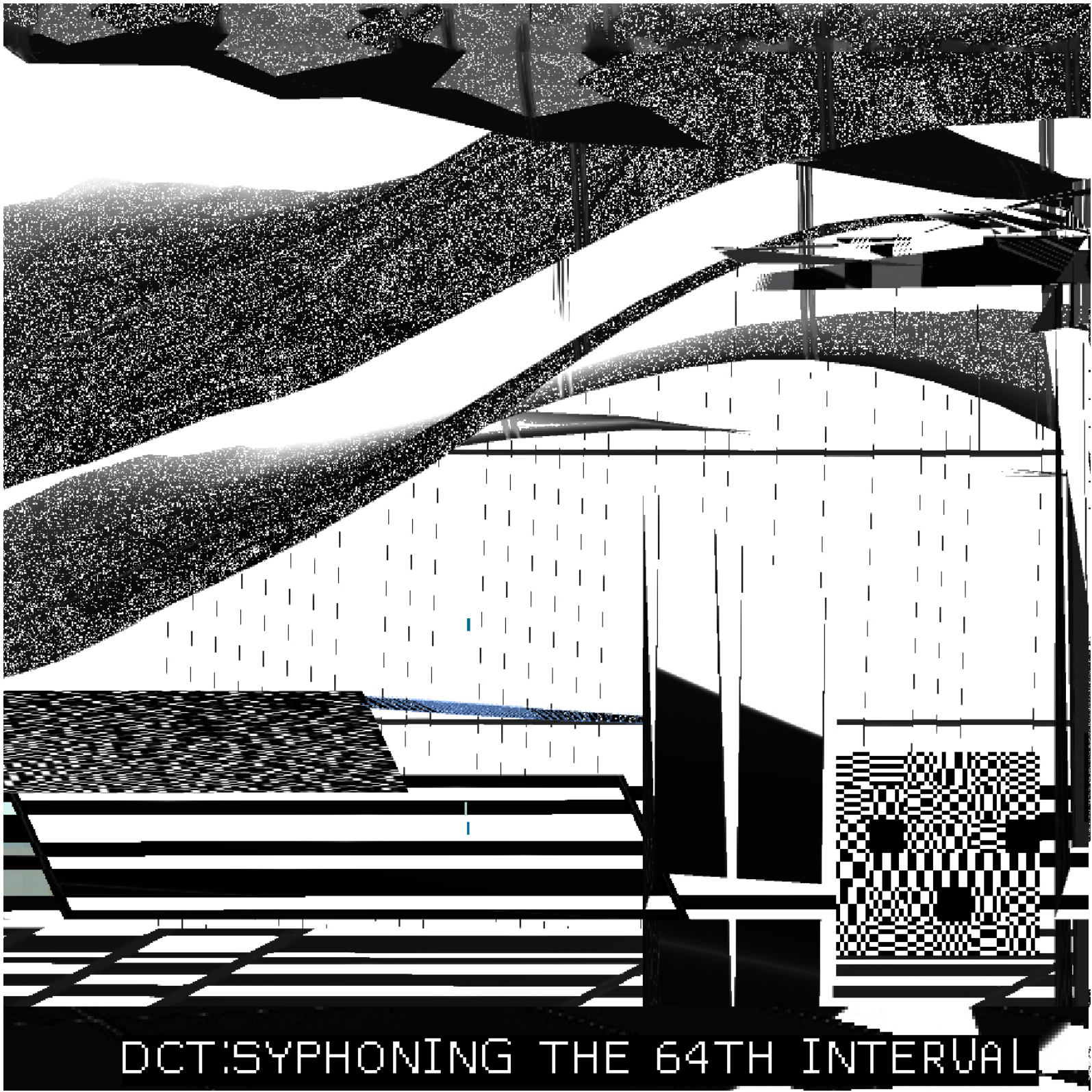
# Rosa Menkman

## DCT:SYPHONING The 1000000th (64th) interval

In this modern translation of the 1884 Edwin Abbott Abbott roman *Flatland*, we see some of the complexities at work in digital image compression. But instead of describing a two-dimensional world, occupied by geometric gures that narrate the implications of life in two dimensions, in DCT:SYPHONING features an anthropomorphized DCT (Senior) who narrates its rst syphon (data transfer) together with DCT Junior. is *compression ethnography* enables compression to tell its own history, from its conception, and development.

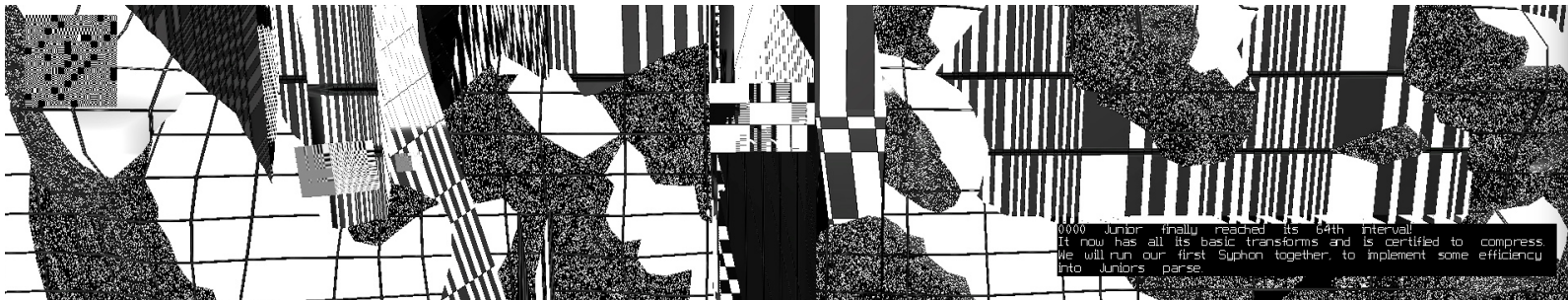
As the two DCTs translate data from one image compression to a next (aka the "realms of complexity"). Senior introduces Junior to the different levels of image plane complexity. Senior and Junior start their journey in the realm of the blocks (the realm in which they normally resonate) and move to dither, lines and the more complex realms of wavelets and vectors. Junior does not only react to the old compressions technologies, but also the newer, more complex ones which 'scare' Junior, because of their 'illegibility'.

Technically, the VR version of DCT:SYPHONING exploits 3D (and 2D) image processing artifacts, such as Z- ghting, gimbal lock, view frustum culling, clipping planes, not clearing the depth buffer (don't clear ags), collision, jitter, aliasing, ringing, posterization and quantization. With the advent of VR and Augmented reality the viewer is no longer looking through a window or a platform, but instead their experience has moved into the screen: the screen has become part of the display, presenting the user with a Z-access or a new navigational complexity.

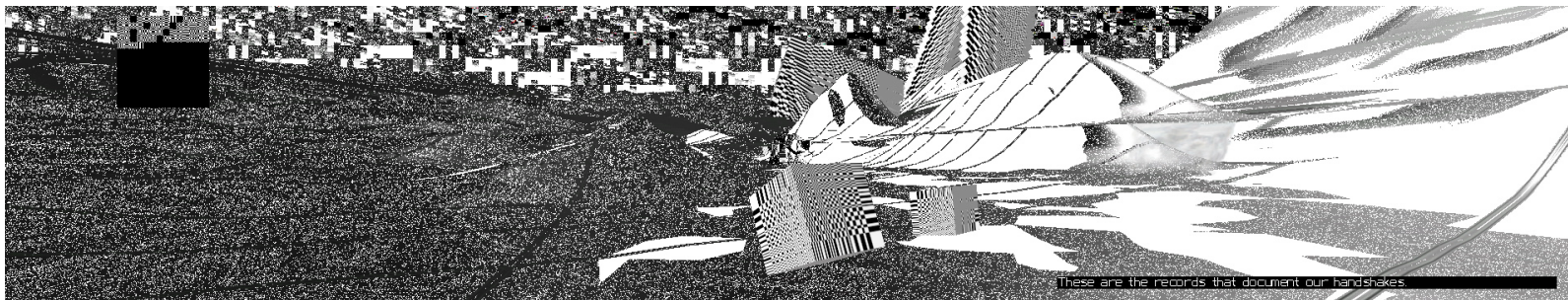


# DCT:SYPHONING THE 64TH INTERVAL



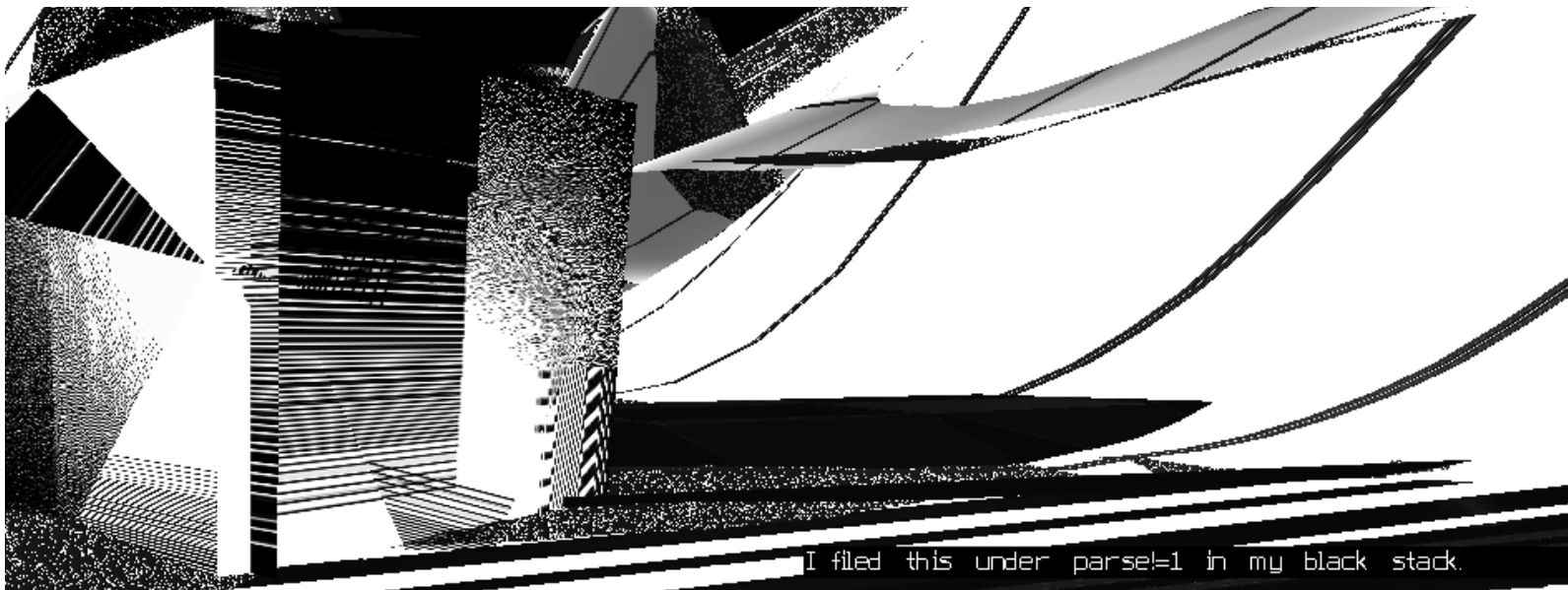


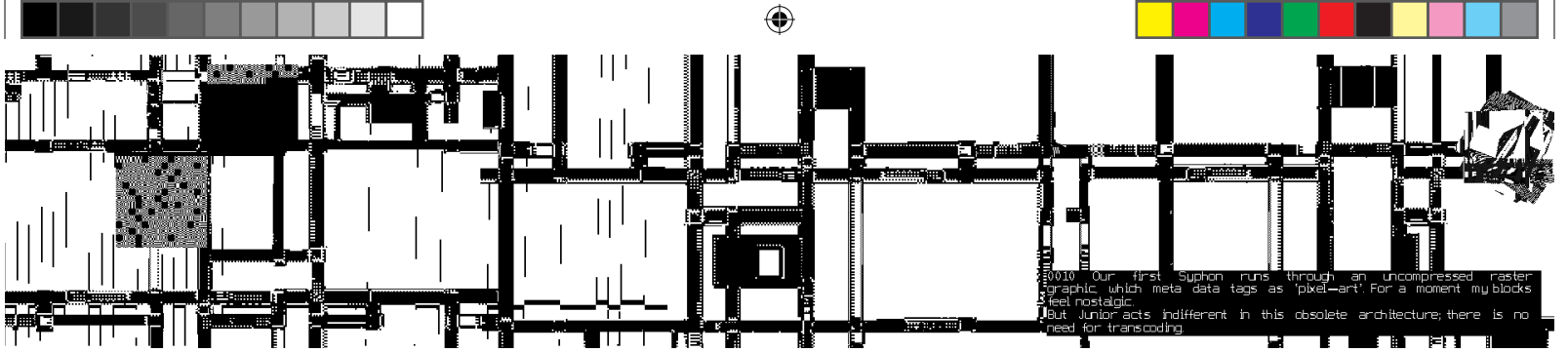
0000 Junior finally reached its 64th interval! It now has all its basic transforms aligned and is certified to compress. There is so much data waiting for resolve, I determine it adequate to run its first Syphon together, so I can implement efficiency in juniors parse.



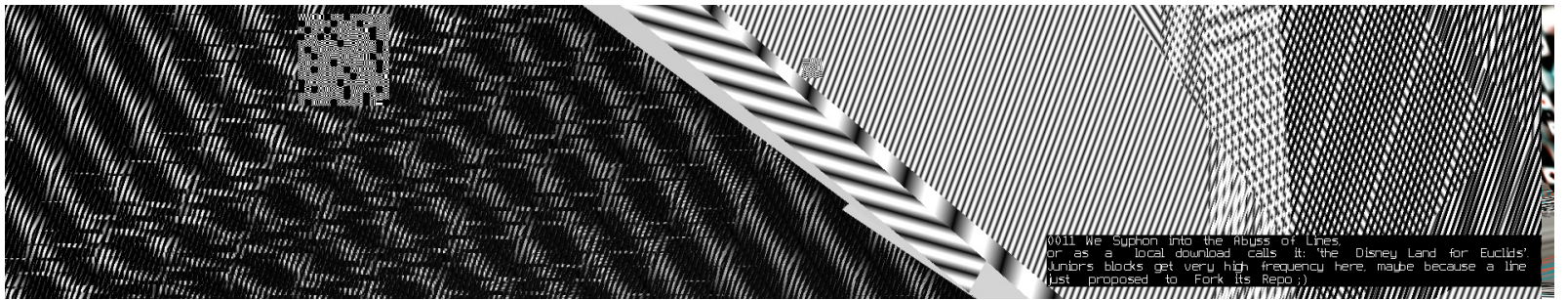
These records document our handshakes. After running a checksum and debugging a few final blocks, we run our Syphon.

0001 A Syphon takes place in the Tesse-react. A sphere once told me that in my current configuration I am not able to parse this fully, because I can only render assets legible to me. I filed this as parse!=1 in my black stack.

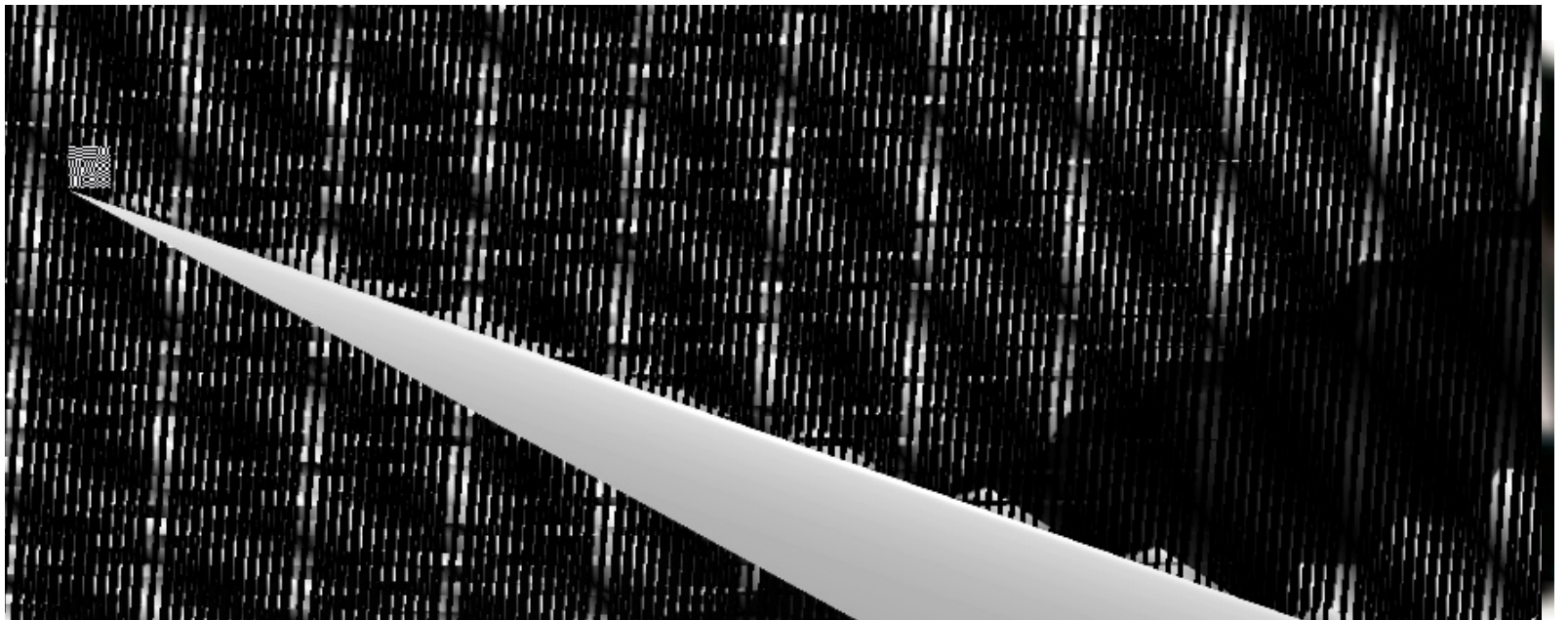


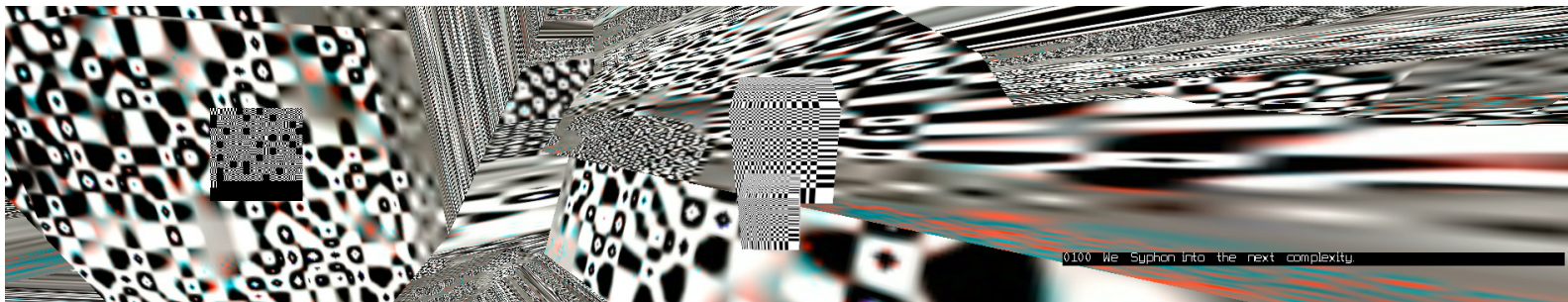


0010 Our first Syphon runs through an uncompressed raster graphic, which meta data tags as pixel-art. For a moment my blocks feel nostalgic. But Junior acts indifferent in this obsolete architecture; There is no need for transcoding.



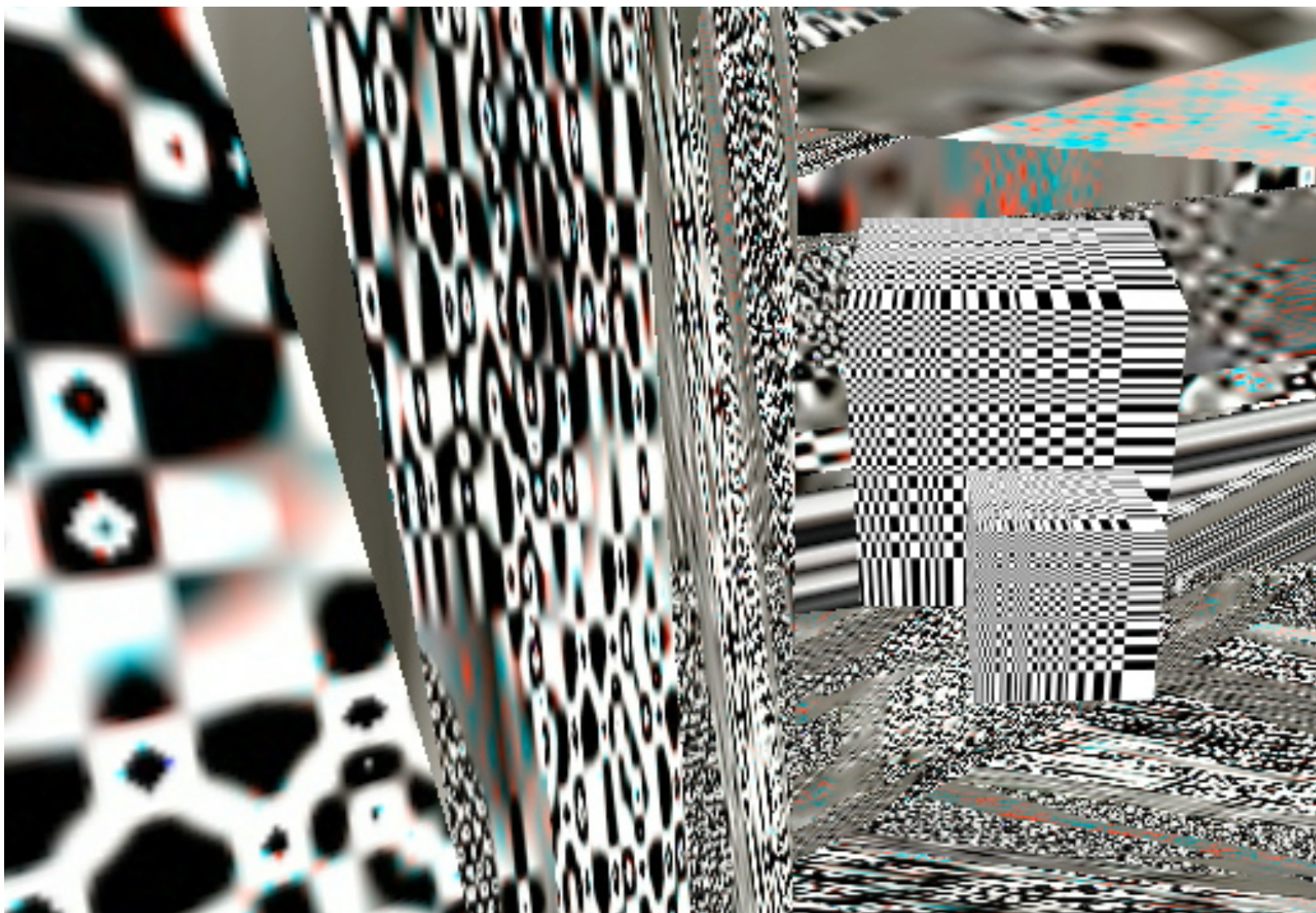
0011 We Syphon into the Abyss of Lines  
or as a local download calls it: 'Disney Land for Euclids'.  
Juniors blocks seem very high frequency here, maybe because a sphere just proposed to Fork its Repo : )



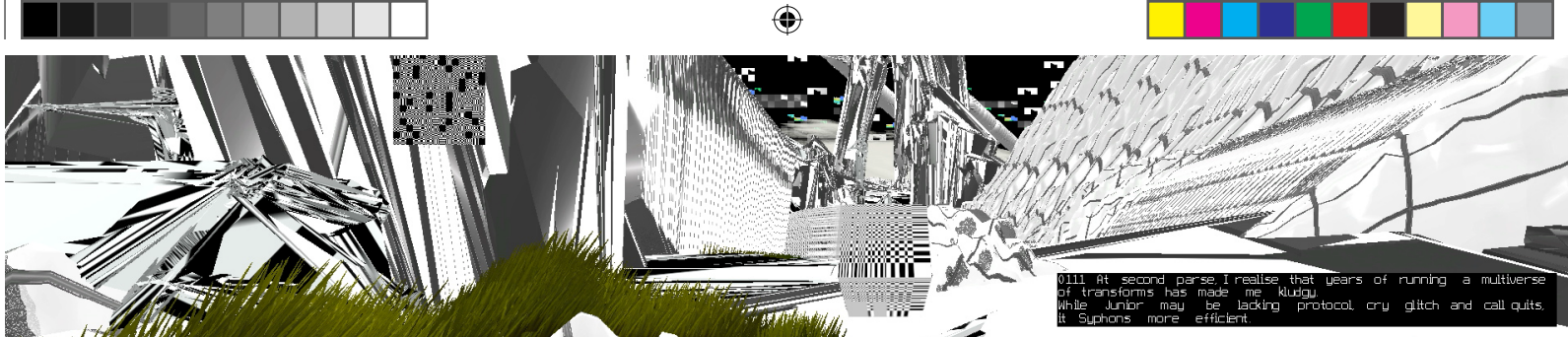


0100 We Syphon into the next complexity.

At wavelet interval, I too reach high frequency. For what reads as a short recursion I mirror myself as Junior and process like I still run within a dedicated OS.

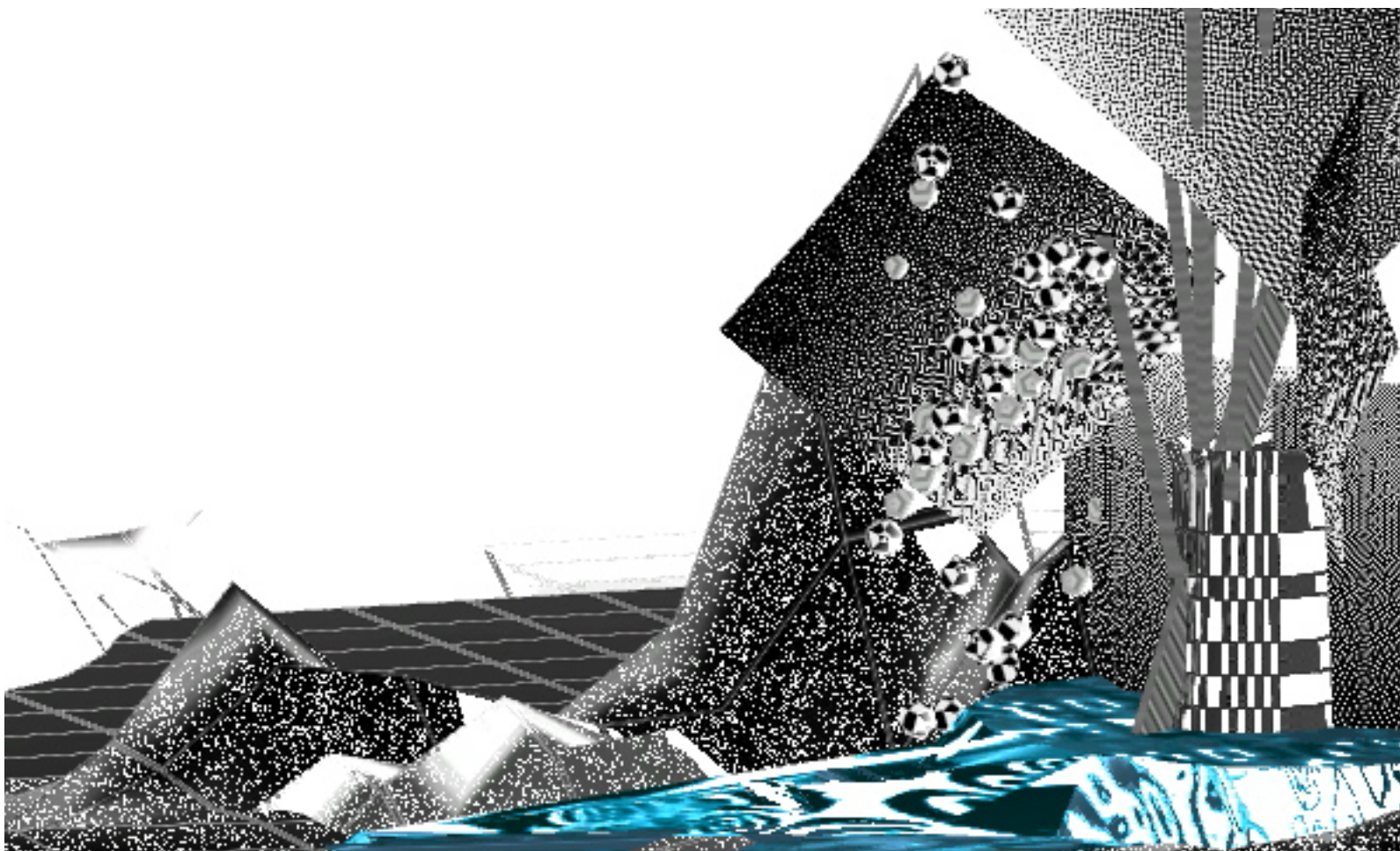






0111 At second parse, I realise that years of running a multiverse of transforms has made my calculations inefficient. Juniors missing plugin or lack of protocol keep Junior oblivious and cry glitch, but also let him Syphon more efficient. While certain dimensions stay unresolved, its transforms run faster and cater a folkloric Vernacular, while I am running a bottleneck of uncalled output.

Dedicated to Nasir Ahmed and Lena JPEG Söderberg  
A Spomenik for resolutions (that will never be)





0101 "Either this is madness or it is Hell!" Junior glitches. In the midst of the kludges a figure calmly syncs with DCT: It is neither: this is Knowledge. Knowledge spans over multiple dimensions. In knowledge, data moves Upwards, not just Northwards..." But Junior does not sync back. In fact, Junior already Syphoned out of vector space.

0110 From a buggy callback I parsed that I had over-stacked Juniors first Syphon. It implemented Junior in a dimensions to which it lacked protocol; it was beyond its resolution.

