

Untitled Tool Analysis

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[H]ammering does not simply have knowledge about the hammer's character as equipment, but it has appropriated this equipment in a way that could not possibly be more suitable[. . .][T]he less we just stare at the hammer-Thing, and the more we seize hold of it and use it, the more primordial does our relationship to it become, and the more unveiledly is it encountered as that which it is – as equipment. The hammering itself uncovers the specific 'manipulability' of the hammer. The kind of Being which equipment possesses– in which it manifests itself in its own right – we call readiness-to-hand. (Heidegger, 1996, 15:98)

This work will attempt to use classical models of in-hand manipulation to bridge the gap between Cartesian and Heideggerian phenomenology using Fine Art[®] and the Latest Technology[™]. It will be presented to the end-user (EU) as a web application. A disembodied cartoon hand will change grasps as it manipulates a realistic hammer, Sometimes, this is displayed as a detailed render. Other times, the view will switch to a black screen with vectors representing forces, closures, and torques, reminding the EU that the computer will never be able to do anything but dream and measure a hammer, never achieving Dasein or being-in-the-world. A object can be positioned near the hammer, but it can never encounter it as we humans do (Mulhall, 2005, 41:42). Like Decartes inspecting the ball of wax, the computer can only encounter a hammer in the abstract. To reinforce the EU's sudden realization that Cartesian reasoning is fundamentally flawed, mouse movements will gently tug on the hammer as if by a slight gravitational pull. In addition, occasionally the view will change to a immersive video from the perspective of a hammer hammering to remind the end user that they are in a simulation.

