

Section 1

Queer Crip Alchemy

3D-printing & moldmaking

Queer Crip Alchemy
The Weight of Health
2015 - Present

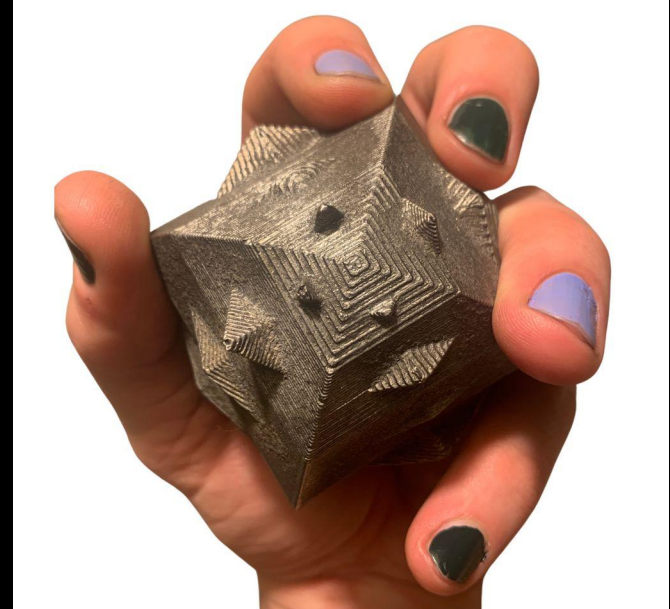
The Weight of Health, 2015–2022

Justus Harris - justusharris@gmail.com

Hand-held health-data sculptures comprised of thousands of data points on a chronic illness (here, type 1 diabetes). Each sculpture represents one month of blood sugar data collected from medical devices. (Left) 3D-printed with PLA biodegradable material in 2015. The original sculpture was destroyed in a ritual iron casting process (right) in 2022.



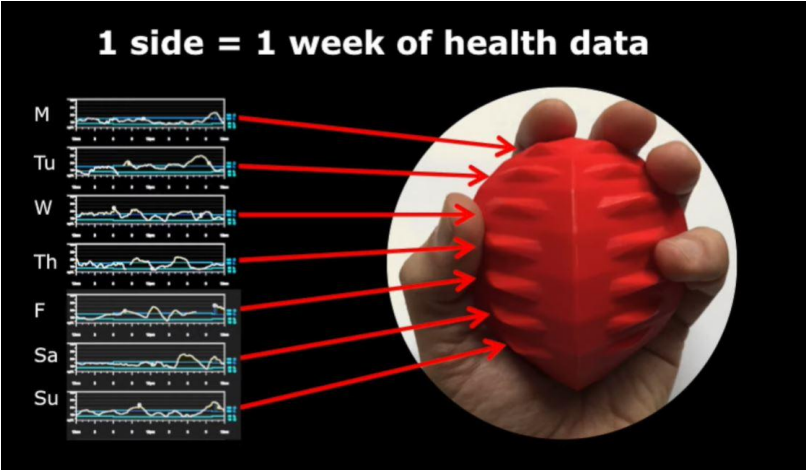
Health Data Sculptures (2015)
3D-printed PLA, 7.5 x 7.5 x 7.5 cm



Health Data Sculpture - Alchemized (2022)
Solid Cast Iron, 7.5 x 7.5 x 7.5 cm

The Weight of Health, 2015-2022

Details of *The Weight of Health* installation and summary of data from continuous glucose monitors and portraits of people with chronic illness holding their health data transformed.



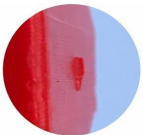
Spike

High Blood Sugar over 30% of day



Dip

incidence of a severe low blood sugar in a day.



Ridge

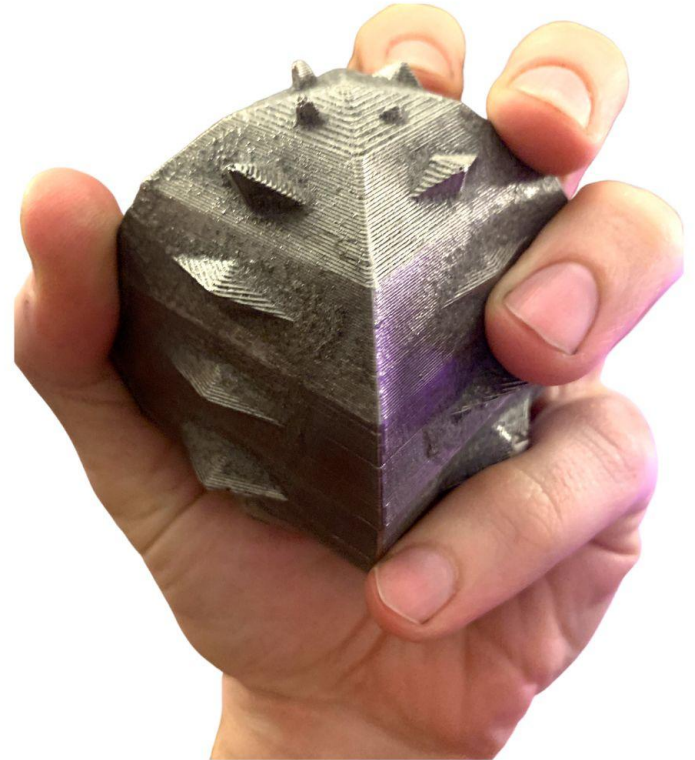
70% + of the day in range with no severe blood sugar



Citizen Artist Exhibition (2019) at Northeastern University, Boston, MA
Installation photo: Julia Buntaine Hoel

The Weight of Health, 2015–Present

Iron casting process of the first plastic *Health-Data Sculpture*, 3D-printed from blood sugar readings in 2015, being transformed into iron, a key element of blood. The iron sculpture weights approximately 30 times more than the original.



Queer Crip Alchemy
Visceral Portraits & Data Dates
2016 - Present

Visceral Portraits Excerpt, 2016–2022

Portrait of Toni holding her normally invisible health experience with medication increases (insulin) that increase during her menstrual cycle. The color, form, and shape of the sculpture is based on her aesthetic preferences and desires counter to the clinical perspective of data as diagnostic only.



Variables such as insulin were visualized based on Toni's aesthetic preferences and data coming from her insulin pump.



Interviews before and after took about the experience of health, customizing our view of it and art took place.

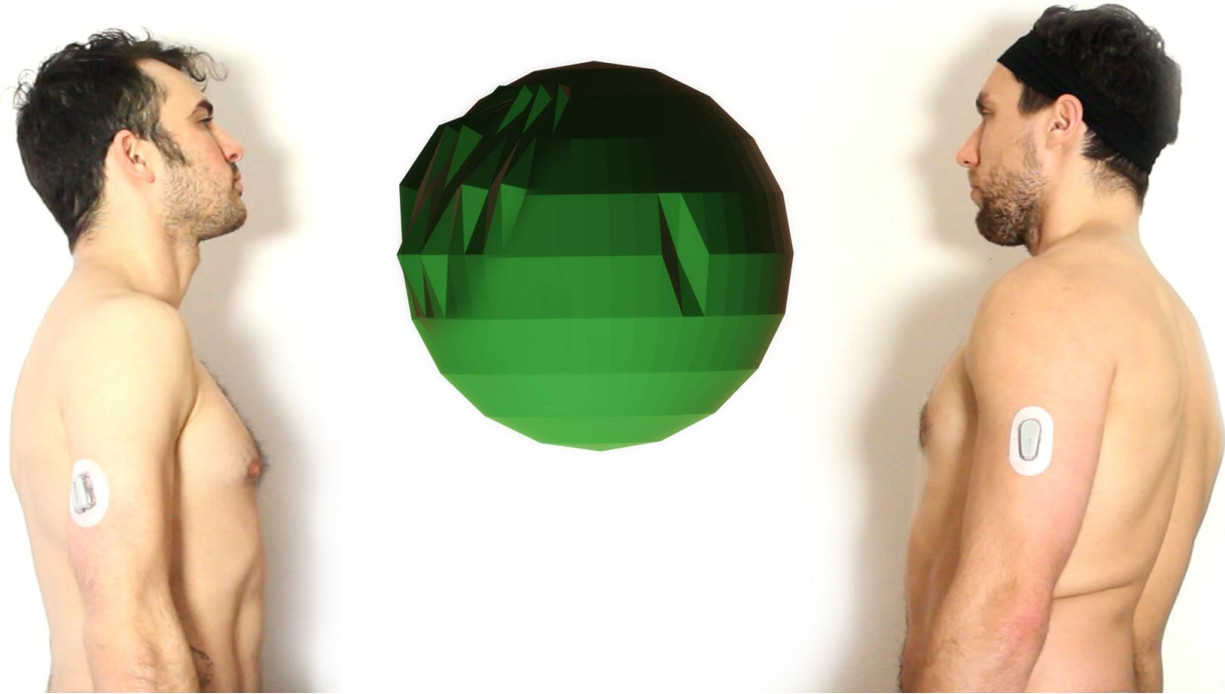


Visceral Portrait - Toni (2016)
Inkjet on masonite, 70 x 100 cm

Data Dates: All Beings Equal Portrait, 2018

Justus Harris - justusharris@gmail.com

Portrait of me and Alex P. on our first Valentine's Day Celebration, with a digital sculpture showing one week of our combined health-data, specifically the dangerous blood sugar variations between us. Justus (left) and Alex P. (right) is wearing one of Justus' medical devices to capture his blood sugar data, although he doesn't have diabetes.

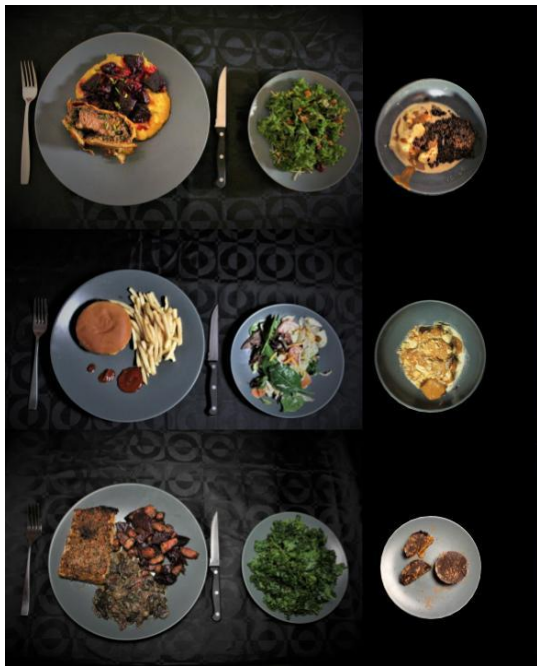


All Beings Equal (2019)
Inkjet Print, 42cm x 30cm

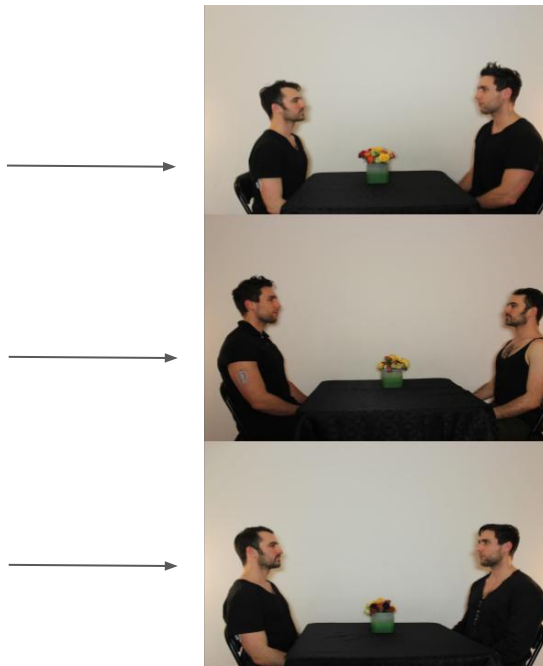
Data Dates: Performance and Sculptures, 2018

Justus Harris - justusharris@gmail.com

Performance documentation of three Valentine's Day meals translated into sculptures showing mood, blood sugar, and physical activity. We experimented with how personal, cultural, and financial factors are manifested in the body during holidays. Meals ranged from expensive (top), McDonalds (middle), and a diabetes-considered meal (right).



Three different days of Valentine's meals prepared to track impact in the body and mood.



Recorded evenings where mood, blood sugar, and activity were recorded for six continuous hours.

Valentine's Day
Version 1



Valentine's Day
Version 2



Valentine's Day
Version 3



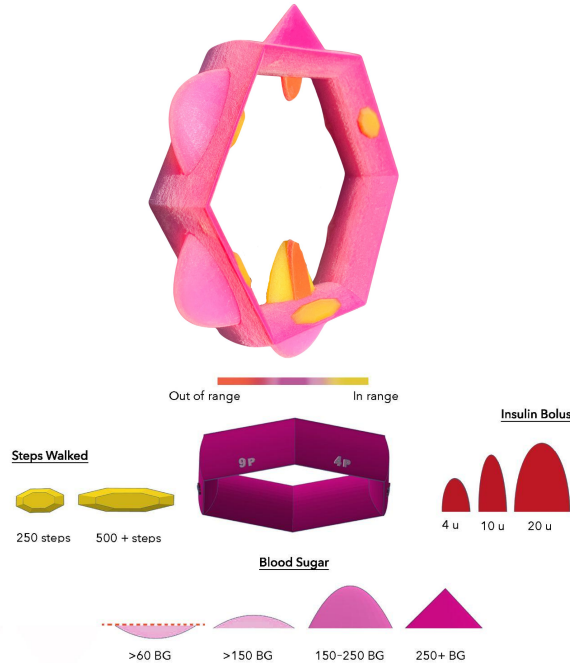
3D sculptures inspired from the data and experiences.

Data Dates: Sculpture and Portrait, 2018–2021

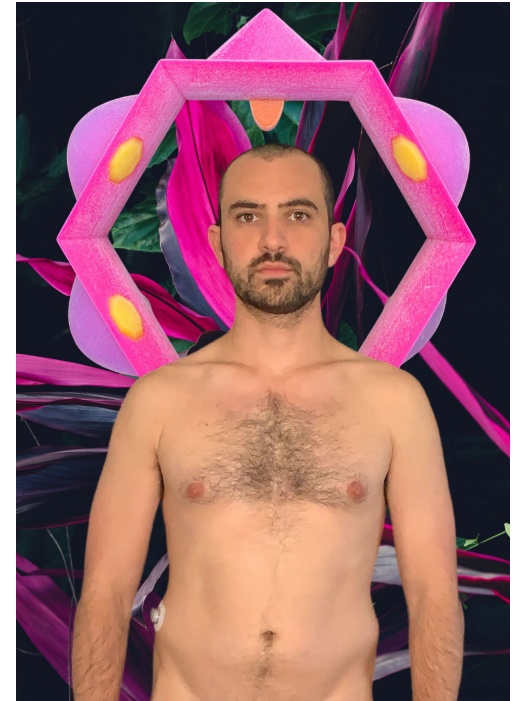
The *Data Date* sculpture that had the best mental health over the six hours also had the highest blood sugar; the division between mental and physical health being the clearest in this sculpture. Portrait with sculpture as a *Visceral Portrait* (right)



Data Dates Sculpture (2019)
3D-printed Vinyl, 3 x 7 x 7 cm



Data Dates Sculpture Key for metrics represented.



Visceral Portrait Justus (2021)
Digital image

Section 2

Stories of Health

Made Visible

Digital animation

Stories of Health Made Visible:
Fountains
2017

Fountains was the winner of the European Commission exhibition, 'Adaptation' Environment + Data category and exhibited in Berlin as part of the *Adaptation Exhibition* group exhibition. The work contrasted scientific techniques for telling stories about the environment through streaming water quality data with oral histories and videos that were expressions of their stories visualized on 3D scans of participants from Berlin, Flint, Michigan, Chicago, Illinois, and India.



Fountains, Installation view and video detail, 2017

Justus Harris - justusharris@gmail.com



Installation view at CRCLR, Berlin, DE (Video still of Sanyam (left), sharing stories of water scarcity and pollution in India with visualizations of story animated over a 3D scan of his body, detail image (right).

[Link to Video Interview and Sound Clip from Project](#)

Fountains, Sound Score and use of experimental European Union IoT device, 2017

As an integral part of the exhibition, each artist was given an experimental European Union Internet of Things (IoT) device. Collaborating with musician Rene Patcha and mathematician Eric Dolores, we used the device that pulled pollution data from the harbors of Lake Michigan over the previous 90 days. The device clearly played a musical score when pollution was low and would have musical notes added to disrupt the translation of the lake's sound when pollution was high.



[Link to Installation video and interview on process.](#)

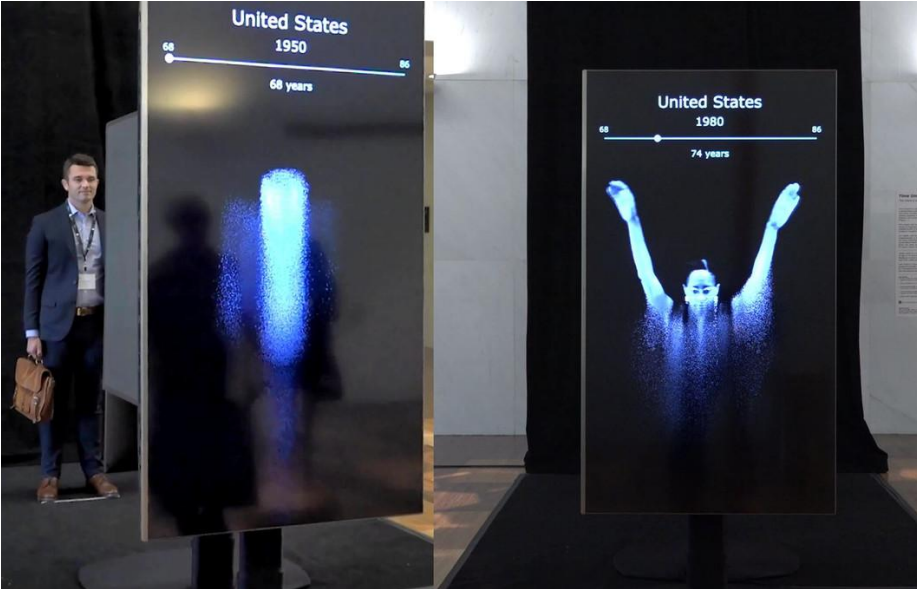


[Link to IoT sound score generation from water data.](#)

Stories of Health Made Visible:
Time Untold
2017

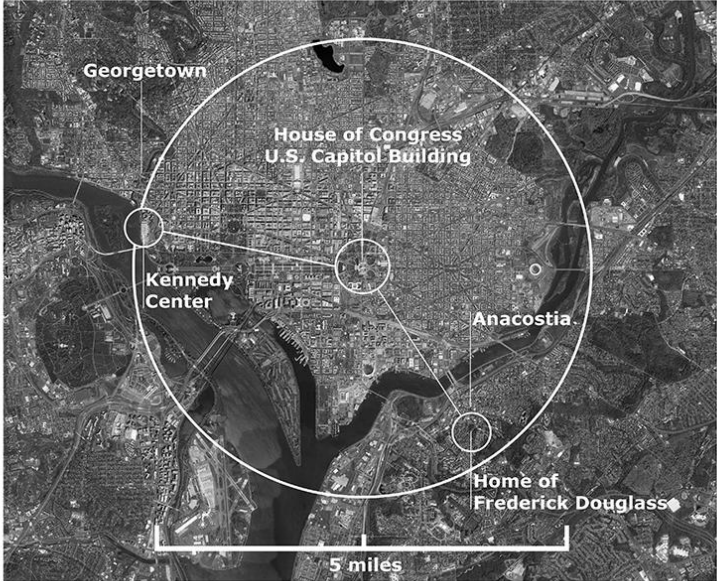
Time Untold, 2019

Time Untold is a poetic tool to dispel the idea of linear progress through a personalized visualization of life expectancy in the US capitol Washington D.C., in particular between the neighborhood the piece was installed in at the John F. Kennedy Center, and in Anacostia, home of Frederick Douglass. The 'lost time' is mapped onto viewers depicting the eighteen year life expectancy difference between neighborhoods and across time periods. Collaboration with Colin Reid on AR implementation.



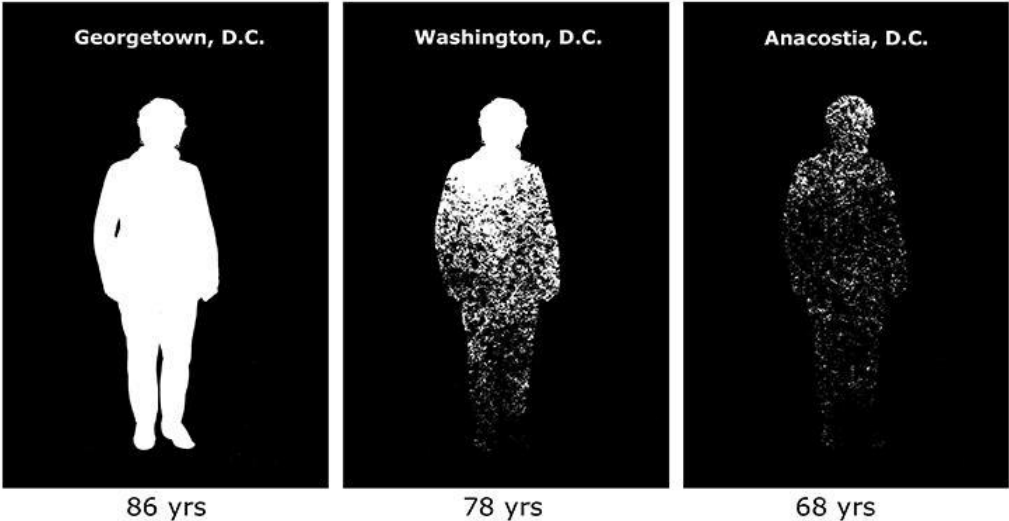
Installation view of attendees participating in *Time Untold*.

Figure 2. Map of 2.5 mile radius from U.S. Capitol Building



Time Untold, 2019

As part of the installation we included Robert Wood Johnson's Life expectancy calculator for people to see their life expectancy (right) and then mapped out what it would look like visually (left).



When conference attendees walk up to the interactive installation their body becomes a map of life expectancy based on different neighborhoods in Washington D.C.

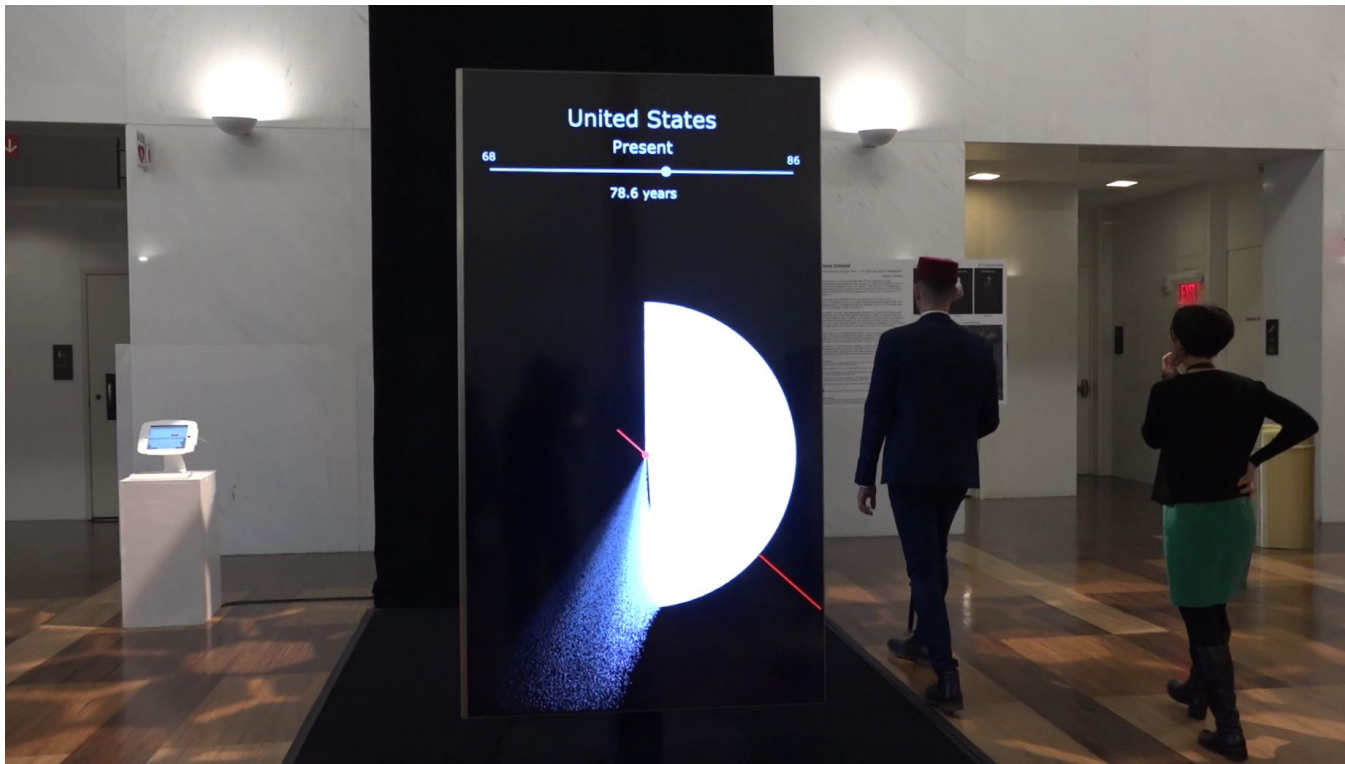


Robert Wood Johnson's life expectancy tool was installed next to the digital installation.

Time Untold, 2019

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Installation image and link to installation video.



[Link to Installation video and interview on process.](#)

Section 3

Meta Dreams &

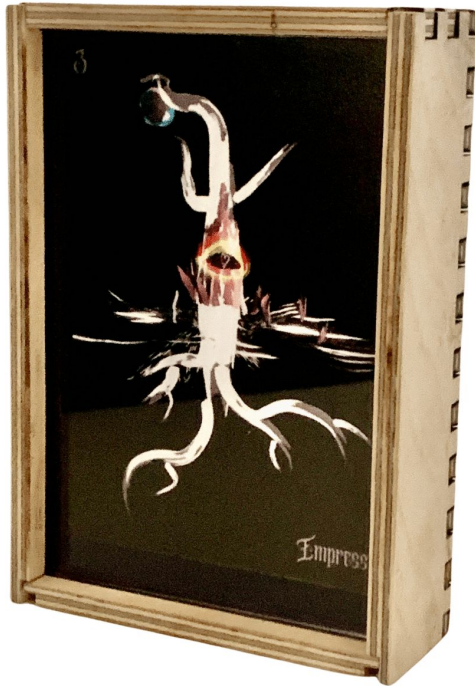
Virtual Realities

Virtual Reality illustration

**Meta Dreams & Virtual Realities:
Meta Mystic Tarot & My Palmyra
2021 - Present**

Meta Mystic Tarot, 2021-present

A Virtual Reality and printed tarot project that facilitates immersion in major archetypes of the Tarot, which mirror many other archetypes to explore embodiment of past events and role-play.



Laser cut deck box, deck box by Adam Borut.
7.5 x 13 cm



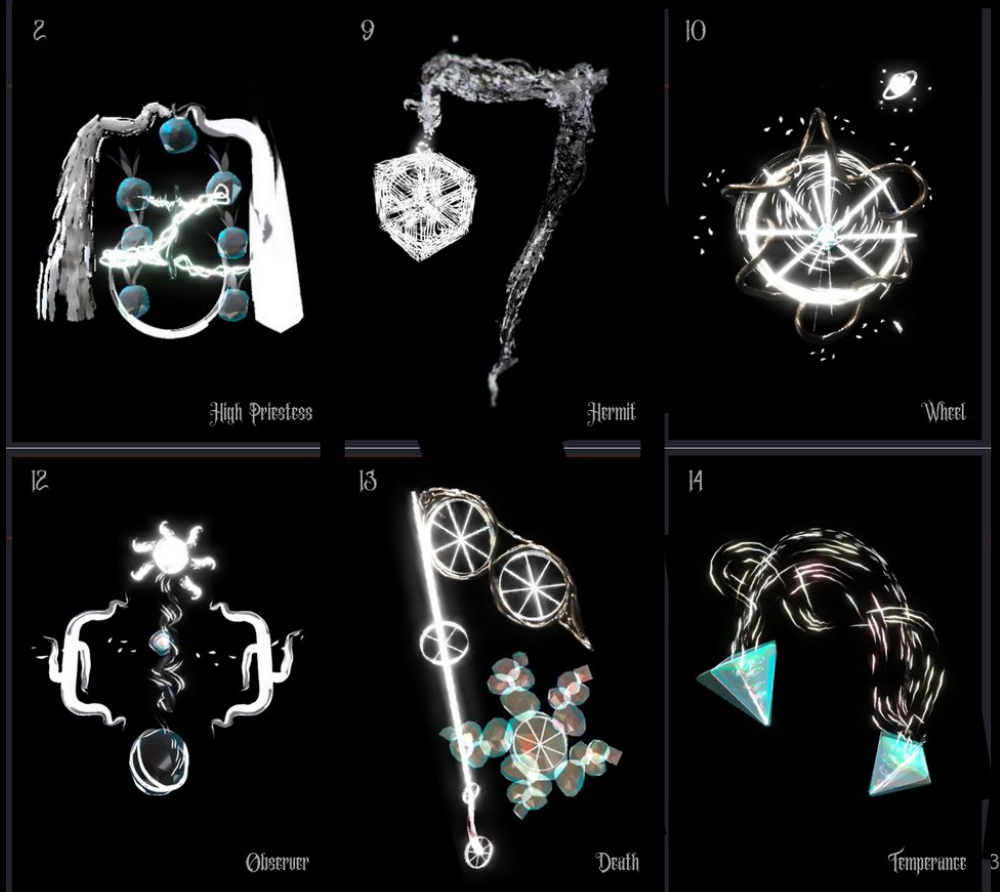
Printed excerpt of cards
7 x 12 cm



Meta Mystic Tarot, 2021-present

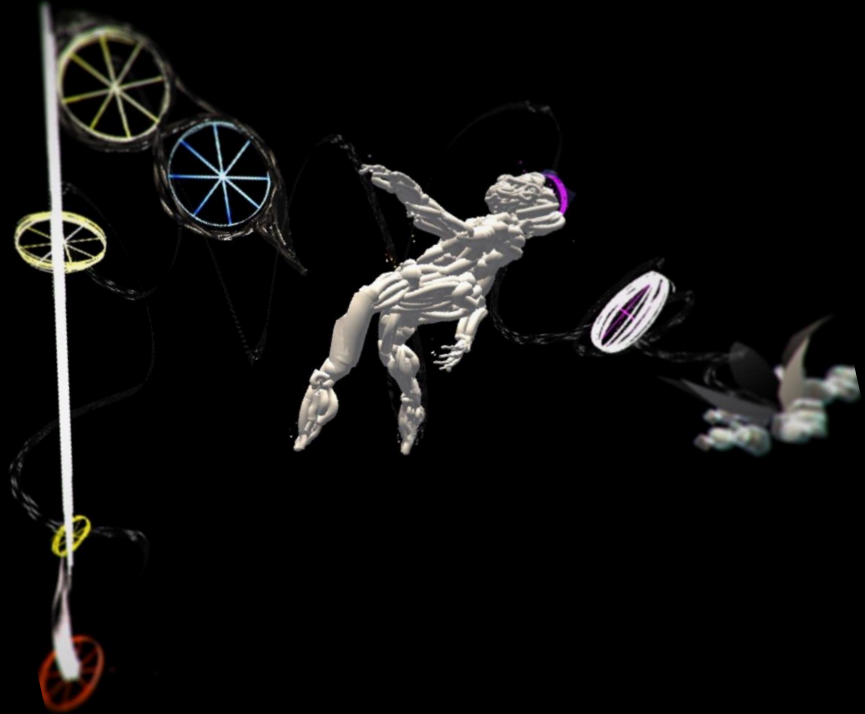
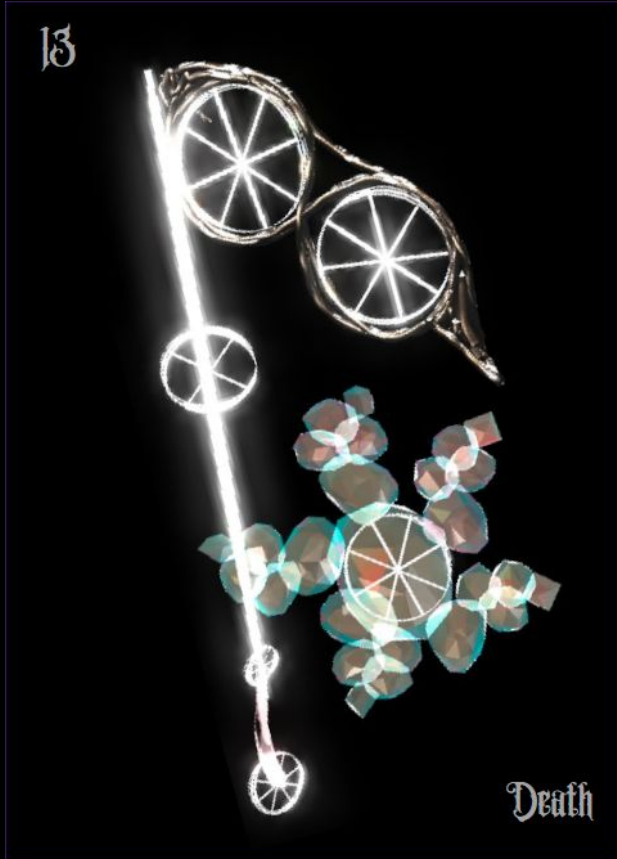
Justus Harris - justusharris@gmail.com

Detail of 3D Meta Mystic Tarot in Virtual Reality headset.



Meta Mystic Tarot Excerpt, 2022

Virtual Reality image inside the *Meta Mystic Tarot*, still image.



Meta Mystic Tarot Excerpt, 2022

Virtual Reality image inside the *Meta Mystic Tarot*, still image.

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Devil



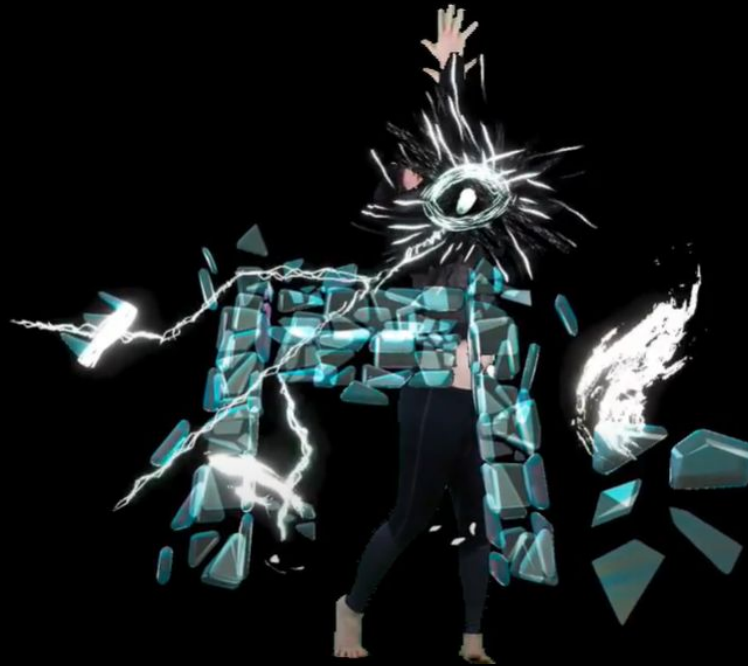
My Palmyra, 2022

Justus Harris - justusharris@gmail.com

In progress use of VR to restage my family's history disparately connected to places named Palmyra. On my maternal side, outside Palmyra, Syria and on my paternal side in the United States near Palmyra, North Carolina. In this scene, I constructed the tarot in VR and embodied falling with theses structures as part of the ruins of Palmyra Syria (left) as well as the dilapidated ruins of the family home, located on a former plantation in North Carolina (right).



Palmyra, Syria



Palmyra, North Carolina