

# INFORMATIVE LANDSCAPES

# REVEALING THE INVISIBLE WASTE INFRASTRUCTURE



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## 01. **COLLECT**

Collect existing waste data in order to provide the missing feedback





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## 02. QUALIFY

Format quantitative data into qualitative data



### COLLECT QUANTITATIVE DATA

Deals with numbers.  
Data which can be measured.  
Area, volume, weight, speed, time, cost

### DISPLAY QUALITATIVE DATA

Deals with descriptions.  
Data can be observed but not measured.  
Colors, textures, smells, tastes, appearance



# REVEALING THE INVISIBLE WASTE INFRASTRUCTURE

## 01. COLLECT

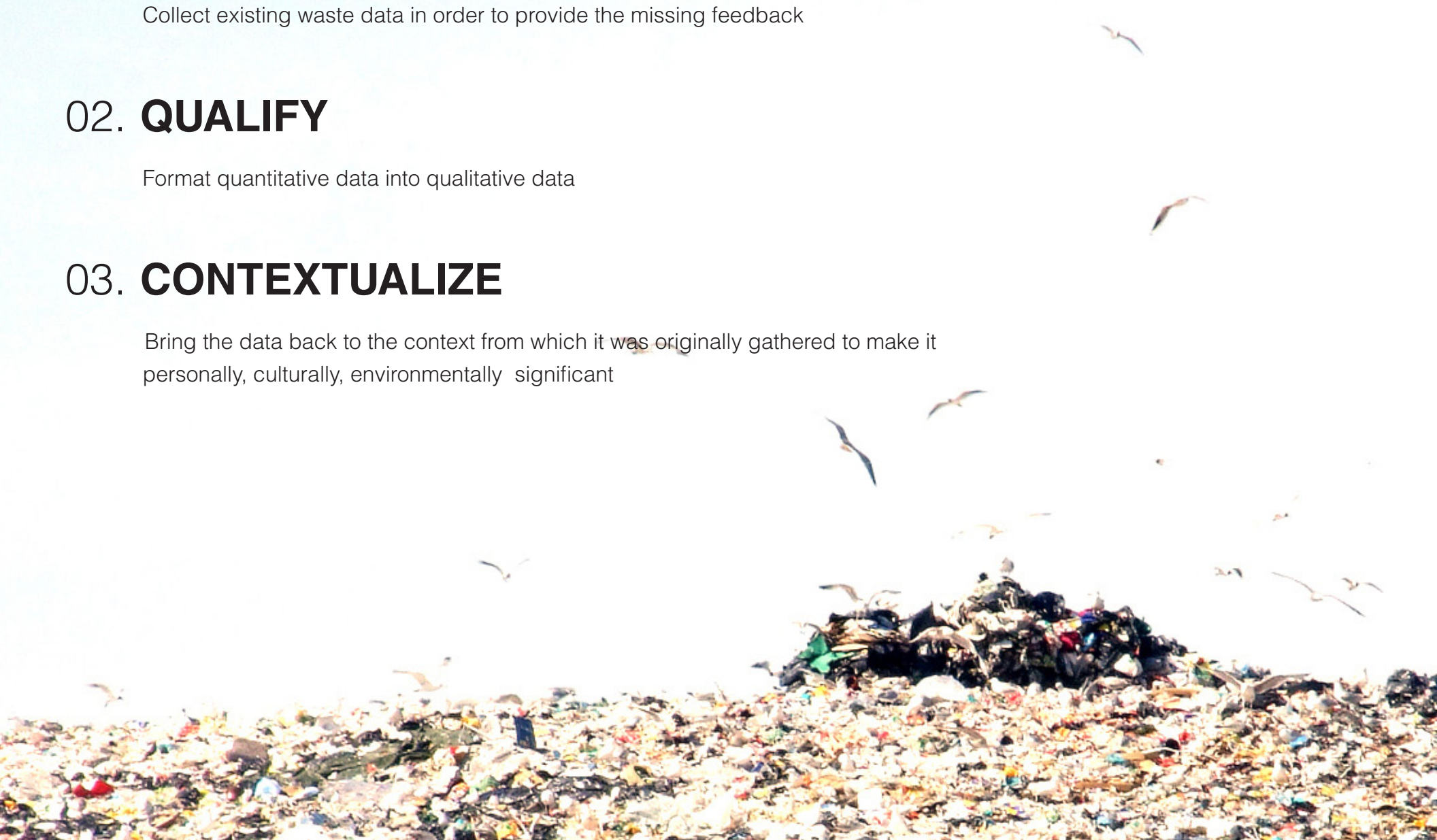
Collect existing waste data in order to provide the missing feedback

## 02. QUALIFY

Format quantitative data into qualitative data

## 03. CONTEXTUALIZE

Bring the data back to the context from which it was originally gathered to make it personally, culturally, environmentally significant





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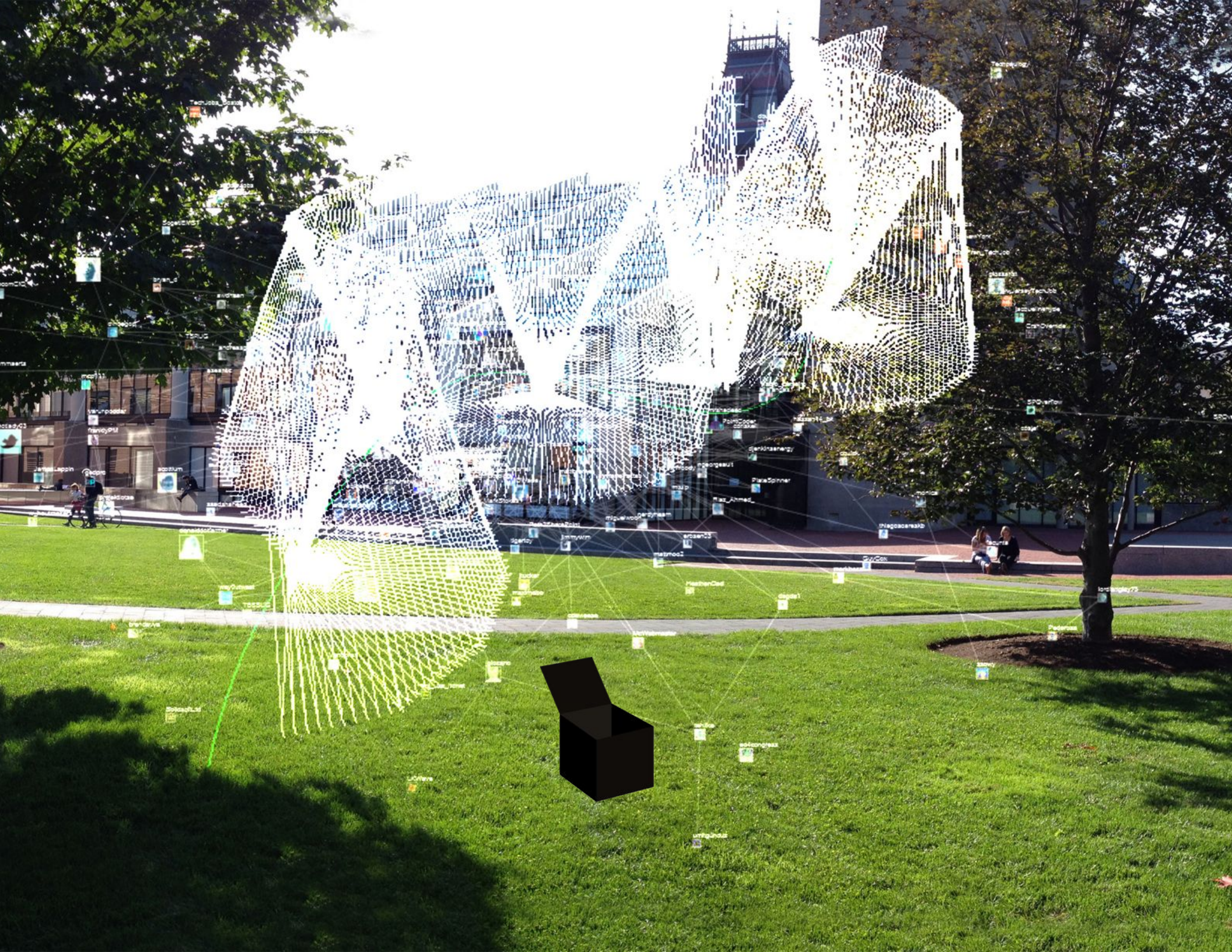
Bring the data back to the context from which it was originally gathered to make it personally, culturally, and environmentally significant

## 04. NETWORK

Allow individuals to collectively interact with and contribute to the qualitative data













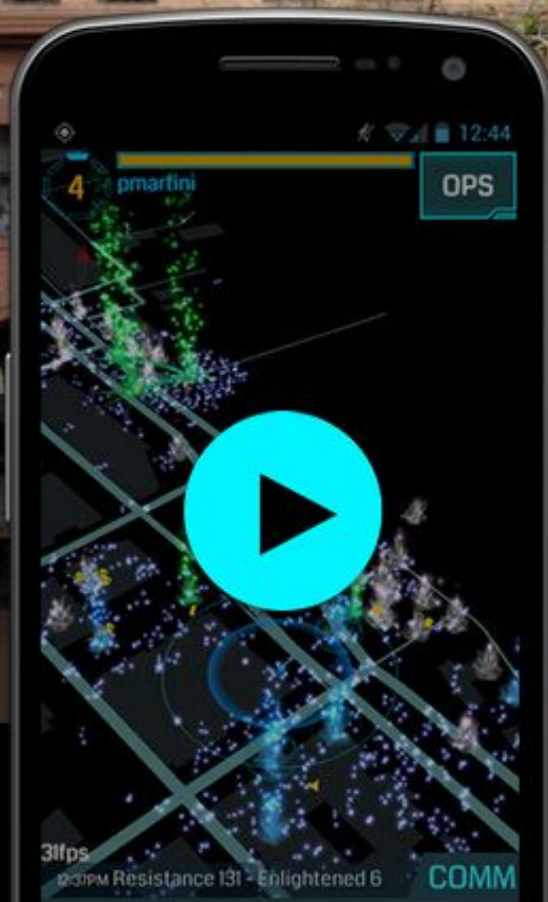


800m  
30 tons

200m  
50 tons



The world around you  
is not what it seems.



LABOR OMNIA VINCIT

1971 TASSAL 21 1PM JX40K3  
P200NY 100000 100000 100000  
100000 100000 100000 100000  
100000 100000 100000 100000  
100000 100000 100000 100000  
100000 100000 100000 100000  
100000 100000 100000 100000  
100000 100000 100000 100000

LEVEL: L1  
ENERGY: 214  
OWNER: HILD

## Ingress. The game.

It's happening all around you. They  
aren't coming. They're already here.

[REQUEST AN INVITE](#)



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