

BIOGRAPHYs of the authors.

BRIAN DUGGAN

Brian Duggan was born in Washington, DC. He travelled extensively while growing up, and eventually came to the University of California at San Diego, where he studied literature and mathematics. He is still at UCSD, doing graduate work in mathematics.

Brian has been programming computers since age nine. Most recently, he has been developing 2-D and 3-D graphics software at the San Diego Supercomputer Center.

Brian's work reflects his interest in the future effects of computers on mathematics, art, and culture.

JASON DITMARS

Jason Ditmars is a kinetic sculptor who specializes in computer-controlled, interactive installations. He is originally from Los Angeles, CA., and has studied fine art in San Diego, CA., Florence, Italy, and Chicago, IL. Electronics and mechanics meet traditional sculpting methods such as casting and modeling in his work, which revolves around human interaction with the machine. He is concerned with both the humanitarian potential as well as the military potential of technology.

RONEN MINTZ

Ronen Mintz graduated from the University of California San Diego with two majors, Visual Arts (Studio) and Urban Studies & Planning. Ronen is a kinetic sculptor in the tradition of Jean Tinguely and Italo Scanga.

Ronen's work combines the elements of found objects and hand-blown glass, the properties of water, fire, light and sound, and the use of both older and cutting-edge technology. These sculptures take on a cheerful, though slightly mocking, view of how people expect miracle solutions from machines which are themselves susceptible to many fallibilities and imperfections. Ronen's gallery exhibitions in the United States, Canada, Italy and Israel have been featured in several newspapers and television programs.

Through his work with the San Diego SuperComputer Center, Ronen has expanded the realm of his work into the computer age. Bridge Interfaces, the custom interface company established by Ronen along with Jason Ditmars and Brian Duggan, was designed to bring together artistic thinking and real world computer needs.