

My art-work consists of using computer generated fractal structures to integrate them into paintings. I use these pictures as starting points to elaborate a pictorial space in which I deal with different tensions : structure-destructure, balance-unbalance, simplicity-complexity. I produce structures that have in themselves enough tension and potential. Once I have selected the image I am interested in, I scale it to the canvas size and print it on different sheets to cover it entirely. These printings are assembled with resins. I use rice paper sheets, which allow to play on transparency effects, strengthening this intermediate dimension space notion. The transparency obtained allows me also to superpose different sheets of paper, describing different states of the fractal structure. This creates a more dynamic and growing space. Hence my art-work aim is relatively classical, because it consists of exploring the pictorial space of the canvas. I do not look forward producing beautiful fractal images that can make the cover of scientific magazines. According to me, this anecdotal side of the fractal imagery shows very little interest from an art point of view. It seems to me more interesting to compose on more austere, more ambiguous fractal structures, yet still with a true potential of expression.

By starting with a very simple element (line segment, piece of curve or arc of a circle), and by reproducing it along with a very simple iterative process and slightly modifying some parameters (like the size or the rotation angle), very complex geometric structures can be produced. Just the variation of a single element by zero point one (0.1) is enough to generate another geometric form, completely different from the previous one. These fractal images would have been impossible to generate by hand. They are made up of several ten of thousands of elements - even several millions - and this is why I use a computer language, *PostScript*, dedicated to printers. The iterative process which is at the origin of these fractal geometry is one of the features of the job that must perform computers : repeat thousands of time the same type of operation. Computers must be used as a tool to produce images that otherwise would not have been created. As far as my work is concerned, fractal forms allow me to create totally abstract geometric images, without any figurative, gestural or illusionist implication, and at a complexity level unreachable by man. They are also pieces of space that continue beyond the canvas frame.

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