

Notes regarding the images from the "Heat-series".

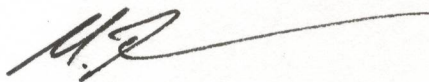
(These notes apply to all 3 images, as they all are part of same series)

Doing graphics on computer these days are real hard to justify. Everybody are doing computergraphics or desktop publishing. But I seek a form of computerimages, where the computer is not a replacement for pencils, brushes or spraycans. The computer have many things to offer the new artist: E.g. interactivity, communication, advanced informationprocessing, new immersive technologies, simulations (Art as simulacrum) - and the ability to break down in just the worst possible moment.

As social and scientific trends changes our view of reality, the art must deal with these trends. A view of reality as a giant information-processing system has emerged in my time. Language (and art) are seen as systems of codes, a change from mathematics dealing with numbers, space or logic towards a new math dealing with information has evolved, even biology - and the concept of life - are examined according to information theories (especially since the genetic revolution). The current popular tool for exploring information is the computer - so of course I work with computers. Even though most computergenerated graphic "art" suffer from a very hostile ivory-tower-view at the world - perhaps obscured by the clouds of techno-fascination. Perhaps the media really is the message, but information and informationprocessing systems play a major role in the forming of our society, and should be carefully explored by both the artists using pencils and brushes as well as the artists using harddiscs and chips.

All 3 images were done in late 1993 and in the start of 1994. I have been experimenting with imagesprocessing and cellular automata. These images started as 8 bit random noise stored in a 4D matrix. I then performed information-manipulations by utilising a twisted Laplace-equation. The 4D-result are then mapped into 3 dimension, and a normal flat (2D) image are rendered using a standard phongshading algorithm. 2D Laplace-based cellular automata will often be used to simulate a heat-flow, so my works are all untitled images from my series called "Heat". As the equation really are applied to a 4D matrix, maybe I ought to rename it the "Hyper Heat" series.

All images were generated on a standard 386/87-based PC. The images are 100% synthetic, no scanning- nor video-inputs were involved. Tools included some home-brew software and Autodesk 3D Studio v. 1.01 for rendering. Slide-output was done in 2K resolution on a Dicomed Captivator filmrecorder.



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