

Statement

I am involved with creating imagery consisting of abstract three dimensional structures usu. with varying translucency - in appearance seeming to be related to glass sculpture. Silica->Silicon->Silica, an interesting cycle.

I use fairly advanced techniques in an attempt to achieve a sort of photorealistic abstraction, that is, "computer abstract realism", a state whereby an abstract, and physically non-existent, computer image appears real. It is towards this goal that I strive, for I find this the most fertile target, the gulf between abstraction and realism that computers seem destined to increasingly shorten.

My work is related to sculpture, in that I interactively model the forms I am trying to visualize, and apply procedural shaders to modify and manipulate these. I prefer this approach to "pure" programming, as for me at least it allows more control over form. I am constantly amazed by the possibilities that this has allowed, esp. by ever increasingly capable software and hardware.

To survive and flourish as an artist using computers is an uphill battle. Finding good equipment in a workable environment, securing funding, critical acceptance - they are all very difficult issues in a field that is still so very nebulous. But fortunately, things are changing, and there is increasing awareness and acceptance of the possibilities of computers in terms of creating art, and that gives hope to us all.

Stewart McSherry

