

Phage

These are images from a 'work in process' which was designed as an evolving gallery installation. In this piece, the principle concern was with the surface quality of the images, coupled with the concept of image as process as opposed to the idea of image as simulacrum. As an artistic tool, the computer can be an extremely powerful collaborator, particularly if the artist is willing to dive into the technology. All artistic media have their particular inherent inertia - the extent to which the medium resists the fluid expression of an idea. In my case, this inertia expresses itself in the concept/code/compile/debug cycle. The effort is usually worth it.

Wet Science

ANIMAT.

This is a compendium of related animations which explore proprietary new software which operates in the surface realm - which is to say image as surface as opposed to image as window. One of the design objectives of this software is to allow the computer artist to get his or her fingers wet - to taste and feel the 'grit' of the image - to be able to make a mess in a repeatable way. Thus the design process becomes an informed dialogue with chance, wherein the artist may release or enforce control over all aspects of image generation to any extent.