ART FROM THE COMPUTER: AN ILLINOIS SURVEY

PERKINSON GALLERY
ART DEPARTMENT
MILLIKIN UNIVERSITY
April 8-29, 1988

STATE OF ILLINOIS
ART GALLERY
CHICAGO, ILLINOIS
July 25-September 9, 1988

"This program is partially supported by a grant from The Illinois Arts Council, a state agency, and the National Endowment For The Arts.

Marla Schwegel, "Smoke", VAX 11/780
Cibachrome Print, 16" x 20"
Michael DeGenaro

Title of Work:
Model of Tire Sculpture

Medium:
Computer Plot

Statement:
Background
I began using CAD to model designs for sculpture and a large plotter as a printmaking medium. I developed a theory and term about the type of reality that a computer simulation can create. Virtual sculpture is the term I use for sculpture made in this new and different state of technology. Virtual sculpture has relationships to conceptual, structuralist and minimalist art. The virtual sculptural object, which exists only in fact in a computer’s programmed simulation and the viewer’s imagination, sets a new technical standard for Art.

My Current Work
The large plots represent an intermediate phase when I pass from real to virtual sculpture and are fine examples of what can be done with the computer as a printmaking medium

Exhibitions:
Helium-Balloon-Man, Outdoor Installations, Randolph Street Gallery;
Small Figures, Fetish Art Obsessive Expressions, Rockford Art Museum
People Drawings, Experimental Drawing Show, University of Denver, Denver Colorado.
Erratum:

Matthew DeGenaro's name was misprinted in this exhibition catalogue as Michael. We regret this error.