





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.

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.