

# Intro to your professor & to... some issues in digital art

*A partial history, only work most relevant to your areas: interactive artwork & imaging artwork*

## Artwork

Early sculpture  
mimetically [realistic](#)  
then [more abstract](#)

Drawing  
[figure studies](#)  
[abstract](#)

[virtual interactive sculpture](#)  
first in world?  
[Coded\\_Fortran](#)  
descriptions  
“extinction” of all artwork  
photos + code remain

physical sculpture  
[CAD/CAM](#)  
[Frank Stella](#)  
[interactive sculpture](#) (with Liubo Borisov)  
[paper sculpture](#)

## [Prints](#)

[Murals](#)  
large-scale  
interactive  
Max/MSP coding  
video + audio + printed imagery

## Writings

links on my website  
[Redefining Sculpture Digitally](#)  
2010 summary  
[A Series of Interactive Multimedia Murals](#)  
2008 summary  
Other writings

## Current Work

poetry + imagery  
[artist books](#)