

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 Borrisov)
[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](#)