List of 1992

ANAT

National summer school participants.

Josh Banks
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During the past two years I have been working as a freelance graphic designer.
As a designer in a time of rapid technological expansion , I feel it is important to keep pace with the art / design praxis environment and the specialised skills required to use the technology.
This course has led me to become literate in a variety of computer packages and their applications,aware of their potential uses and comfortable with its approaches.
I look forward to taking these new skills home and applying them to my work.

Matthew Perkins
223a Bathurst st, Hobart
Tasmania 7000

In the past few years, whilst studying video and photography, I became frustrated by the limitations of the manual manipulations available,especially in photography.
Through video I slowly discovered the potential of computers and this is where the roots of my interest lie.
During the course I produced a few images (moving and still),none of which I can see going much further.
However, the value gained from the course can be measured in terms of increased enthusiasm and the beginings of a few ideas.
For example: photographic manipulations concerning 'frustration'
a video work exploring structures
Finally,this awareness I can take back to Hobart and transfer to others through video organisations I intend to set up and be involved with.

Leon Cmielewski
Graphic Designer
Adelaide
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I came to this course planning to commit some logo and video cannibalism using a scanner and animation package.
I found an initial thought of combining two icons (a globe and a crown of thorns) has turned into a 3D modeling extravaganza to the exclusion of all else.
Is this a feature of a sophisticated computer - that it can take a simple idea and make it fabulously complex?
This has been a good month.
Thanks Trevor for your patience and the twelve hour days that you have been puting in.

Ken Bull
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I have always been intrigued by the concept of 3D sculpture in the 'virtual reality' of a modeling programme.
Working with Alias on the Silicon Graphics machines has enabled the creation of an articulated object suitable for animation.
My project was quite complex considering access time and the mistakes made learning Alias.
Time prevented me from completing the animation,however I will store it and plan to complete it in the near future.

Jim Pipp
9/33 Holland st, Freemantle
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Project : I have been working on SGI animation exploring the sacred geometry of a pyramid in 3D -based on a tetrahedron.
On Amiga I have been working on a animation concerning mandala images and chakra imagery.
My work is based on total intergration of image, sound , colour, and music.
Exploring the ideal combination of a synchronicity of the senses- which would then be transfered to video/film.
The applications are intended to facilitate healing and meditational response in the viewer.

Emma Palmer
Lecturer in Computing in Art
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As a lecturer I aimed to learn as much as possible about the uses of computing in Art.
I have explored the packages: Full Colour Publisher, CDI, Alias Animator available on the Silicon Graphics Machines; Deluxe Paint 4 on the Amigas; and various paint and animating packages on the Macintosh computers.
Although SGI provides high resolution facilities, they lack the ease and simplicity of the Amiga machines.
I have been amazed at times by the ease with which effective results can be obtained using image enhancement packages.
This school has provided me with the opportunity to assess versitality of the packages and machines provided through my own work as well as the work performed by the other ANAT participants.
As a result I feel I will be better equipped to continue my teaching and personal research when I return to Hobart.

Csaba Szamosy
Computer Artist
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As in the recent past, through my academic and personal studies, I have been interested in re- representing religion in terms of myths in conjunction with electron- microscopic images of human body cells. These ideas are furthered in complexity when working with a relatively new medium, the computer and other scientific procedures in the fields of fine arts and technology.
This Summer School provided me with much needed exploration in the above fields and access to hi-end visual computing.
Thankyou all for making it possible!!

Moira Corby
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Once I had connected with Skippy vector 5 Megaustralis via an electronic brain probe interface known as AMIGA3000@RMIT@ANAT summer school, my flightpath was assured.
My mission: to explore the constructed data files of cyba space, to stretch the human machine interface, and return virus free,data banks full.
Senses stimulated, I jacked in to Hi-res Silicon Graphics to render out a few 3D animated Gothic Archways as research for a sound interactive piece to be performed on Terra Firma.
I am still deleting stress static accumulation from my main-frame and close to a major breakthrough with control vertices analysis.
No progress on archways to date.Humanoids friendly and interesting.
Logout cyba-cadet moira cyba hybrid.

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Playing games with technology is like playing games with technology is like.....
The vertices of such processes have been denoted with 'images-which-are-not'. Rather, matrices of true and/or false. Imagine a little (bit) less than true.
My input I/eye scanned was structured as questions concerning time and emotion, really about juggling with intimacy and difference. (Resolution, or verisimillitude, is sorely taxed by emotion when it is derived, rather than contrived.)
The technology exhibits some (pseudo?) sentience, virtually capable of consuming 'the instant' but simultaneously extending the same instant beyond pre-conceived boundaries. Such a strange fidelity to time. This offers portholes for futher investigation, other ways of seeing and being.
Yet the heart of this seduction beats in binary code. It remains problematic, at least ironic, and leads me to wonder about an affinity with 'the Virus as Other'.

Katie Pye
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I have no previous experience with computers.
I loved the course and enjoyed myself creating two works.
The first being a sixteen colour textile print .
The second is a short animation where I explored animation techniques.
This technology will be very useful for my future work, especially in the area of textile design.
I found animating particularly satisfying and look forward to exploring it more fantasy"fully.

Barbara Wulff
25 Errol st,Nth Melbourne
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I have been working as a sculptor for seven years.
Sculpture is arduous,labour intensive, dirty and physical.
Computer graphics is arduous, labour intensive, clean and mental.
The microscope has been a major obsession for me over the last two years, as have been the fuzzy boundaries between Art and Technology,the natural and the artificial.
The course has been very stimulating and I hope to be able to combine ideas from both media in future work.

David Bourke
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My aim in undertaking this course was to become computer literate for future transfer of designs to CAD machinery.
The focus of recent work has been prototyping experimental furniture utilising commercial recycled materials, namely scrimber and syntal.
I have used these materials scanned into Silicon Graphics as the texture maps to apply over wire frame images.
As a designer this machinery has many advantages over conventional graphic representation, the speed with which a variety of textures can be applied, coupled with a memory of images which can be viewed in 3D, and altered whilst retaining originals.

Mary Hudson Ewington
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I came to the course to explore computer graphics in relation to my publishing of Versions Writing and Graphics; to add to my exprience in tertiary teaching at the Hobart Technical College; and also to have a play.
I have worked with Silicon Graphics and found it useful to show development of my images with masks or overlays and words.
I have found Amiga computers very simple to use to obtain my particular results, with many areas still to develop.
Having worked independantly in Tasmania, I find my style leans towards use of original and drawn images.
I have used the theme of VERSIONS overall.

Peter Randall
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I am a sculptor and have been researching pattern development.
I am interested in generating patterns for rigid materials that have the ability to describe complicated or irregular forms, that I can then construct in 3D.
The A.N.A.T. summer school has provided me with the wonderful opportunity of learning how to operate a wide range of computers that I would otherwise not have had access to.
I hope to complete some of my projects early this year and exhibit a body of 2d and 3d work.

Wayne Moskwa
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I have found the most interesting thing about this course has been my learning curve!
I have learnt a multitude of new things, and valued them particularly because of my lack of formal tertiary study.
I will use this work in my three year visual arts course at Underdale and afterwards when I go to Japan.
I will include this work in my self-package as a musician / artist.
I would like to set up an access centre for convicted or current graffiti artists and young people.

Genah Karagiannis
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I've been Fascinated with altered images and montage since studying photography at the University of NSW.
Alternate techniques in printing and processing have kept me at wits end, in trying to invent techniques to subside and abort the photographic image from its mechanical rendering.
Having been introduced to Silicon graphics has been refreshing in that experimental results can be attained in a much shorter amount of time. I have now but to querry the rendering of the computer image at the printer stage. It is not true to life imagery and one cannot help but feel that they have just stepped out of West-World.