LAURENCE GARTEL

TITLE : LAURENCE GARTEL, 35 YEARS OF DIGITAL ART Exhibition and Skype Lecture



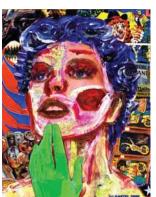
Topic: Digital Art

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References: "Laurence M. Gartel: A Cybernetic Romance, Introduction by Nam June Paik. Published by Gibbs Smith, Utah, USA, 1989 "GARTEL: Arte e Tecnologia" Introduction by Pierre Restany, published by Edizioni Mazzotta, Milan, Italy, 1998 "LA STORIA Dell Arte" published by Edizioni Giunti, Florence, Italy, 2001 "THE WORLD OF **DIGITAL ART"** published by HF Ullman, Germany 2010 As a pioneer of Digital Art for over 35-years I have seen the entire evolution of the electronic medium unfold before my eyes. Working with crude analog system computers at Media Study/Buffalo in the mid 70s. I worked side by side with video guru Nam June Paik. Those early days were with little technology but it took up the size of a warehouse. This was a very uncommon practice as the apparatus was proprietary and people were not using computers for anything except at government research laboratories. These dinosaur systems were mostly used for military simulation. I saw the opportunity to make art out of this technology for purely aesthetic purposes. This then was a brand new concept. I saw technology as a tool like a sculpture would use clay. One molds an image to the desired form. To harness that image, since there were no hard drives. I photographed the screen with a camera mounted on a tripod and threw a black cloth over my head so that no ambient light would effect the screen. There was such an arresting beauty from these images that I felt the potential future. At this early stage, I felt a new medium was born. Naturally it would take the agreement and collaboration of many in the world to be accepted and appreciated. Museum directors and curators dismissed the art from the outset. They did not recognize its future and what initial imprints I was printing them. In my estimation those were the "hieroglyphics" of images to come. Future vision is not something everyone possesses. It has taken have a lifetime to get the world on track. None the less, here we are and the aesthetics of electronic imagery is embraced all around the world for a myriad of categories. The digital form is used by all and appreciated by many. It has come full circle. Now it is time for the next generation to push the envelop now that the road has been paved. To me the single most important aspect is that the art have emotion. A person looking at a piece of art should cry a tear of joy, ... a pleasure should overwhelm them. "Though technology is cold, the end result should be warm."







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