Yoshiyuki Abe | *Artworks:* **N220, N230, N240**

Topic: Art

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References:

Hidden abstraction

In computer graphics, a technically correct rendering with accurate control of the quality of the lighting is a must if you want a photorealistic image but it is rarely required in abstract imaging. The fact, however, that faint control of the colour quality of illuminant may produce significant changes in the result is important for the abstract artist and the image generation using numerous light sources becomes almost out-of-control.

For my recent works I have been using an algorithm to reproduce a plate which is illuminated by 500 to 2000 light sources have varied values of luminous intensity and colour attributes. The distribution of the intensity of illumination on a plate shows various colour patterns.

Here, I present some images generated by a ray tracer and enhanced its colour purity. Original images have a flat plate primitive illuminated by 1980 lights in 3D space and the coordinates and colour of lights were generated by random process.

The reason I employ such process is I can get pure abstract images hidden in the computer generated scenery without modelling. They are not meaningless abstraction but often being narrative in the viewer's mind.
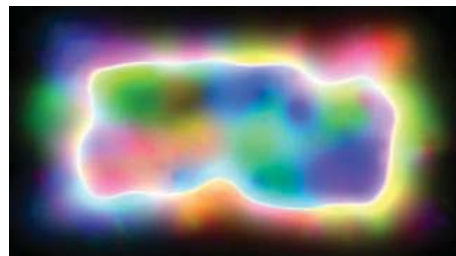

N220 | *without saturation control*
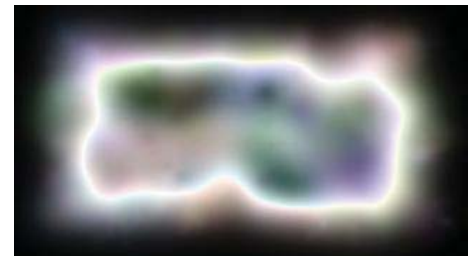

N240 | *without saturation control*

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