



Anna Ursyn

TITLE

Artworks: *The Rider of a Horse Across Media*

Topic: Art: Coding transformed:

A progression of images representing a horse with the use of various media, from a sketch, through coding, to photolithograph, photosilkscreens, and then into sculptural forms.

Author:

Anna Ursyn

USA, University of Northern Colorado, Digital Media

Website: Ursyn.com

Artwork: <https://www.mixbook.com/photo-books/interests/rider-of-a-horse-across-media-14081518?vk=mK4wXkUjgU>

Abstract to GA2018, XXI Generative Art conference:

This is an electronic book exploring how computer programming can be linked, inspired by, and inspire work with digital media. The journey from sketching a horse with ink on paper, through coding of the image, transferring it to black and white plot, outputting from a code with colors to photosilkscreen, photolithograph, then merged into more cohesive image, and then a program-enhanced sculptures with the transformation of horse shape into wood and other three-dimensional forms

The title: ***The Rider of a Horse Across Media***

The type of contribution: website:

<https://www.mixbook.com/photo-books/interests/rider-of-a-horse-across-media-14081518?vk=mK4wXkUjgU>

The techniques presented in the book on the website:

0. Cover image Practice Makes Perfect
1. Ink drawing of a horse
2. 3-D program for a horse altered due to some transformations
3. 3-D wireframe of a horse created for a color output
4. 3-D program for a horse layered, transformed, and overlapped for a color output
5. Photosilkscreens after a black and white programmed horse
6. Photolithographs after coded image of a horse
7. Photosilkscreen after computer plot printed on a wooden plank
8. A sculpture of a horse with coded images in black and white and in color
9. A sculpture of a horse with several coded images
10. A wooden sculpture of running horses with wood cut according to codes
11. A sculpture of running horses with the photolithographs of various horses
12. Photolithograph after various coded plots.

email/address:

anna.ursyn@unco.edu

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Key words: *drawing*, 3-D program, Photosilkscreens, Photolithographs, A sculpture

Main References:

[1] Mohammad Majid al-Rifaie and Anna Ursyn, Theodor Wyeld

“The Art of Coding: The Language of Drawing, Graphics, and Animation”

Taylor&Francis, © 2018

[2] Anna Ursyn “Visual Approaches to Cognitive Education With Technology Integration, IGI-Global, Hershey, PA. © 2018.