Contemplations: Machinations

New Performances in Software and Hardware by Jean-Pierre Hébert *

show proposal for July/September 2008 at SBCAF

* all titles are tentative working titles at present, and illustrations herein do not reflect upcoming curating intents
Main Gallery

1. “LARGE DOUBLE DRAWING SCULPTURE”

One large signature floor piece would occupy most of the main gallery: 6’ x 11’ rectangular sand tray, with two rolling steel balls which “draw” in the sand to create algorithmic expressions, evoking Zen sand gardens, agricultural plowing patterns, and natural patterns found in earth, sky, water, and air. Includes open floorspace for a viewing corridor around the piece. The balls are controlled by a computer-driven mechanical device, using the artist’s software, located below the sand tray. This work is built specially for the CAF show and would require funding for all required parts.
2. “DRAWING WITH SAND AND LIGHT”

One floor-standing sculpture, approximately 4 feet square and 24 inches high that draws with a ball on a bed of clear glass beads. The drawn line is expressed simultaneously with colored lights located below the bed of beads, evoking a Zen meditation slowdown that offers a peaceful “reply in slow motion” to ubiquitous urban lighting displays, computer game displays, film and television animations, children’s toys, and personal computer devices themselves. Computer controlled with the artist’s software and a hidden mechanical device. Computer and some parts funding needed.
3. “LARGE FORMAT INKJET WORKS”

Up to seven (7) large-format digital drawings on paper, suspended from the ceiling, close to walls, but moving slightly with air currents caused by AC vents and viewer movements. These drawings are composed by writing custom software to drive high-resolution digital printers.
Library

“WATER, LIGHT AND SOUND SCULPTURE”

A single active sculpture floor-standing, incorporating a bowl of water. A computer with the artist’s software and electronic connectors will manipulate the bowl of water, creating “drawings” on the surface of the water. Sound and light effects are an essential part of this work. Computer, audio and some small parts funding needed.
Small Gallery

1. “DIGITAL VIDEO DISPLAY WORKS”
Two diptychs each consisting of a pair of high resolution computer displays, wall-mounted side-by-side and showing slowly animated slide-shows. Wall displays needed (2 or 4).

In “Painting with Creation”* the artist, using his own software, re-interprets familiar landscape images derived from digital archives such as the Hubble Telescope.
In “Painting with the Masters”*, Hébert Rorschach-remixes famous paintings from western art history (Ingres, Johns, Michaux, Picasso, Wols, ...).
2. “ANAMORPHIC CALIFORNIA” Two separate combination sculpture/drawings consist of digital drawings made with the artist’s own software and designed to be viewed as reflections in reflective metal sculptural forms placed atop the drawings. These are to be shelf or pedestal mounted and are not larger than 24” square. The “landscape” is seen by seeing the reflections of the drawings in curved metal forms.