

Procedural **D**escription on Artwork

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The visual creations of "Digital-Primitive/Natural Art" consist of 3D animation/modeling images that are digitalized onto rawhides, woods rocks metal, as well as projected onto rawhides/woods through digital projectors from both sides. It offers the first dialogue among old and new technology, early & modern American spirituality, and digital & primitive art signification.

The series of this artwork are divided into five components: Rawhide Series, Burl + 4 Series, BurlHair & LavaBody Series, Rusty Faces and Animation Devices. These creations are multifaceted and reciprocal processes - creating digital 3D images through primitive technology and materials, and making primitive rawhide/rock/wood-art through digital technology. The digital 3D image creations along with the frame designs were largely inspired by early American, Chinese and African cultures as well as worldwide primitive and contemporary art.

As a pioneer researcher in the field of digital-rawhide-wood-rock-metal-prints, I faced some incredible technical challenges, which required considerable time and effort to solve since there was very little reference material available. Throughout the process, I have been able to provide suggestions to printing companies on the modification of printers to adjust to different rawhide qualities, thickness, and hygroscopicity. During the production phase, various digital software were used: Softimage/XSI, Photoshop/CS, Premiere/Pro, Combustion, and DPS Reality.

Rawhide Series

Digital Rawhide Prints w/ 3D Animation

3D animation/modeling tribal-images are printed onto a rawhide surface using a digital inkjet printer, and the rawhides are stretched by aluminum clamps and cotton strings. The strings are fastened to a naturally textured cedar wood frame. Various rawhides sizes and irregular shapes can be clamped with flexible strings at various angles. All frames are made from 4" x 4" cedar wood with a 60" width and 72" height. By incorporating the LCD TVs, the 3D animations associated with the 3D images play in synchronization beside or above the rawhide prints.

Animation through Rawhide Projections

3D animation is projected onto both sides of the rawhides simultaneously. Due to the rawhides' semi-transparency and rough texture surface, the effects on the rawhides are miraculous with both sides illuminated in motion. This projection portrays an illusion that the animation is permeating through the rawhides. The audience has the ability to admire

the work from any angle. The size of a Digital-Rawhides-Projection setup is about 18ft x 5ft X 8ft, which includes the distance between the projectors & the rawhides.

Burl + 4 Series

Digital Woodprints w/ 3D Animation & LCD TVs

Various 3D images of species, including human bodies and plants that are textured and formed by burl, are printed on various natural wood surfaces using an Encad NovalJet 880 printer. The "Burl+4" series includes "BurlNuts+4," "BurlBody+4," "BurlFlower+4," "BurlStampArm+4" and "BurlHead + 4" group artworks. Natural wood shapes, human bodies, primitive, folk, and contemporary art inspire the innovation of these 3D images. Relative animation will be screened with four LCD TV panels. "Digital Nature" is the main theme in this art exploration.

BurlHair Series & LavaBody Series

Digital Rock Prints w/ Animations & Convex Mirrors & LCD TVs

3D lava-body/hair images are printed on a rock surface using ENCAD NovalJet 880 printers; a procedure that involves using printing technology on exotic materials. Each of my rock-prints is the result of extensive research, in terms of color consistency and material experimentation.

The Matrox multi-display system allows the synchronized flow of animation among the six displays. The convex index, image shape and dimension of the mirror generate an accurate virtual reflection of the lava animation. The former determines the size of the reflected lava animation, and the latter determines the distance.

Rusty Faces Series

Digital Metal prints w/ animation & LCD TVs

"Rusty Faces" consists of three large digital copper prints & four rusty animations with seven LCD TVs. Our work ethics and life attitudes determine the degree to which we rust. With digital animation technology, "Rusty-Faces" presents a contemporary artistic interpretation of the deterioration of mind, body, and spirit by harmful and self-destructive human behaviors.

Pioneering digital metal printing and digital simulation of rust, the four LCDs portray the physical and mental regression of human rusting through animations transforming embryonic cells into fetuses, solid bodies into rusty bodies, and an energetic brain into a rusted, flaky shell.

Primitive Animation Devices

Contemporary Thaumatrope, Phenakistoscope and Zoetrope have been created with wood, metal and glass. These devices consist of digital 2D/3D image sequences with various materials. Audiences may physically interact with the devices to create animation.

Agricultural Implements Series

Interactive Animation & LCD TVs

The large animation installations emphasize "cultural-revelation" and "great-leap-forward" content and the conflict between industrialization and agriculture through ancient Chinese agricultural devices, such as a normal winnower, a middle-size grindstone, and a Chinese scale, interactively.