

INTER-DIMENSION

by

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of the requirements for the degree

of

Master of Fine Arts

in

Art

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Michael Lockwood Anderson
April 14, 2005

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My current body of work began just over three years ago based upon an obscure passage in a book by Ann Rice that described Archangels as being created before the universe was created, thus not being made of matter. I imagined the Archangels being made of pure energy. The thought of what this might look like has had a lasting influence on my work.

In my work I've strived to develop symbiotic relationship between one, two, and three-dimensions, idea, illusion and reality. One dimensional space is represented by a point indicated on a string. Two-dimensional space is represented by stacking the string in a row and in turn creating an implied plane. Three-dimensional space is created by stacking these layers into an x, y, z grid. The image is created by points on the strings that align to represent the shell of a particular form. The gray area between two and three-dimensional space can be defined as the area between illusion and reality.

These relationships began to crystallize in my work about a year ago when, after sitting in on architecture critiques, I saw how they translated ideas into a two dimensional format that could be directly translated into three-dimensional space. At this time I was using a technique in my paintings which would locate an imaginary point in space. I was also using ceramics to define the shell of the human form. It was a combination of all of this that led me to the realization that I could project lines onto a three dimensional object that would represent measured spatial dissections that could be photographed. I could then project this image and trace it. The tracing could be color coded to become like a

topographical map that could be inserted into a grid of string to provide points on the string that represent the shell of the original form.

The resulting image can be argued either as an illusion or reality depending on how one rationalizes the words. Illusion is defined as:

1. A false or unreal perception or belief.
2. A deceptive appearance or impression.

Reality is defined as follows:

1. The state of things as they actually exist, as opposed to an idealistic or notional idea of them.
2. A thing that is actually experienced or seen.
3. The quality of being lifelike.
4. The state or quality of having existence or substance.

My thesis experience has been an exploration of the process of honing the creative potential of this idea. I immediately had wild notions of the possibilities of this process without a full understanding of the limitations. I decided to start small and simple and began with a sphere. Once I saw that the technology worked I began on a subject with the same characteristics as a sphere but more intimate, a self portrait of my own head.

Once this piece was completed I began to explore the possibilities of the computer in this process. With a stronger understanding of what was possible I began to address the idea of a three-dimensional version of Leonardo DaVinci's The Vitruvian Man. I decided it was possible and committed to the idea. I came to the conclusion that in order for the inner figure to be seen it would have to literally glow, which was the deciding factor in my decision to use florescent paint as my media. I call this piece "1.618." This number is known as the Devine ratio. It can be found in seashells to humans to the separation of our planets within our solar system.

While this piece was under construction I was imagining how a different string structure would alter the process and finished product. I was also addressing the problems of fragility, transportation, lighting, and efficiency of production. The result of this inquisition is a free standing, self contained piece. This piece is called "Conception to Completion." This piece successfully incorporates a symbiotic relationship between one, two, and three-dimensions, idea, illusion and reality.

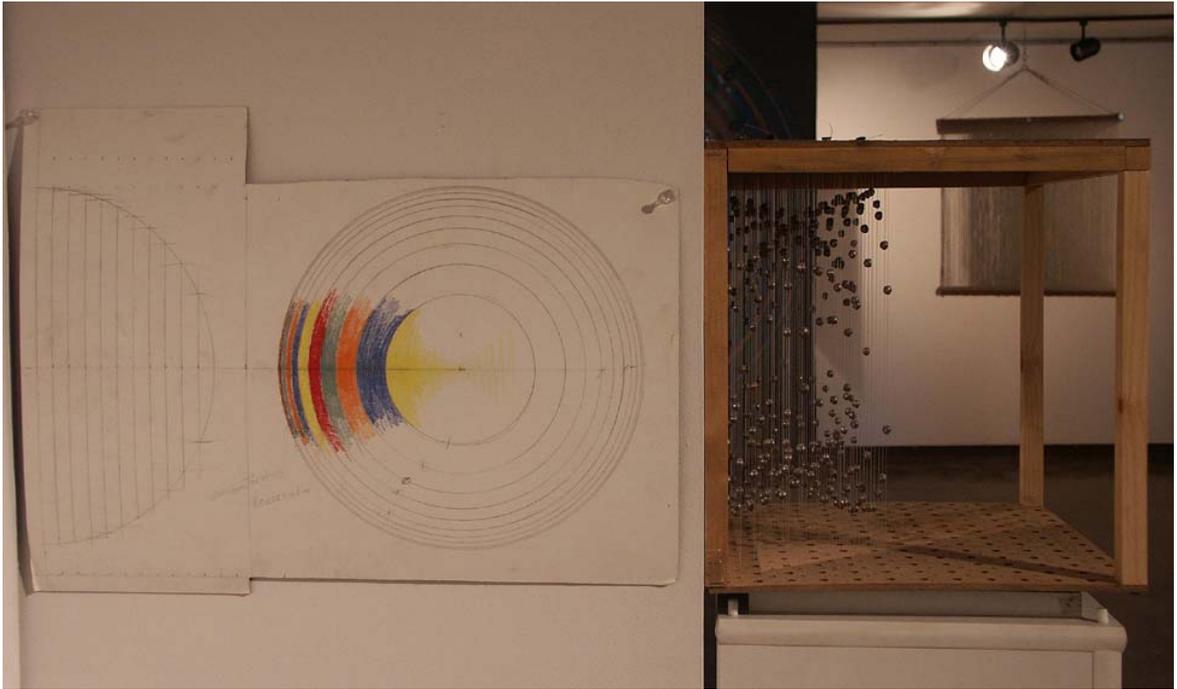


Image 1 – Prototype

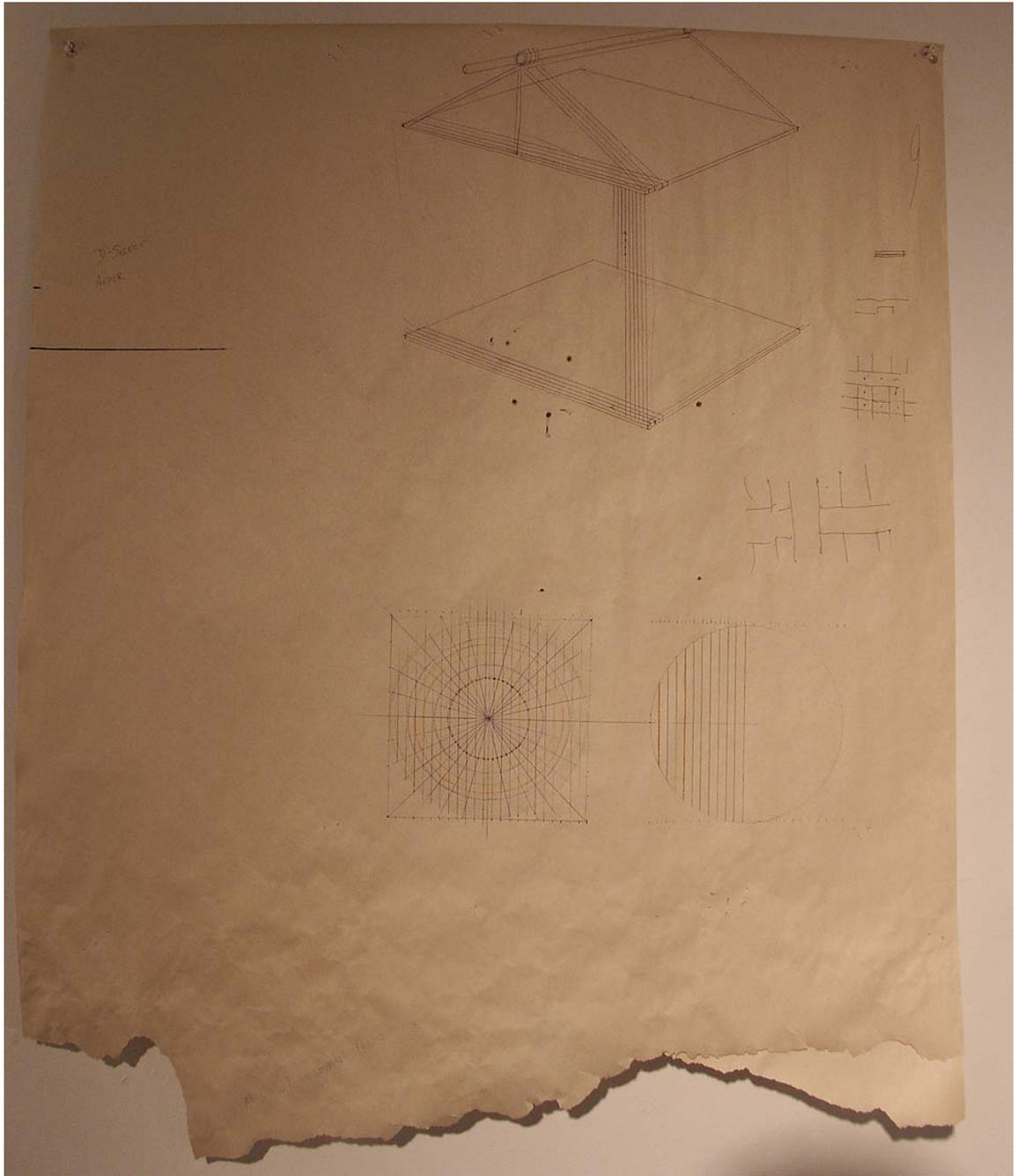


Image 2 – Process Drawings



Image 3 – Process Drawings



Image 4 – Self-Portrait



Image 5 – Self-Portrait



Image 6 – Computer Head

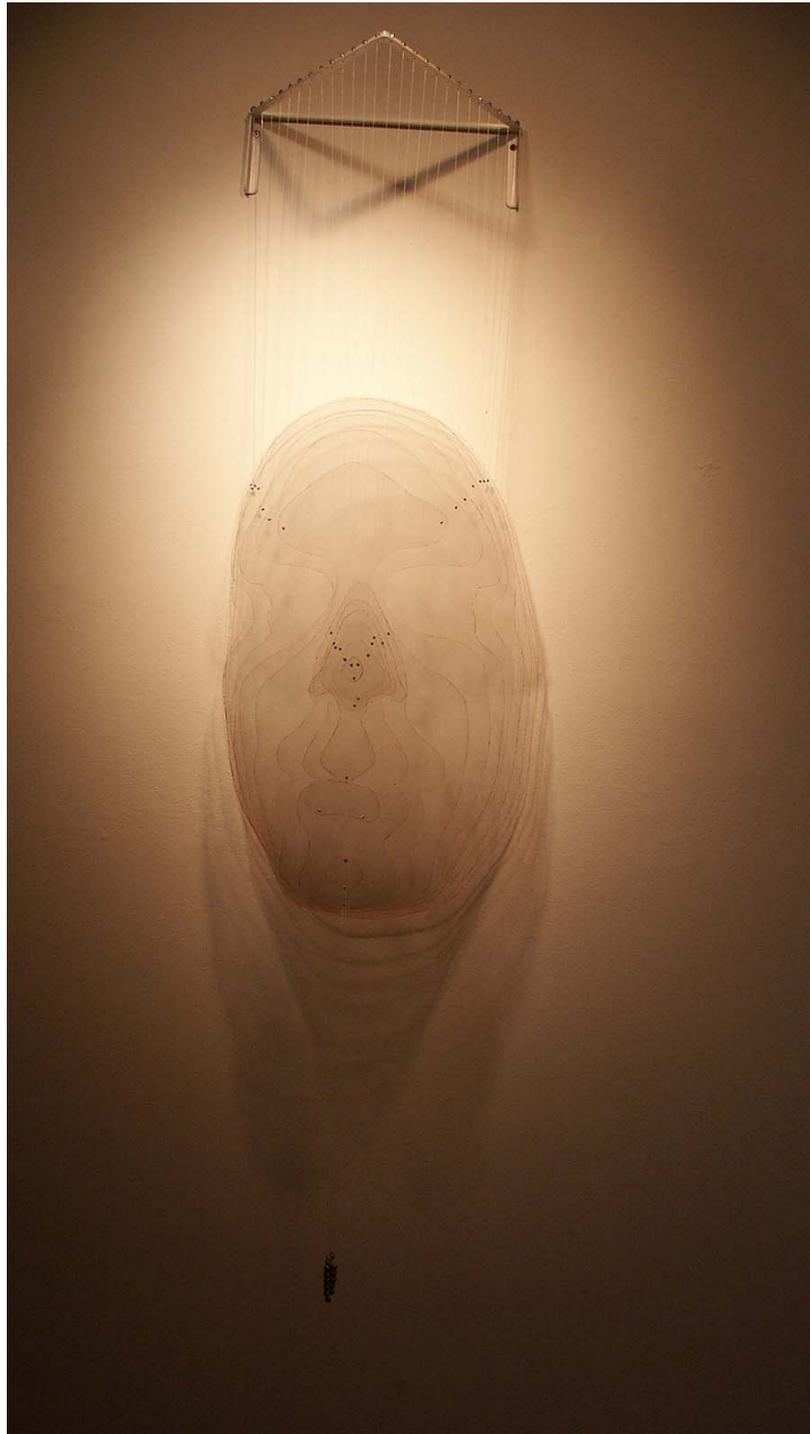


Image 7 – Layers

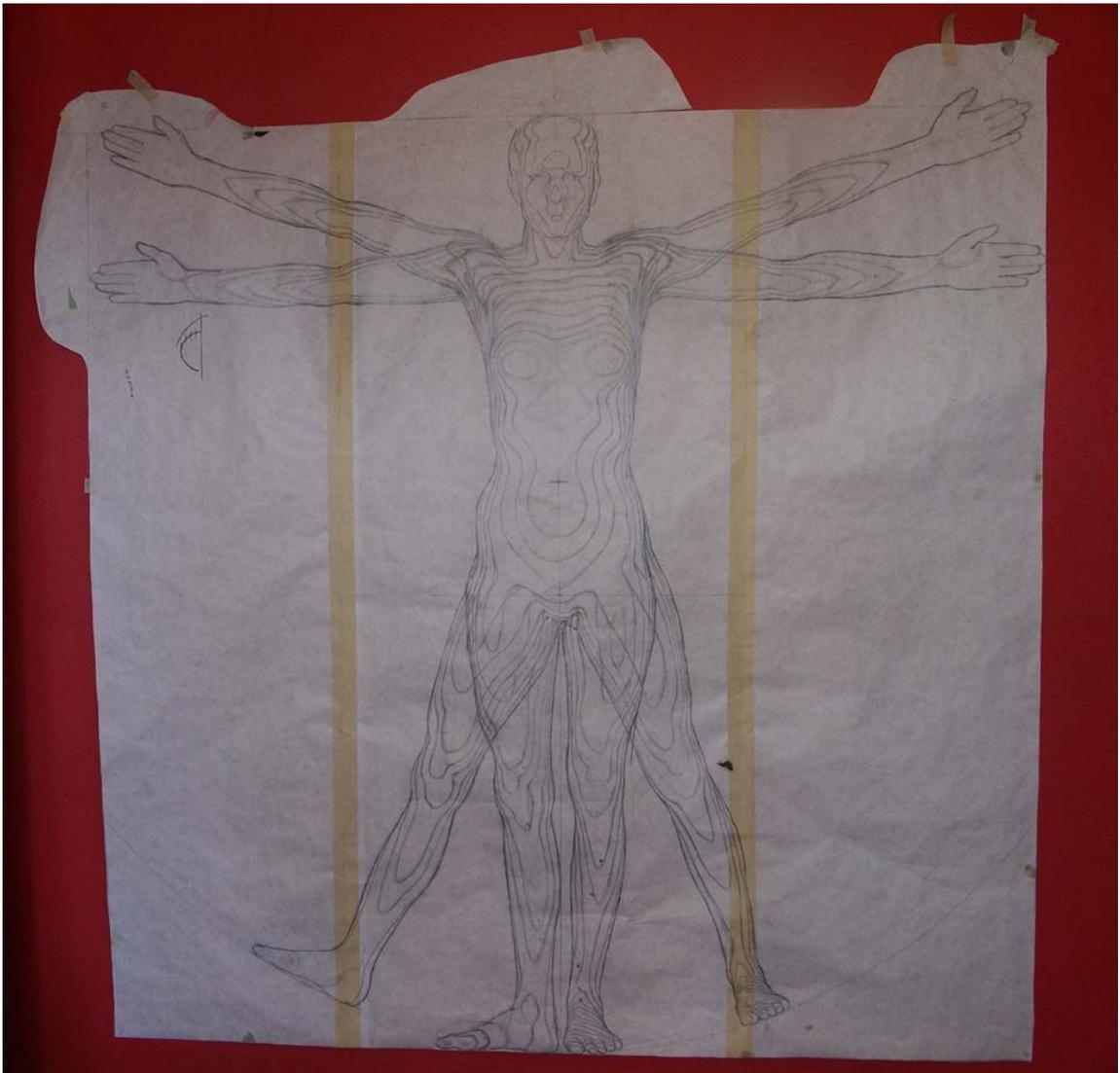


Image 8 – Process Drawing



Image 9 – 1.618



Image 10 – 1.618, back view

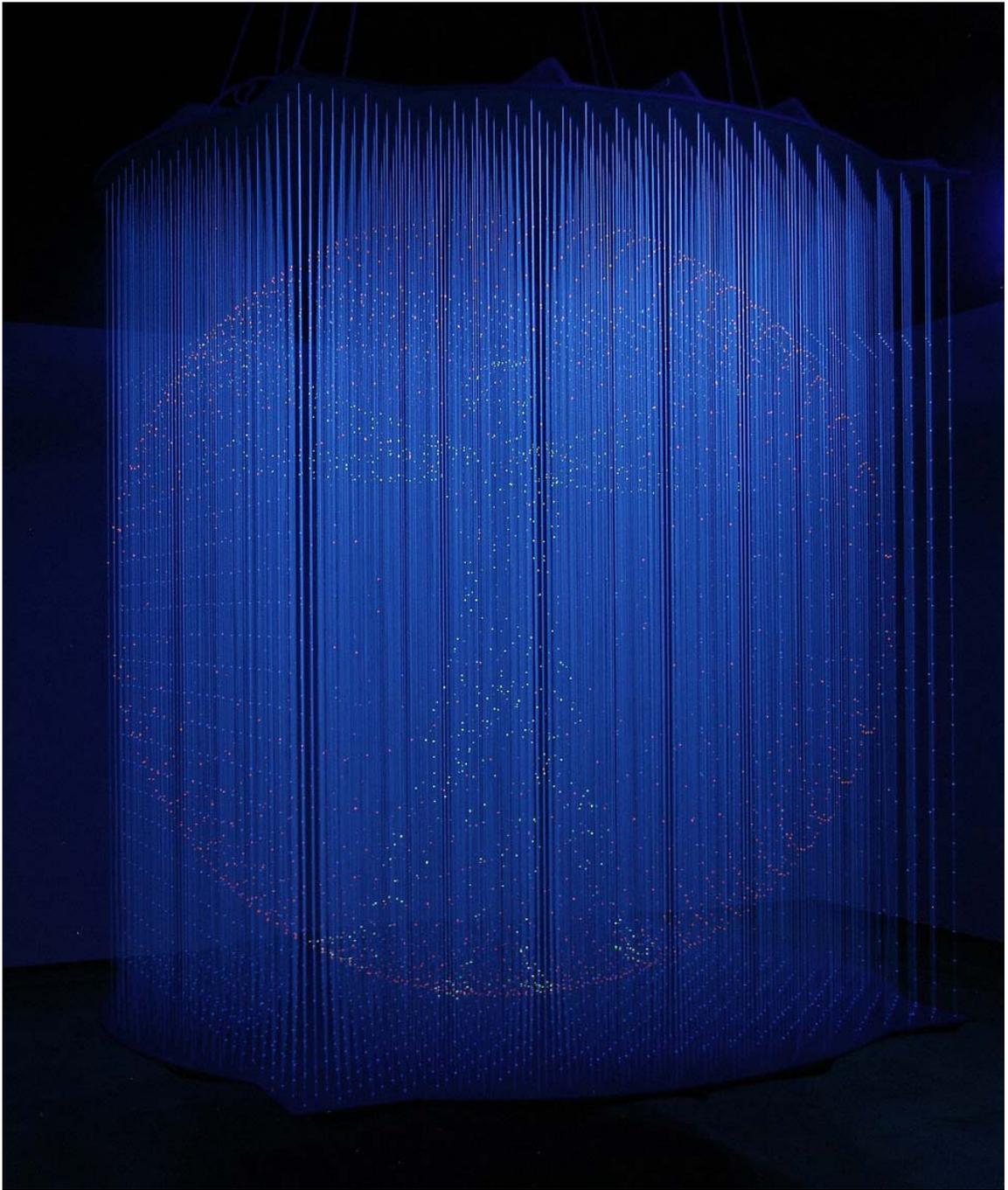


Image 11 – 1.618

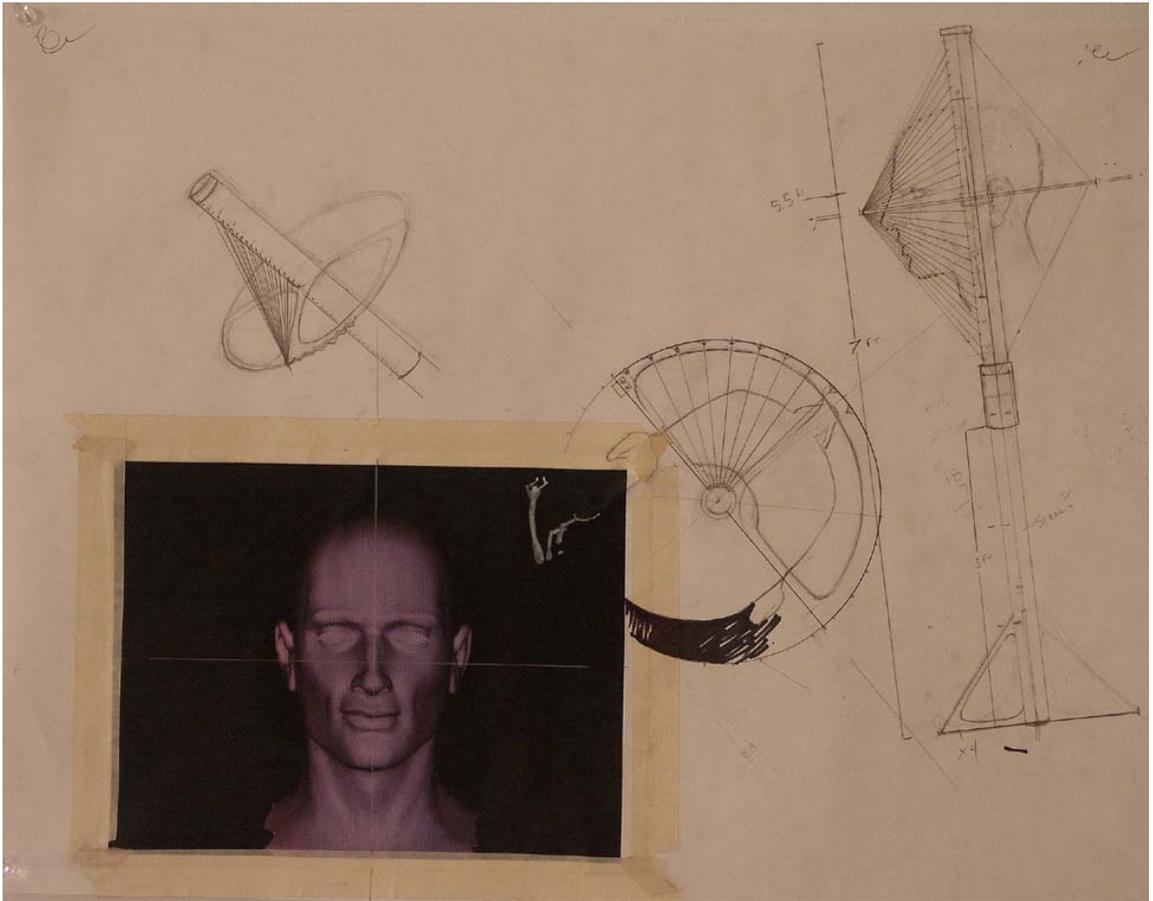


Image 12 – Process Drawing

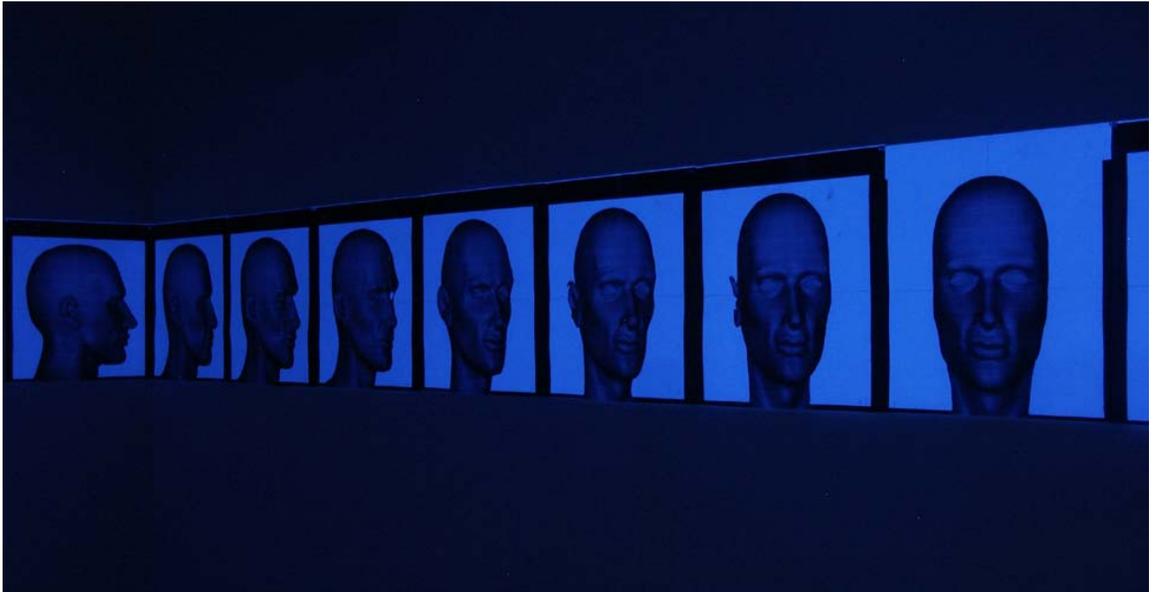


Image 13 – Spin-head Computer Process

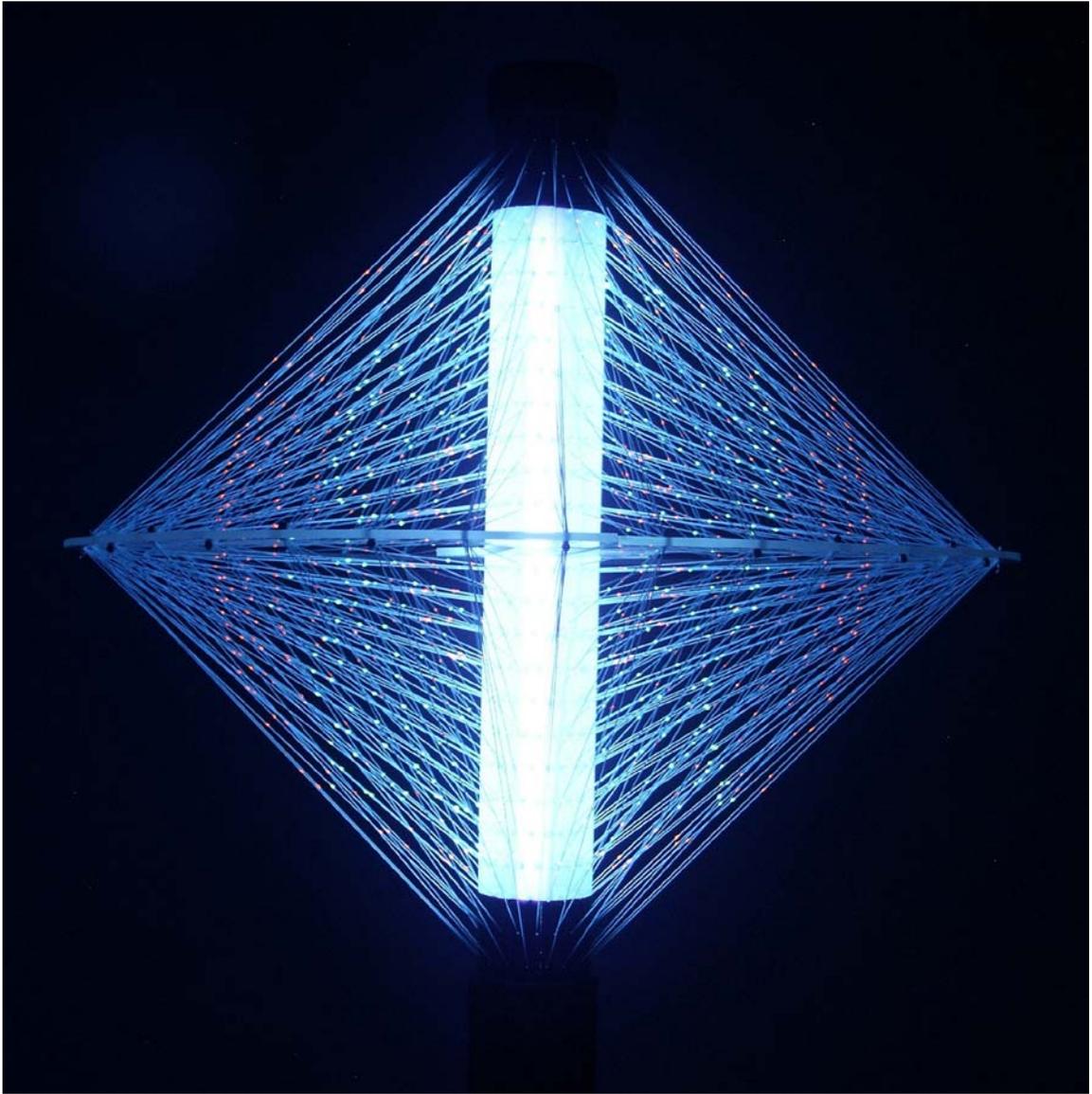


Image 14 – Conception to Completion



Image 15 – Gallery View #1

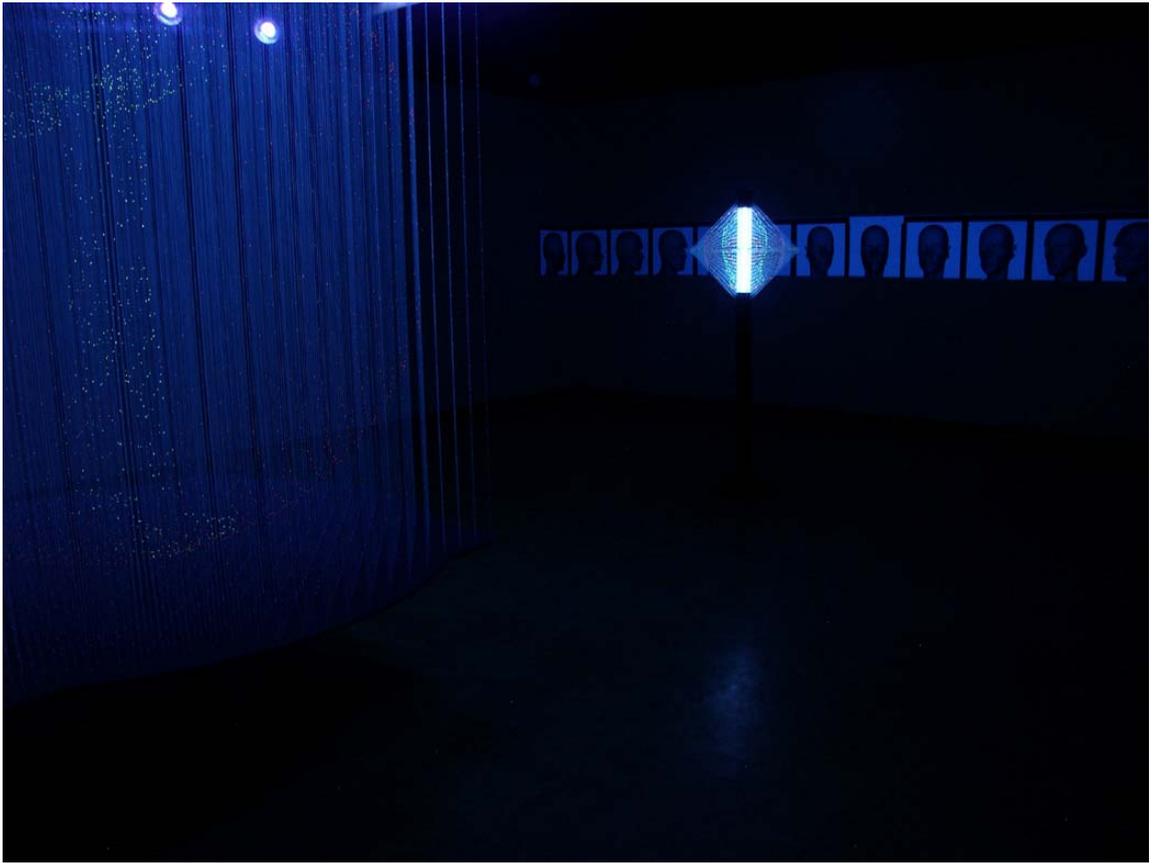


Image 16 – Gallery View #2