INTER-DIMENSION

by

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APPROVAL

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This thesis has been read by each member of the thesis committee and has been found to be satisfactory regarding content, English usage, format, citations, bibliographic style, and consistency, and is ready for submission to the College of Graduate Studies.

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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 TheVitruvian 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 3 – Process Drawings
Image 4 – Self-Portrait
Image 5 – Self-Portrait
Image 7 – Layers
Image 8 – Process Drawing
Image 10 – 1.618, back view
Image 13 – Spin-head Computer Process
Image 15 – Gallery View #1