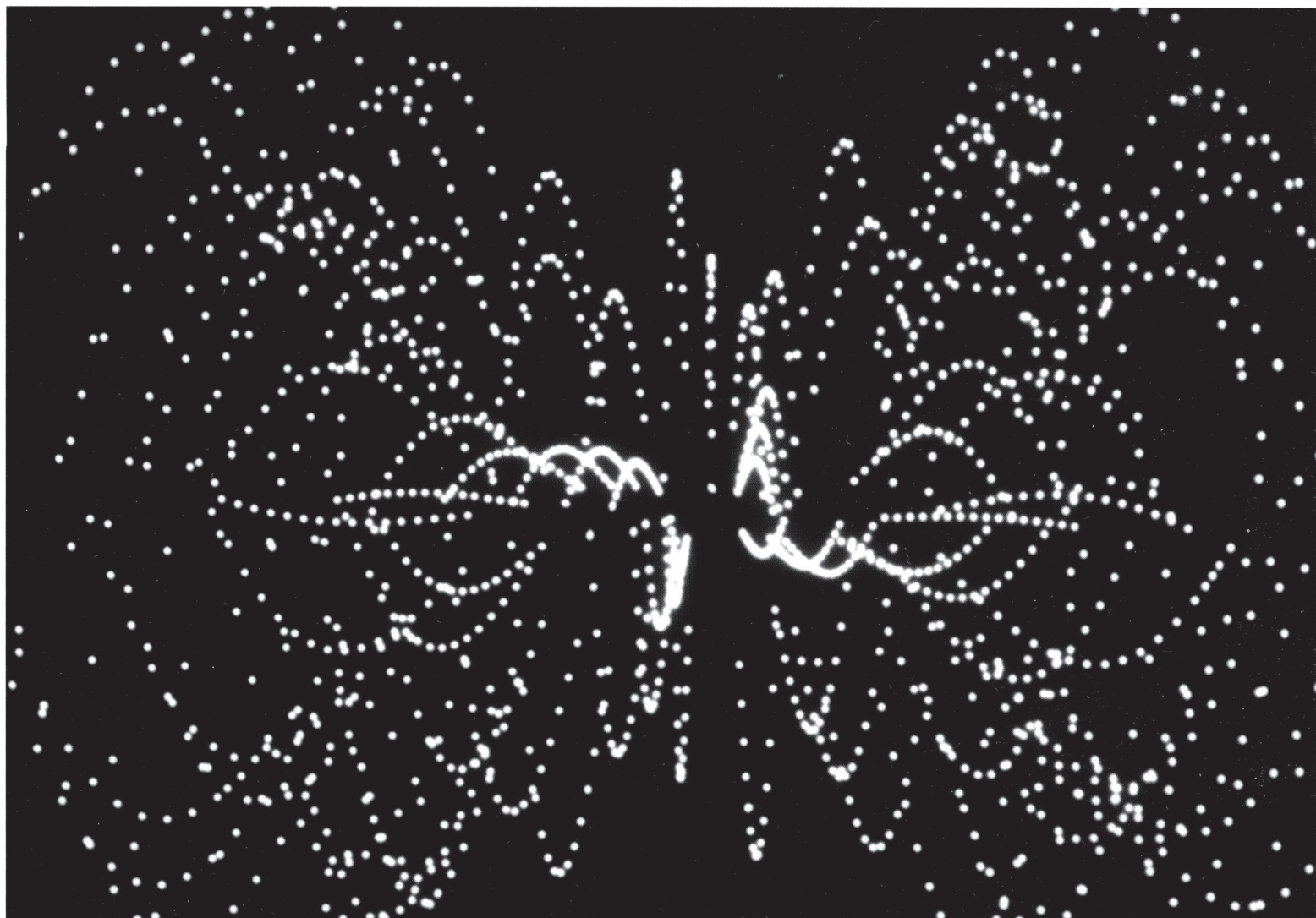


ART OF THE DIGI TAL AGE

BRUCE WANDS

Thames & Hudson



**WRITING COMPUTER CODE IS CREATING A PATTERN THAT
CREATES PATTERN. AN UNPREDICTABLE VISUAL COMPOSITION
EMERGES FROM A MATHEMATICAL STRUCTURE. I COLLABORATE
WITH AN ANIMATION-PRODUCING ROBOT WHOSE BEHAVIOUR
I DESIGN. OVER TIME THE ALGORITHMS, IMAGERY AND ARTIST
COEVOLVE.**

LARRY CUBA



Opposite

LARRY CUBA, 3/78 (OBJECTS AND TRANSFORMATIONS), 1978. 16 MM FILM

Larry Cuba is widely held to be a pioneer in computer animation, having produced his first animation with the aid of computers in 1974. In *3/78 (Objects and Transformations)*, 16 abstract shapes, each made of 100 points of white light, move across a black screen in rhythmically precise, carefully choreographed patterns to the accompaniment of a Japanese flute.

Above

LARRY CUBA, TWO SPACE, 1979. 16 MM FILM

To create *Two Space*, Larry Cuba used a programming language called RAP to rotate, reflect and explore a number of classic forms used by Islamic artists. Since the animated patterns are once more formed of white points on a black background, their continuous movement causes the eye to see after-images in the negative space.