Drawing out digital media: degrees of three dimensionality.

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This file contains the extended abstract for this presentation.

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Title	**Drawing Out Digital Media: Degrees of Three Dimensionality**
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The Research Cluster: "Drawing Out Digital Media", at Gray's School of Art; explores the application of various digital technologies, integrating and respond to, creative cross departmental practice when mediated by computer aided means of production and reproduction in both 2-D and 3-D forms.

With the increased availability of digital visualisation technologies it would seem the divide between imagined and realisable visual concepts have finally been removed. The computer makes no distinction between a 24bit colour value, a dimensional digital model, or co-ordinates in virtual space. In this sense, the computer is not limited by 2D or 3D visual conventions, but rather has the potential to create radically different spatial realities. A gesture or mark needs to no longer be limited by 2D visual conventions, which have historically relied upon pictorial or photo realistic spatial depth cues like perspective, occlusion, cast shadows or shading, conventions which continue to prevail in most digital drawing and print solutions.

Drawing Out Digital Media asks how might these new technologies lead to new visual /physical/conceptual forms, which question definitions and established practices. Specifically investigating how 3-dimensional digital design and industrial-manufacturing technologies might bring about a paradigm shift within creative practice.

Establishing clearer critical and process driven links between computer-aided-design (CAD), computer-aided-manufacture (CAM) and Rapid Prototyping (RP) technologies, the Drawing Out Digital Media cluster has been helped with a successful AHRB funded project.

Drawing Out Digital Media asks how these new technologies lead to visual, physical, & conceptual forms.

Drawing Out Digital Media offers a forum for critical debate, grounded in practice where the role of the artist / designer might be seen as an agent for change.

Drawing Out Digital Media has developed projects at this interface, which questions definitions and established practices.

Drawing Out Digital Media actively supports collaborations between members and external agencies.

Degrees of Three Dimensionality is an exhibition of work in progress the cluster has created exploring a range of digitally generated/processed work, realised in mediums as diverse as clay, wood, fabric & perspex.

Degrees of Three Dimensionality has recently been exhibited in conjunction with the 3rd Impact International Printmaking Conference in the Jaoa Ferreirra Gallery, Cape Town, South Africa during August and September 2003 and previously in Aberdeen Art Gallery, May to July

2003.

Drawing Out Digital Media's philosophy sits at the heart of the issues being raised at Pixel Raiders 2. The Degrees of Three Dimensionality exhibition, in conjunction with an oral presentation of the work and processes involved, would provide a visual stimulus, provoking discussion and further discourse.

The paper will illustrate a number of individual case studies of Design & Fine Art Researchers, drawn from the exhibition of work.

Drawing Out Digital Media cluster are:

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