

John Maeda: Post Digital

Christinerose Gallery, New York
11 November – 23 December

Forget 'killer applications' and off-the-shelf design packages: John Maeda believes that you cannot truly create with a computer unless you can actually write code. Throughout his work as a designer, programmer, artist and professor at MIT's Media Laboratory, Maeda emphasises the computer as a design medium in itself. Evolving from the invention of a pared-down computer language named DBN (Design by Numbers), his approach demonstrates the cumulative effects of code writing. The prints and interactive works which emerge are characteristically intricate and greyscale – expressing the fundamental beauty of logic. Absorbing patterns of immense complexity are generated by often very simple codes – computations that Maeda sees as being 'as elegant as any modern sculpture'. From simple graphics that become increasingly elaborate, through works for PlayStation to patterns that respond to sound, Maeda pulls an expressive soul out of the computer. He is obsessed with repetitive, synthesised patterns and developing a cross-disciplinary oeuvre of aesthetic syntax, sculptural typography and visual instruments. Hot on the heels of his show at London's ICA in October, this exhibition at Christinerose brings together ten programme paintings, several large format prints and ten 'lens blocks'. Rather than asking what kind of art can be made with the

computer, Maeda strives to communicate the machine's true consciousness. *MA*

Call +1 212 206 0297 for further details.
DBN can be used on-line or downloaded at
<http://dbn.media.mit.edu>



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