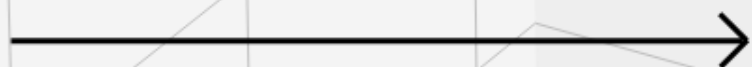


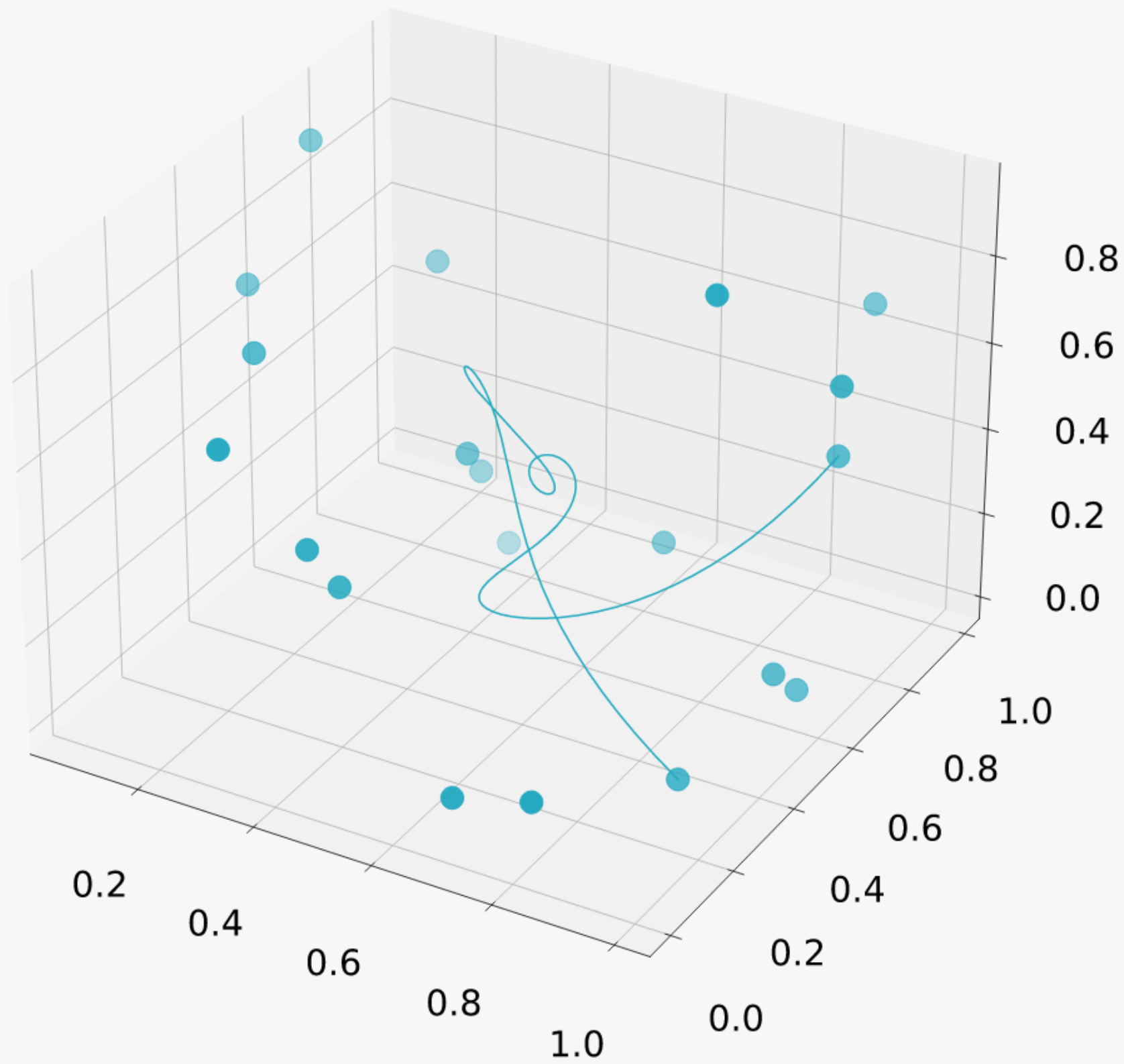
The generative  
*process* behind my  
paintings



I use a script which plots a certain number of points along x, y and z axis. These points are randomly generated then used to map a B-Spline. This is the line you see in blue in the following diagrams.

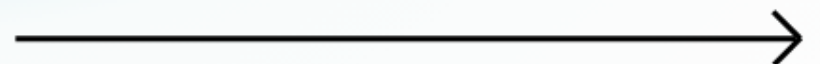
1/Plotting

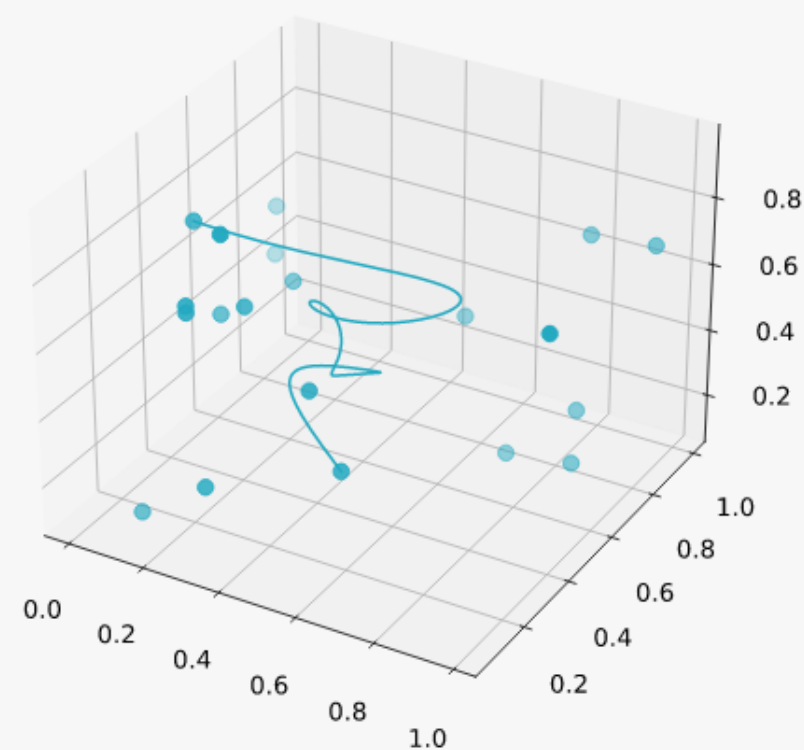
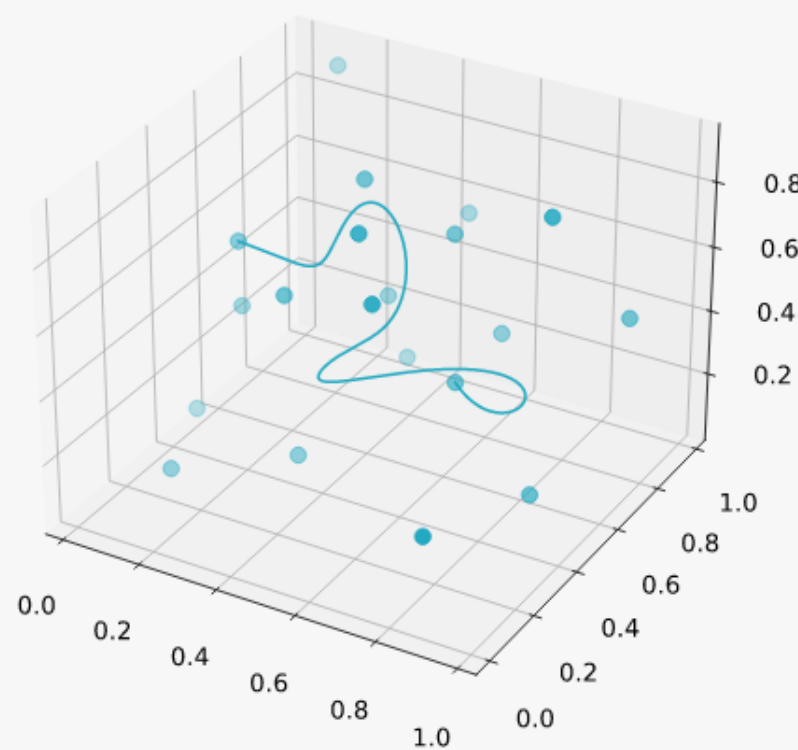
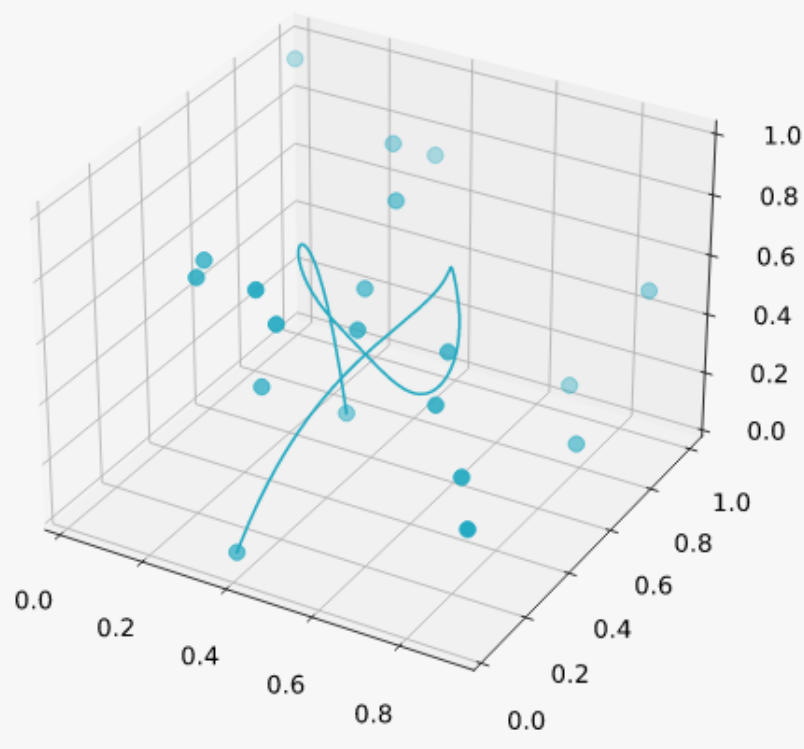
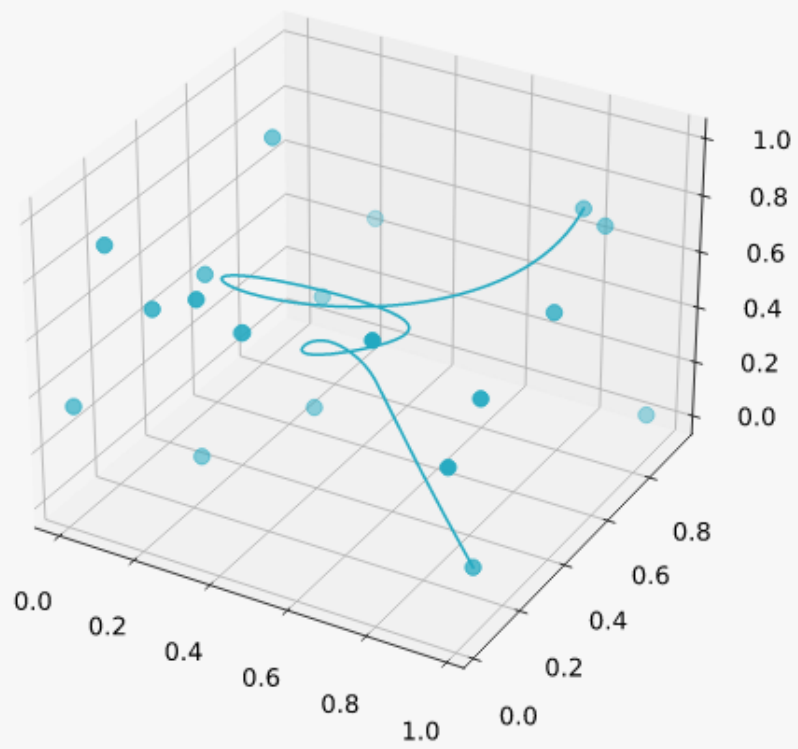




I consider this process to be akin to the computer scribbling, or drawing on it's own. On any given day, the computer can generate hundreds of these lines. I evaluate and select the most interesting ones as starting points for paintings.

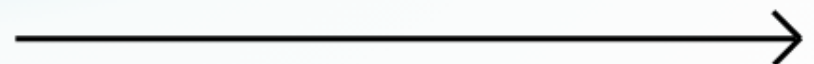
2/Iteration

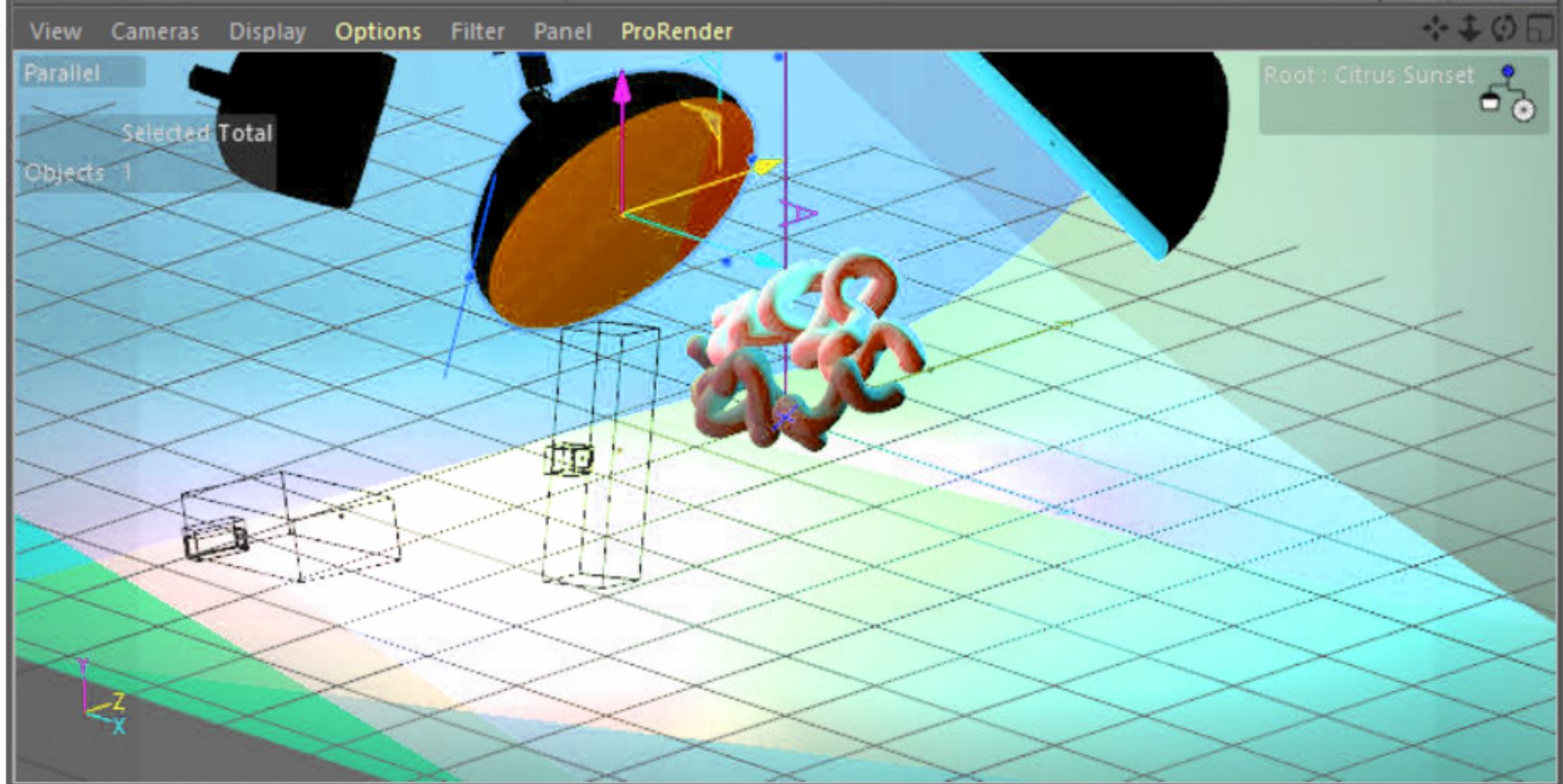
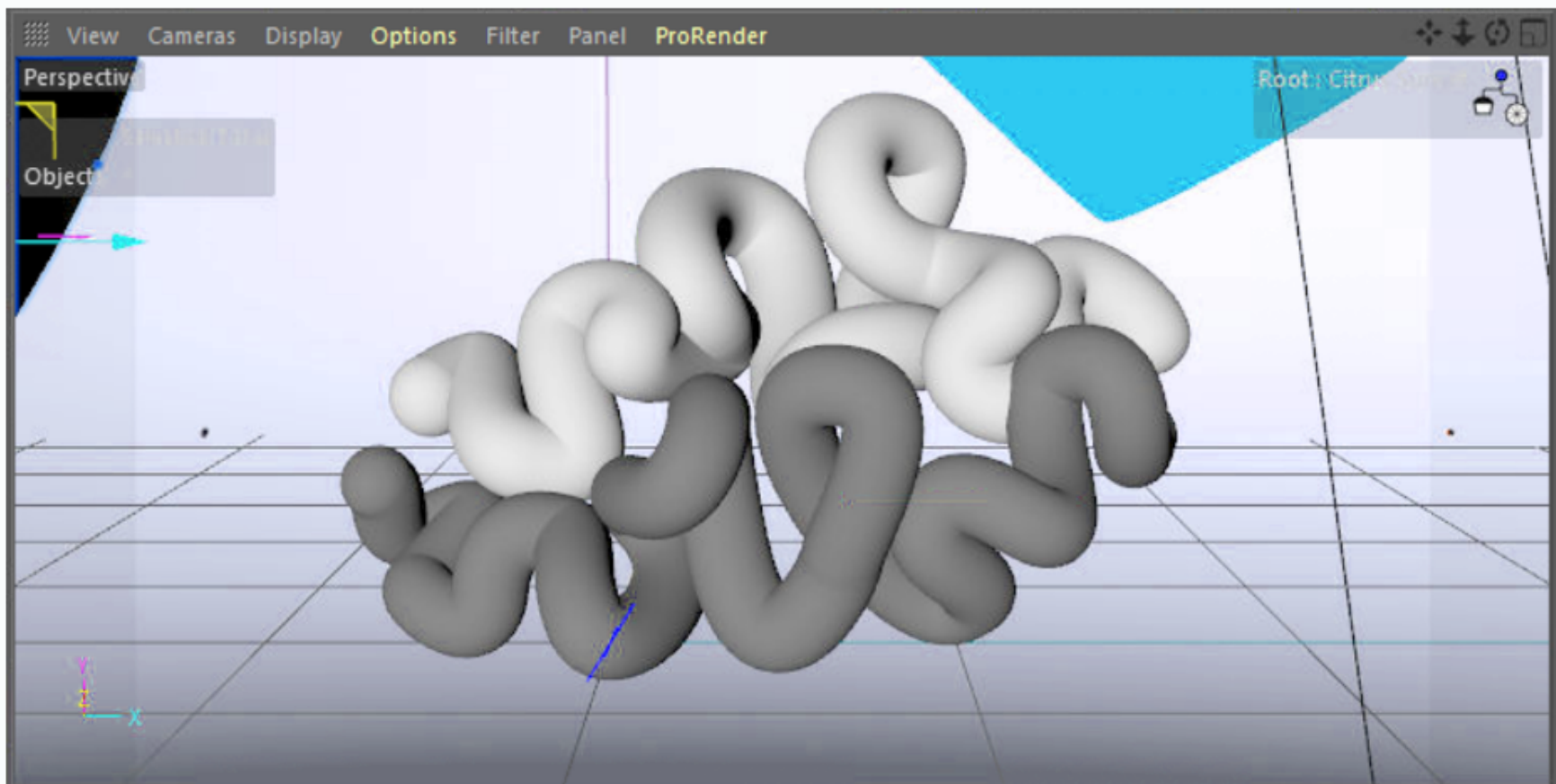




Next, I alter the scene using coloured lighting, applying different textures, and adjusting the diameter of the chosen splines. At this step, I will often compose multiple splines in one 3D scene to create interesting shadows and interactions between forms. This part of the process is where I have the most control.

3/Scene





Once the composition is settled, I begin painting in the studio. I use oil on linen or cotton canvas, and paint in very thin layers so as to build up the colors and transparency.

4/Paint

