

daniel@danieldurning.com

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Daniel Durning

Golden Rectangle # 1 3D Generated Digital Print ,
2006

Daniel Durning
191 Willoughby Street # 16L
Brooklyn, New York 11201

Adjunct Professor,
Stevens Institute of Technology
Hoboken, NJ

daniel@danieldurning.com

www.danieldurning.com

Digital Process

These art works are created with MAYA 3D animation
software. Each work

is

modeled textured and rendered with computer software then
image edited

with photographic retouching Photoshop. Output as Digital
C-prints, or

Giclee printing, on archival papers then mounted and
framed or

laminated

with Plexiglas.

Artist Bio

Daniel Durning is a NYC born artist, educator, and new
media designer.

He has exhibited his work internationally and in many
venues in NYC.

His

works explore the mechanisms of perception and the dynamic
relationships

with physical and remote environments inspired by works in VR and video games. He is an active member in the NYC Computer Graphics and Art Community organizing events with various computer and art organizations. His current projects include the development of the Red Hook Film and Video Festival and Producing and Hosting Art and Technology, a radio program heard on MOMA's internet radio station WPS1, www.wps1.org.

Artists' Statement

In this series of digital objects each work takes the form of a sculptural relief created as a composition of multiple objects within the virtual space of 3D modeling software. These 3D elements are textured and colored with image maps that create the subtle details on the geometry like thick brush strokes and sculptural patinas. This process mimics the relationship of the physical properties of traditional painting and sculpture made in the environment and of the virtual space of computer software. The finished objects rendered and then is developed with printmaking techniques including large format Giclee prints and in some cases, mounted and laminated with Plexiglas for gallery display.