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Today we're going to continue our discussion of modern art and talk about Charles Csuri.

今天我们将继续进行我们现代艺术的讨论，并且谈谈Charles Csuri。

Charles Csuri has been a part of many modern art movements.

Charles Csuri一直是许多当代艺术运动的一部分。

He's worked in Pop Art, Cubism, and Conceptual Art, but he made his mark as a pioneer in computer art.

他从事过流行艺术，立体主义，和概念艺术， 但是他作为一名先驱者在电脑艺术上留下了他自己的痕迹。

Even long before computers became popular, he was punching cards and feeding them into the big mainframe computer at Ohio State University.

甚至在电脑普及前很久，他在Ohio州立大学打卡并把它们插入大型主机计算机。

In the beginning, he had to work without a monitor, so he was virtually creating art in the dark.

在开始，他不得不在没有显示屏（的条件下）工作，所以他几乎是在黑暗中创作艺术。

He even learned computer programming so he could experiment with this new tool.

他甚至学会了计算机编程，因此他能够试用这个新工具。

Through the computer, Csuri has been able to explore a new world of possibilities.

通过计算机，Csuri能够去探索一个（充满无限）可能性的新世界。

For example, the computer enables him to sculpt in three dimensions.

举例来说，计算机使他能够在三维（空间）雕刻。

Also, he can look at a sculpture from any angle, and move it around, change the location of the light source, or he can copy it in different colors.

另外，他能从任意角度观察雕塑，并且四处移动它，改变光源的位置，或者他能够用不同的颜色复制它。

Over the years, Csuri received numerous grants for various projects.

多年以来，Csuri在各种各样的项目上收到了无数的补助金。

This money allowed him to train students in computer graphics and animation techniques, and to advance the computer as a medium for artists.

这些钱使他能够在电脑绘图和动画技巧方面训练学生，并且促进计算机成为艺术家的媒介。

Even though he uses modern technology, Csuri still insists he is creating art.

虽然他使用现代科技，Csuri仍然坚持他是在创造艺术。

He's always told his students to keep the issues of art in focus, and not get so caught up in the technology that you forget about the image.

他总是告诉他的学生，要保持在艺术的问题上聚焦，不要如此的卷入科技以至于忘记了图像。