

FRIEDER NAKE - WALK THROUGH RASTER

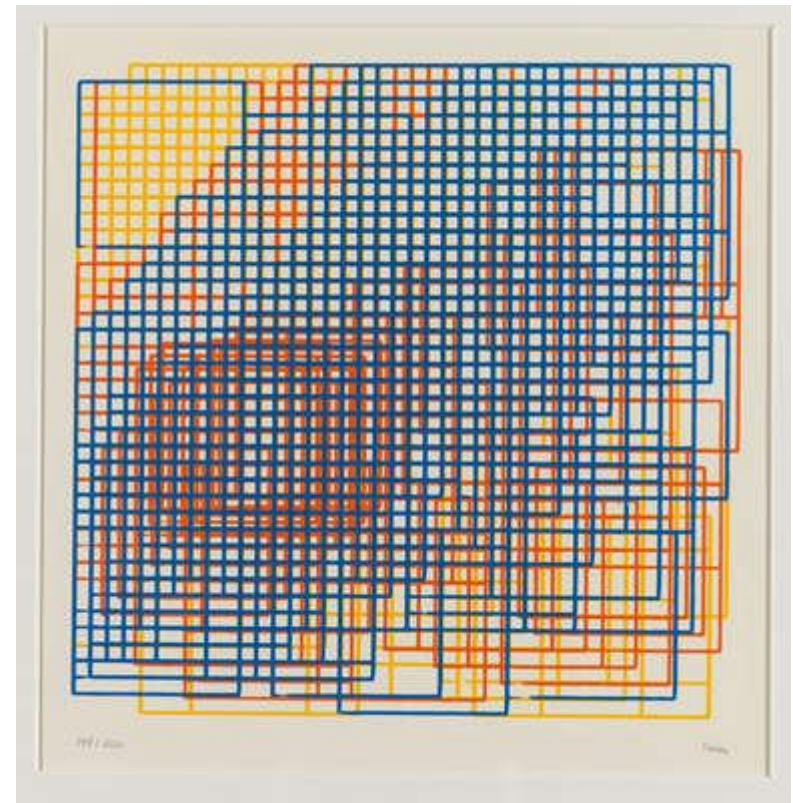
by MESQUITA QUENTIN

WHAT IS IT ?

Walk-Through Raster -
by **Frieder Nake**

This work has the title "[Walk-Through Raster](#)" and is part of a series of works. However, it is also known as "Untitled", as it belongs to the *Art Ex Machina Portfolio* from 1972

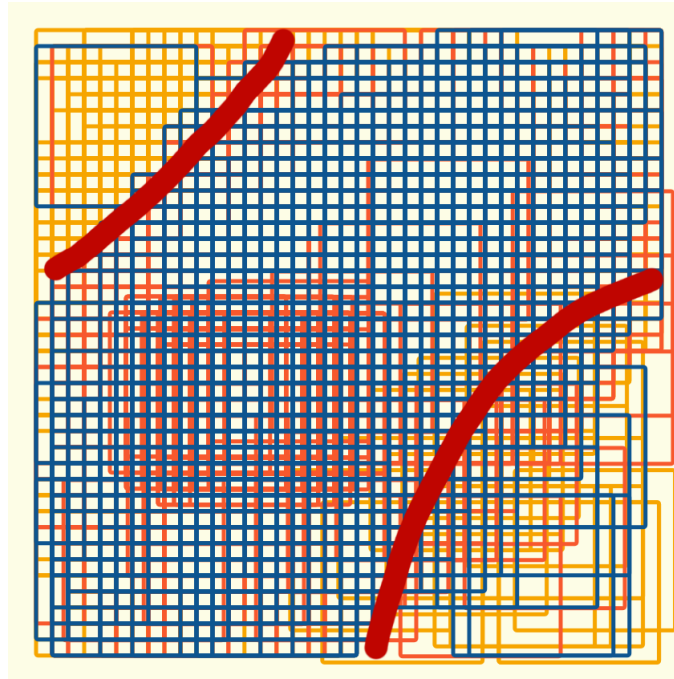
This artwork is composed of several square grids of the same size. Each grid has its own color, and can be slightly offset from the lower grids. The main difficulty is to define the limits of each grid, and align them if necessary. Apart from that, it is a rather easy work to reproduce.



HOW DOES IT WORK ?

Each grid in the artwork is delimited by two specific functions (see below)

This one called **LimH** →

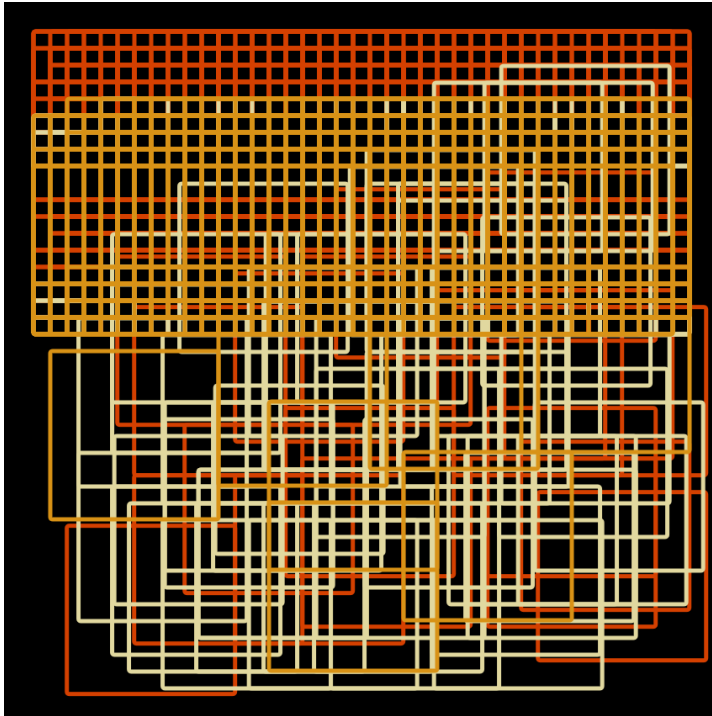


← And this one **LimB**

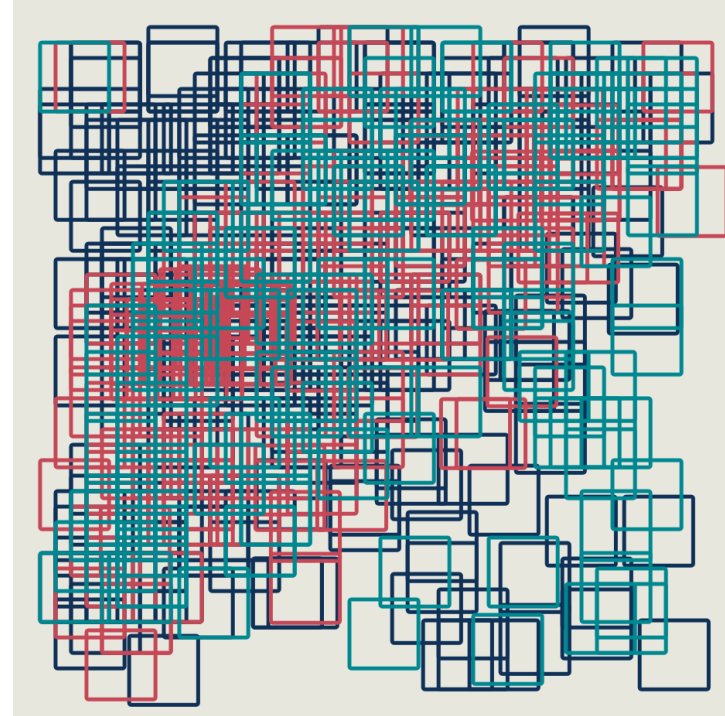
In my reinterpretation, these two functions are modifiable to give the user the freedom to reorganize the work as he wishes.

FEATURES

Two color variations are also available in the base code of my reinterpretation. An "[Apocalypse](#)" mode has also been added recently, but this one brings more of a comical aspect to my work.



"Nocturne" Mode

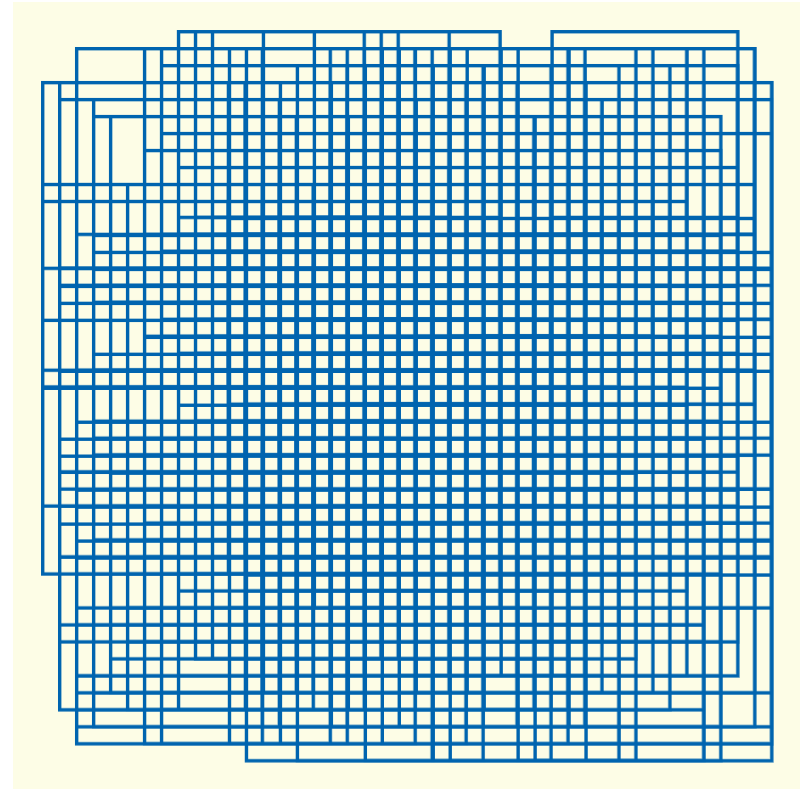
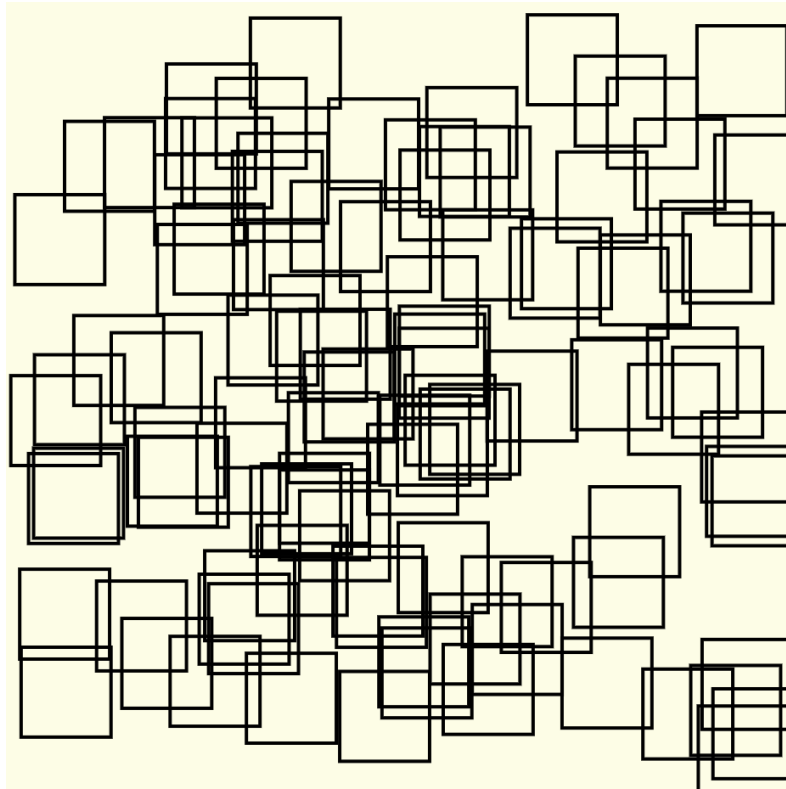


"Corail" Mode

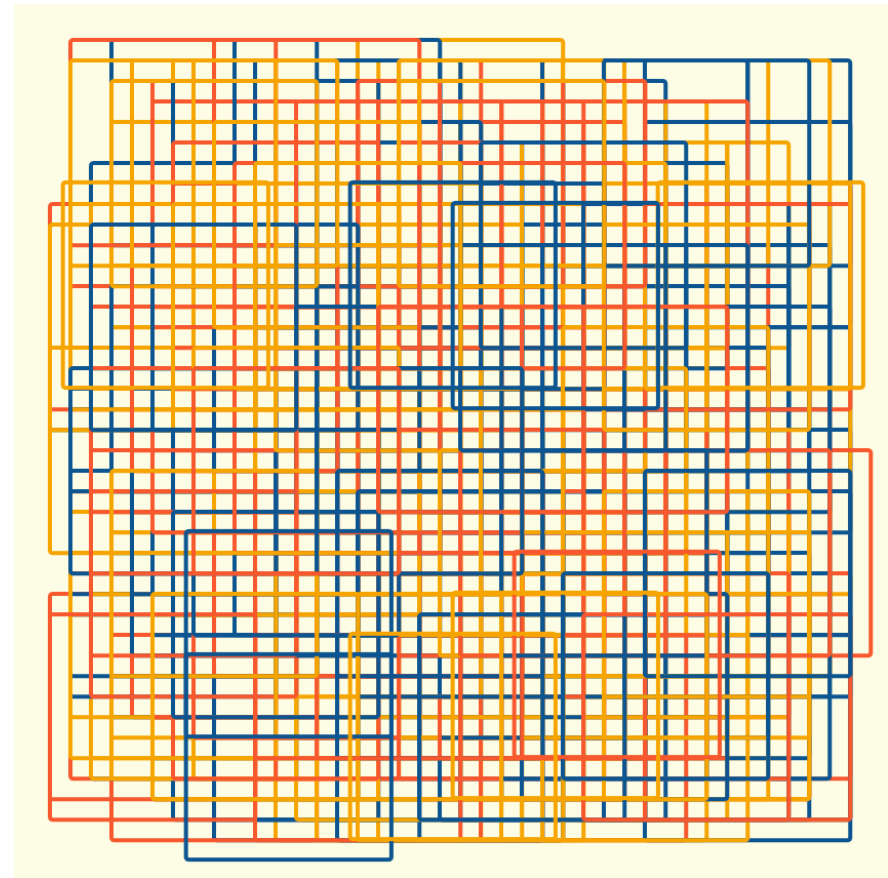
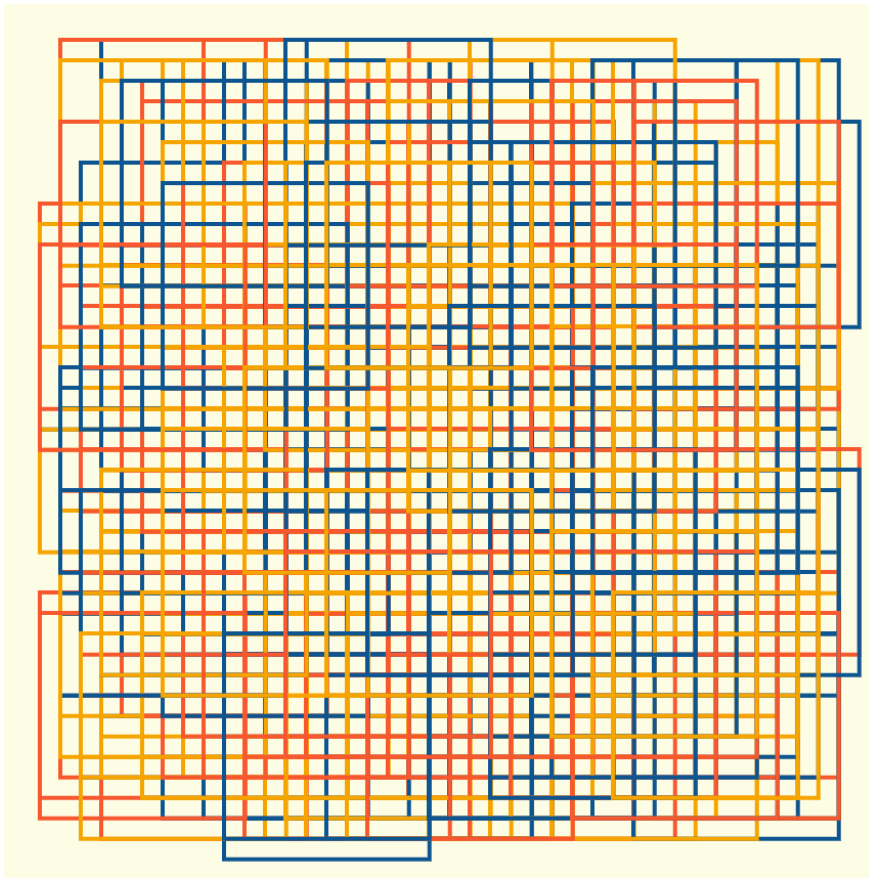
These three features, in addition to the many other modifiable parameters, allow the user to create and have fun with the final result.

A LONG JOURNEY

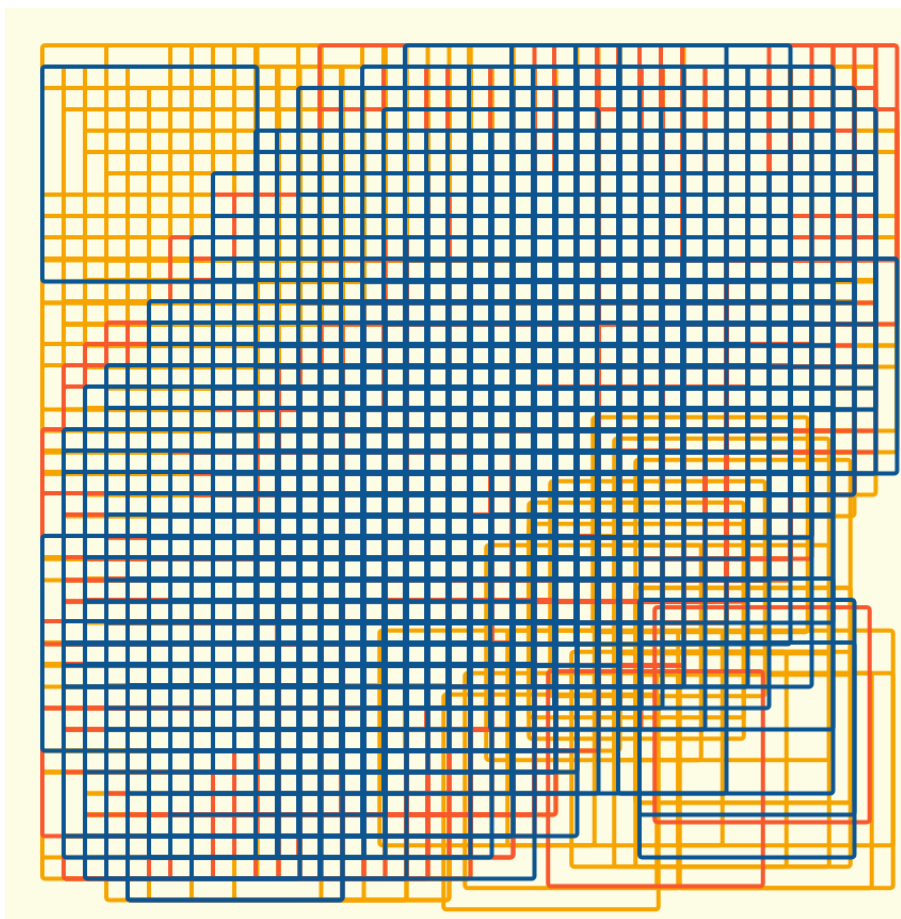
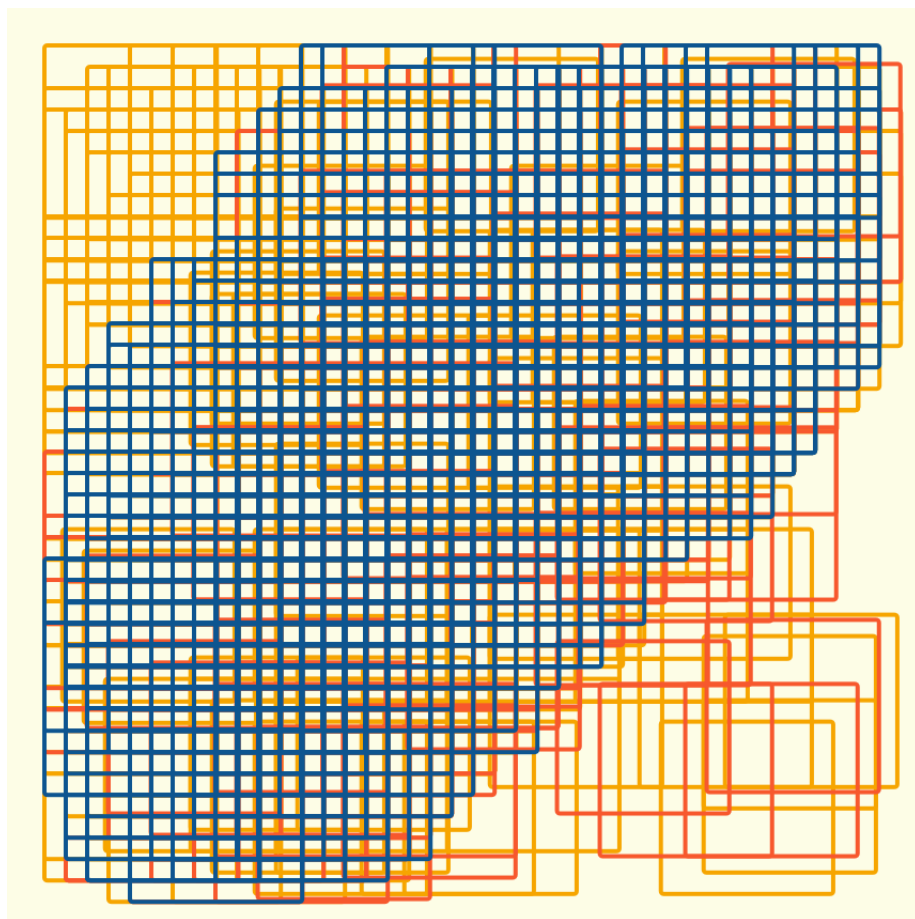
First, I created a single grid of squares, which I then aligned and organized.



I then thought of dividing the different parts of this grid into different color ranges, but this was a failure. So I created new grids, offset from the first one, to which I associated a color.



Then I resized each grid, and added "noise" in the lower right corner. At the end, I only had to add the orange node in the center of the render.

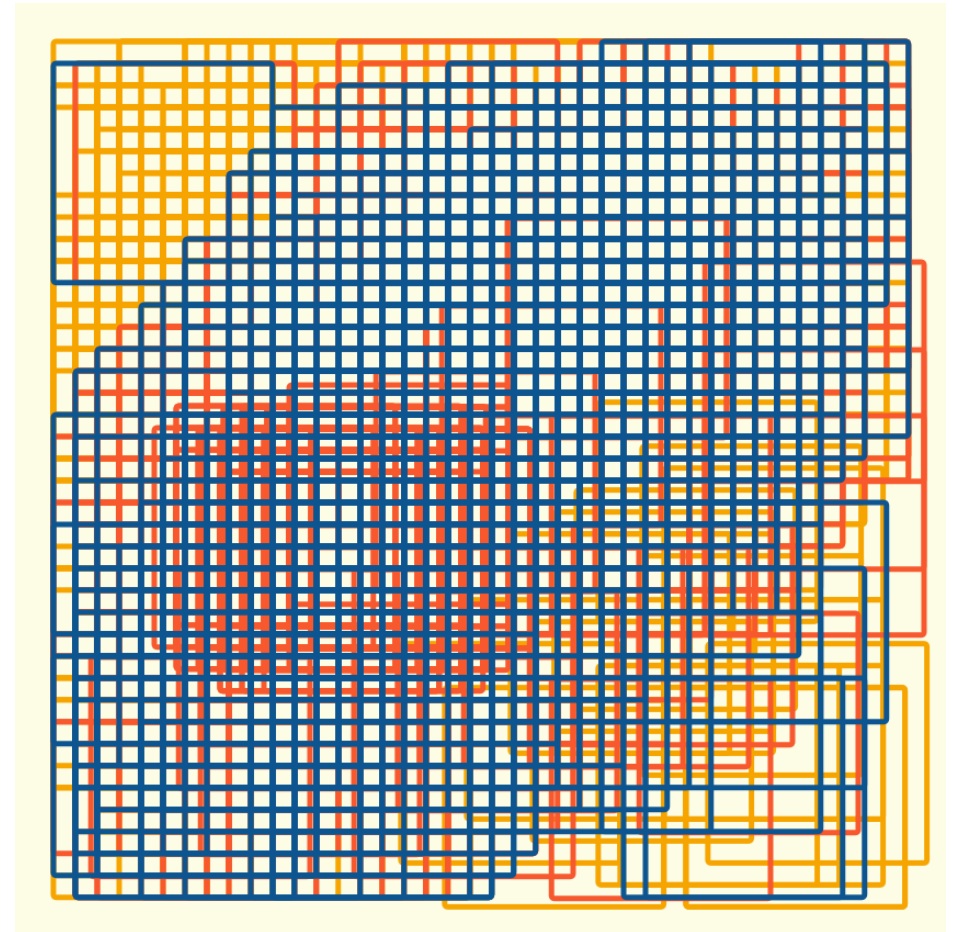


FINAL SHOWDOWN

ORIGINAL WORK

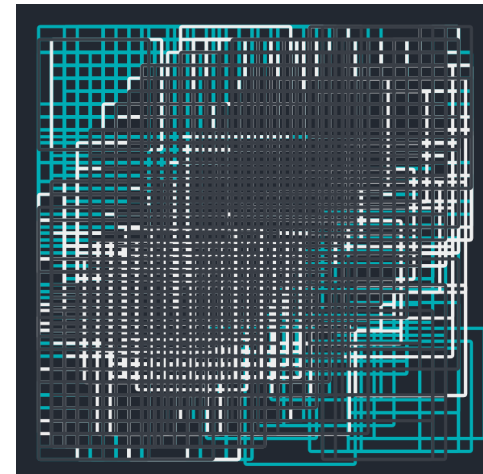
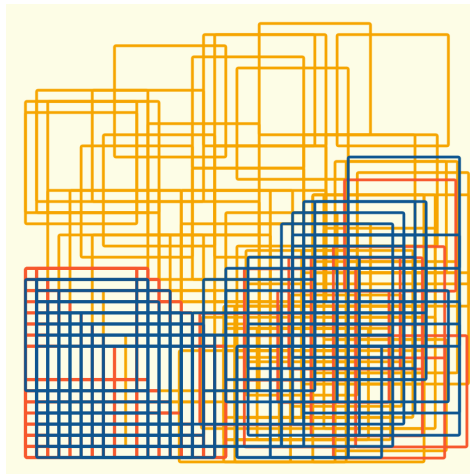
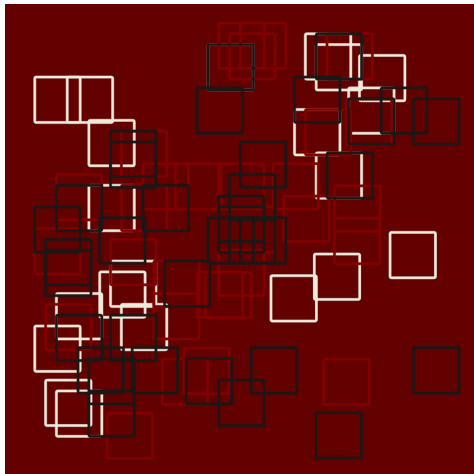
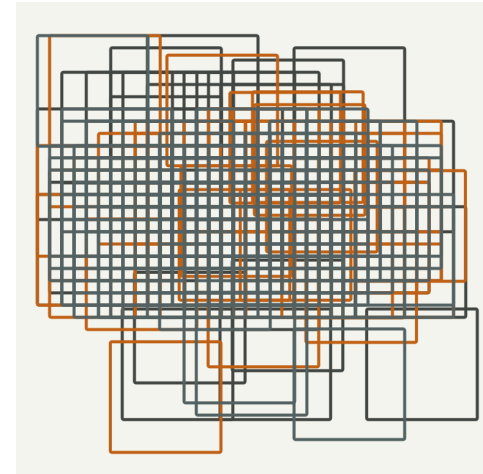
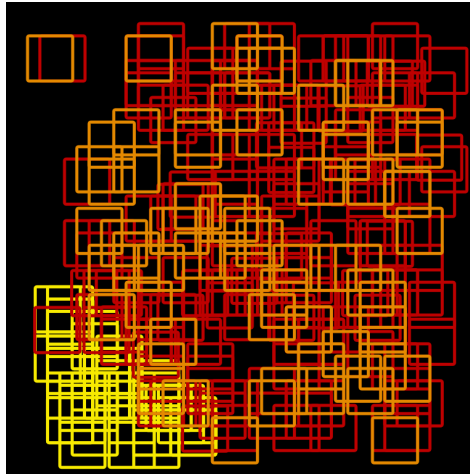
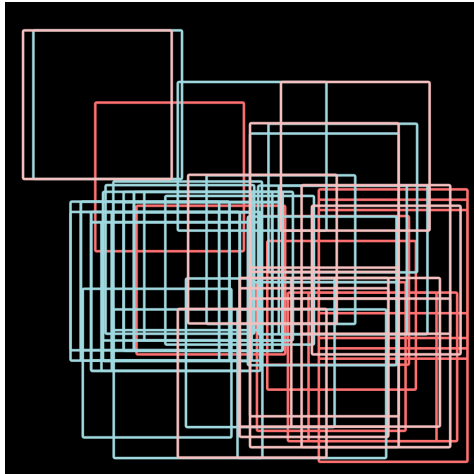
VS

RECODING

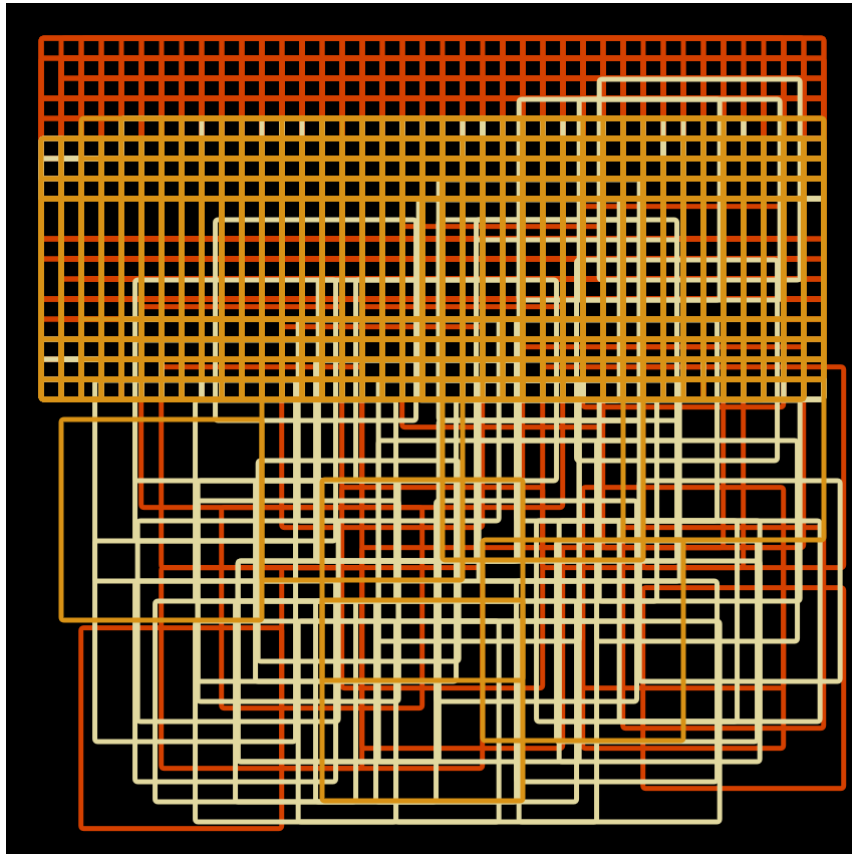


VARIATION & CONCLUSION

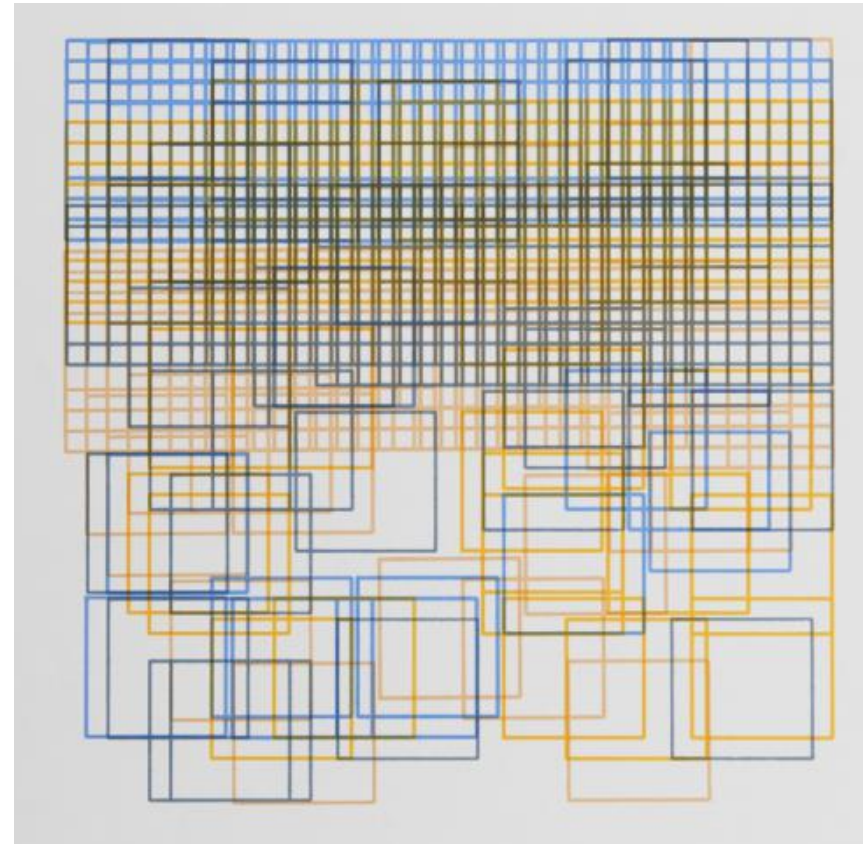
By modifying the parameters, I obtained about fifteen different renderings, of which here is an extract (the others are available on github).



I even managed to get (vaguely) another work of Frieder Nake from the same series. And this, a bit by chance. This confirms me in my reasoning: the logic used to recreate Walk-Through Raster was the right one; the one used by the artist himself.



"Nocturne" Variation (Quentin Mesquita)



Walk-Through Raster (Frieder Nake)