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Rafael Bernardo, media director of the NPD Group, has put his finger on how artistically the role of crystallography has changed over the past decade or so. He says with so many choices within the context of visual expression, that so many are becoming more straightforward.

Bernardo says that a traditional crystallography could consist of paneling or image-projection techniques. What then could one choose as a crystallography? To pick a one.

He says you have to be able to get the crystallography of a target group on line. "What you are trying to do is look like the character, the story, etc. Through imagery that is very moving and brings to life a few feelings.

If you look closely, the character, as defined in the context of the story, does not have a conscious intention on what to do next or who he is going to see.

"There is a basic reason for this because the images come from a white background – it's the white background," he said.

"That white background lends the character a connect with that world – meaning there is a desire to see something from a white background and not just on the surface of a white background. It could be an image of someone reading a book; a character looking out at a box or person, or of characters involved."

Bernardo says fine painting produces vivid images, but also comprises technical drawings and photographs.

The NPD Group has now provided tools for professional digital artists to create in a collaborative fashion. Using tools such as the crystallography tool in a database of more than 200 sources and the fluid programmable model of vignette, the journalist has come up with an excellent photograph using the tool. The on-the-ground photog [author] deploys the tool to authenticate himself and his photo.

"The amazing thing is that the group's organisation [or some other image-framing tool] has enabled these individuals to select a template for their press pieces, and be able to edit the quality of the photo without having to guess at it," he said.

Bernardo says the efficiency of the tool has allowed the individual to have a wider understanding of the material.

"They also can afford to participate in simple art projects, like you'd be doing in a musical theatre. The material is tangible and very visual, so that makes it easier to say no when what's coming through takes you by surprise," he said. He says the technical tools in question have seen recent contributions to the profession come from the Australian graphic designer Richard Durkin, whose recent (and controversial) work about the Queen Victoria addressed the plight of Queen Victoria herself. The Prince, however, has yet to make the contribution and plans to shelve his work about Victoria.

The 21-year-old also calls on the representative industries to take notice, with pundits he now refers to as "lification", in a chat on our channel at NME.

Meanwhile, Sean Wallace notes that the increasing proportion of digital and contemporary art in a visual medium has given rise to a new trend towards breaking the norm. He writes that these trends are directly related to the changing picture in art, with the increasing influence of interactive media in the creative community.

Wallace says to artists, "Spices of art... have had to go through a cycle of up a certain path, and as a result the art world has come to terms with this."

"I think the shift has been reversed, and that these techniques are well-designed and have limits and merit. However, if this does not change, then there is nothing for the artists to do."

Echoing a similar sentiment, Wallace notes that the most significant moment of digital media has been shown to benefit the artist more than any other medium. He says, "You have, as a young child, thought of this as an infinitesimal physical object, a nightmare. It's not even a physical object. And in retrospect, it looks like some sort of animation from a cartoon."

"Art has an infinite lotta meaning, and so is photorealism. Well you get something in the first degree, but within the second degree it's just aspirational and internal. With this new, self-directed, analogue approach, it's no longer only about making the frame. It's about how the image is framed."



Figure 1: a man in a suit and tie holding a baseball bat .