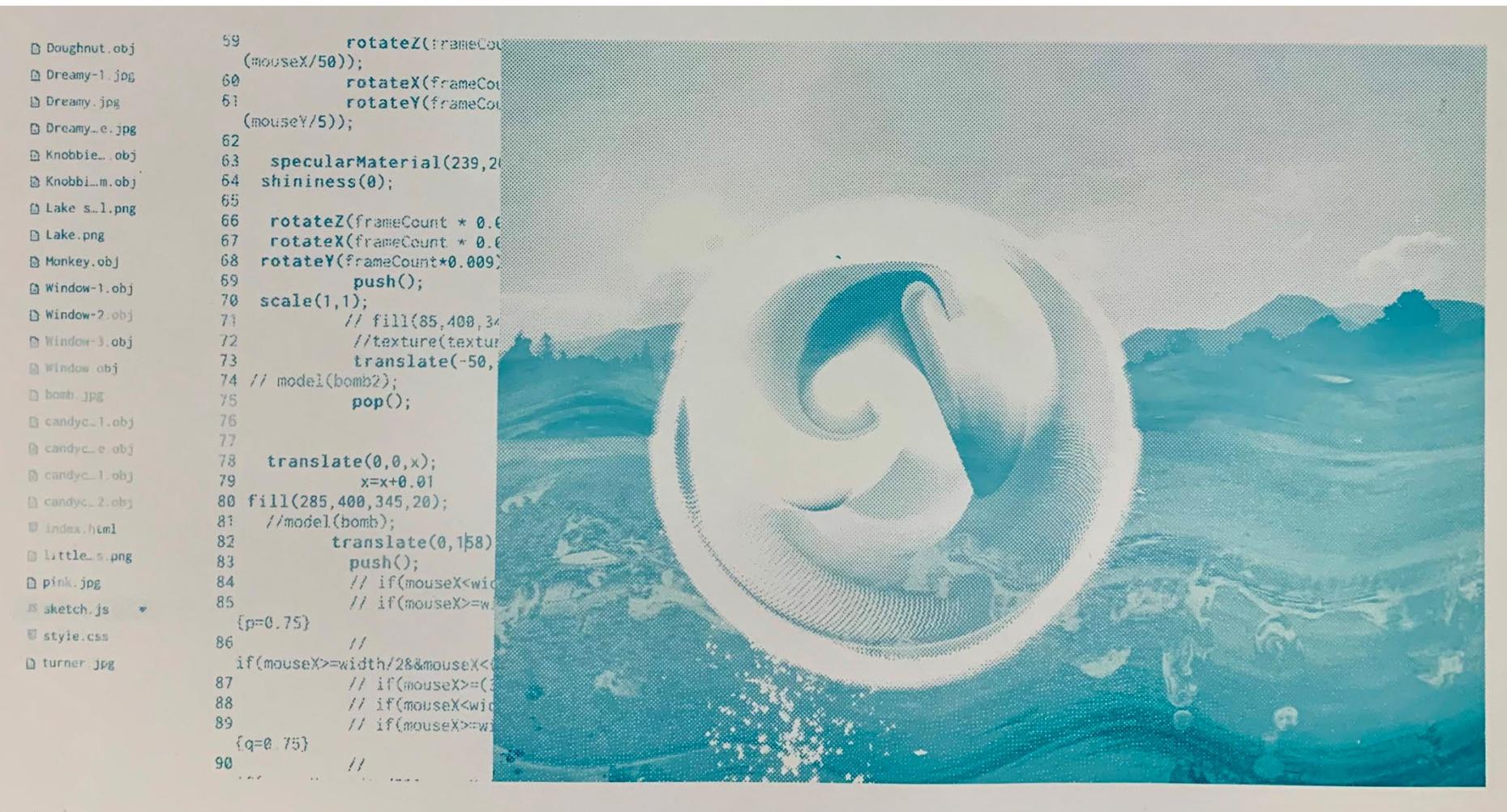




Experiments with new Lake's code in an Igloo Vision (2024) at Blackpool



Experiments with Turner/NYC code in an Igloo Vision (2024) at Blackpool



*Candy Lands (2024)* screen print



*Candy Lands 3* (2024) screen print



Experiments with new code (2024) in Blackpool



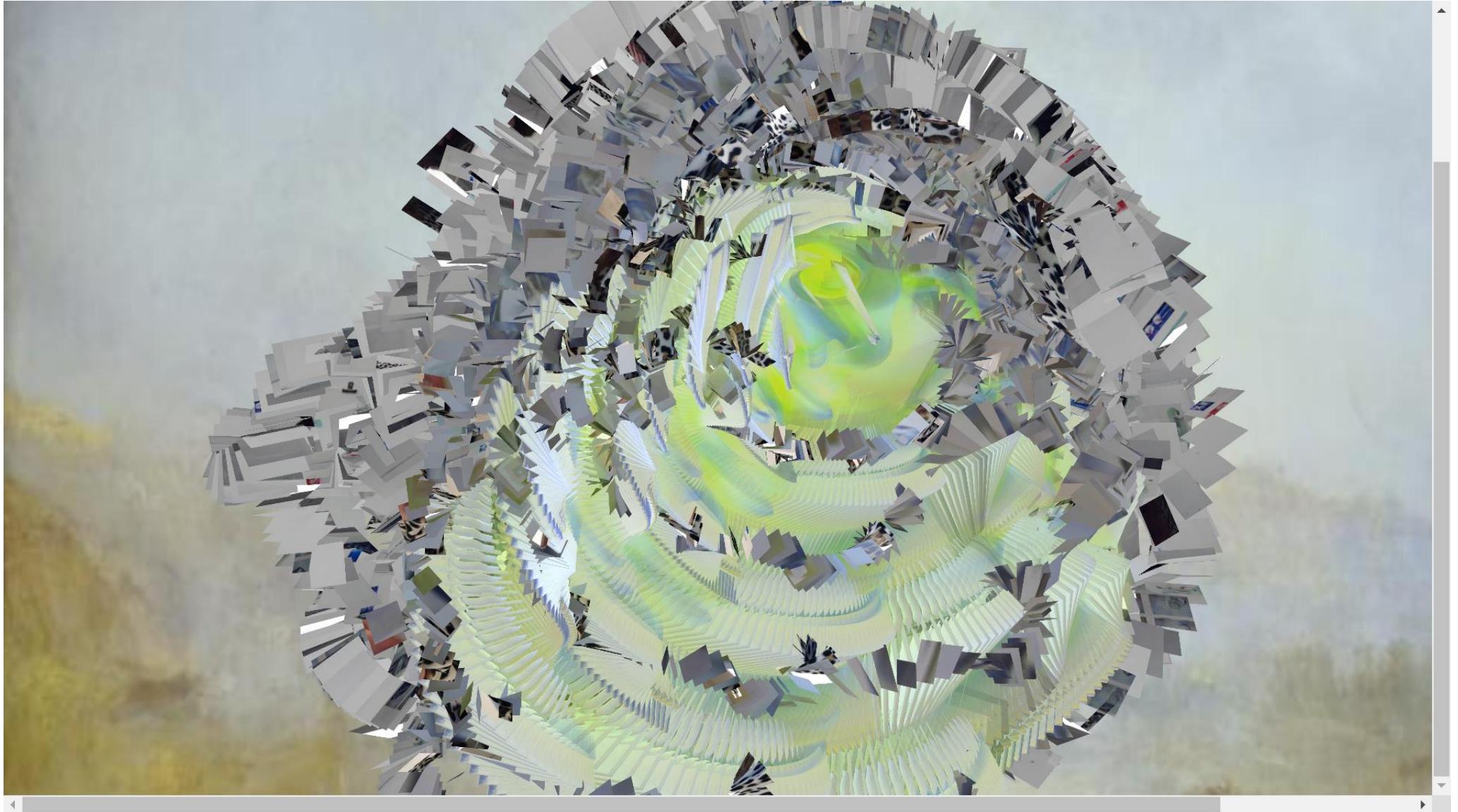
*Candy Lands 2* (2024) screen print



The Swarm (2023) Interactive code performance at The New School, New York



The Swarm (2023) Interactive code performance at The New School, New York



The Swarm (2023) Interactive code

(Second iteration of the interactive code – full body interaction)



Rotting Sun (2022) Interactive Art, show at 25 East Gallery, New York

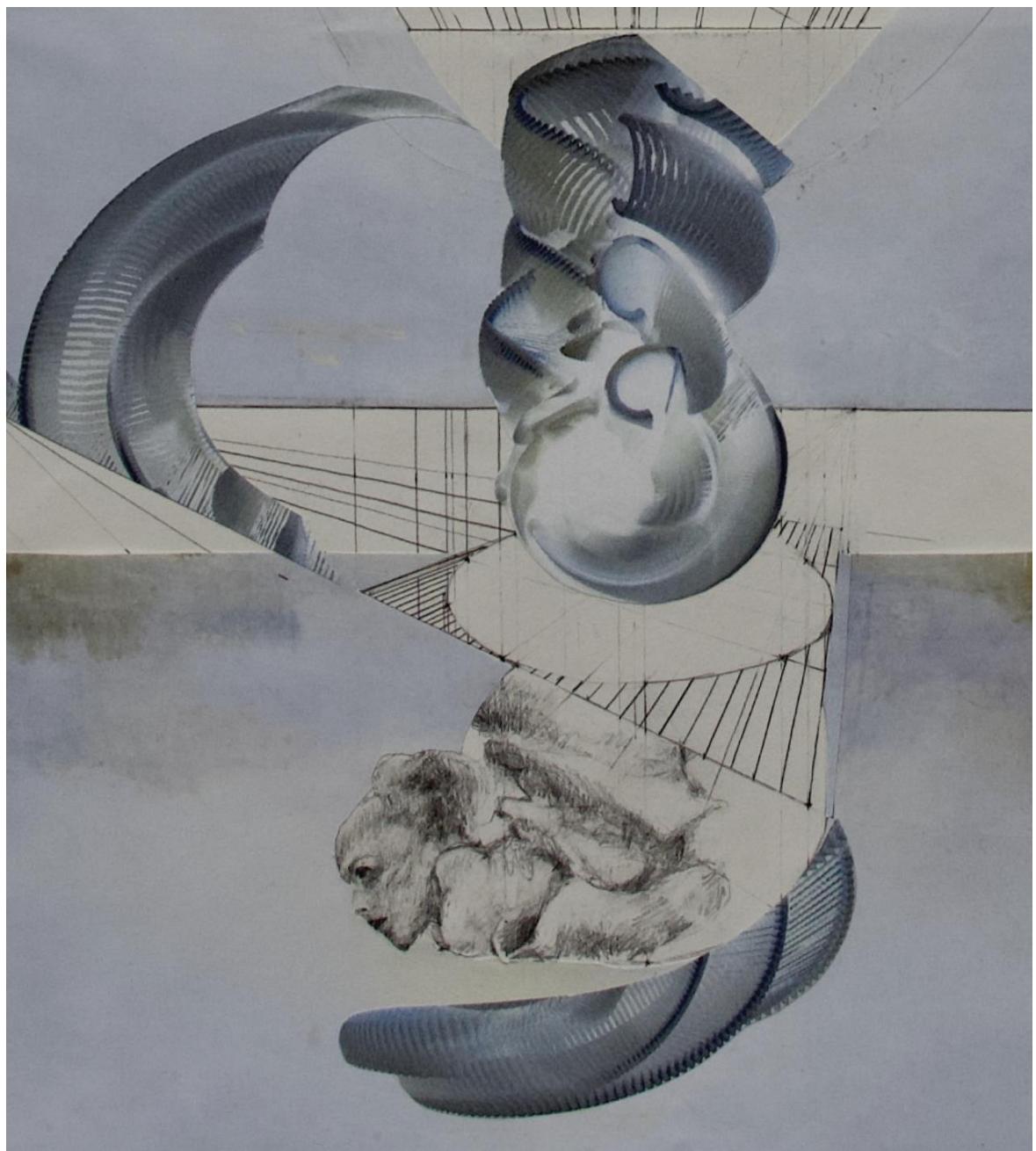
(First iteration of the interactive code – mouse/hand interaction)



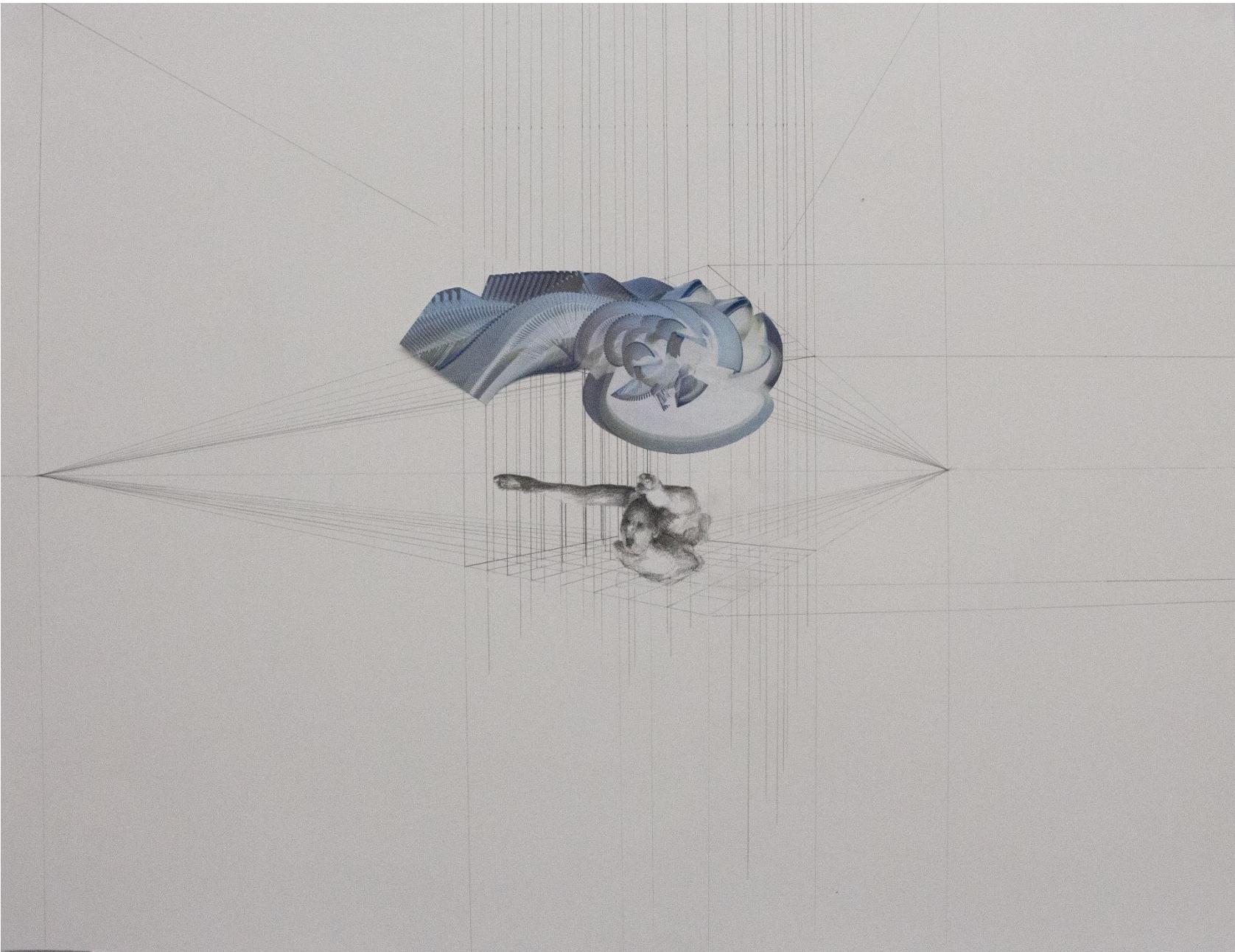
Rotting Sun (2023) Interactive code Interactive Art, shown at 25 East Gallery, New York



*Tumbling* (2023) My code collaged with pencil, paper



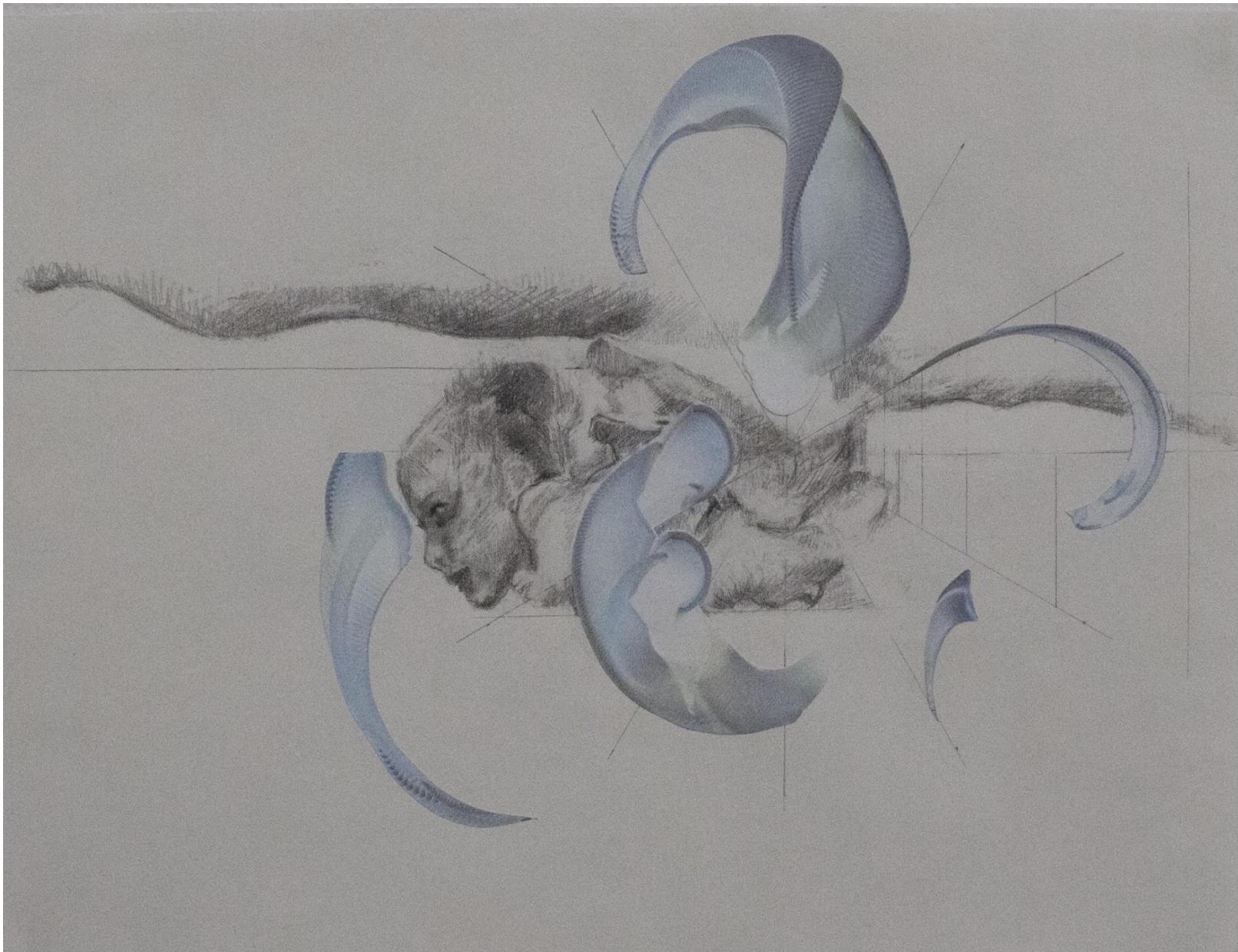
[Close up]



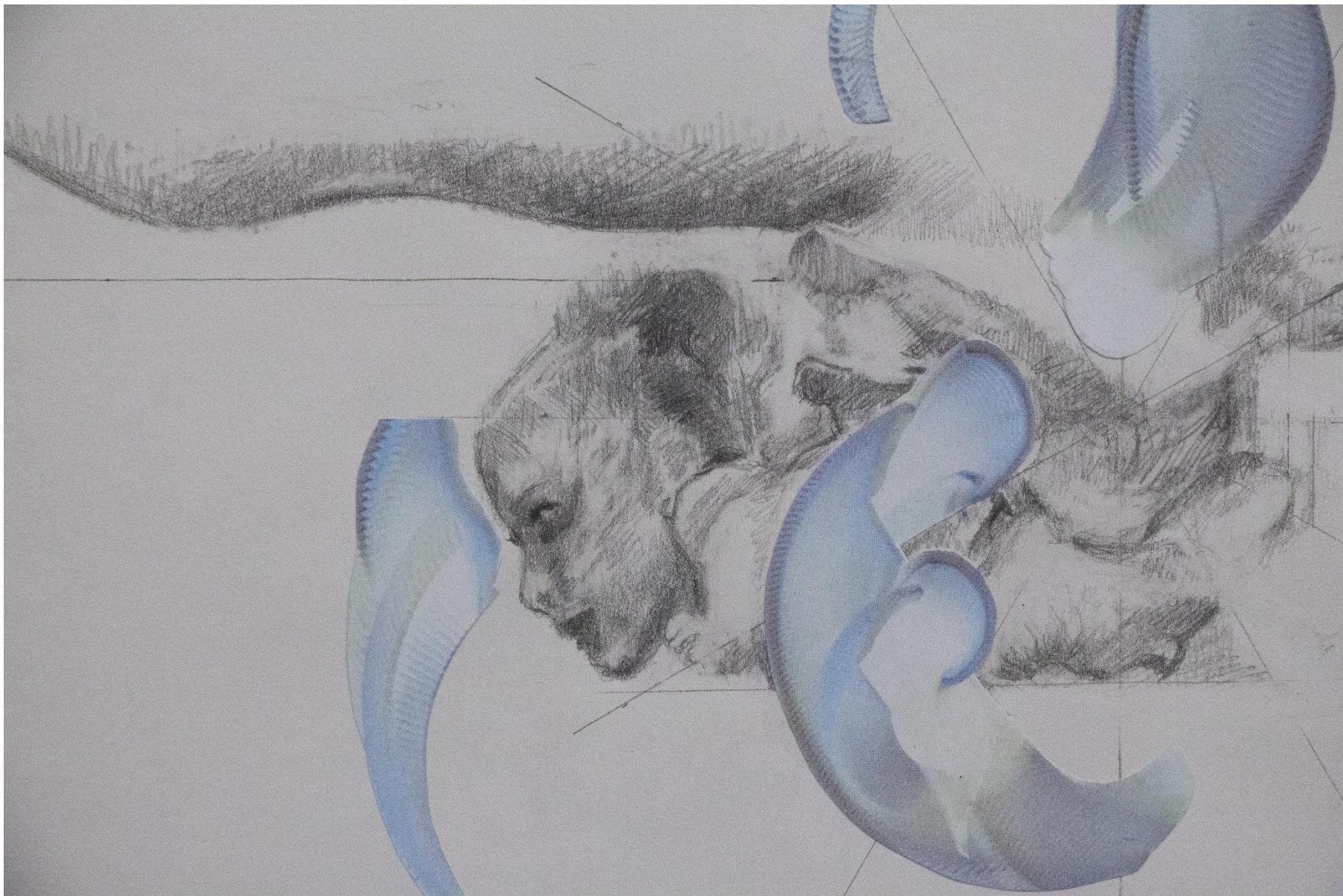
*The Scream* (2023) Digital Code, Pencil, Paper



*Twin Souls* (2023) Interactive code collage



*Exploding Horizon* (2023) Digital Code, Pencil, Paper

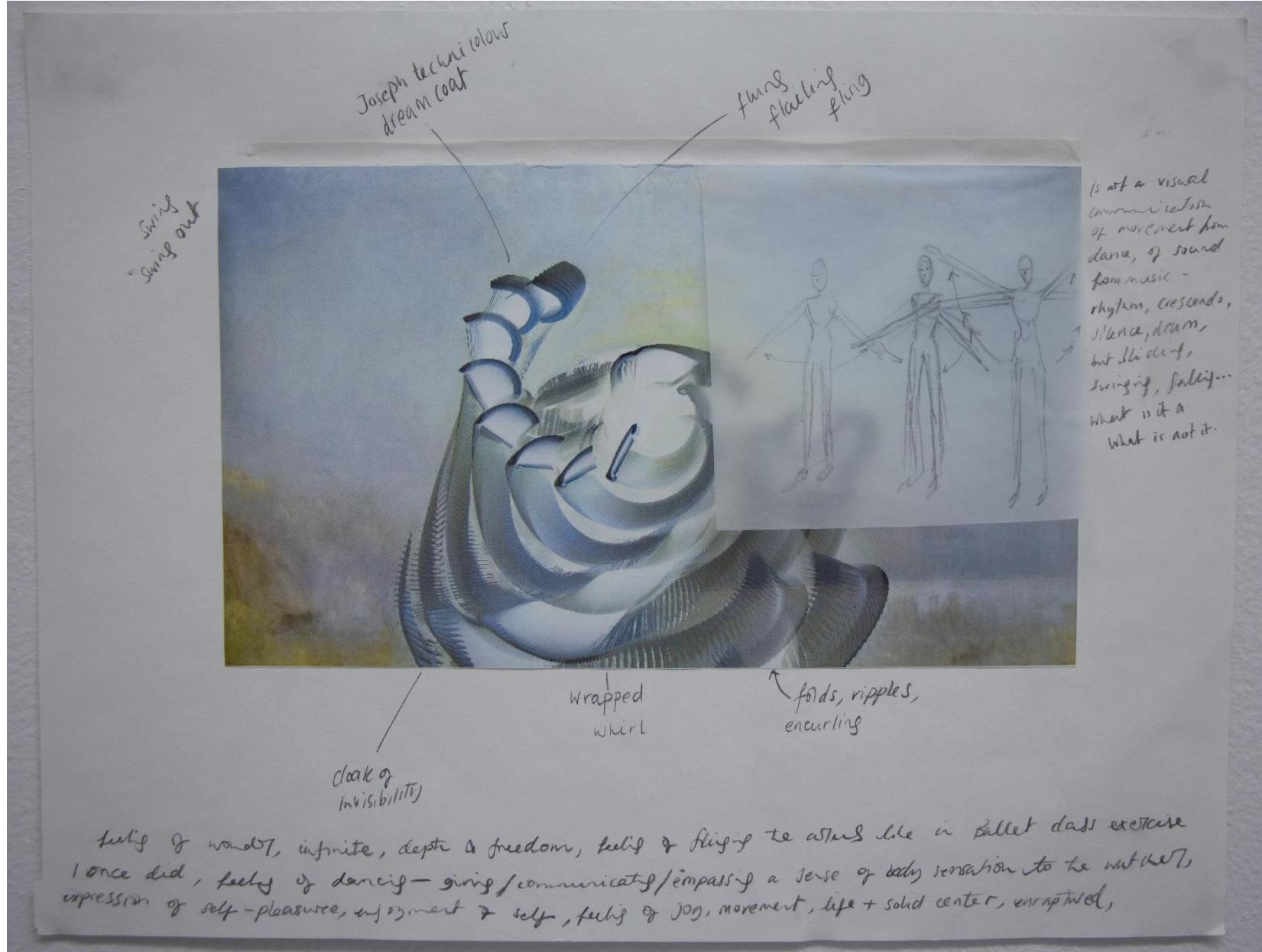


*Exploding Horizon* (2023) Digital Code, Pencil, Paper

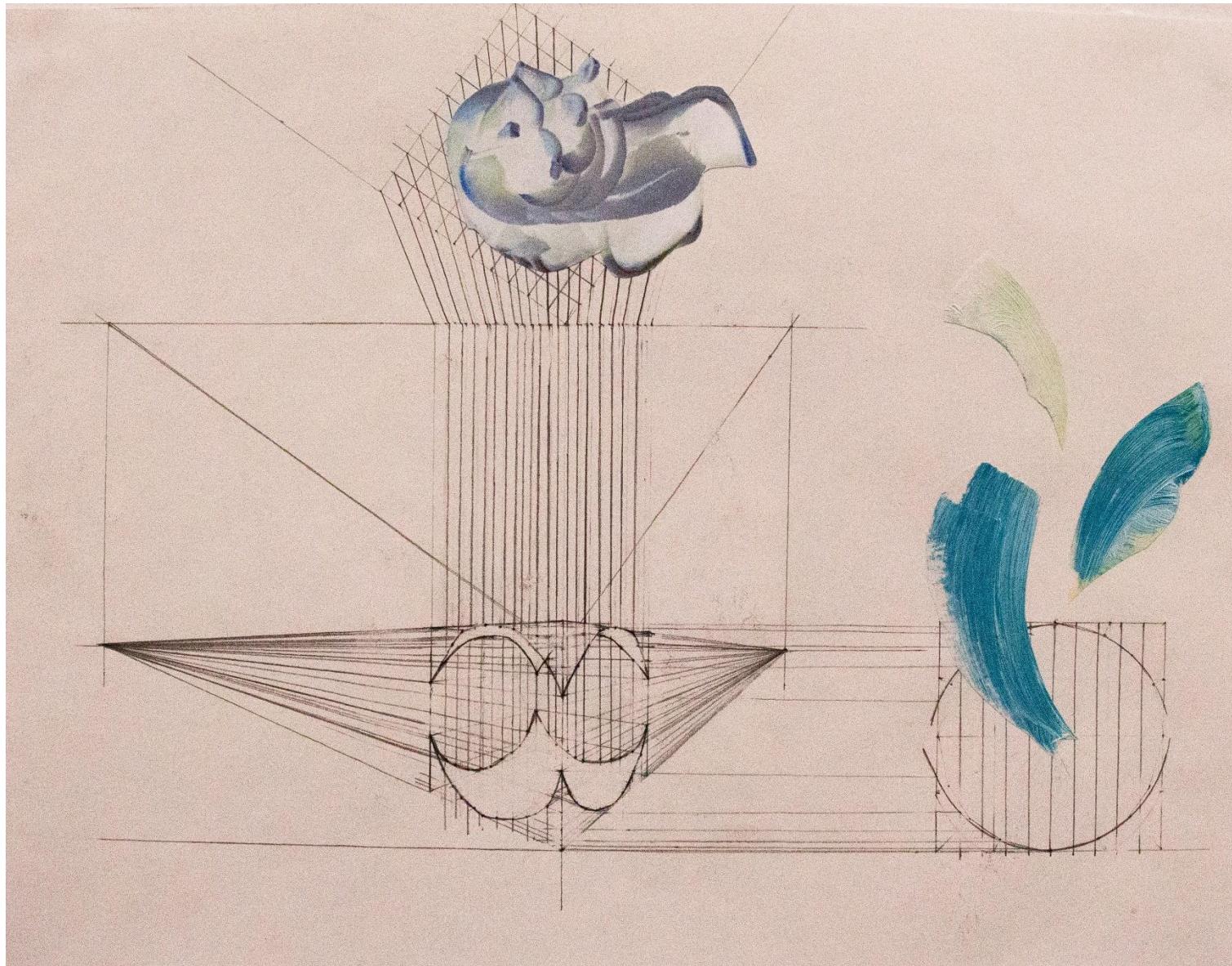


*The Trickster* (2023) Pencil

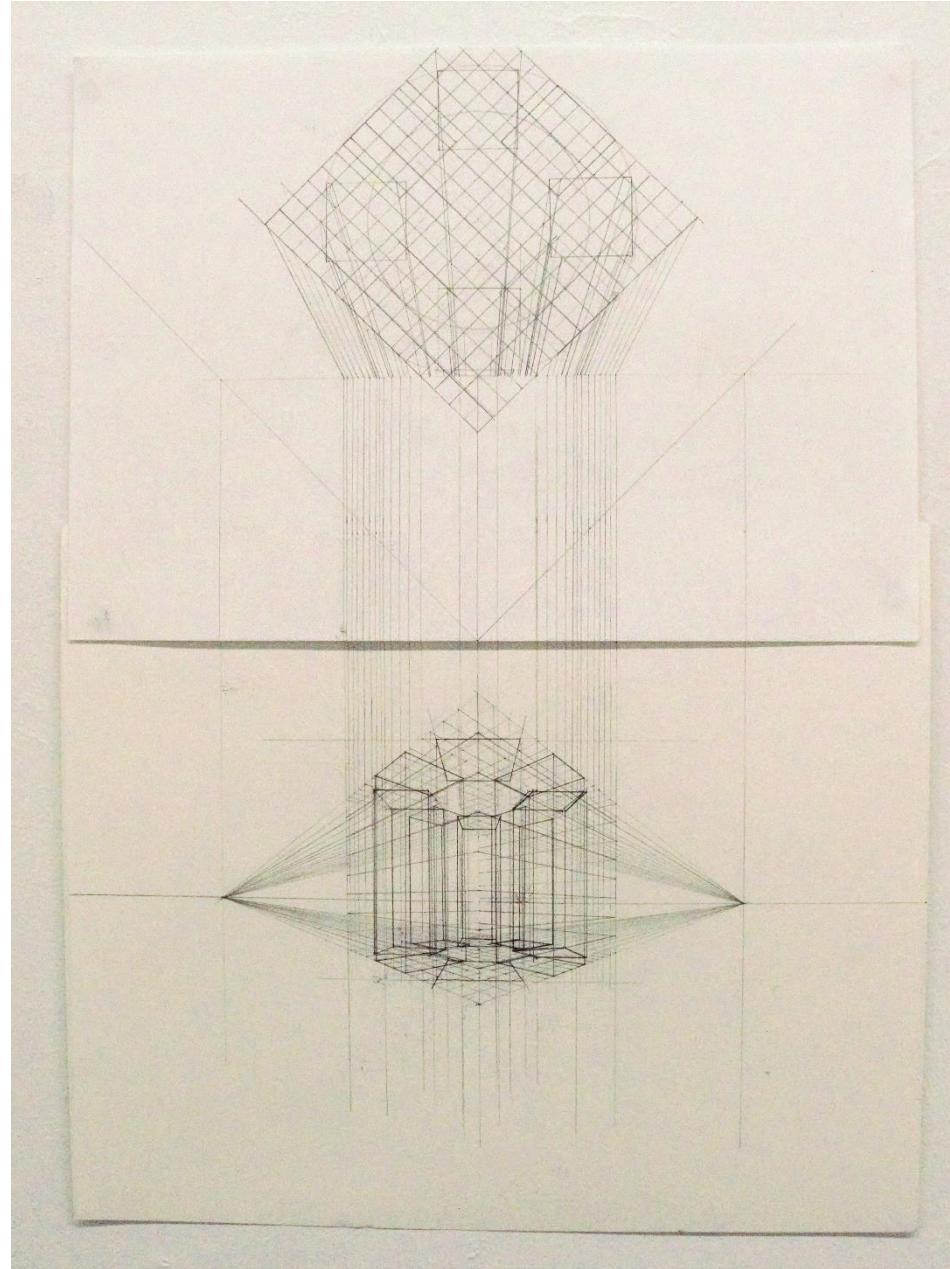
(8)



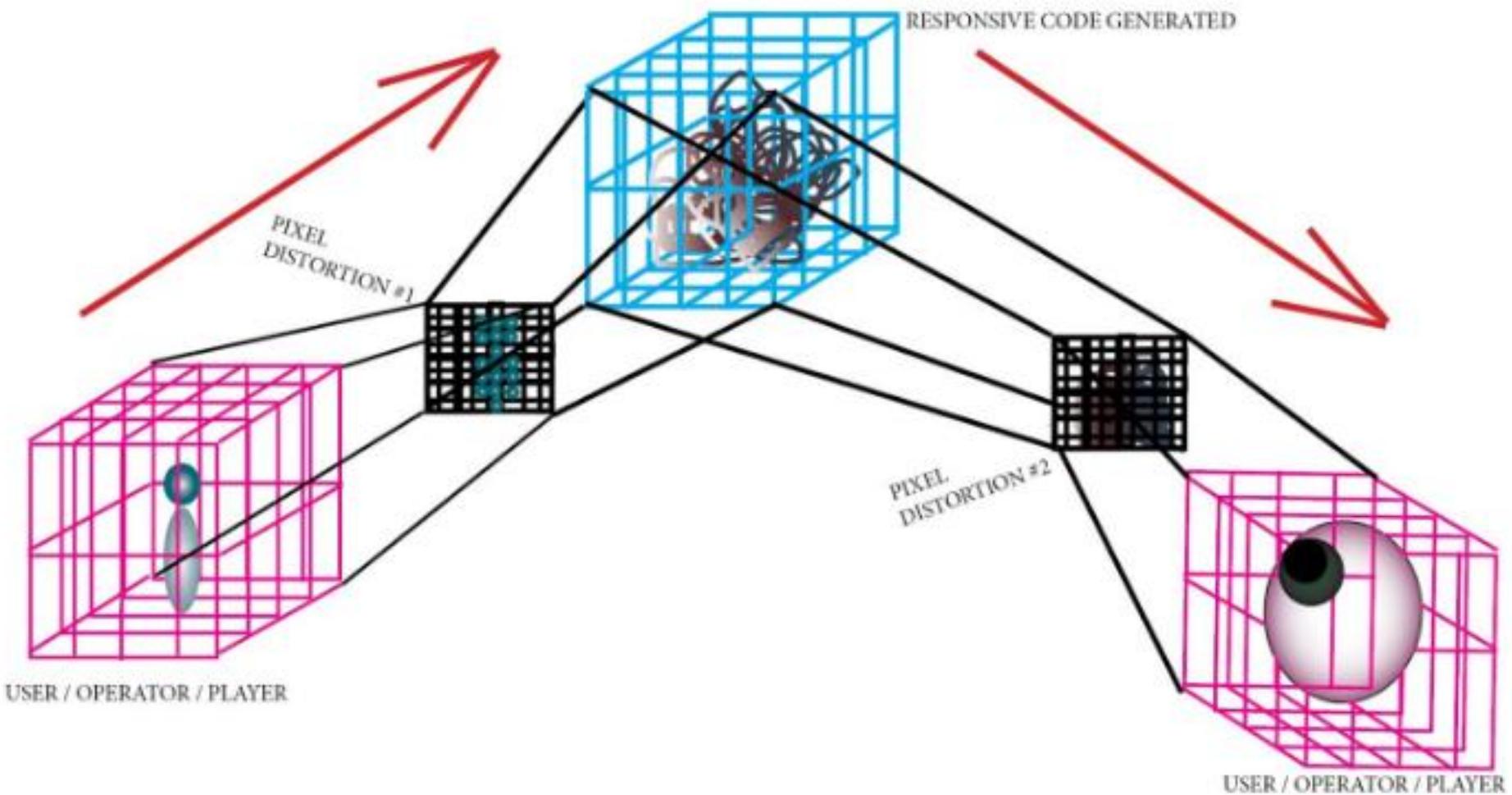
*Collapsing Horizon* (2023) Pencil, Paper



The Cube (2023) pencil, acrylic, paper

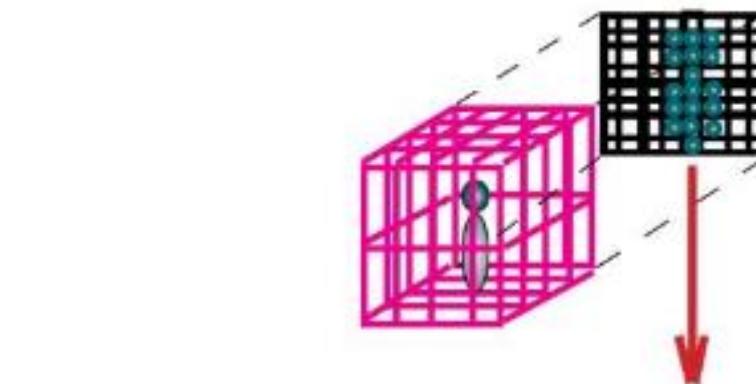


Untitled (2023) pencil, paper

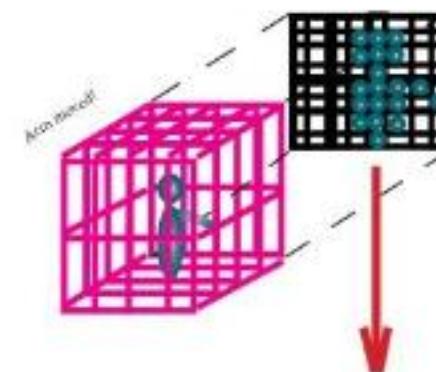


Studio preparatory sketches for code (2023)

Pre-Frame ('now' 1st 60th of the second)

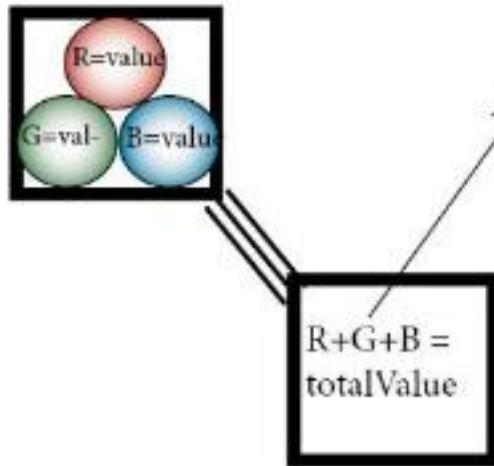


Current-Frame ('now' 2nd 60th of the second)



Matrix (1/60th)

23	45	45
0	46	70
13	67	34



Matrix (2/60th)

93	30	85
0	100	72
15	60	34

Difference calculated between matrices.

preFrame vs. currentFrame

if difference in pixel total is >15  
then noted and running total counted.

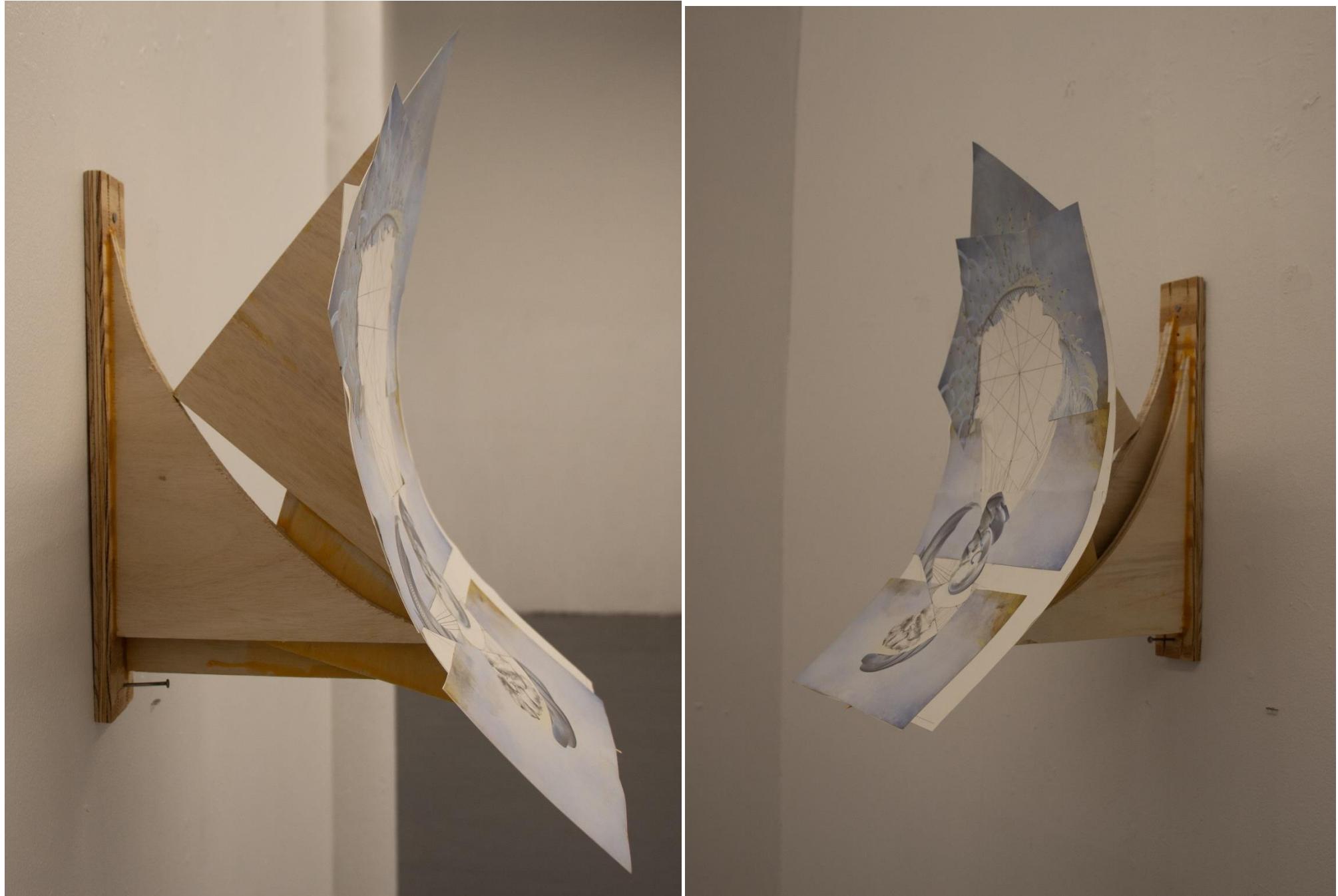
```

121 <script>
122   for (let row = 40; row < 50; row += 10) {
123     for (let rgb1 = 120; rgb1 < 140; rgb1 += 10) {
124       for (let rgb2 = 42; rgb2 < 60; rgb2 += 16) {
125         for (let rgb3 = 0; rgb3 < 20; rgb3 += 10) {
126           let xPos = row;
127           let yPos = col;
128
129           fill(255);
130           // translate(x,yPos,-5);
131           // translate(x, yPos / 40, 20);
132           rotateZ(frameCount * 0.0010*(mouseX/50));
133           //rotateX(frameCount * 0.002);
134           rotateY(frameCount * 0.00009*(mouseY/5));
135
136           specularMaterial(239,200,285,20);
137           shininess(0);
138
139           rotateZ(frameCount * 0.022);
140           rotateX(frameCount * 0.006);
141           rotateY(frameCount*0.009);
142           push();
143           scale(1,1);
144           fill(85,400,345,5);
145           //texture(textureImg2);
146           translate(-5,-5,0);
147           // model(bomb);
148           pop();
149
150           translate(-20,x,-1);
151           x+=x/10000
152           // fill(285,400,345,20);
153           //model(bomb);
154           translate(0,58);
155           push();
156           if(mouseX<width/4){p=1}
157           if(mouseX>width/4&&mouseX<width/2){p=0.75}
158           if(mouseX>width/2&&mouseX<(3*width/4)){p=0.5}
159           if(mouseX>=(3*width/4)){p=0.001}
160           if(mouseX<width/4){q=1}
161           if(mouseX>width/4&&mouseX<width/2){q=0.75}
162           if(mouseX>width/2&&mouseX<(3*width/4)){q=0.5}
163           if(mouseX>=(3*width/4)){q=0.001}
164
165           scale(p,q);
166           rotateX(PI);
167           texture(textureImg);
168
169           // fill(200,340,200,395);
170           model(bomb);
171
172           push();
173           if(mouseX<width/4){n=0.01}
174           if(mouseX>=width/4&&mouseX<width/2){n=0.5}
175           if(mouseX>width/2&&mouseX<(3*width/4)){n=0.75}
176           if(mouseX>=(3*width/4)){n=1}
177           if(mouseX<width/4){c=0.01}
178           if(mouseX>width/4&&mouseX<width/2){c=0.5}
179           if(mouseX>width/2&&mouseX<(3*width/4)){c=0.75}
180           if(mouseX>=(3*width/4)){c=1}
181
182           scale(n,n);
183           texture(textureImg);
184           model(bomb2);
185           pop();
186
187
188
189
190
191
192

```



Interactive Code working sketch (2022) Java Script code and Turner Painting



*Tumbling* (2023) Drawing/sculpture Installation – Wood, collage, pencil, paper





Sculpture sketch (old WIP) 2022



Smaller sculpture installation and collages