Klemen Kotar

an art résumé

/about

As a kid, I could never draw, so when I grew up I built robots to do it for me. I would often escape to my own imaginary worlds and live through entire stories within them. I would see images in my mind that I could not render in the physical world.

I do not have any formal art education, but I learned principles of design by creating. I started merging my passions for engineering and design by building websites. From there on I started producing more and more elaborate installations that would generate works of art in real time.

My art is a study of the relationship between man and machine in producing art. The symbiotic system that exists between the two when they create can often blur the definition of who the real artist is.
For me, these pieces are not mine alone, but collaborations with the different robots I built: a joint effort between the mechanical and the organic, each relying on the other's strengths.

/mediums

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|--> web (websites, p5.js)
|--> photography (mixed reality, persistence of vision)
|--> video (hyperlapse)
 --> drawing machines (mark I, mark II, mark II, markIV)
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/experience

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|
|--> artificial intelligence ethics film project
|--> 4 years of web design experience
|--> UI/UX design for my social media startup TEMPO
|--> deep learning photo manipulation experience at Stanford internship
 --> planned AP portfolio submission (spring 2017)
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/contact

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 --> www.klemen.io
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