

“Paths represent the geometry of the outline of an object.”

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He read the sentence over and over again but could not grasp what exactly bothered him. The document itself was clear and crisp as ever, and the standard it represented could still change the future of the World Wide Web.

They had developed a lightweight, scalable vector format, a language for describing two-dimensional graphics. It opened up the kind of applications he had been dreaming of, since the early nineties, and he sometimes felt frustrated that their work wasn’t embraced with more enthusiasm. But he had also been around long enough to know that the quality of the standard was not necessarily linked to the speed of its implementation.

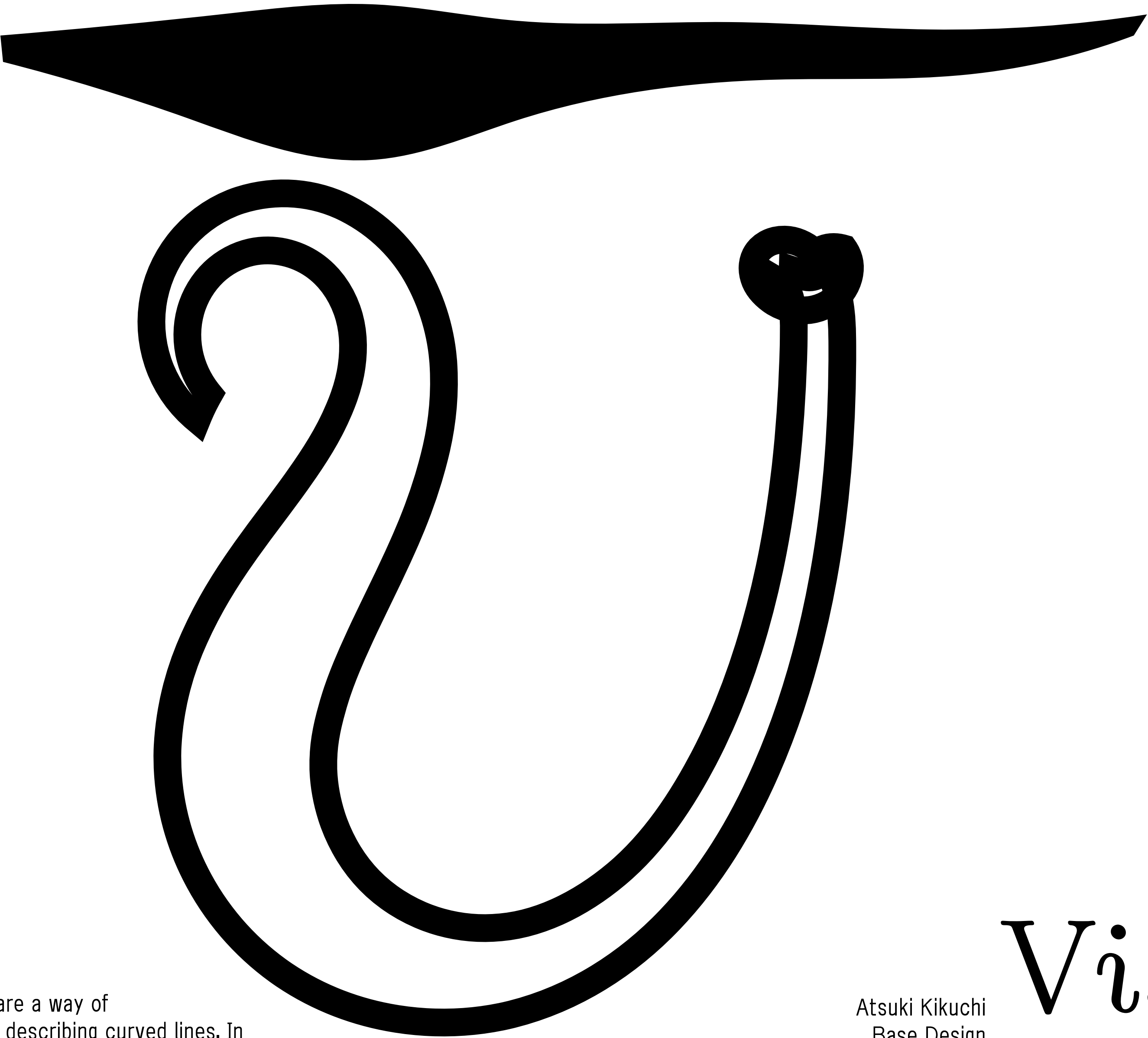
“Paths represent the outline of a shape which can be filled, stroked, used as a clipping path, or any combination of the three.”

His pencil drifted over the paper. It all came down to objects in the end.

It was as if they had betrayed the line.

Quotes adapted from: Scalable Vector Graphics (SVG) 1.1 Specification, W3C - Recommendation --- <http://www.w3.org/TR/SVG11/>

"Objects and Curves", part of "Scenes of Pressures and relief" by Femke Snelting, 2009, unpublished.



Bézier curves are a way of mathematically describing curved lines. In 1962 the French engineer Pierre Bézier brings them to the attention of the world—he uses them to design automobile bodies for Renault.

In the age of the computer the bézier has proven to be very popular as an efficient way for describing the curves in vector graphics. Cubic bézier curves (as depicted) form the basis of PostScript, Illustrator and PDF.

The bézier algorithm is but one way of describing curves. It makes it more easy to draw certain kind of shapes then others, The visual language of our time is shaped by this algorithm.

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# Visual Grammar

06.09.2012 to 18.09.2012  
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MAD Brussels  
Place du Nouveau Marché aux Grains, 10  
1000 Brussels, Belgium

An exhibition curated by Modern Theory  
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