



Digital Canvas is designed to be a showplace for Amiga artists. This issue features the work of Sheryl Knowles, Senior Graphic Artist at Commodore-Amiga.

Sheryl graduated from Oregon State University with a BS in Anthropology and minors in art, computer science and Asian studies. She moved to California in 1975 where she began her career as a commercial artist and freelance illustrator, doing a little of everything: business stationery, advertising, paper-doll design, book and comic-book illustration.

In 1983, Sheryl became Amiga's first artist, producing artwork for demos, user-interface design, icons and fonts... and just for fun, to push the machine to its artistic limits.

Sheryl is enthusiastic about the possibilities that the Amiga offers for artistic expression. "Computers are not traditionally considered to be artist's tools," she says. "But the Amiga is revolutionary in that it will make the computer a reasonable tool for an artist. And because it will be available to so many people, more people than ever will discover their artistic abilities.

"I'm a traditionalist. I like the old masters. I don't see how computer art differs very much from conventional art. What you can do with paint and a canvas you can also do with pixels and a monitor screen. The principles are the same."





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