

Art 106 Reading 3

Rath Lecture Questions and Answers

Wesley Bower

Q1 -- Describe the first artwork he shared at the lecture and what was the reason and context for sharing it.

Digital output on screens that look like eyes. It didn't require any video and only required power and people didn't understand that. 2 screens on top of a tripod.

Q2 – Rath's Artwork often combines kinetic machine parts and systems with images or symbols or even parts that are either organic or human representations. What does this combining of 2 main elements evoke in the work. Use 3 pieces as examples and describe what the resulting impression they create in how you read the piece.

It is interesting to see human and other organic features represented in a digital medium. It evokes the emotions of seeing human beings, but it also distant and cold. For example, the piece titled Waiting III that showed his hand with his fingers cascading and tapping the table in an impatient or waiting. It evokes the human emotion of impatience to me, but it is different than seeing a human express it. It was a more cold and physical version of the emotion.

Also the piece with the eye in a jar resembles a human eye that is looking around but it feels much different than looking at an eye in a jar. It feels much more like I am looking at a digital representation of an idea instead of looking at the actual thing.

The face on the wall with really skinny sneaky looking eyes that shift back and forth had a cord that he noted was supposed to be the nose. I think this piece actually gave me a different feeling, and made me think about the difference between him including digital eyes on the screens, but implying the nose through the shape of the cord rather than through another digital screen.

Q3 -- What other kind of ideas does his artwork evoke and bring up, that you noticed in the work. Describe what you are referring to and describe 2 of the pieces that exemplify what you are referring to.

Because his works don't really need human influence after they are programmed and can sort of exist on their own, like human beings. They remind me of beings of their own and after being built they are sort of born and then can exist in their own space.

Video is such a formal medium with a beginning and an end, but the programmed displays that he makes do not have a beginning or end and instead just receive pre-programmed data constantly. It was super cool to hear that there is a calendar element and also an element of randomness to some of his pieces like how that one piece showed flowers randomly sometimes only in the summer, and also showed Buzz Aldrin on the moon. This gives them character and the appearance of random choice, when really it was programmed into the chips powering them.

The completely autonomous robot that could explore any room of any size in any location. It really evoked a feeling of a being or creature with a brain of its own. And it was programmed by the artist, but after being programmed it was sort of born and can now execute its programming forever if it was allowed because it can even go to its own charging station.