



Award of Distinction

Project Title: **Manual Fractals: Fossils**
Student Name: **Dan Tesene**

Level: **Senior**
Course: **Advanced Sculpture/Object and the Computer**
Advisor/Instructor: **Brad Jirka**
Principal Investigator: **Brad Jirka**
Department/School: **Fine Arts, The Minneapolis College of Art and Design, Minneapolis, Minnesota**

Summary description of project:

This project focused on the concepts of multiples, repetition, sequence and rhythm. As an artist using **form•Z** this student approached the new experience with the idea of exploring the media and process rather than simply utilizing it as a visualization or design tool.

The results were the creation of a series of objects, "Teseneossils", that imply fractal forms but were created without algorithmic formula. An artists look at the complexity of systems and nature.

Reasons for the nomination:

This work, developed over the course of two semesters, and recognized by receiving the Senior Fine Arts Award, reflect a true artists incorporation of a new media. Seeing beyond the typical application of 3D modeling to a true means for creation and expression, the student utilized **form•Z** outside of the technical realm and, in conjunction with our rapid prototyper, was able to create astoundingly intimate works that ply the realm of fossil, artifact, nature, and technology.

It was interesting to listen to our algorithmic artists describe the importance of the modern artist having the skills of the programmer then their response when they learned the works were, essentially, "made by hand".

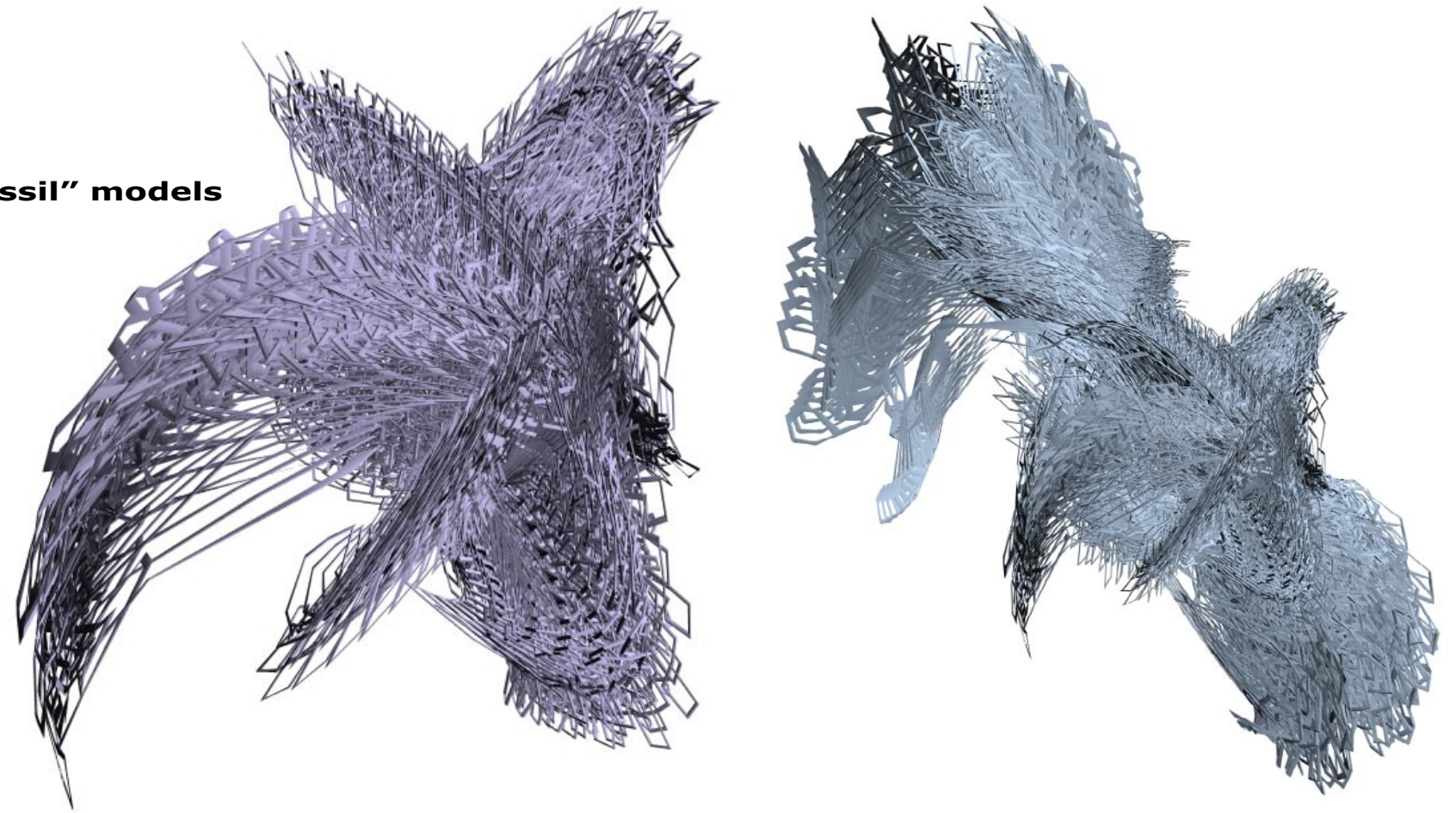
I believe the work speaks to the delicate balance between the individual and technology.



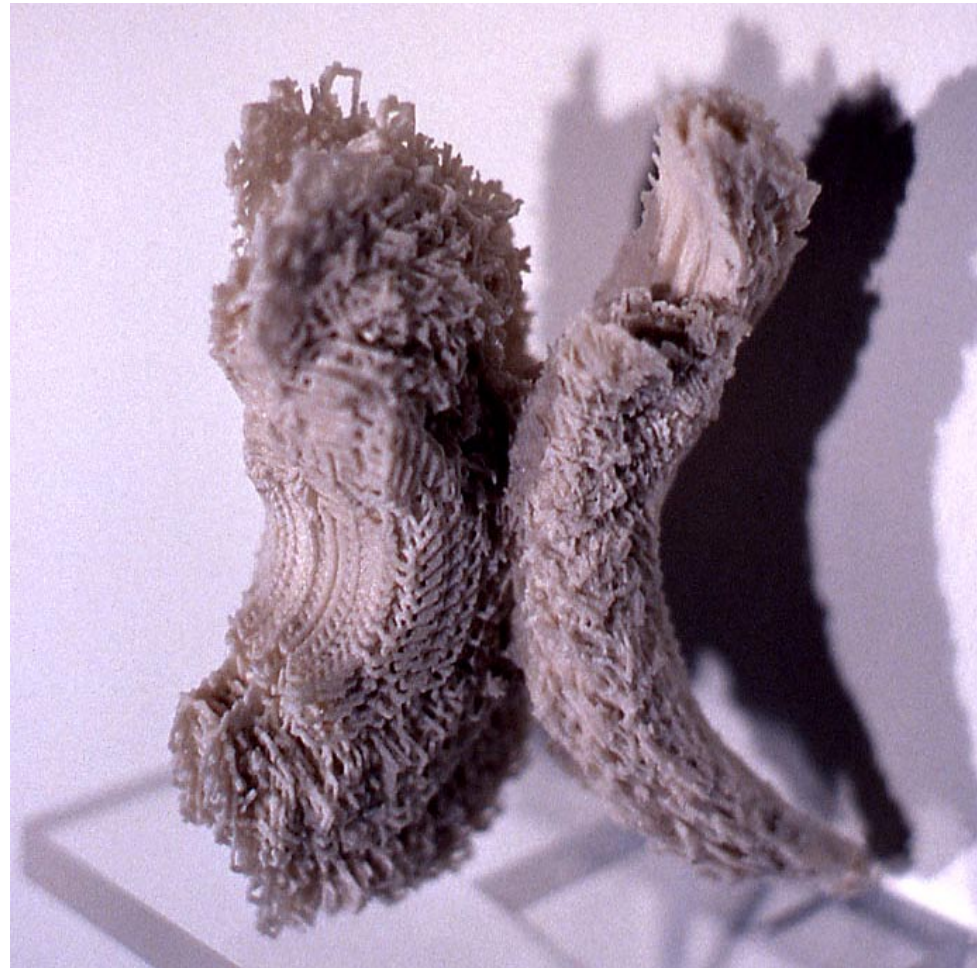
Fractal Fossils



Renderings of the "fossil" models



Photos of "built" RP fossils



Jury comments:

Manual Fractals: Fossils is a very exciting project, underscoring the future direction of 3D modeling by highlighting the power of rapid prototyping. While **form•Z** is a phenomenal tool for rendering and creating images and animations, the long-term implications of the program is not in pretty images, but in rapid prototyping of any object you can conceive. This project displays the excitement of this important direction in 3D modeling.

•David Wolf

The fractal forms of nature and their corresponding urban iterations show the strength of **form•Z** as a tool for exploratory design and analysis. Continuing the exploration of these fractal pathways using 3D prototyping allows the designer an additional path of design investigation that would be complex to achieve through traditional methodology.

•Greg Conyngham