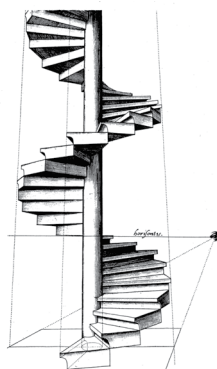




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ARTIGO 007 / PAPER 007

(Apresentado em Inglês / Presented in English)

GEOMETRIES OF LIGHT: REPRESENTING JAMES TURRELL'S ARTWORKS

Agostino de Rosa, University Iuav of Venezia - DCP

ABSTRACT

The lecture deals with the complex nature of James Turrell's artistic work: it's based on a synchronous and innovative use of geometry, sensory perception and art, capable of inducing altered states in the viewer's perception of space and time. The team *Imago rerum* at IUAV University of Venice has taken about 10 years a collaboration with the American artist to create interactive digital clones of his light works. The purpose is to study *in vitro* the unique characteristics of his works, in particular his famous and mysterious land-formed work, the Roden Crater Project. The lecture explained, by such operating methods, how the Venetian team worked, using the state-of-the-art digital modeling and chrome-luministic simulations to re-create the core of Turrell's works. The essay ends with a presentation of Roden Crater project's interactive clone for which it was designed a model of the celestial vault.



www.aproged.pt/geometriasegraphica2015.html

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