

## Program Art ® - Karl Bluemel

Not painting, not drawing, not photographing – but programming !

Perfect forms, glossy beauties, soft or contrasting color changes, harmonic brightness changes, clean lines, arcs, curves, unexpected 3-dimensional simulations – these are Karl's art works.

The pictures are created by using a graphic programming software, and they get 'rendered'. This is how it is called in PC language. Lines, curves, arcs, closed and open shapes are all drawn in perfect mathematical form. The shapes can get tuned through the color circle and the brightness as well as saturation ranges. This can be done ten or hundred or several thousand times in a few seconds. Thus brightness changes trigger the brain to associate with three dimensions. Just as the viewer's mental 3D-experiences recall them.

The programming allows also the creation of fractal structures. This means in-itself repeating transformations of shapes, including the control of numbers of those recursions. This and combined with interesting starting shapes and with brightness tuning leads to pictures of a certain ambivalence between natural appearance on one hand and mathematical-synthetic presentation on the other hand.

The artist is using Context Free Art (CF3) software. This allows also the control of randomness of color and shape changes within well defined ranges. This random approach to design creativity is a well accepted creative tool by many famous artists such as the Austrian performance artist Hermann Nitsch is saying: „One just has to control the randomness“ ! The artist can vary size, colors, brightness and locations of shapes within clearly set boundaries per each individual rendering process. Finally one can select and choose the most appealing and awesome results, or re-run the process.

Born 1948 in the Austrian area of Salzkammergut the artist attended there also the higher schools. In parallel he enjoyed an education as a pianist of the classical genre. Next step was the study and graduation of Physics at the Technical University of Vienna. This then was the first time when Karl Bluemel got in contact with photo simulating processes (electron-microscope

contrast simulation of crystal defects). There he also had to learn (Fortran) programming as a necessary tool for his scientific work.

Then followed a 30 years working experience in various business management positions with a major American chemical company, and working places like Berlin, Moscow, Vienna, Zurich and Halle/S. (Ger).

Gaining time when retired he got interested in the paintings of Wassilij Kandinskij and started to search for a graphic computer program allowing the creation of shapes. This led him to the Context Free Art software. In addition Karl Bluemel got enthusiastic about the landscape painting of British artist David Hockney. Hockney himself and side by side with the traditional painting techniques is also applying modern technology for his art works such as touchscreen painting with iPad apps.

The technically sounding titles of the artist's mostly abstract pictures are derived from the need of file storing on the PC. The titles purposely do not describe specific themes in order to keep both - brain and emotions - free from any presets. Free mental and emotional association is highly welcomed. Rotating the pictures for changing and discovering new impressions is totally welcomed !

Today the artist lives with his wife in Zurich/Switzerland. He now also takes jazz piano lessons at the local Konservatorium.

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