

(Art Exhibition Human and Computer View) The impact of the computer as a plastic vocabulary on the expressive content of the richness of the art of prominent sculpture

Assist. Prof. Dr. Amany Zydan Abdallah

Assistant Professor of Eminent Sculpture and Medallion at the Faculty of Fine Arts - Assiut University

dr.amanyzydan@yahoo.com

Research Summary:

The following research paper is presenting "the computer as an expressive plastic vocabulary and a course in enriching the art of prominent sculpture" through an artistic art exhibition entitled "Man and the Computer", which highlights the importance of the computer as an expressive plastic vocabulary. The researcher reviews some aesthetic concepts through the main hero, the shape of the computer and its contents, characters, shapes and lines. Where this research is concerned with using these vocabulary to clarify and approximate the expressive content of the structure of the ten formations of relief sculpture presented by the researcher as experiments linking the computer as a formative vocabulary and expressive influences as an intellectual value that enables the formative structure to achieve the desired goal of using it as a formative tool, and this occurs between the intellectual content of the sculptural work and the general composition structure. The researcher relied on shaping with clay and casting copies of gypsum material and coloring it, then he posed his problem which is: What is the possibility of using the computer as an expressive formative vocabulary in prominent sculpture works to express the reality of contemporary society and making sculptural formations characterized by plastic and aesthetic treatments.? And his assumptions are as follows: the computer can be used as an expressive formative vocabulary to create sculptural formations that are characterized by expressive plastic treatments and express the reality of contemporary society. The importance of the research is in the following aspects:

1- Opening new horizons, not the vocabulary of contemporary sculptural formation. 2- Emphasizing the importance of plastic treatments that enrich expression.

The aim of the research was to achieve the hypotheses, which is the creation of prominent sculptural works that depend in their construction on the relationship between the computer and the human being and are characterized by expressive plastic treatments and express the reality of contemporary society.

The objective limits of the research are related to the use of the computer form and its contents as formative vocabulary.

The research follows the experimental method (self-experiment) in an attempt to prove the hypothesis of the research, through the implementation of (10) ten pieces of prominent sculpture.

The introduction:

The sculptor was inspired by his works and ideas since ancient times from the social and daily life in which he lives, excited by its intertwined events, to express the society in which he lives, as our Egyptian ancestors expressed about daily life on the walls of temples and tombs. Its

meaning is only if it agrees with the culture of the society and the culture of the era in which it was produced so that contemporaries can understand and taste it “and that the value of art lies in its connection with the issues of daily life”. And the various expressions with their philosophical and aesthetic components and concepts, new topics, new forms of expression, and a new style that can arise as a result of changes in the social content.” The most important of these topics is the emergence of the “computer” and it is defined as one of the electronic devices that exist in different types and sizes, which has the ability to store, manipulate, or even retrieve data, as it combines what is known as software and hardware together to make up a computer.

The use of the computer has become necessary in our lives. “This enchanting device has become a mainstay for humans in many sciences, arts, culture, advertising, media, communication, and even recreation, by playing a lot of games, pastimes, riddles and surprises with the image”, and the tremendous and rapid development in technology information is only evidence of the importance of its use, and the use of computers in life is indisputable. The impact of computers is not limited to the publication of important topics only, but also has repercussions on social and cultural values, but there are many things and topics that are not beneficial or harmful. The use of new technology leads to spending long hours in front of computer screens as a drain on the time of young people, and it is necessary to have more guidance and awareness of this aspect. Computer formation has become exciting for the artist’s imagination in terms of plasticity and expression as much as it is important in science, culture, and communication, which invites us as researchers to shed light on the importance of the computer as an expressive plastic vocabulary. Where this research was concerned with using these vocabulary to clarify and approximate the content expressing the structure of the ten prominent sculpture formations that the researcher presented as experiments that link the computer as a formative vocabulary and expressive influences as an intellectual value that enables the formative structure to achieve the desired goal of using it as a formative tool and this creates the interaction between the intellectual content of the sculptural work and the structure of general configuration. The researcher relied on shaping with clay and casting copies of gypsum and coloring them (aging).



Figure 1
Work name "whirlpool"

Description and analysis of the work:

They are geometric shapes that intersect, juxtapose and touch, which contain within them a group of organic elements.

The composition embodies the shape of the geometric computer screen, which is the main protagonist, so that the flat screen displays a set of circles in a spiral shape resembling a vortex, a phenomenon that arises in river waters, and in the presence of them, it is difficult to swim in a straight line as it has the ability to drag objects to the depth of the river, and this is evidence of the effect. The powers of this device on its users with this vortex, floating human bodies appear moving in a dynamic manner and it can be overcome by extreme simplicity and surrender, so no resistance is shown to try to get out of this vortex, which sweeps them off the screen to meet the vortex with another vortex of computer wires which takes the form of curved coils in a different direction, and it achieves the repetitive value of the curved lines inside and outside the computer screen, which in turn led to confirmation of the flexibility and internal movement of the sculptural work and the continuation of the movement of human bodies within these successive circles. This work shows a group of abstract elements that are not based on the realism of the form, and these twists transfer us to the adjacent geometric shape, which is less prominent than the computer screen and contains a pottery of a man who expresses contemporary man. He is surrounded by daily problems and pressures that affect his senses, as the eyes appear to be protruding and wide open, as the position of hiding his mouth indicates the psychological prison in which he lives and made him lose control of his senses and be unable to escape from this conflict. The style of drafting and the content of his speech.



Plate 2
Work name "hack"

Description and analysis of the work:

It is some geometric relations that contain some organic elements in them. Below the sculptural formation, there are three sides of the geometric computer screen shape, which leads to the stability of the shape and its stability with freedom in the outer frame from the top of the composition. This freedom has benefited from the emergence of a group of lines and multiple levels that start outside the composition to confirm the idea of openness to the world and the influences of the variables that surround society and the curved geometric lines gather from all directions, it meets in the form of a circle at the top left of the screen. Inside it settles in the depth of a human eye as if it were piercing the screen in a figurative dialogue with the palm of the hand that suddenly appears from behind one of the lines as if it crosses all limits and in a position of control, pointing to one of the transverse lines that ends with the mouse. It transfers the procedures and techniques of dealing with the screen from written texts or geometrical and technical drawings, etc... It is clear from the position of the finger pointing to this part of the design that he found what was hacked and eavesdropped from, and this is one of the most important disadvantages of technology, where espionage and thefts are carried out through these devices that are spread in all walks of life and penetrate deep into society. The background with multiple and varied levels and different textures stated, where "texture refers to the properties of the surface of the material and may be more daring, highlighting the sense of the third dimension, and texture is what distinguishes an area from another or a surface from others, making it clear. The difference in its texture and their relationship to the floor and the balancing of blocks and voids have helped to blend and link the shape with the floor and thus enrich the plastic and expressive sides, as "texture in the artwork is not related to its material importance only with the form, but it is also a means of expressing a content that adds to the artwork moral values."



Panel (3)

Work name "message"

Job Analysis Description:

The composition contains an overlapping set of logos for social media platforms and the design lines of the composition exchanged between horizontal, vertical and curved lines, so the repetitive value of the lines was achieved and the surface levels of the painting were multiplied, so as to attract shadows and speak of the contrast between shadow and light, dark and light, and what evokes a sense of movement in order to embody and move vocabulary. Connecting elements to the background by balancing the relationships between negative and positive shapes. This is an indication that each element has a specific formality that requires a space in which to live and coexist with it, and that this painting is a decoding of some common visual signs that its reader must have experience in the world of computers and communications, and that the set of signs used in the work is a language that indicates multifaceted human activity.

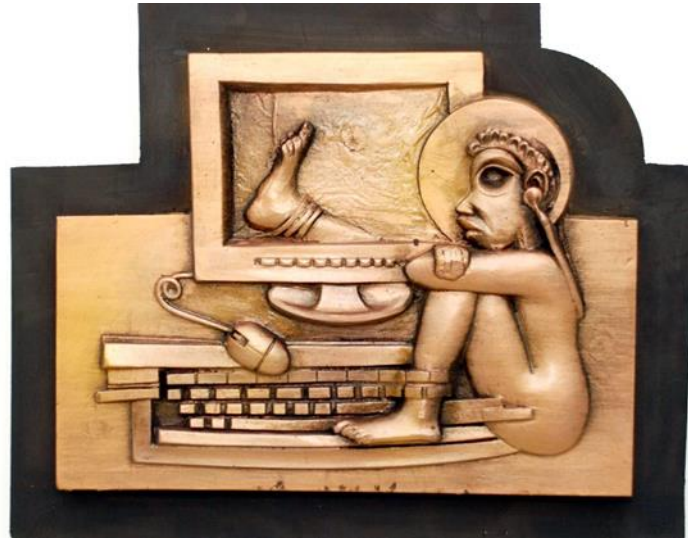


Plate number 4
Work name "unite"

Description and analysis of the work:

The lines are perpendicular to the design with the availability of vertical lines indicative of calm and stability. The design is characterized by cohesion and balance of relationships, lines, proportions, and surfaces. The work has symbolic and expressive dimensions. It also shows the imaginary interconnection of emotions with thinking and artistic sense, where parts of the human body overlapped with parts of the computer to express the content of the work, which is the isolation and autism that afflicted modern man. A human figure appears bearing the features of an African face, and this reflects the influence of the researcher on ancient civilizations, as "the sculptors of the twentieth century tended to open up to ancient civilizations and primitive arts in the works of sculpture, and were influenced by this ancient greatness. The artist in the simple works of primitive peoples is a kind of a return to the source and connection with nature and existence." The computer screen, and this is evidence of the complete union between man and the computer, which has become an integral part of it, and the work combines tactile and moral values in order to enjoy the sensual values of shapes, textures and lines. The smooth leg and foot of the man who took the position sitting still and calmed down, where the body appears lumpy on all sides, except for the right leg, which goes to the top of the composition to be the main hero with the computer screen. The symbolic and expressive idea of the work is confirmed. The left leg appears on the keyboard, where the group of panel buttons turns into chains and shackles, about this leg and the work which is characterized by the combination of imagination and reality, where imagination gives things their beauty.

The research results:

Through a study of the research topic, which is the computer as an expressive plastic vocabulary and a course in enriching the art of prominent sculpture, **the following conclusions can be drawn:**

1- The multiplicity of sources of artistic vision for the sculptor, as it is no longer limited to the visual perceptions of the visual and literary nature, but rather the technological development has helped to create other sources

- 2- It is possible to create outstanding sculptures from the use of the computer as an expressive plastic vocabulary, and they are characterized by expressive plastic treatments and express the reality of contemporary society.
- 3- Enriching the aesthetic aspect reflected in the shape and its details, which does not obscure the philosophical idea of it.
- 4- The language of form in the art of prominent sculpture has a vocabulary that differs from the usual in terms of form or expression, which requires a conscious connoisseur and to be familiar with the changes of the era.

The search recommendations:

- 1- Interest in discussing contemporary society issues and the role of prominent sculpture in plastic treatments.
- 2- Seeking continuous development and advancement by the sculptor.
- 3- Attention to the intellectual and philosophical dimensions associated with outstanding sculptural works.
- 5- Constant access to technology developments.
- 6- Opening new horizons for the vocabulary of sculptural formation.

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