AHST 2331-001 (21414)
Understanding Art
Dr. Charissa N. Terranova
Tuesdays and Thursdays 11:30-12:45
ATC 1.102

Thursday April 5

Virtual Realities in Painting, Photography, and Film

EXPANDED CINEMA

FILMIC MONTAGE

expanded cinema

immersive multi-media experience based on an extended and multi-vectored version of cinema (images projected from multiple sources)

filmic montage

any combination of disparate elements that forms or is felt to form a unified whole, single image, etc.

A tactic in film making – the use of editing and special effects



Stan VanDerBeek, Moviedrome, 1957-1969

expanded cinema: Immersive multi-media experience based on an extended version of cinema



Dziga Vertov, Man with a Movie Camera, 1929 **filmic montage**: any combination of disparate elements that forms or is felt to form a unified whole, single image, etc. A tactic in film making – the use of editing and special effects

1. Painting

2. Stereoscopic Technology

3. Film/Cinema

4. Expanded Cinema

...Virtual Reality

VIRTUAL REALITY its spectrum of experience and meaning

literal virtual reality
replicating reality
immersion without distance
reproducing nature to best nature
cinema
market proximity/embeddedness

metaphorical virtual reality
interpreting reality
immersion with distance
reproducing nature to comment on reality
Expanded Cinema
art/autonomy

Market Proximity/Embeddedness

VS.

Art/Autonomy

literal virtual reality
replicating reality
immersion without distance
reproducing nature to best nature
cinema
market proximity/embeddedness







metaphorical virtual reality
interpreting reality
immersion with distance
reproducing nature to comment on
reality
Expanded Cinema
art/autonomy



A screenshot of an experimental environment, *Dream Realm One*, 2014, created with Oculus Rift by Simon Robertson. http://www.artnews.com/2014/12/17/virtual-reality-art-gets-real/



James Rosenquist, F-111, 1965

https://www.facebook.com/trent.straughan/videos/10155059212674640/?pnref=storyhttps://drive.google.com/file/d/0B XfGQQbTJaAUzE5dUhzbkpKcEE/view

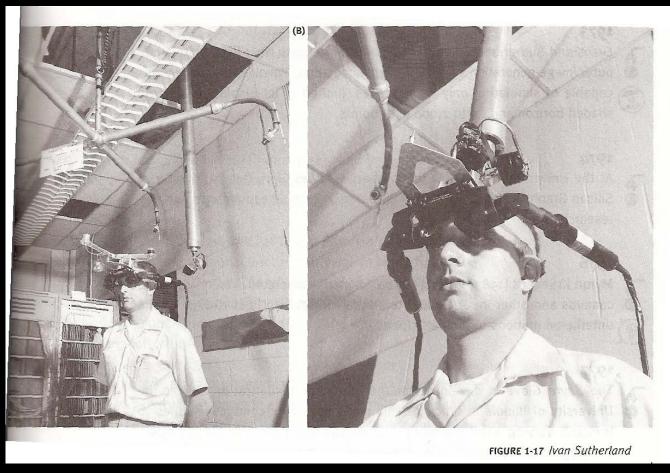
2. STEREOSCOPIC TECHNOLOGY

STEREOSCOPE

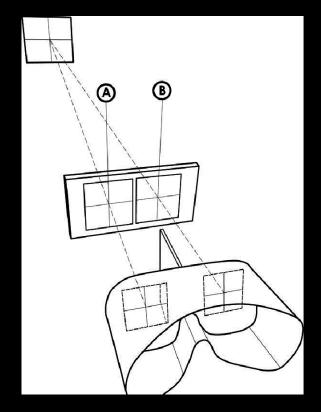
VR HMD/Headset



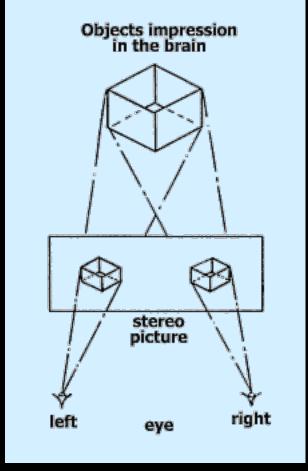
Sir Charles Wheatstone, stereoscope, 1840



An early virtual reality headset, named The Sword of Damocles for its formidable appearance (1968) created by computer scientist Ivan Sutherland and his student Bob Sproull. HMD = head-mounted display



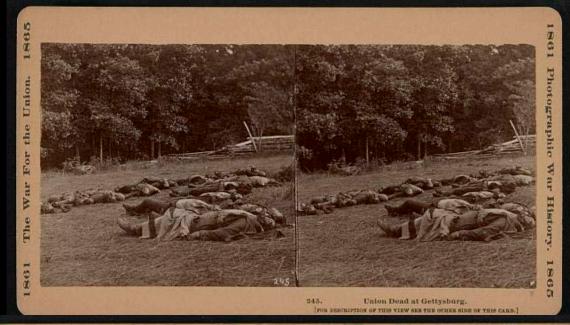


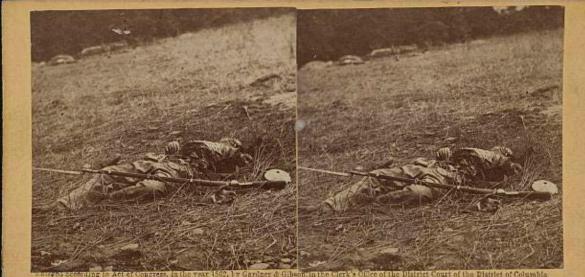


The easiest way to create depth perception in the brain is to provide the eyes of the viewer with two different images, representing two perspectives of the same object, with a minor deviation similar to the perspectives that both eyes naturally receive in binocular vision.

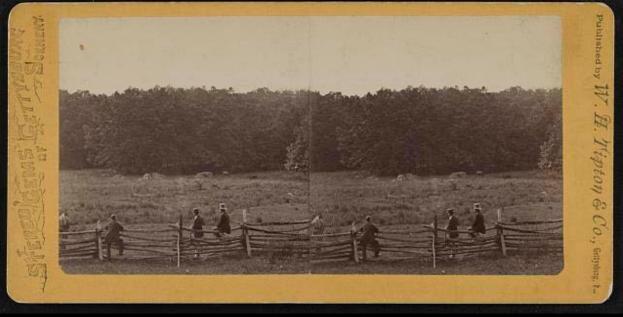


During the Civil War, the camera went along for the ride, often in the hands of one of Mathew B. Brady's and Alexander Gardner's well-trained field photographers such as Timothy H. O'Sullivan.





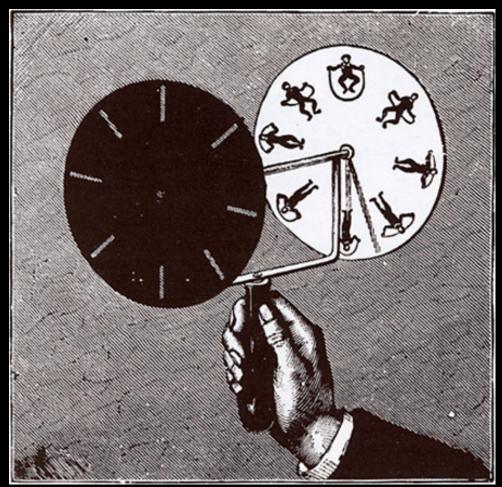


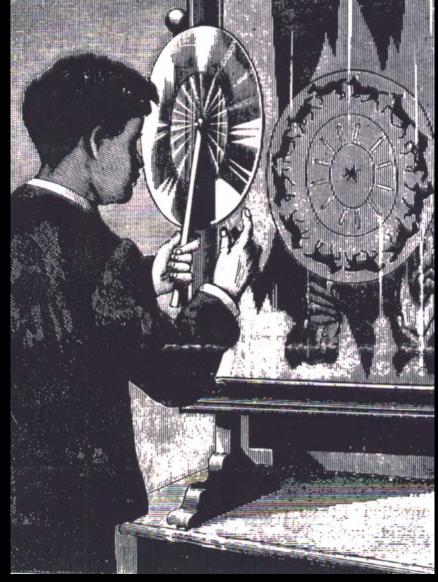


LEFT: Above - Union (i.e. Confederate) dead at Gettysburg, 1865; Below - War effect of a shell on a Confederate soldier at battle of Gettysburg, 1865

RIGHT: Above - View at Losser's (i.e. Trostle's) barn, where the 9th Massachusetts Battery was cut up, 1865; Below - Meadow over which the 2d Mass. and 27th Indiana charged on morning of July 3d, 1865

3. FILM/CINEMA

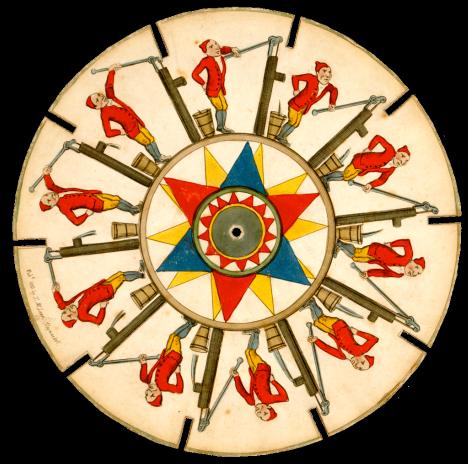




Joseph Plateau and Simon von Stampfer, Phenakistoscope ("spindle viewer"), 1832





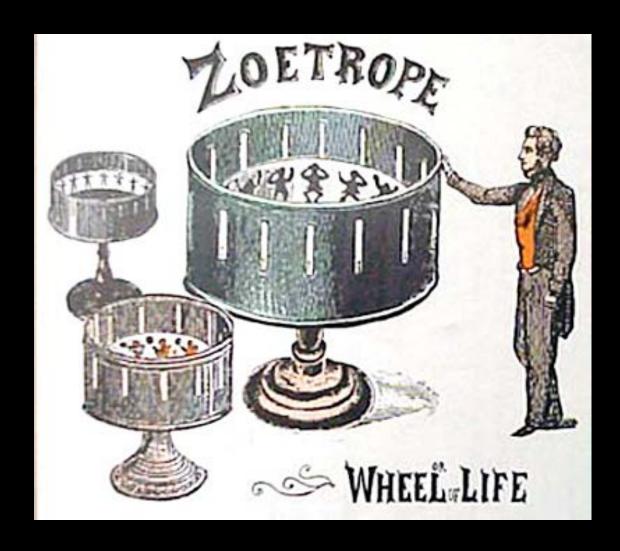


Above:

https://upload.wikimedia.org/wikipedia/commons/9/9c/Optical_illusion_disc_with_man_pumping_water.gif

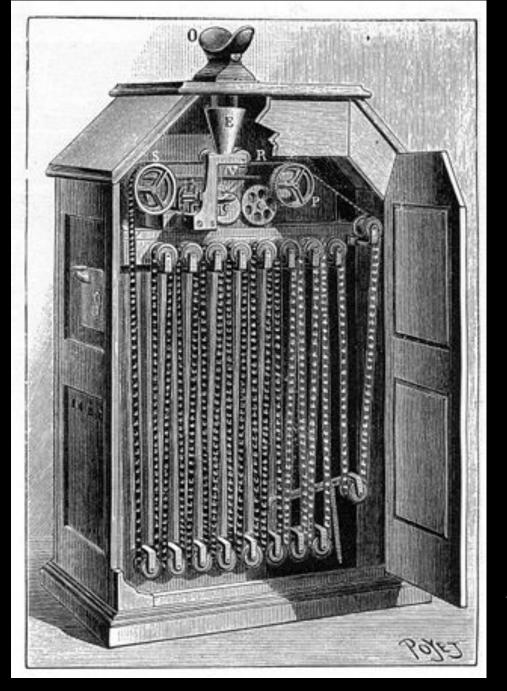
Left:

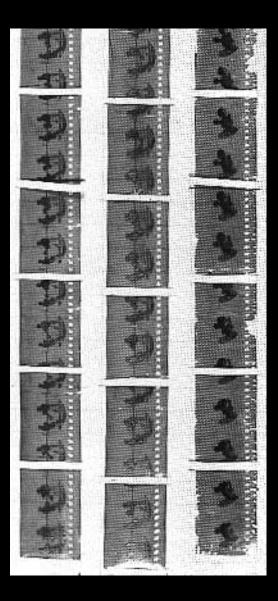
http://www.thisiscolossal.com/wp-content/uploads/2013/10/phenakistoscope-4.gif





William George Horner, Zoetrope, 1833





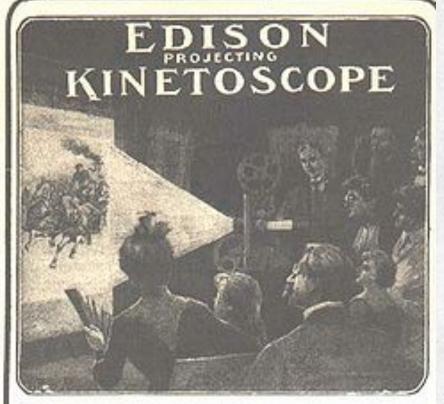
Thomas Edison, Kinetoscope, 1891



Kinetoscope parlor, San Francisco, ca. 1894–95



Thomas Edison, Kinetophone, 1893



It is unequalled for HOME ENTERTAINMENT. The improved machine is now so simple that an amateur can operate it. Projects both moving pictures and stereopticon slides on the screen. The mechanism is turned by hand. If electric current is not in your town or in your house, we give you choice of other ways of making the light. Our catalogues give complete information and lists of moving pictures.

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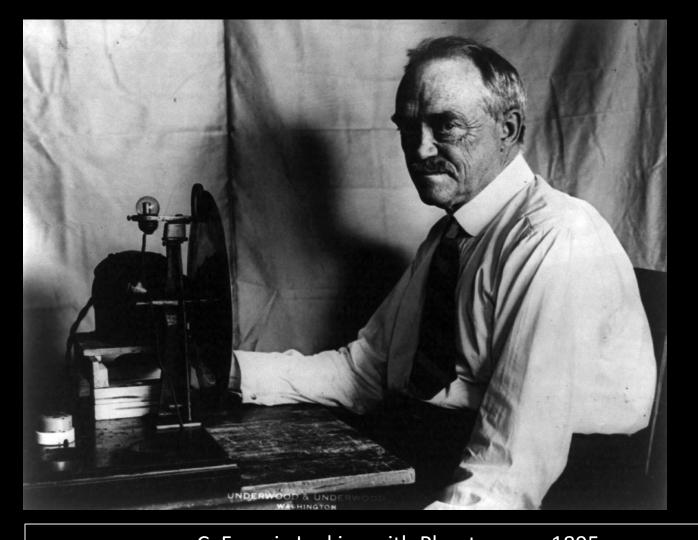
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THE AMERICAN TALKING PICTURE CO., Inc.

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NEW YORK



C. Francis Jenkins with Phantoscope 1895
In 1894, Jenkins staged the first "movie" show. He shipped his motion picture projector, which he called a phantoscope, from Washington to Richmond. In the jewelry store of his cousin, Charles Jenkins, at 726 Main in Richmond, Indiana, he projected pictures of a dancer performing a

"butterfly dance" onto the wall,

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JENKINS TELEVISION RECEIVER KIT

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READY-TO-USE EQUIPMENT

If you probe assembled engineers, ready to use these is the Model 150 Badderless, finance compression as REA life, but including less assembly and much reads have. Finished as Contact life the laterality or lesses can Two-state square lesses. But appropriate all achieves reclined. TRUMS 18034. Later water.

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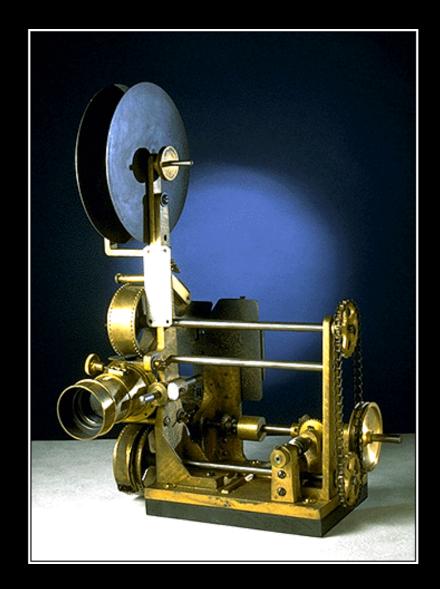


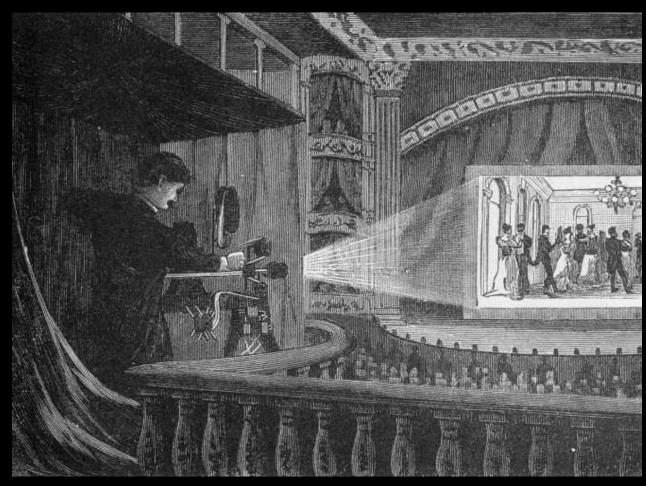
reties as and disher! The ready for experimentary service may need the first to get his theretains! Experience the Shells of pinner breakfest days of one again." Just 11 and and many report tolors.

Later, in 1924, Charles Jenkins invented a mechanical television system he called radiovision.



The Edison Manufacturing Company agreed to manufacture the phantascope and to produce films for it, but on the condition it be advertised as a new Edison invention named the Vitascope. The Vitascope's first theatrical exhibition was on April 23, 1896, at Koster and Bial's Music Hall in New York City. Other competitors soon displayed their own projection systems in American theaters, including the re-engineered Eidoloscope, which copied Vitascope innovations; the Lumière Cinématographe, which had already debuted in Europe in 1895; Birt Acres' Kineopticon; and the Biograph which was marketed by the American Mutoscope Company.





Thomas Edison, Vitascope, 1896

EDISUI

1901 MODEL PROJECTING KINETOSCOPE

PREPARING.

LAURA COMSTOCK'S BAG PUNCHING DOG.......(Code word, Ungainful) 100 ft. Shows Laura Comstock's Wonderful Trick Dog, Mannie, punching the bag. Very clear and realistic. Full of action. We also farnish an excellent 50ft, strip. (Code word, Ungainly.)

PIE, TRAMP AND BULL DOG.................(Code word, Ungalles.) 75 ft.
Tramp enters, sees buil dog in kennel. Retreats, re-enters on stilts. Starts eating ple from a shelf. Bull dog jumps from window, throws tramp and shakes him up.

GORDON SISTERS HOXING (Code word, Ungallant) 100 ft. Champion Female Boxers of the World.

We also furnish an excellent 50 ft, strip.......(Code word, Ungartered)

HAPPY HOOLIGAN'S APRIL FOOL......(Code word, Unellig) HAPPY HOOLIGAN'S SURPRISE......(Code word, Uneinlig) WHY BRIDGET STOPPED DRINKING(Code word, Unedibor) 75 ft.

MONTREAL PIRE DEPARTMENT ON RUNNERS. (Code word, Unedifying) 100 ft.

LOVE BY THE LIGHT OF THE MOON......(Unedonem) 65 ft.

A DONKEY PARTY.....(Uneducate)
The Greatest Myterious Picture over made is now ready.

MYSTERIOUS BLACKBOARD...... (Code word, Ungarina) 100 ft.

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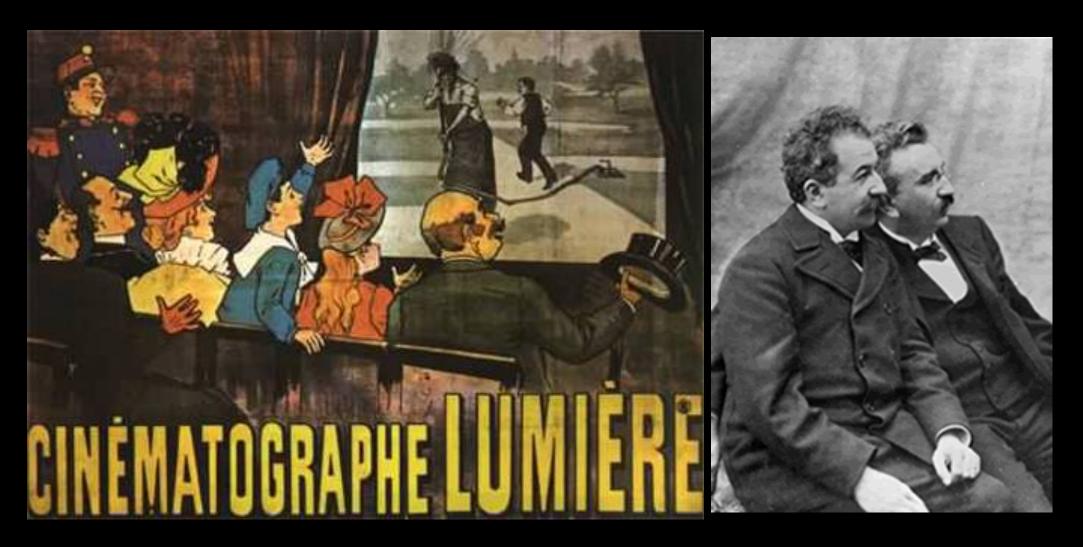
Thomas Edison, Projecting Kinetoscope, 1896



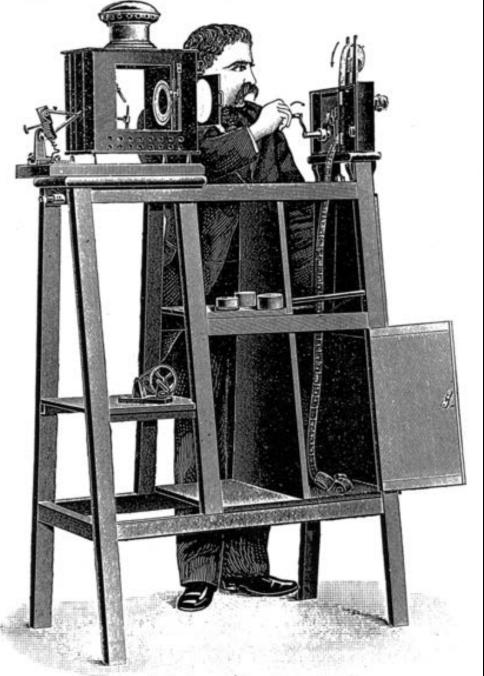
Edison Film, Enchanted Drawing, 1900



Edison Film, Gordon Sisters Boxing, 1901 https://www.youtube.com/watch?v=CPG



Auguste Lumière [1862-1954] Louis Lumière [1864-1948]



Le cinématographe Lumière: projection.



Much smaller and lighter than Edison's Kinetograph, le cinématographe Lumière weighed around 11 pounds and operated with the use of a hand-powered crank.

Lumière Brothers, 10 Early Films, 1895

https://www.youtube.com/watch?v=4nj0vEO4Q6s
https://www.youtube.com/watch?v=JGugm8Dzmuc

- 1. Leaving the Lumière Factories in Lyon
- 2. Horse Trick Riders
- 3. Fishing for Goldfish
- 4. The Disembarkment of the Congress of Photographers in Lyon
- 5. Blacksmiths
- 6. The Gardener, or The Sprinkler Sprinkled
- 7. Baby's Breakfast
- 8. Jumping Onto the Blanket
- 9. Cordeliers Square in Lyon
- 10. The sea (Bathing in the Sea)







Al Jolson in The Jazz Singer, first talky, film with sound, 1927; Directed by Alan Crosland

4. EXPANDED CINEMA

The term "expanded cinema" was popularized in a text of the same name by Eugene Youngblood, and was most commonly used (though Youngblood's definition was considerably broader) to describe multiscreen and mixed-media presentation built around one or more film projectors. Cinema is "expanded" in more than one sense in this definition: it could utilize a number of screens or surfaces, it could involve other not-strictly-cinematic mediums, and it could utilize the conventionally static screening environment; even the audience could be implicated or drawn into the flow of performance/event.

-- Steven McIntyre, "Theoretical Perspectives on Expanded Cinema and the 'Cruel' Performance Practice of Dirk de Bruyn" (2008)

Expanded Cinema (1970) Gene Youngblood

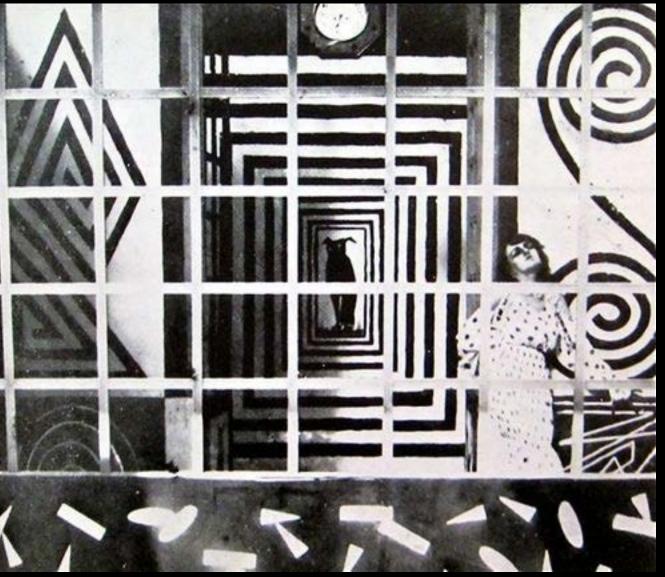
In the cinema, feedback is possible almost exclusively in what I call the synaesthetic mode, which we'll discuss presently. Because it is entirely personal it rests on no identifiable plot and is not probable. The viewer is forced to create along with the film, to interpret for himself what he is experiencing. If the information (either concept or design) reveals some previously unrecognized aspect of the viewer's relation to the circumambient universe – or provides language with which to conceptualize old realities more effectively – the viewer recreates that discovery along with the artist, this feeding back into the environment the existence of more creative potential, which may in turn be used by the artist for messages of still greater eloquence and perception...

When finally we erase the difference between art and entertainment – as we must to survive – we shall find that our community is no longer a community, and we shall begin to understand radical evolution.

https://www.youtube.com/watch?v=IDJqA6jOXYw

Foregrounding Expanded Cinema in History

Italian Futurist Polydimensional Scenospace

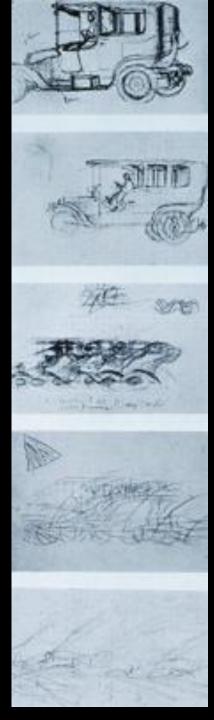


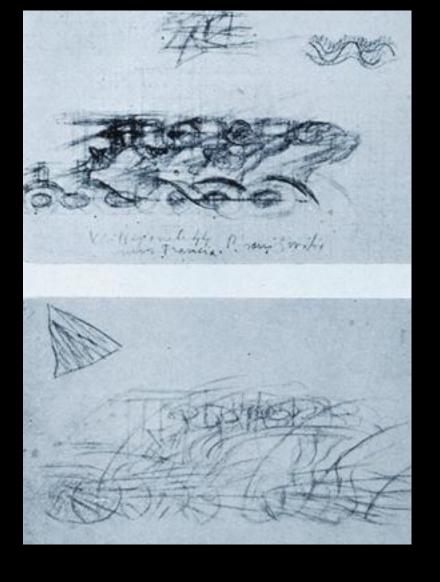


Above: Enrico Prampolini, Unidentified Giacomelli Futurist Pavilion stage design (Gelatin silver print), 1928 Left: Still from *Thaïs* (1917), futurist film with sets designed by Enrico Prampolini

FUTURISM

speed machines violence war





Giacomo Balla, Studies of automobiles: det.: Balla's notebook #2, 1910

The Founding and Manifesto of Futurism by F.T. Marinetti (1909)

...Suddenly we jumped, hearing the mighty noise of the huge double-decker trams that rumbled by outside, ablaze with colored lights, like villages on holiday suddenly struck and uprooted by the flooding Po and dragged over falls and through gourges to the sea.

Then the silence deepened. But, as we listened to the old canal muttering its feeble prayers and the creaking bones of sickly palaces above their damp green beards, under the windows we suddenly heard the famished roar of automobiles.

"Let's go!" I said. "Friends, away! Let's go! Mythology and the Mystic Ideal are defeated at last. We're about to see the Centaur's birth and, soon after, the first flight of Angels!...

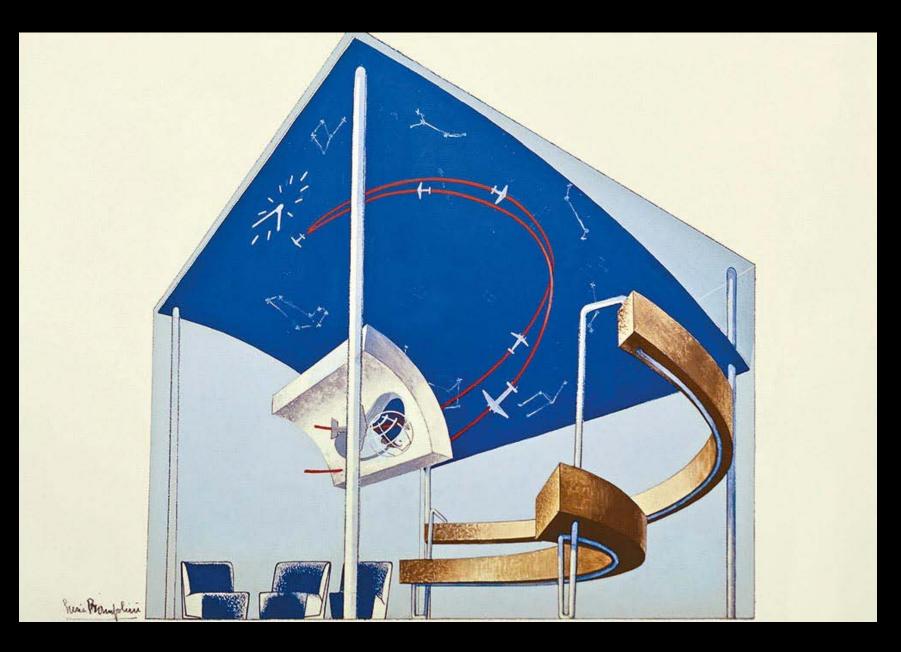
We must shake at the gates of life, test the bolts and hinges. Let's go! Look there, on the earth, the very first dawn! There's nothing to match the splendor of the sun's red sword, slashing for the first time through our millennial gloom!" We went up to the three snorting beasts, to lay amorous hands on their torrid breasts. I stretched out on my car like a corpse on its bier, but revived at once under the steering wheel, a guillotine blade that threatened my stomach.



Giacomo Balla, Speed of an Automobile, 1913

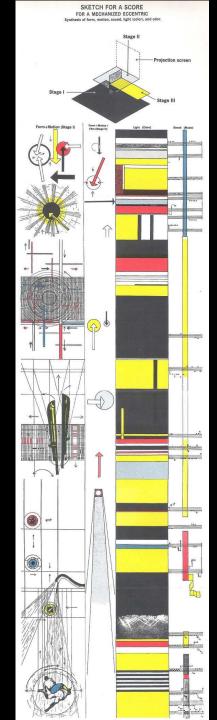
The Founding and Manifesto of Futurism by F.T. Marinetti (1909) [continued]

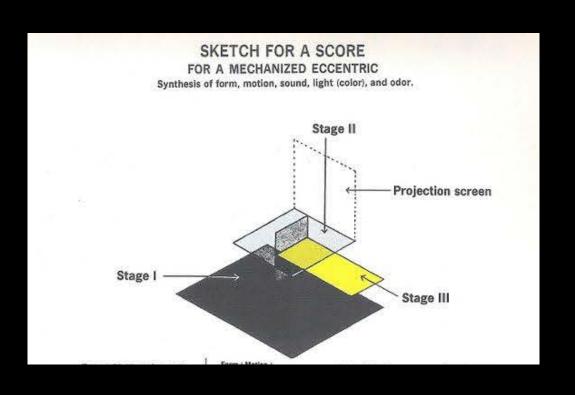
... We will sing of great crowds excited by work, by pleasure, and by riot; we will sing of the multicolored, polyphonic tides of revolution in the modern capitals; we will sing of the vibrant nightly fervor of arsenals and shipyards blazing with violent electric moons; greedy railway stations that devour smoke-plumed serpents; factories hung on clouds by the crooked lines of their smoke; bridges that stride the rivers like giant gymnasts, flashing in the sun with a glitter of knives; adventurous steamers that sniff the horizon; deep-chested locomotives whose wheels paw the tracks like the hooves of enormous steel horses bridled by tubing; and the sleek flight of planes whose propellers chatter in the wind like banners and seem to cheer like an enthusiastic crowd...



Enrico Prampolini, Design for hall, decorations, and furnishings for Aeronautica Company: Plan for Milan Triennial Installation, ca. 1932–33 (detail)

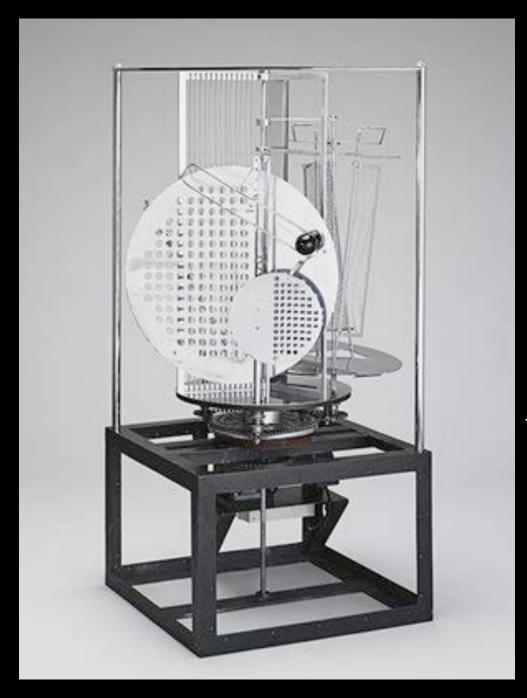
In his manifesto on Futurist scenography (1915), the twenty-yearold Prampolini called for the immediate and radical removal of all static, painted, scenery and its replacement by dynamic electromechanical scenic architecture of luminous plastic elements in motion. Prampolini was not interested in replicating natural elements of the world; he wished to dynamize the dramatic action on the stage, convinced that this would lead to corresponding effects on the minds of the audience. – Oliver Grau, Virtual Art: From Illusion to Immersion, 143-144





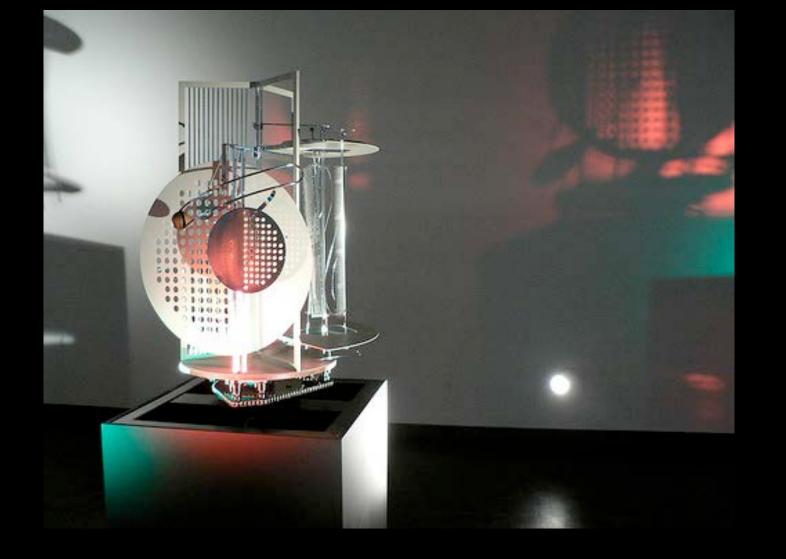
László Moholy-Nagy, Sketch for a Score for a Mechanized Eccentric, 1925;

Moholy-Nagy conceived this as a "concentration of stage action in its purest form," a "humanless environmental field of lights, sounds, films, odors, music, mechanized apparatus, and simulated explosions"



Moholy-Nagy, Light-Space Modulator, 1923-30

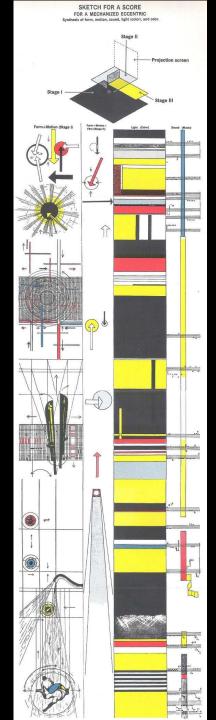
Three moveable metal and/or glass structures arranged on a rotating disc form the core of the Light-Space Modulator.

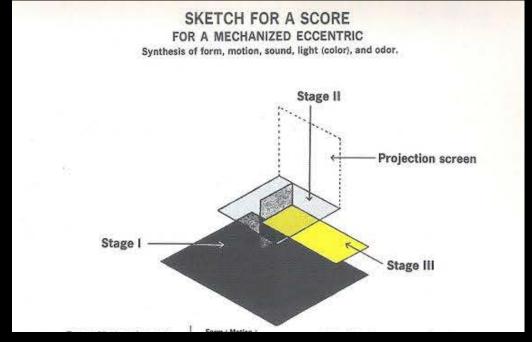


Moholy-Nagy, Light-Space Modulator, 1923-30

https://www.youtube.com/watch?v=QYNO3DLIZe0

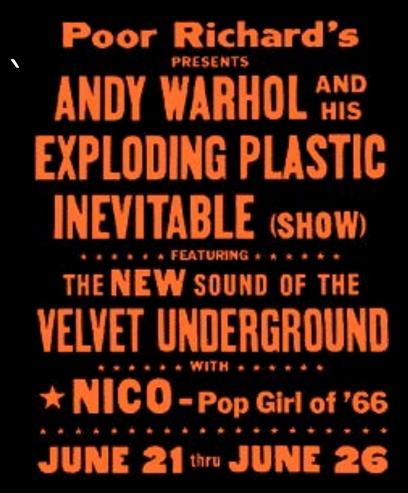
https://www.youtube.com/watch?v=nVnF9A3azSA

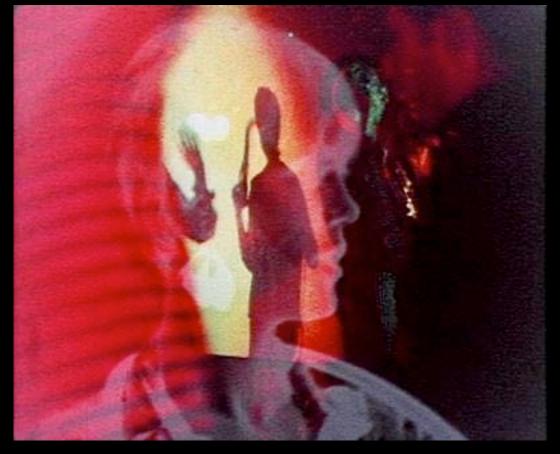




László Moholy-Nagy, Sketch for a Score for a Mechanized Eccentric, 1925; conceived as a "concentration of stage action in its purest form," a "humanless environmental field of lights, sounds, films, odors, music, mechanized apparatus, and simulated explosions."

The four columns in this diagrammatic drawing try to demonstrate various aspects of theatre performance. In drawing these 'columns' Moholy-Nagy imagined how aspects of performance evolve over time. The first column Moholy-Nagy called 'form and motion'. The second column Moholy-Nagy called 'form motion and cinema'. The third column Moholy-Nagy called 'light (color)'. The fourth and end column Moholy-Nagy called 'sound (music)'. The notations of actions in each of the columns are related to one of Moholy-Nagy's three stages: the main stage, the stage for projection and the inbetween stage. Column one actions are to be performed in stage one (the main stage), column two actions are to be performed in stage two (the stage with fold-out projection screen) and the column four are actions to be performed in stage three – the in-between stage where mechanical musical instruments are situated. The lighting effects in column three affect all spaces and stages. Moholy-Nagy has separated a variety of actions within each column. These actions take place simultaneously in space on three different stages. As Moholy-Nagy suggested 'the synchronisation in the score appears in the horizontal'. -- Ivana Wingham http://eprints.brighton.ac.uk/12618/





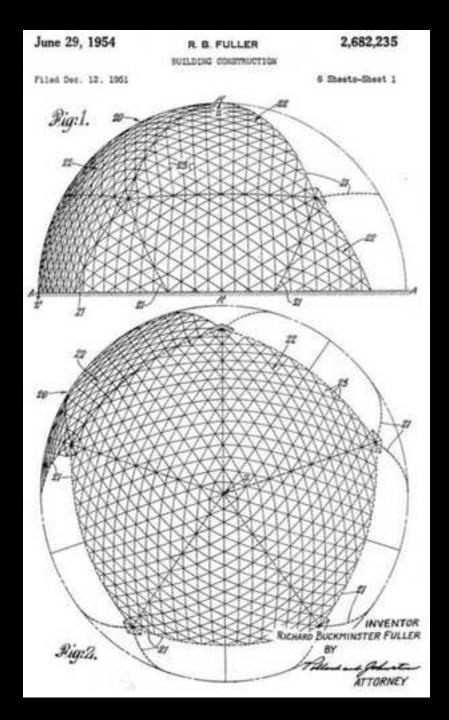
Andy Warhol, et.al., Exploding Plastic Inevitable, 1966-67: The Exploding Plastic Inevitable, sometimes simply called Plastic Inevitable or EPI, was a series of multimedia events organized by Andy Warhol between and 1966 and 1967, featuring musical performances by The Velvet Underground & Nico, screenings of Warhol's films, and dancing and performances by regulars of Warhol's Factory. Technology: Stroboscopes (instrument used to make a cyclically moving object appear to be slow-moving, or stationary. It consists of either a rotating disk with slots or holes or a lamp such as a flashtube which produces brief repetitive flashes of light), slides and film projections onstage.

https://www.youtube.com/watch?v=HsR4ghMfq0U



Stan VanDerBeek, Movie-Drome, 1957-1969

Influenced by Buckminster Fuller's spheres, VanDerBeek had the idea for a spherical theater where people would lie down and experience movies all around them. Floating multi-images would replace straight one-dimensional film projection. From 1957 on, VanDerBeek produced film sequences for the Movie-Drome, which he started building in 1963. His intention went far beyond the building itself and moved into the surrounding biosphere, the cosmos, the brain and even extraterrestrial intelligence.





Buckminster Fuller, Geodesic Dome, 1950 (invented/Montreal dome being built at right)



Buckminster Fuller in front of the exhibition dome at the American National Exhibition, Moscow, 1959



Charles and Ray Eames Glimpses of the USA, American Exhibition in Moscow, 1959





http://www.youtube.com/watch?v=Ob0aSyDUK4A





Northland Center, Detroit, Michigan, 1954

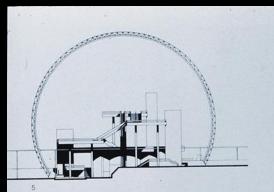


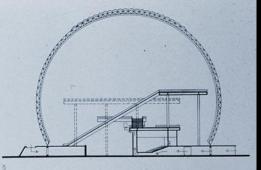
Accordion Truss, Northland Center, Detroit, Michigan, 1954

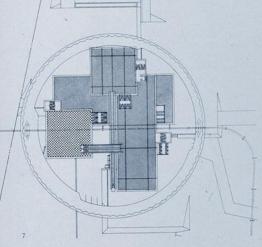


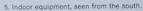
Buckminster Fuller and Shoji Sadao, United States Pavilion, Montreal World's Exposition, 1967



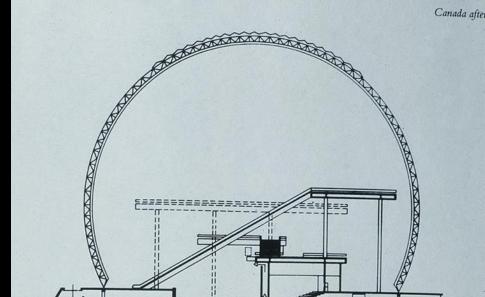




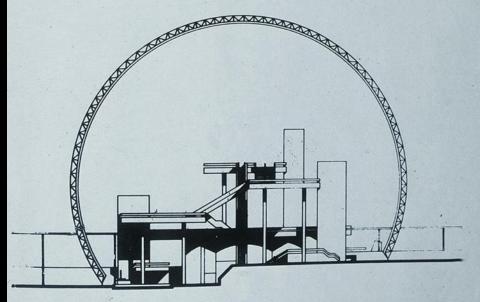




- 6. Cross-section in the north-south direction, with the 123 ft. long escalator leading to the highest platform.
- 7. Plan with the four upper platform levels.
- 8. Plan with the three lower platform levels.
- 9. In spite of the manifold spatial interpenetrations and intersections of platforms, ramps and display boards (this photograph shows a view from the historic section upwards to the exhibition of contemporary paintings displayed on high, narrow wall panels), the dome was impressive from every vantage point. The dynamic effect was reinforced by the escalators and the 'Minirali' system which provided local transportation through the Pavilion.
- 10. Almost playfully, space travel was displayed on the highest platform. The dominant feature under the spacious dome was provided by the three orange-white striped parachutes of the Apollo capsule.
- 11. Instead of pedagogic pedantry, wit and self-deprecation were the dominating features. The section entitled "The American Spirit" contained selected samples of folk art: branding irons of cowboys, sprouting like flowers; guitars of pop singers, and a tower of home-made dolls.
- 12. In the "Film" section, Hollywood is gaily debunked: Among film stills Ben Hur's Roman chariot of 1925, Charlie Chaplin's garbage bin, and Greta Garbo's golden bed.
- 5. Ansicht der Pavilloneinbauten von Süden.
- Schnitt in Nord-Süd-Richtung mit der 37,5 m langen Rolltreppe zur obersten Plattform.
- 7. Grundriß mit den vier oberen Plattformebenen.
- 8. Grundriß mit den drei unteren Ebenen.
- 9. Trotz vielfaltiger räumlicher Durchdringungen und Überschneidungen von Plattformen, Schrägrampen und Ausstellungstafeln (hier ein Blick aus der historischen Abteilung hinauf zur Ausstellung zeitgenössischer Malerei, auf hohen schmalen Wänden) war die Kugelhülle von jedem Standpunkt aus erlebbar. Rolltreppen und die quer durch den Pavillon fahrende Minirail-Einschlienenbahn verstärkten den dynamischen Effekt.
- 10. Fast spielerisch präsentierte sich die Raumfahrtschau auf der obersten Plattform. Stärkster Akzent unter der weiträumigen Kuppel waren die drei orange-weiß gestreiften Fallschirme der Apollokapsel.
- 11. Statt lehrhaften Ernstes dominierten Witz und Selbstironie. Die Abteilung »Der amerikanische Geist« operierte mit ausgesuchten Volkskunst-Beispielen: Brenneisen von Cowboys, wie Blumen sprießend, Gitarren der Volkssänger und ein Turm aus selbstgemachten Puppen.
- 12. Im Sektor »Film» heitere Entmythologisierung Hollywoods: zwischen Filmbildern Greta Garbos goldenes Bett, Ben Hurs römischer Wagen von 1925 und Charlie Chaplins Mülltonne.



Cross section in the north-south direction, with the 123-feet long escalator leading to the highest platform.



Indoor equipment seen from the south.







Stan VanDerBeek, Movie-Drome, 1957-1969

Influenced by Buckminster Fuller's spheres, VanDerBeek had the idea for a spherical theater where people would lie down and experience movies all around them. Floating multi-images would replace straight one-dimensional film projection. From 1957 on, VanDerBeek produced film sequences for the Movie-Drome, which he started building in 1963. His intention went far beyond the building itself and moved into the surrounding biosphere, the cosmos, the brain and even extraterrestrial intelligence.





The Movie Drome was a grain silo dome transformed by VanDerBeek into an <u>'infinite projection screen'.</u> Viewers entered the dome through a trap-door in the floor; then, after entering, they were invited to spread out over the floor and lie with their feet pointing towards center of the space. Then the audience experienced a dynamic and distributed set of movies and images around them, created by over a dozen slide and film projectors filling the concave surface with a thick collage of moving imagery. These experiences consisted of many random image sequences and continuities, with the result that none of the performances were alike. In this way, the analogue imagery mimics algorithmic image loops.

https://www.youtube.com/watch?v=-Vp1xJdWrOk

The Artist as Ecologist, from Expanded Cinema by Gene Youngblood (1970)

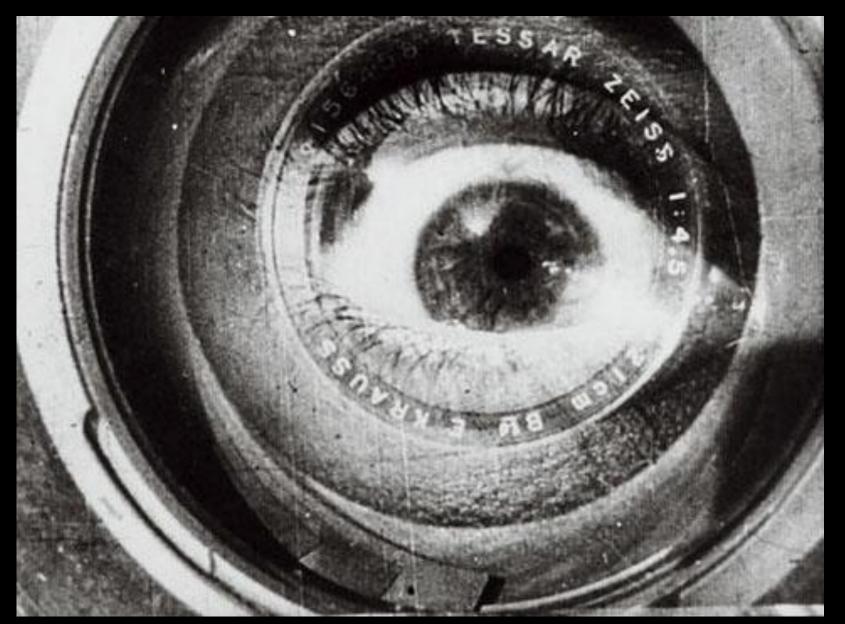
For some years now the activity of the artist in our society has been trending more toward the function of the ecologist: one who deals with environmental relationships. Ecology is defined as the totality or pattern of relations between organisms and their environment. Thus the act of creation for the new artist is not so much the invention of new objects as the revelation of previously unrecognized relation- ships between existing phenomena, both physical and metaphysical. So we find that ecology is art in the most fundamental and pragmatic sense, expanding our apprehension of reality.

Artists and scientists rearrange the environment to the advantage of society. Moreover, we find that all the arts and sciences have moved along an evolutionary path whose milestones are Form, Structure, and Place. In fact, man's total development as a sentient being can be said to follow from initial concerns with Form or surface appearances, to an examination of the Structure of forms, and finally to a desire to comprehend the totality of relationships between forms, that is, Places. Since it generally is thought that art represents the avant-garde of human insight, it is interesting to note that science itself has evolved through Form, Structure, and Place appreciably in advance of the arts.





L: Stan VanDerBeek with multifaceted surface for multiple-projection intermedia environment. Photo: Richard Raderma; R: He presides over intermedia presentation at his Movie Drome in Stony Point, N.Y. Photo: Bob Hanson.



Dziga Vertov, Man with a Movie Camera, 1929 https://www.youtube.com/watch?v=BtTlgxtoqhg