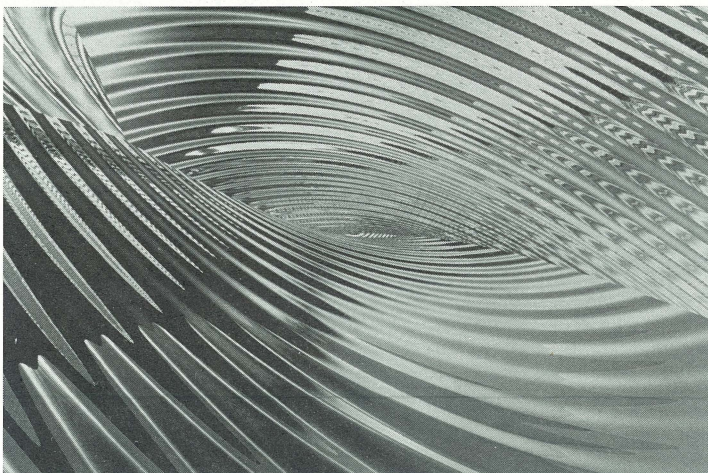




1990 Brazilian Ball Poster, © 1991. Taylor & Browning Design Associates



Vibrant Drive, © 1991. Yoshiyuki Abe (Tokyo, Japan). Photographic print. Hardware: IBM AT 80486 compatible and a homebrew frame buffer. Software: "Raytracer" written in C by the artist.

Computer Art and Design Show Opens

"Computers in Art and Design: The 1991 SIGGRAPH Traveling Exhibition," a juried show of new computer art and design works, opens at the Museum October 25.

Featuring works by computer artists and designers worldwide, the show will run through February 1, 1992. It features 2- and 3-dimensional works, stereo images, holograms, animation, and an interactive installation where visitors can create their own art work and take it home.

According to Art and Design Show Chair Isaac Victor Kerlow, this is the first SIGGRAPH show to display juried works in both fine arts and design.

"We wanted to show pieces that are wonderful technically and aesthetically, even if they were created for editorial or commercial use," says Kerlow, Associate Professor of Computer Graphics at Pratt Institute. "Many people driving the technology are designers. Their work is important."

Among the artists featured are: Darcy Gerbarg, Barbara Nessim, Susan Ressler, and Kenneth Snelson. Gerbarg's work has been shown in the Smithsonian Institution and abroad. Nessim has been in the Louvre and on the covers of *TIME* and *Newsweek*. Snelson has been exhibited at The Museum of

Modern Art and abroad. The designers include Edward Tufte, Woody Pirtle, and Rick Valicenti, among others.

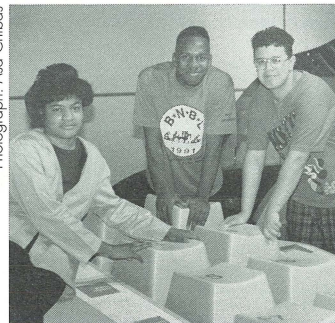
Over 1,200 fine arts and 700 design entries were submitted by more than 400 artists and 300 designers from some 25 countries, including—for the first time—the Soviet Union. Both juries chose pieces showing "strong aesthetic value," originality, and use of the computer as "more than a production tool," said Kerlow.

"The show illustrates how computers expand the creativity of artists and designers," says Dr. Oliver Strimpel, the Museum's Executive Director.

The exhibit catalog, *Computers in Art and Design*, features essays on the use of the computer in art by Philippe Queau, Institut National de l'Audiovisual, Richard Wright, City of London Polytechnic, and Delle Maxwell. The richly illustrated catalog will be available October 25 in the Museum Store.

The SIGGRAPH Art Show has been the only continuous venue for American computer artists since 1981. ACM SIGGRAPH is one of the world's leading professional associations of computer graphics researchers and practitioners.

Photograph: Aso Chibbas



The Walk-Through Computer was the favorite exhibit of intern Jose Torres (right). With him are interns Viki Gonzalez (left) and Jodi Harris (center).

Student Interns Jump Right In!

South Boston High School 10th grader Jodi Harris learned his way around the Museum so fast he gave a tour of The Walk-Through Computer on his second day! Jodi, Viki Gonzalez and Jose Torres spent last summer as interns at the Museum in a pilot project developed by the Hyams and Boston Globe Foundations.

At some museums, "you can't touch anything, but here you can play with computers to see what they are about," says Viki Gonzalez, a Lasell College freshman. The internship enabled her to explore a museum behind the scenes. A graduate of Boston Technical High School, Viki assisted in the Collections and Development departments.

Dorchester High School sophomore Jose Torres says the most important thing he learned was how to use a computer. He worked as a Visitor Assistant, in the Functions Department, and in the Museum Store.

"The Computer Museum showed a lot of interest in the interns' personal and professional development," observed Klare Shaw, Boston Globe Foundation Program Consultant. Giving them a chance to do tours not only "helped them build a sense of themselves," but also "was an example for other persons of color," said Hyams Foundation Program Officer Vicky Nunez. The Museum seeks funds to establish a permanent internship program.