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Generative process in the artworks of Stefanus Rademeyer

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2012-09-07
http://hdl.handle.net/10539/11903

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Abstract

In this research I investigate the use of generative processes in the artworks of South African artist Stefanus Rademeyer (b 1976). In his sculptures and computer generated drawings Rademeyer explores complex systems and the emergence of dynamic forms through generative processes of making. He does this by way of assembling units and employing algorithmic equations as the generative driver behind the making of his art. The generative algorithms that he employs often describe the inherent form and intricacy of various natural features such as geological, crystalline and botanic structures. With reference to Phillip Galanter's (2003) widely used definition of generative art as well as commentaries by other authors in the field, I examine generative art as a systems-based practice in which a set of rules is set into motion with some degree of autonomy contributing to the completion of the work of art. The aim of this research is to examine selected works by Rademeyer in terms of such systems oriented art practice and to investigate how and to what end he employs such processes.