

The Museum of Modern Art

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VIDEO AND THE COMPUTER

Through December 31, 1989

An exhibition exploring the integration of video and computer technologies and the effect of these advances on the work of independent videomakers is on view through December 31, 1989, at The Museum of Modern Art. VIDEO AND THE COMPUTER features fourteen works produced over the last three years which address historical, cross-cultural, and ecological issues and challenge popular perceptions and viewpoints.

At the present time, the electronic arts mix computer processes with video and film, stills, sound, graphics, and texts, to constantly regenerate images. For artists, these flexible tools are especially helpful in the planning stages of a project as a means of testing conceptual goals. Such "sketches" save considerable time and expense during the final stages of production.

Artists have become more adept at using new technologies to suit their expressive intents, combining images in ways never before possible. Elements from different sources can be compared, changed, and combined quickly, and areas within an image can be adjusted independently to eliminate clues as to their separate origins. For Dance of Darkness, Edin Velez interwove as many as five sources simultaneously and

inconspicuously within one frame. MICA-TV structured found images, sound, and music around a continuous series of vertical camera "pans" in Cascade: Vertical landscapes.

Ralph Hocking's Nude Narrative and Sara Hornbacher's Procession of the Simulacra: Zero and One use pixel-based graphics systems. These systems are a means of developing two-dimensional images, often with a personal computer, by methods that resemble the artist's use of paint and brush. It is possible to rearrange images, as Dara Birnbaum does in MTV: Artbreak, to combine footage of early cartoon animation with her own images.

VIDEO AND THE COMPUTER was organized by Barbara London, assistant curator, Video, Department of Film, The Museum of Modern Art. The exhibition takes place in the Garden Hall of the Museum's third floor.

The Museum's video programs are made possible by grants from the New York State Council on the Arts and the National Endowment for the arts. The video program is also supported by the Sony Corporation of America.

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For further information, contact Sarah Eaton, film press representative, Department of Public Information, 212/708-9750