

The Museum of Modern Art

For Immediate Release
March 1993

VIDEO VIEWPOINTS: SYMPOSIA ON VIDEO AND TECHNOLOGY

The Museum of Modern Art's VIDEO VIEWPOINTS program for spring 1993, **THROUGH A VIDEO WINDOW: TECHNOLOGY IN THE 1990s**, consists of a series of dialogues between artists and critics exploring the integration of computers and video. The four symposia, designed to make complex technological and theoretical concepts accessible to the nonspecialist, provide insights into new multimedia forms currently under development. The programs take place on four consecutive Mondays in April and May at 6:30 p.m. and are as follows:

APRIL 19

Entertainment Reaches Out: 3D Graphics

Three-dimensional computer graphics are discussed with two experts in the field of computer graphics. Brad deGraf's firm, deGraf/Associates, produces computer animation, interactive geographical visualization, and three-dimensional computer graphics. Manuel DeLanda is the author of *War in the Age of Intelligent Machines* (1991), which traces the evolution of "intelligent" machines developed for human warfare.

APRIL 26

The Audience Makes Contact: Interactive Installations

Interactive artist Jeffery Shaw is joined by novelist Michael Joyce to discuss interactive installations that create a virtual space of imagery that the viewer can enter and explore. Shaw created *The Legible City* (1989-90), a virtual representation of the architecture of New York City in which texts, rather than buildings, line the streets. Joyce is best known for his hypertext fiction -- an interactive, non-linear form of fiction writing that allows readers to navigate their own course through computerized "webs" of text.

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MAY 3

Metaphor or Reality: Virtual Environments

This symposium covers virtual environments, an illusion of being immersed in an artificial world that can be experienced with a head-mounted display unit equipped with a TV screen for each eye. Artist Monika Fleischmann and architect Wolfgang Strauss are founding members of ART + COM, Berlin, which researches and develops computer-assisted design and representation for architects and engineers, among others. Regina Cornwell, who writes about contemporary art and technology and media-related concerns, is currently writing two books on interactivity and is coorganizer of this series.

MAY 10

Playing with Technology

Ericka Beckman, a film- and videomaker and photographer, and David Rosen, a writer and media consultant, discuss the future development of interactive, virtual reality games. Beckman uses various art forms with virtual reality to explore games as social and political structures. Her experimental feminist film *Cinderella* (1986) is based on a pinball game. Rosen recently was director of international marketing for Commodore International and supervised all aspects of the launch of the first consumer CD Rom player.

Available tickets for **VIDEO VIEWPOINTS** are free after 6:00 p.m. on the evening of each program, which is held in the Roy and Niuta Titus Theater 2. The series has been organized by Regina Cornwell and Barbara London, assistant curator, Video, Department of Film. It is supported in part by The Contemporary Arts Council of The Museum of Modern Art and grants from the New York State Council on the Arts and the National Endowment for the Arts, with the support of the Sony Corporation of America.

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No. 18

For further information or film stills, contact Barbara Marshall, film press representative, Department of Public Information, 212/708-9752.