Design based on a computer generated graphic by Peter E. Oppenheimer. It shows a tessellation of the hyperbolic plane by congruent triangles, represented in the Poincare disk model for the hyperbolic plane.
SATURDAY, MAY 2, 1981, 2-5 pm at FORT MASON, SAN FRANCISCO
Building C, Room 370.

Judith Wasserman, etcher, and Nelson Van Judah, designer, will talk about where analysis and inspiration intersect in their work. Judith uses astronomy subjects with a mythic element. Nelson and his students designed and built the Imaginarium.

Dale Seymour, who publishes books to stimulate mathematical creativity in children and adults will present a slide/lecture called "Designs Through Mathematical Patterns".

Come early and browse in the Whole Earth Bookstore on the first floor of Building D. They have most of the books recommended in the Whole Earth Catalog. It's a large store run by the Zen Center and one can easily spend hours in there.

Avid personal computerists can come even earlier and visit the monthly SF Applecore meeting (Building C, room 100) 10 to 12 am. The SF Applecore is the 2nd largest computer club in the world, with over 1500 members.

SATURDAY, JUNE 6, 1981, 12 noon at THE EXPLORATORIUM,
Palace of Fine Arts, SAN FRANCISCO.
Let's meet there and go poking around (Possible meeting with Dr. Oppenheimer or the staff).

SATURDAY, JULY 11, 1981, 1-5 pm at the FAIRCHILD AUDITORIUM,
STANFORD MEDICAL SCHOOL
Come at 1, bring your work. Big lobby here offers great opportunity to display our work. Great audio-visual equipment, so call Gertrude (Trudy) Reagan if you have short films and/or can run a projector.
This is a combined meeting of the computer graphics gathering and YLEM, which offers some unique opportunities. Bring things to share! Bring friends! (The auditorium is e-NOR-mous).
VLEN -- A RETROSPECTIVE

Even VLENs had to start somewhere -- and begin it did on Feb. 21st in Palo Alto. Gathered there were artists working with computers, those interested in the abstract ideas of science and math, and those doing outer-space paintings and unanswerable questions about gravity, art, and color. The idea is that artists can come up with some concept and then allow the computer to work on it, and then the artist can work on it. The concept of the VLEN is to allow artists to work on their own projects and then allow the computer to work on them. The project is to have a series of workshops and installations of the VLEN throughout the country. People interested in the project can contact the VLEN at 25555 Lakeside Ave, Palo Alto, CA 94303, or call them at (415) 326-1944.

THE IMAGINATION -- THE FANTASIA -- THE IMAGINATION

In early March, a group of us did the Imaginaria, an hour-long multi-screen show in two different visualizations. It is in a 15-floor building in the Forum Engineering building at Stanford. Inside the dome, the participants face a camera. The camera is a camera from which an image of the shapes, colors, and images (through a liquid fish-eye lens) which compose the show. They either create or work on images and construct the colors, shapes, and images. As opposed to Freudian or mystical fantasy, these images are based on the human mind, not the computer. It was put together as an experimental project, published by graduate students.

Note: This is an experimental issue of the VLEN newsletter/bulletin. To think that it can be a valuable source of informationExchange-like paintings and prints using viscosities a fundamental concept in the mind of the individual.

VLEN 6/0 Tracy Beenig, 97280 Palo Alto, CA 94303 9X 6/0 Robert Ishi, 801 Franklin St, 94267, Oakland, CA 94607

A NEW BOOK


After some weeks of delay, I finally received my copy of this book. It is not only one of the most beautifully designed and produced, but it is also available both in color and fine art. Whitney, a pioneer in computer animation, explains the history and future of this medium. He discusses his own work and the work of others. The book has been written in such a way that it can be read as a book or as a collection of self-contained essays. The book is well-illustrated with many plates in color, and it contains diverse material: philosophy, history, short computer programs, and notes and notes. It has obviously been put together with the thoroughness and passion for quality evident in the films. The book includes a series of the book on "The Book," which shows how it has evolved as the basis for a life work."...

Available from FINE BOOKS, 70 Main St, Somerville, MA 02145. $25.00 + $1.00 per set.


This is a unique and valuable book. If you are interested in 4-dimensional space, 4-d, or 4-dimensional graphics, then it is the book for you. David Birnbaum brought a copy of the first 4-d book to the conference, and it is an impressive book of four-dimensional illustration. If you get a chance to see it in the book exhibition because of its complexity, then you might find yourself on the cover. The articles are weighted and current. The parts range from automatic to semi-automatic visualization. The collection of essays in this book is a survey of hypergraphical in the broader sense.

San Francisco, CA: If you are using a computer in your art, please let us know about your work or your friends' work. Some is interested in developing and promoting a computer-art show. Paul Baker, who has been involved in computer art, is one of the main organizers. Baker's show, "Computer Graphics," will be in the San Francisco Museum of Modern Art, in the spring of 1981. Baker has recently been working on "An Introduction to Computer Graphics," which is a comprehensive guide to computer graphics and digital art. The collection of essays in this book is a survey of computer graphics in the broader sense.

Established four years ago, , has published exhibitions with notable artists such as Brian Froud, Stone, and Davis. Stone works with the gallery, while being an artist for the gallery. If you want to see exhibitions or participate in any exhibition, it is all that is necessary. The collection of essays in this book is a survey of computer graphics in the broader sense. The collection of essays in this book is a survey of computer graphics in the broader sense.