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**THE LOGIC AND INFLUENCE
OF CIRCLE, SQUARE AND
TRIANGLE**

an artist statement by

revad david riley

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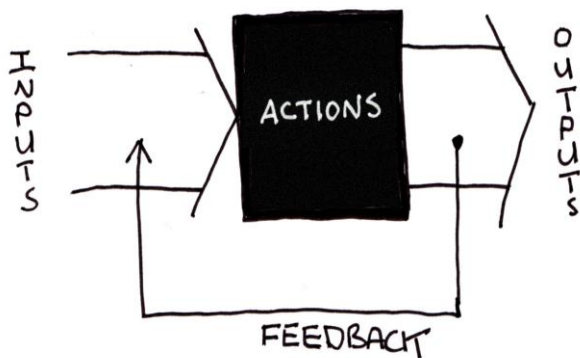
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IN THE BEGINNING

I am a black box, an abstract device evolved to hide the complexities within. Given the appropriate stimulus, I can be triggered to display a transient pop-up model of my inner self and disclose a little of what would otherwise remain secret.



STATEMENT

In the record of my enquiry you will find a constant dialogue between digital and analogue, one informing the other, I flip and flop between the two and occasionally we meet in the middle somewhere to create something unexpected. In logic flip-flops are bi-stable elements, in my work digital and analogue are bi-unstable, almost as if there is a self clocking mechanism encouraging constant movement between states and exploration of the space in-between.

CONNECTIONS

Mel Bochner's lists; Sol LeWitt's serial investigation of incomplete open cubes and use of pamphlets as a record; Victor Vasarely's use of circle, square and triangle in his plastic alphabet; this quote:

"...what one does essentially as an artist is that you create a highly limited situation in which to operate and then you use it in such a way that people don't think it's limited at all..."

from Michael Craig-Martin talking to John Tusa in Tusa's book The Janus Aspect; and my own use of logic and number sequences as a 20th Century systems engineer.

FEEDBACK

"An art process is something of an engineered course of action, fused by language inputted to something made, through carefully balanced models of communication. David Riley, the artist, arises from over thirty years of specialist experience and self-taught knowledge, the veracity of which invents an embedded and systematic creative practice.

So what happens after the duration of David's BA expires: does the 'system engineer' evolve to an artist having been taught 'how' for four years, or did he simply already know?"

Richard Taylor of a-n.co.uk, February 2010.

EQUATIONS

0 + 1 = 1

1 + 2 = 3

3 x 3 = 9

3 x 9 = 27

9 x 9 = 81

[TRIA]ngle + ci[RCLE] = TRIARCLE

[CIRC]le + sq[UARE] = CIRCUARE

[SQUA]re + tria[NGLE] = SQUANGLE

ACTIONS

[arguing]

[arranging]

[blurring, ciphering]

[clicking, coding, collecting]

[combining, cutting, discarding, dragging, erasing]

[exposing, gluing, hiding, hinting, layering, organising, pasting, pencilling]

[penning, projecting, revealing, rubbing, scraping, scratching, selecting, sequencing, showing, slicing, smudging, suggesting, worrying]

AT THE END

1 argue drawings