



*This month we are focusing on Chris Meigh-Andrews who was Artist-in-Residence at VAMP for the first seven months of the year as part of the 1993 DevR allocation to VAMP for Residencies in Digital Imaging. Here, Chris describes his experience.*

In July I completed a seven month residency in Electronic Imaging in the School of Visual Arts, Music and Publishing. As resident artist my brief was very open: 'to pursue professional practice as an artist utilising the processes of electronic imaging'.

Before I began the residency my working knowledge of computer technology was strictly limited to a rather ancient word processor. The opportunity to work with state-of-the-art image and

sound processing hardware has been quite a revelation - literally opening up my art practice to a whole new range of possibilities.

My initial task was to familiarise myself as quickly as possible with the hardware available to me: an Apple Macintosh 'Quadra' 840 AV computer with 32 MB RAM and a 500 MB hard drive. In terms of software relevant to my own research, I eventually concentrated on 'Quick Time', a package designed for digitising video sequences, 'Director' for producing animation, 'Photoshop' for the manipulation of photographic images, and 'Hypercard' a system for the organisation of images, texts and sounds.

Projects evolved as I began to discover the possibilities of this multi-media facility. My initial ideas were for the production of a series of sculptural installation pieces, and I began work on 'Perpetual Motion', a work which used renewable energy resources (in this case a wind turbine) to drive

a computer displaying an endlessly repeating animation sequence.

During the development of this work, I began to develop ideas for works for private, personal and intimate experiences and so developed plans for a CD ROM, 'Domestic Landscapes', an interactive non-linear work to be explored on a computer screen by a single viewer. A second sculptural work 'Fire and Ice' evolved from a forward/reverse loop of flames alternately consuming and revealing a written text. This piece also uses renewable energy in the form of photovoltaic panels (solar cells) which convert studio lighting into electrical energy to power an LCD project displaying the computer generated imagery. A second CD ROM, 'A Sense of Myself', presenting a series of self-portrait images produced using a variety of lens-based media has been recently completed. This work incorporates video, sound, still photography, and computer-generated

images and is designed to be viewed as an animated artist's book.

Opportunities to exhibit the work I have produced whilst on the residency are already apparent, the first of which is an exhibition and residency at the Saw Contemporary Artists' Centre in Ottawa, Canada, from August to September. I am presently researching exhibition venues in the UK for this work and for 'Fire and Ice'. The CD ROMs have distribution potential and I will be investigating those possibilities on my return from Canada in September.

The experience of working at Oxford Brookes as Resident Artist has been very rewarding. The residency has enabled me to explore new areas relevant to my practice as an artist and to extend my skills as a communicator and teacher. I have both enjoyed and benefited from my contact with the staff and students within the School of Visual Arts, Music and Publishing, and intend to maintain the dialogue which this residency has given me the opportunity to begin.

**Chris Meigh-Andrews**