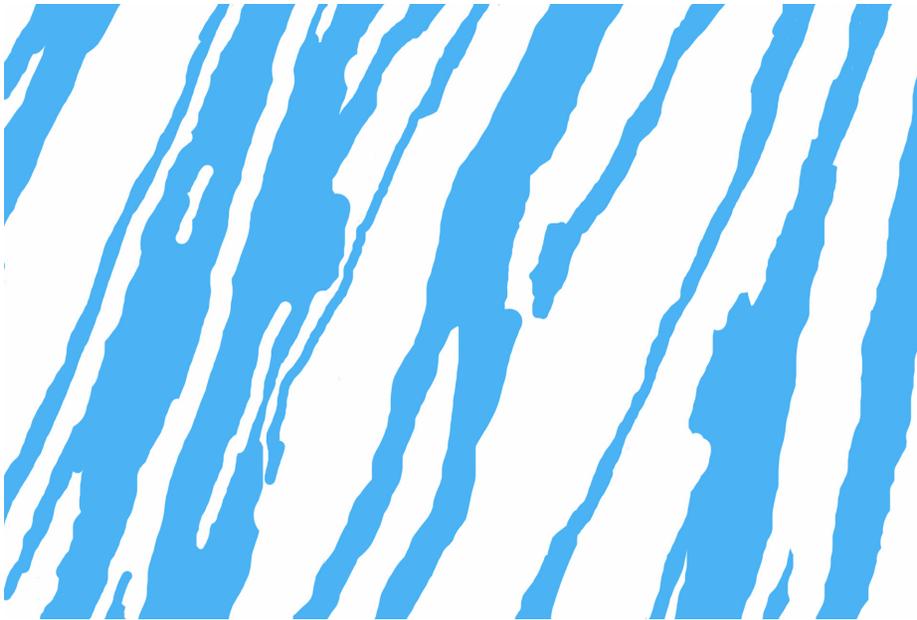


Studio Now

In May, I will stop the work due to an external schedule.

The explanation of my works



<Cognition 26, 2023>

This work is a series of <cognition 3>, <cognition 3_1>, and <cognition 3_2>, expressing the image I felt in some landscape by simplifying the light(color) and the space and form.

Kim's Essay

Expansion of reality, replication of reality? (3)

Expansion of reality, replication of reality? I've been thinking about how this concept, which will only be used in digital art and virtual reality art, is different from real art. At the last metaverse presentation, the metaverse opened a new era in the field of visual arts, and it was difficult to agree with their claim that the public's interest would gradually turn to the metaverse rather than real art, so I thought about it. And I summarized it as follows.

Reality Art vs Digital Art			
Reality Art (Painting, sculpture, etc)	Division]	Digital Art	
		Video Art	VR Art (Meta-verse)
○	Sight	○	○
○	Hearing	○	○
○	Sense of Touch	×	×
○	Smell	×	×
○	Taste	×	×
Physical Form	Existence	Intangible. Digital data	Intangible. Digital data
All substances that exist	Tools	Camera & Electronic Equipments	Electronic Equipments
All Directions	Appreciation	Play on Screen	Enjoy using special equipments
All physical place	Display	Screen or Electronic Equipments	Virtual space

Reality art refers to an art form created using tangible materials. Reality art is physical and tangible, and in the creative process, the artist uses his hands and tools to create the work. To make by hand means to allow the viewer to feel the emotions and personality of the artist through the work. Depending on the characteristics of the material used, the texture, depth, and physical presence of the work can be experienced through the senses of touch, smell, or taste in addition to sight and hearing. This kind of sensory experience is not only a method that cannot be realized by digital art, but also an experience that cannot be duplicated.

Digital art can be produced faster than reality art, and can be seen by a wider audience through online platforms. Since the form of existence is intangible, there are fewer sensory experiences that can be experienced than reality art. The quality of the work is greatly influenced by the equipment and software used, and over time, obsolescence of equipment and software can reduce the quality of the work. In addition, depending on the amount and type of collected data, it may overlap with other digital works, and it is relatively difficult to feel the artist's unique sensibility and personality than reality art.

Video art is a form of digital art that uses video technology to create works of art. It is a time-based medium that provides a visual and auditory experience by recording a point in time in reality.

At its core, the metaverse is a concept related to creating a virtual world or space in which users can live and interact. Virtual reality art, called metaverse, is a form of digital art that uses virtual reality technology to create an immersive, three-dimensional environment for viewers to explore, interacting with and viewing the virtual world around them using special VR equipment.

As above, while I organized the reality art and digital art into a table, I also organized the points that were difficult to agree with their arguments. That is, it is not easy for digital art to be preferred because humans physically exist in reality and the sensuous experience that can be obtained by appreciating reality art is richer than digital art.

It's up to you to think, but the strength of reality art seems to be that the traces of each artist's sensibility and individuality expressed in the work provide the viewer with a certain physical bond that only the same person can feel.