

CURIOcity

This exhibition is part of a series of arts and technology inspired programs called *CURIOcity Tempe* taking place in 2020. The theme celebrates the curious minds that thrive on connecting ideas across disciplines.

Throughout the year visitors of all ages can see contemporary art made by some of the best local and national artists who seek to understand the world through scholarship, collaboration and innovative art making.

Four separate *WEAVE* exhibitions kick off the *CURIOcity* season taking place in visual art galleries at Tempe Center for the Arts, Tempe Public Library and the Tempe Post Office on Mill Avenue.

Learn More about CURIOcity programs and Tempe Galleries at www.tempecenterforthearts.com/TCAgallery

WEAVE: Code & Connect

Feb. 21 – June 17, 2020

Generally, when someone uses the word “weave” they are referring to woven textiles or hair. However, for this exhibition, the word is used to describe the way in which artists intertwine materials, processes and ideas.

Creative people have always been at the forefront of creating, using and enhancing the latest technologies. During the Renaissance in Europe, creative thinkers like Leonardo da Vinci (1452-1519), did not strictly think of themselves as either artists or scientists. In his time, cross-over work between disciplines like art, engineering and biology was accepted as an easier way to make sense of the world around us.

The artists in *CODE & CONNECT* creatively unite their backgrounds in the visual arts with their understanding of “high tech” tools and computers. For them, tools like animation software and 3D printers aren’t just for computer labs. These are also tools that artists actively use to research ideas, formulate solutions and make art.

Brandon Montgomery, Phoenix

Montgomery spent most of his childhood in Phoenix and grew as part of a big military family. He says his interest in art started early and he remembers drawing throughout his youth. After winning an art award in middle school, he made up his mind to pursue a degree and career in art. Montgomery did go on to earn a Bachelor of Fine Arts degree in sculpture from Arizona State University. After graduation he went on to serve in the Navy for eleven years. Inspired by other members of his family who served in the military, he wanted to serve his country, travel and gain new skills and insights. Montgomery served two deployments in the Persian Gulf and a year in Europe. During that time, he visited 47 cities and 21 different countries where he was able to see much of the art and architecture he learned about in art school. He says that the experience gave him *an “understanding that was much more lasting than art history lessons.”*

Today, Montgomery’s 3D work is influenced by both geometric and natural forms and explores of the relationships between shape, contour and color. He recently earned a Master certificate in biomimicry (nature inspired design) from ASU. He is also working towards a Master of Business Administration degree in finance from ASU courtesy of the GI Bill. He says the next phase of his art will include some bronze casting projects and some works that combine 3D printing and painting.

Montgomery says of his work in this exhibition, *“While wondrous works and words alike will always wither or rearrange, constant correlations continue to connect the corridors of change.*

Each atom amassing every work of art, traveled from its own corner of the universe and carried with it a gnostic history of the cosmos. Atoms forming particles becoming substance in our lives, each emitting the inspiration that coalesced into what you now see. Yet the journey through the hands is different than to the eyes, so I leave the interpretation up to you.”

tangiblestudioart.com

David R. Burns, Tempe

Burns was born and raised in Miami and spent most of his childhood summers with his grandparents in New York City. He has always been drawn to making art, including painting and illustration. Over time he moved over into computer animation to create digital art. Burns holds a Master of Fine Arts degree in design and technology from Parsons School of Design in New York City. He received a Fulbright Research Fellowship and currently works as an associate professor of art at Arizona State University where he teaches computer animation courses.

Burns feels it is a great time to study digital art. He combines computer animation, 3D modeling, 3D printing and sound design to push the boundaries of his own artistic expression. Much of his work focuses on tensions between technology, culture and nature. Burns has displayed his art both nationally and internationally in places like England and France. His research in the media arts has been published in journals and books and he has presented in conferences in countries like Singapore, Turkey and Canada. Burns says the next phase of his work will focus on augmented reality and virtual environments and he will continue to be an advocate for technology education to increase accessibility for people of all ages.

Burns said, "As a young person who came of age during a time of great computing firsts in the 1980s, I was inspired to make digital art after watching 1980s visual effects and animation-rich films like 'Blade Runner' (1982), 'Max Headroom' (1985) and Pixar's early 3D computer animation, 'The Adventures of André & Wally B.' (1984). The Atari 2600 video game system (1980) also inspired me to think about interactive digital art and how people could engage with art in a new way."

davidrburns.com