

**Trinh Vu**

Brief/Working title of proposal:

Parallel Views

Summary of proposal:

The use of digital technologies has become common practice in art and design. Artists have become more accustomed to the culture of digital tools and techniques, and have developed new methods of working. My project investigates how 3D digital technologies, primarily developed for the design and entertainment industry, are being adopted in the fine arts. The emphasis will be on using digital means exclusively to generate ideas, drawings and 3D objects. This project also invites contemplation of the nature of human existence in a time marked by technological change.

How this project aims to explore new thinking:

I have used digital tools and software in many of my projects since 1993. My main interest has always been in the relationship between technical development and aesthetic change. In this project, I will combine the established creative method of Syntectics with 3D modelling software. Beginning with an analytical process, I will break down the logic and ruling systems of 3D computer graphics to experiment with alternative construction processes in 3D software.

3D software was originally developed to stimulate forms, objects and spaces of our real world. Visual codes in 3D technologies are designed based on our perception of the world. 'New thinking' in my project concerns creative thinking: existing perception is analysed and put together in new ways to explore potential new concepts and perceptions. This project is concerned with not just 'what is' but also 'what can be'. Newer forms and ideas will be pushed through the existing ones.