

X by Y: Digital Art in 2010

Jurying exhibitions is a wonderful opportunity to see the range of work being created within a given set of criteria. In this case, the digital exhibition *X by Y* suggests the two dimensional grid within which all digital work is viewed. Even 3D, time-based, mixed-media and interactive work is, at some point, visualized within this fundamental grid.

Using digital technology can be a seductive process, sometimes at the expense of content. As I explored the entries, I looked for work that was not only aesthetically interesting but conceptually intriguing. Being a digital show, I also looked for work that placed that technology at the service of an idea in a meaningful way.

The computer is a postmodern art medium that defies singular definition. So, it is natural that the digital landscape is described by a broad range of approaches that includes work that utilizes commercial software and well as those that harness the power of programming and real-time computation.

Art is a cultural reflection that draws on the traditions and times in which it is made. Of course, Pembroke and the surrounding area have a rich tradition in textiles and it is refreshing to see this reflected in the entries to the show.

Collectively, I believe the works in *X by Y* provide a glimpse into the digitally mediated works that have become a substantial part of contemporary artistic practice.

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