

The Art of Alan Rath: Living Machinery CS 5968 Jesse Smith November 11, 2009

Image [1] Alan Rath, "Neo Watcher III" 2001, www.alanrath.org

Introduction

- Alan Rath has an Engineering Education from MIT
- He instills lifelike qualities in primitive electronic sculptures.
- Explores human interest and repulsion reactions to machinery with human characteristics.

Types of Art Pieces

- Digital Video Sculptures
- Counters
- Throbbers
- Robots



Image [2] Alan Rath, "Pipes" 1997, www.alanrath.org

Digital Video Sculptures

- Recognizable human traits
- Overtly electronic: monochrome CRT display
- Sculptures seem "alive", yet exaggeratedly robotic.



Image [1] Alan Rath, "Neo Watcher III" 2001, www.alanrath.org

Counters

- Columns of counting digits
- Invokes curiosity and sense of some imminent event.



Image [4] Alan Rath, "U.S.A. 1-2-3" 1992, www.alanrath.org

Robots

Peacock:

- Synchronized wall-display of moving feathers
- Intriguing motions and movement patterns.



Image [4] Alan Rath, "Peacock" 2006, www.alanrath.org

Why do People Feel Alienated by Machines?

- We manufacture robots to resemble humans in looks and traits.
- Contrasting combinations of man and machine invoke a sense of repulsion.



Image [3] Alan Rath, "Triple Tongue Tree" 1998, www.alanrath.org

References

- [1] Alan Rath, "Neo Watcher III" 2001, www.alanrath.org
- [2] Alan Rath, "Pipes" 1997, www.alanrath.org
- [3] Alan Rath, "Triple Tongue Tree" 1998, www.alanrath.org
- [4] Alan Rath, "U.S.A. 1-2-3" 1992, www.alanrath.org
- [5] Merideth Tromble, "Interview: Alan Rath", The Gate, www.sfgate.com/eguide/ profile

[6] David M. Rath, "Rath of the Machines, Sculptor Alan Rath questions the promises of technology" 1995, MetroActive Art, www.metroactive.com/papers/metro/12.14.95/ rath9550.html