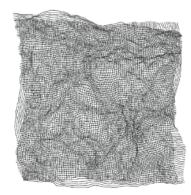
An Easy Genesis (I, II, III, IV, V, VI)

(2015, generative plotter prints on archival paper, limited edition)

Series of plotter prints (approx. 16"x20" framed, editions of 3 each), based on digital line drawings which have been generatively grown and composed by the artist through a process of cellular emergence.



Drawn/printed with a selfbuilt pen plotter, questions arise regarding the legitimacy of the artificial hand and the role of the artist in emulating natural processes through controlled chaos. The final motive is the capture of sculptural textile forms in drawing and printmaking and the varied success or failure in that conversion.

An Easy Genesis (and Immortality in Situ)

(2015, generative video installation, duration variable)

Associated live generated video calling toward the legitimacy of the unreal. At what point is a model of a wave a real wave, or a piece of fabric, or the erosion of the earth, or 1s and 0s in a chip and pixels on a screen? Where is that motion you see? On the wall, in your head? Or perhaps somewhere in between?

The purpose of this piece is to show the source of the prints, as well as to display the dynamics lost in the solidified paper compositions. Exclusive use of classical mediums limit our understanding of reality, and act as a barrier for our senses. This piece questions the reliability and efficiency of paper, conventional video, and eyesight as visual communication platforms.

Christopher Eugene Mills

is an emerging artist in various fields including video, print, and new media.

His video work uses generative and glitch methods to make tangible the barrier between the digital and natural worlds. He examines formats of recording (video, audio, and memory) and exacerbates their limitations to comprehend the human experience in contemporary postanal ogue society.

His digital prints are an aesthetic exploration into imagined architectural space in two-, three-, and four-dimensional digital environments. They are constructed in relation to, and with consideration for, the limitations of the digital screen and paper mediums.

He is based in Vancouver and currently pursuing a BFA in Visual Arts.

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