

Paul Brown
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Paul Brown is an artist and writer who has specialised in art, science & technology since the late-1960s and in computational & generative art since the mid 1970s. He has an international exhibition record that includes the creation of both permanent and temporary public artworks dating from the late 1960s and has participated in shows at major venues like the TATE, Victoria & Albert and ICA in the UK; the Adelaide Festival; ARCO in Spain and the Venice Biennale. His work is represented in public, corporate and private collections in Australia, Asia, Europe, Russia and the USA. In 1996 he won the Fremantle Print Award and in 2000-01 was an Australia Council New Media Arts Fellow.

“During my 38-year career as a visual artist my principal concern has been the convergence of art, science and technology. Since 1974 my main tool has been the generative and computational process and I have established a significant international reputation as a pioneer in this specialist field of work. I am primarily interested in the “evolution” of surface and the relationship between the resulting artwork and human cognitive processes.

“My experience in public artworks dates back to the late 1960's when I created large-scale, temporary play structures and performance spaces. During this period I also designed and built sets and produced special effects for the theatre, dance and music concerts and later for television.

“In my public artwork I attempt to create venues that encourage the participant to engage both visually and physically with the work. Because my work “evolves” (in the computational sense) from game-like processes I include elements of “play” in order to capture and sustain the participant's attention. My public artworks are site specific and result from local research. Several have involved a close public consultation process.

“Throughout my career I have managed large-scale, high budget projects that often include teams of specialists who work under my direction. In particular I have worked in collaboration with architects, landscape architects, theatre directors, choreographers, writers, television designers and producers, computer specialists, materials fabricators and others.

“My recent public artworks have involved digital projections, computer-based fabrication techniques, marble, concrete, concrete aggregate, stone, water and hydraulics, stainless steel, glass and wood.”