Christian Lavigne

Gogottes en méditation à l'horizon des événements
[Gogottes in meditation at the event horizon] -2016-2022

preliminary model in 3D printings (PETG, PA12, metallic paints)
Final sculpture: AEROSINT process, Bi-metal Additive Manufacturing (steel + copper alloy).

Christian LAVIGNE (b. 1959) is a pioneer in the field of digital sculpture since the 1980's. He is the current President of ARS MATHEMATICA (co-founded with Alexandre VITKINE, 1910-2014), international association promoting the synergy between art, science and technology – which organizes 2 main regular events :
INTERSCULPT – digital sculpture and its surroundings ;
WEB CAST – debates between artists, philosophers and scientists.

C. L. studied mathematics and ethnology before he turned towards art and poetry. Using his scientific knowledge, he became a pioneer in tangible digital art. The artist's works are inspired by science and mythologies, on which he takes a poetic and/or critical look. He is preparing a book on the history of cybersculpture, with the participation of Prof. Mary VISSER (Georgetown University, Texas).
http://christianlavigne.free.fr/

Andrew Werby

CAVEBECAMTOBACPANG-2020

Mimaki 3D printing process:realized at ERM Fab &Test
Polyjet Prints by Stratasys in Vero Polymers with Mimaki genuine acrylic resin. https://mimaki.com/special/3d_print/

Andrew Werby started making three-dimensional collages from natural forms when attending the University of California at Berkeley in the early '70s, starting with objects borrowed from various departmental collections. Using rubber molds, he subsequently captured hundreds of natural forms and recombined them, extending his "Juxtamorphic" approach into various media.

In the '90s, he became intrigued by the possibility of extending this aesthetic by using 3d scanners rather than molds to capture the surface information from natural objects, utilizing desktop CNC mills to produce tangible 3d art output on a small scale. The subsequent acquisition of larger computer-controlled carving machines has made it possible to realize these forms on a larger scale, in materials including wood, metal, and various plastics. Lately, the development of additive color-capable rapid-prototyping machines has made it possible to create a new generation of Juxtamorphic art objects with integral images on their 3-dimensional surfaces, comprising a new meld of sculpture, printing and photography.
www.juxtamorph.com