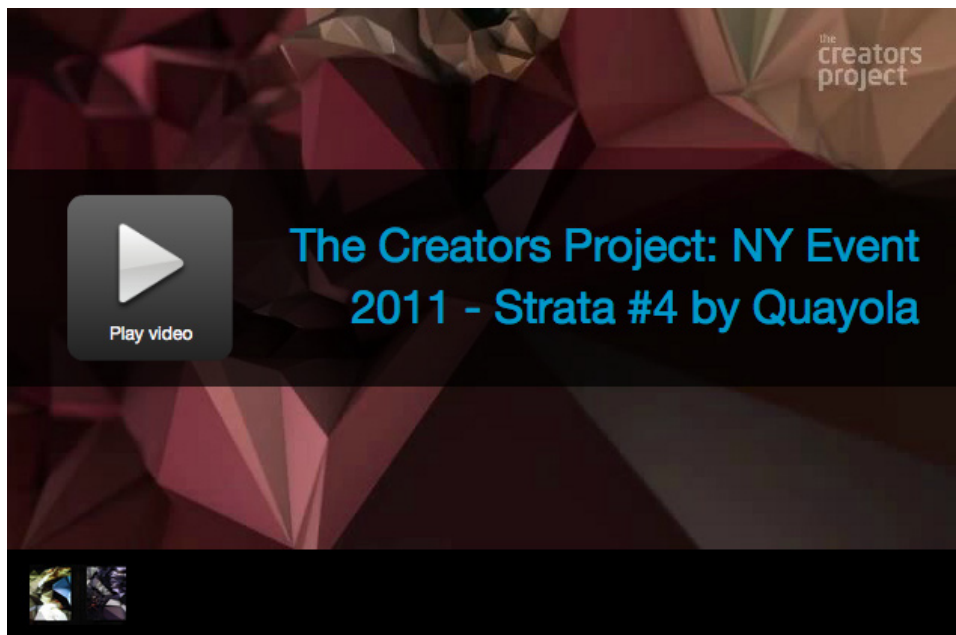


The Creators Project Staff, "Quayola's Stratification Of Classical Art", *The Creators Project*, November 23, 2011

the creators project

Quayola's Stratification Of Classical Art

The Creators Project Staff
November 23, 2011



At the The Creators Project: New York 2011 event we were very happy to exhibit Quayola's *Strata #4*, the latest installment in his Strata series that re-imagines the effects of historic artwork. Taking its name from the geological term "stratification" the word, strata, acts as a metaphor for Quayola's reinterpretations of these classical art works via modern artistic tools and custom software.

The series—which he's been working on since 2008—reframes icons of universal beauty in new contexts, mutating the time-honoured practice of brush strokes and baroque architectural stylings into algorithmically derived polygonic eruptions and immersive moving images. This method of exploring art through Delaunay triangulation is part of a larger trend among new media artists, who use code to analyse, explore and recontextualise the colour palettes and compositions of classical artists, filtering their aesthetics through digital methods.

Exhibiting the work at our event allowed the piece to be seen in its natural environment, as a large scale exhibition, because its impact is felt much more monumentally in person. As Quayola explains in the video:

...ultimately I'm not making films, these are not films, these are objects of contemplation that have a certain scale, a certain proportion, a certain dialogue with the space and with the people.