MANFRED MOHR | liquid symmetry

Solo exhibition

September 29 - November 4, 2023

In the field of digital art, Manfred Mohr is considered a pioneer. In the early 1960s, Mohr's artistic thinking was transformed by Prof. Max Bense's information aesthetics. His art evolved from abstract expressionism into computer-generated algorithmic geometry within a few years. The computer music composer Pierre Barbaud encouraged Mohr to program his first computer drawings in 1969.

In 2020, *liquid symmetry* was developed. It is built from diagonal paths through n-dimensional hypercubes. Diagonal paths are segmented lines that pass through each dimension once.

liquid symmetry consists of a diagonal path through an 11-dimensional hyper-cube projected in 2-D, shown as a thick white line, and its symmetrical counterpart along the edges of the hyper-cube, shown as a thin grey line. At their common ends, these two paths are connected. A red symmetry line is drawn through these endpoints and extended to the limiting square of the work space. Through these endpoints, a red symmetry line is drawn and extended to the limiting square.

By simply imagining a half circle and its symmetrical counterpart, one can easily understand what is being said above. A diagonal connecting the ends of the two halves creates the red symmetry line.

In the white line, each segment is associated with and connected to a random color, whereas in the grey line, each segment is associated and connected to only one solid grey color. Before the diagonal paths are rotated, a second but darker solid grey color fills the original space. Two linked diagonal paths (white and grey lines) are rotated in 11-dimensions for 25 seconds and projected in 2-D, leaving color traces (color fields).

Mohr’s earlier work phase Artificiata II - traces 2014 (capturing the history of rotations in n-dimensions) is closely related to this algorithm.