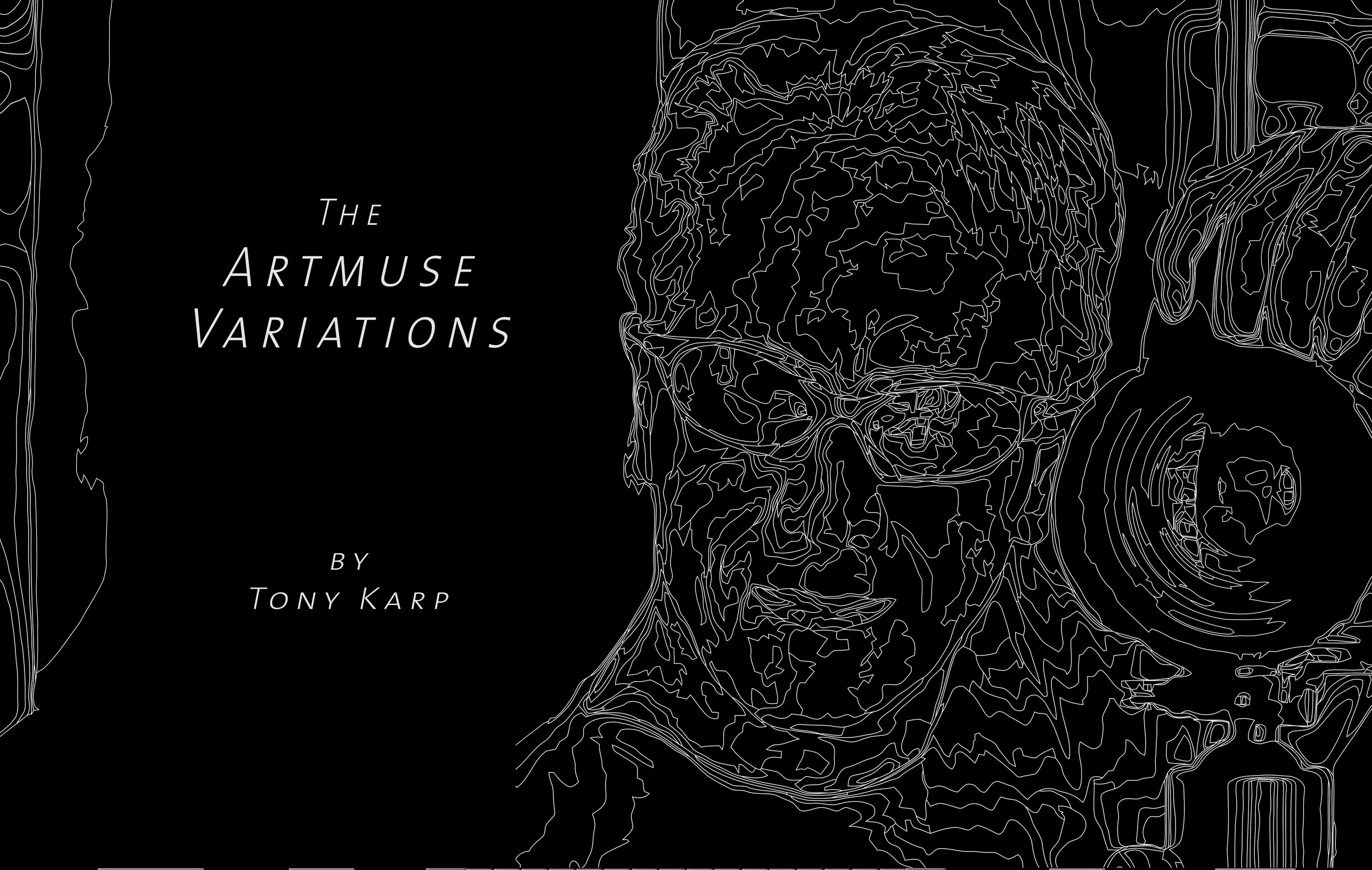
The Artmuse Variations

by Tony Karp



Introduction

This book is a voyage of discovery, a blending of art and technology. It's about exploring new ways to create art and inventing new ways to display it.

The journey began with a piece of "found art," a self-portrait sent to me by a friend. With it, was this cryptic message:

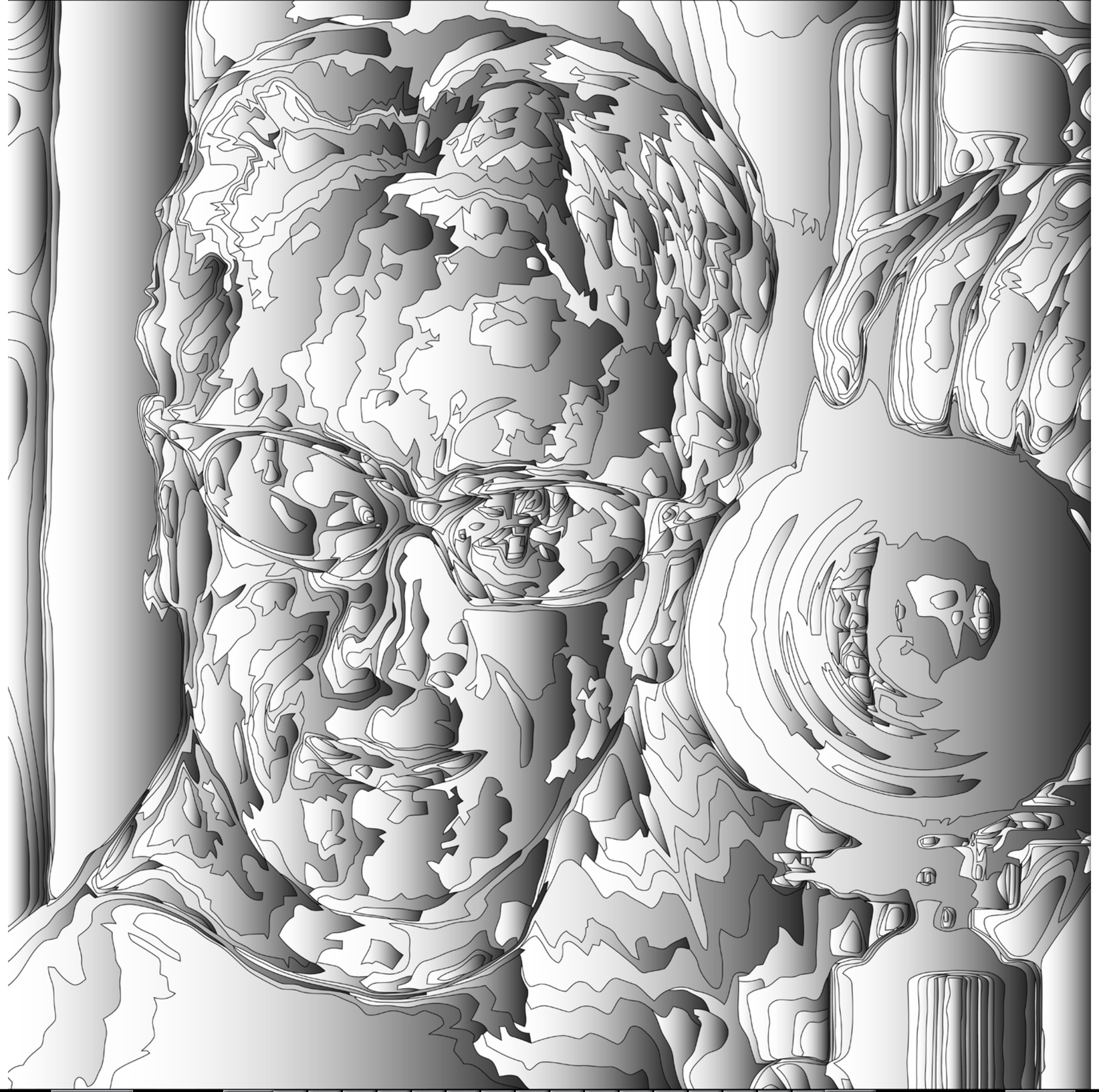
"this may give you something to play with"

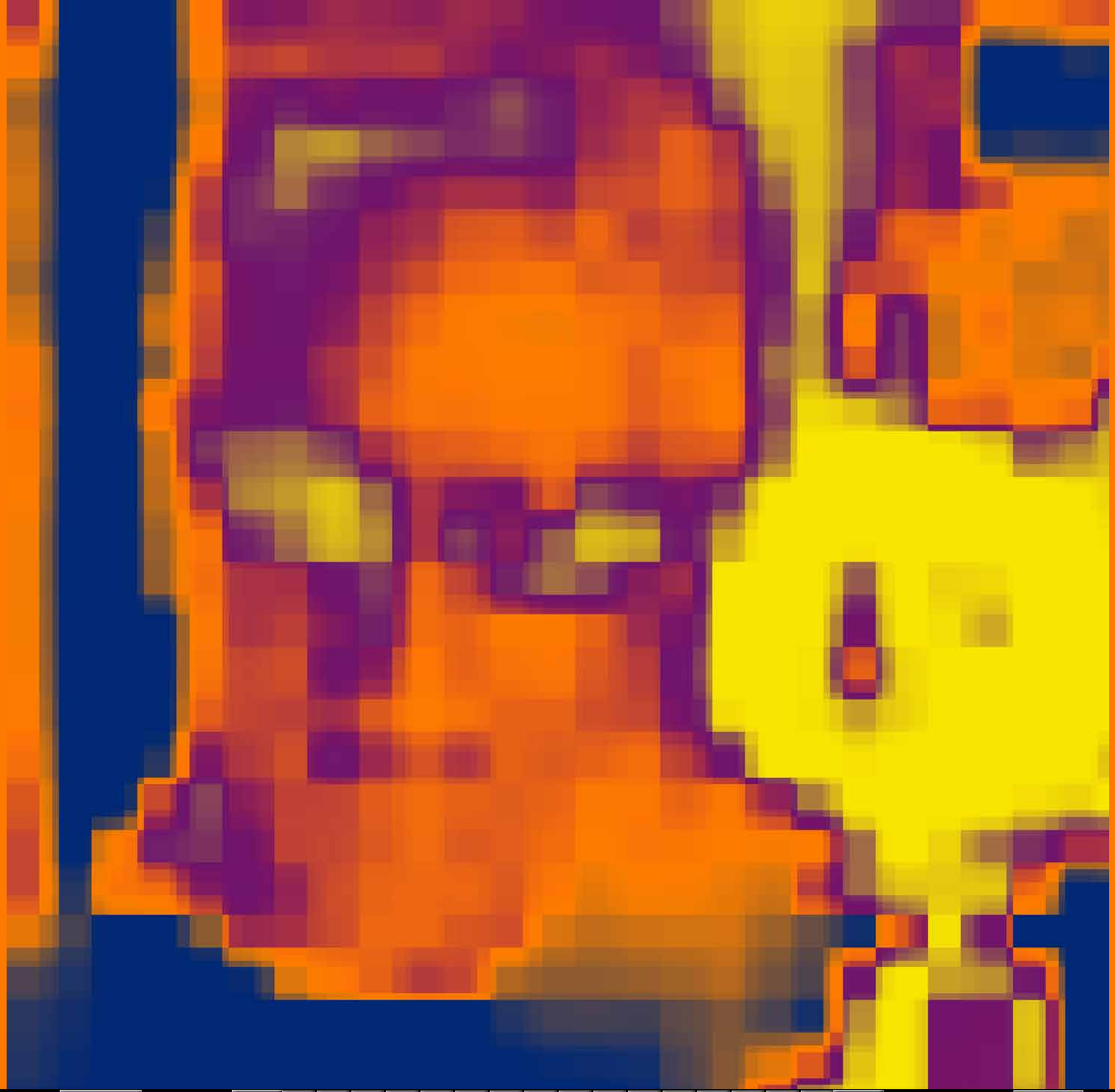
The Artist's Muse challenged me to see how many variations of this picture I could produce, much in the manner of Beethoven's Diabelli Variations or Picasso's Vollard Suite. This book is named in honor of that challenge

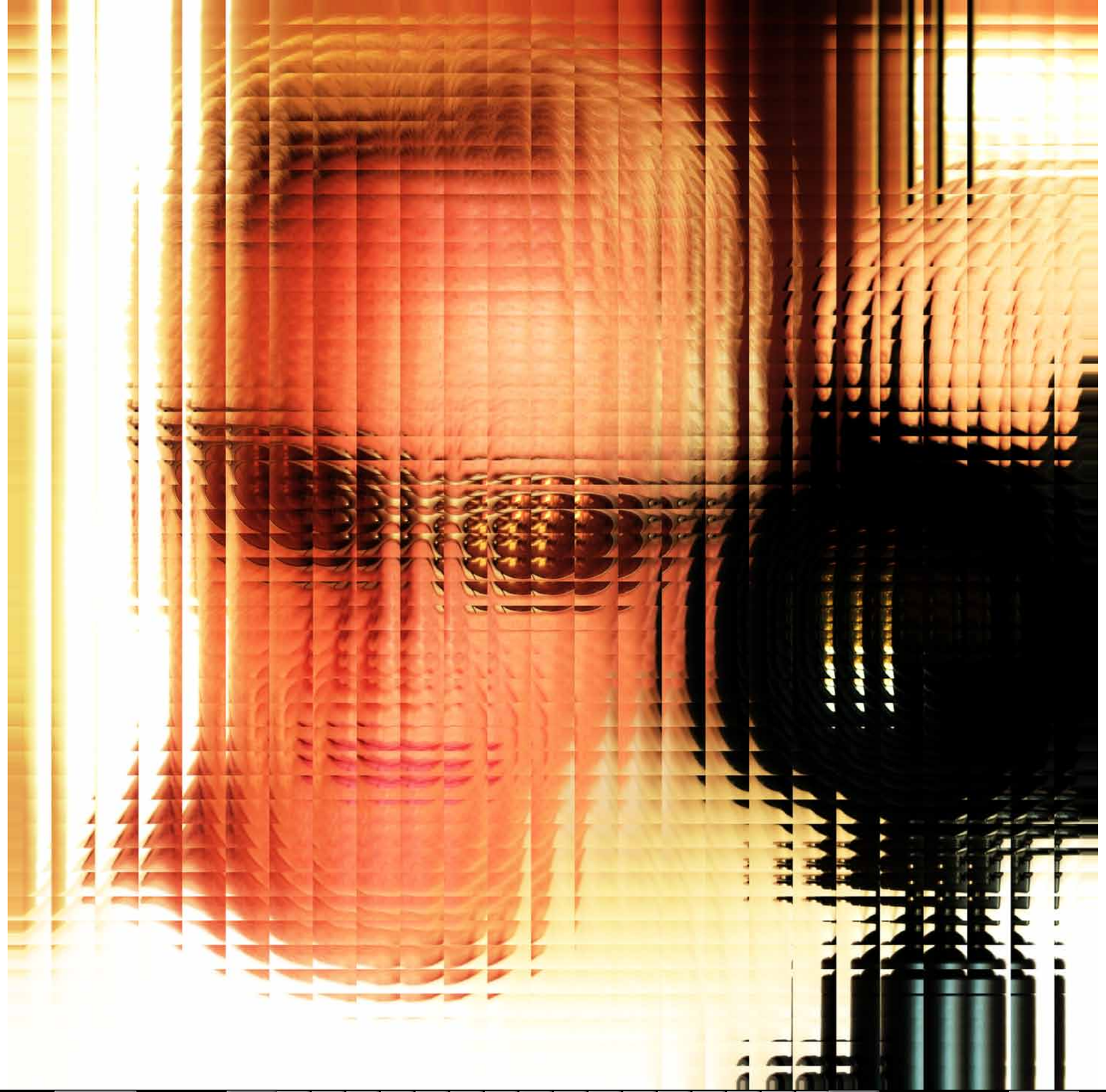
This book is
an evolving work.

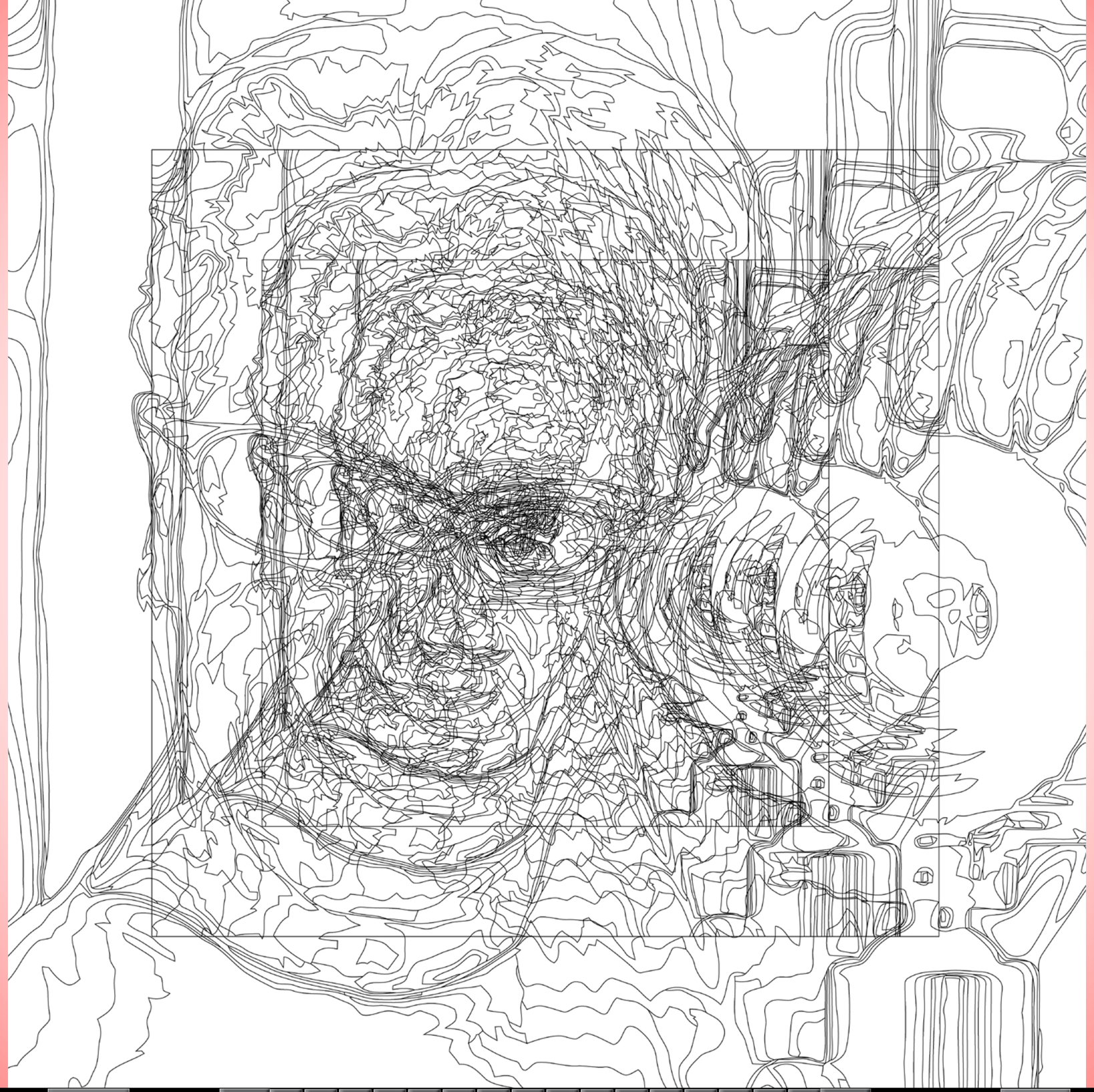
The version
you are looking at
is not
the final version.

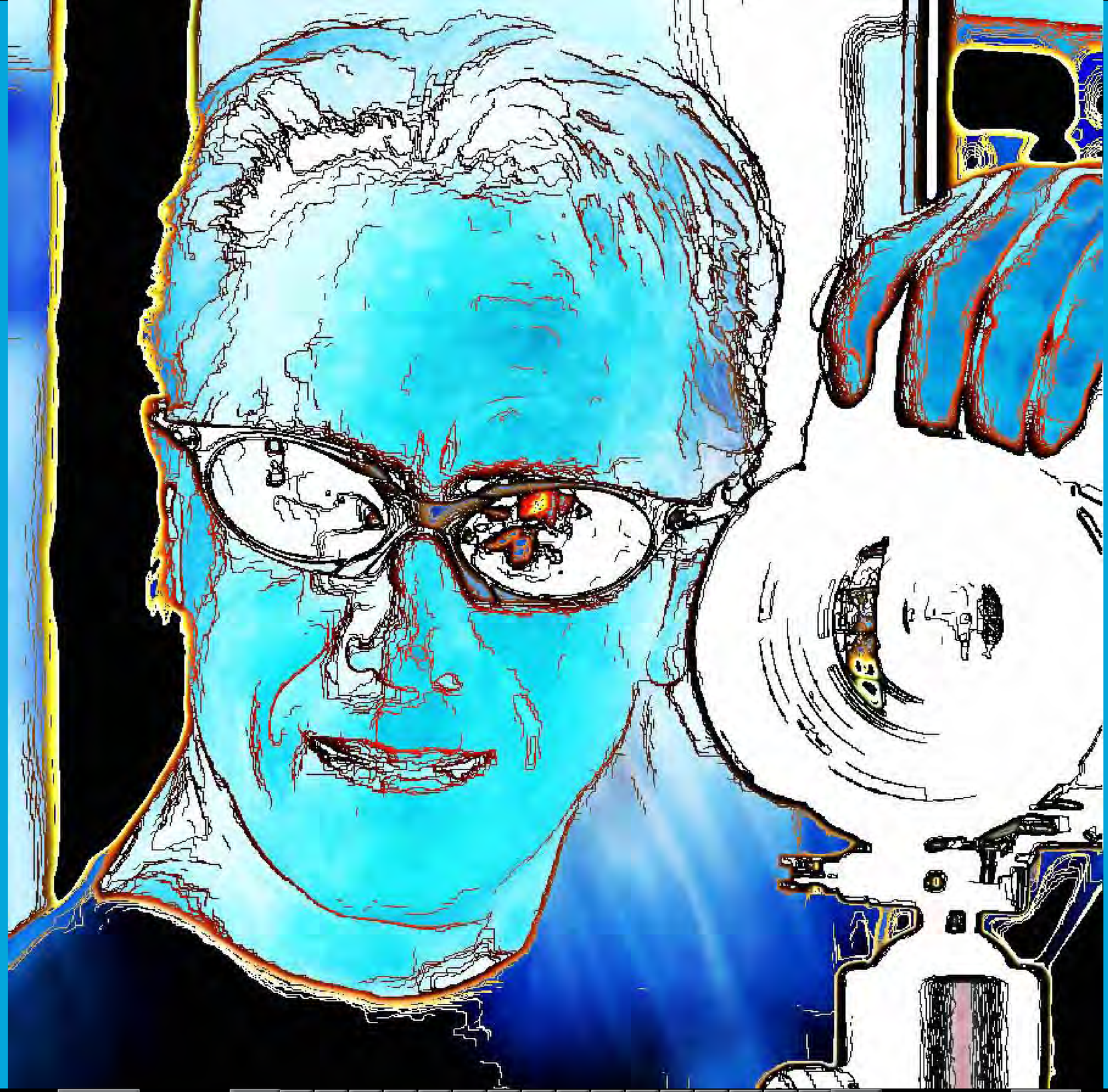
Stay tuned.

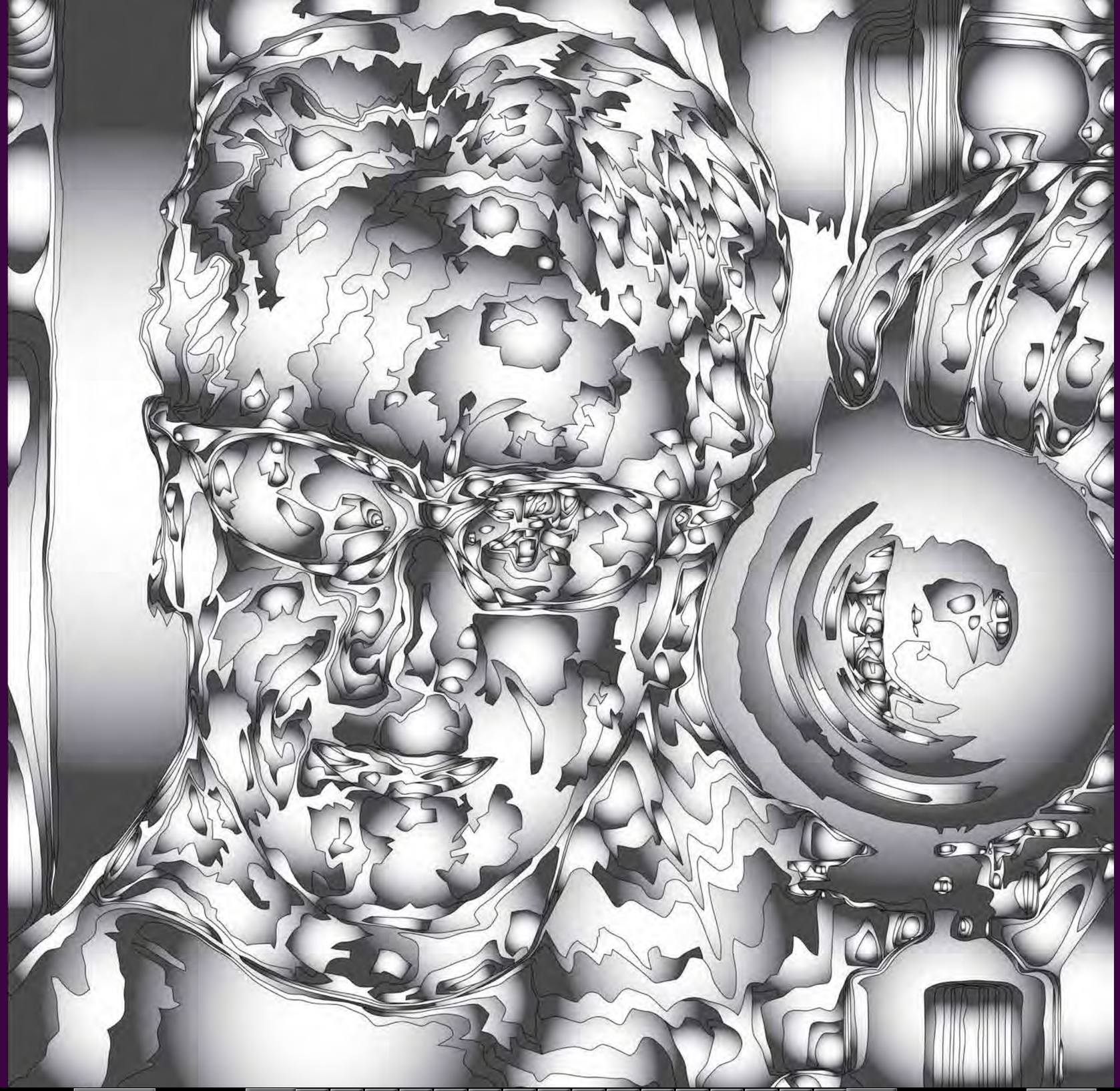


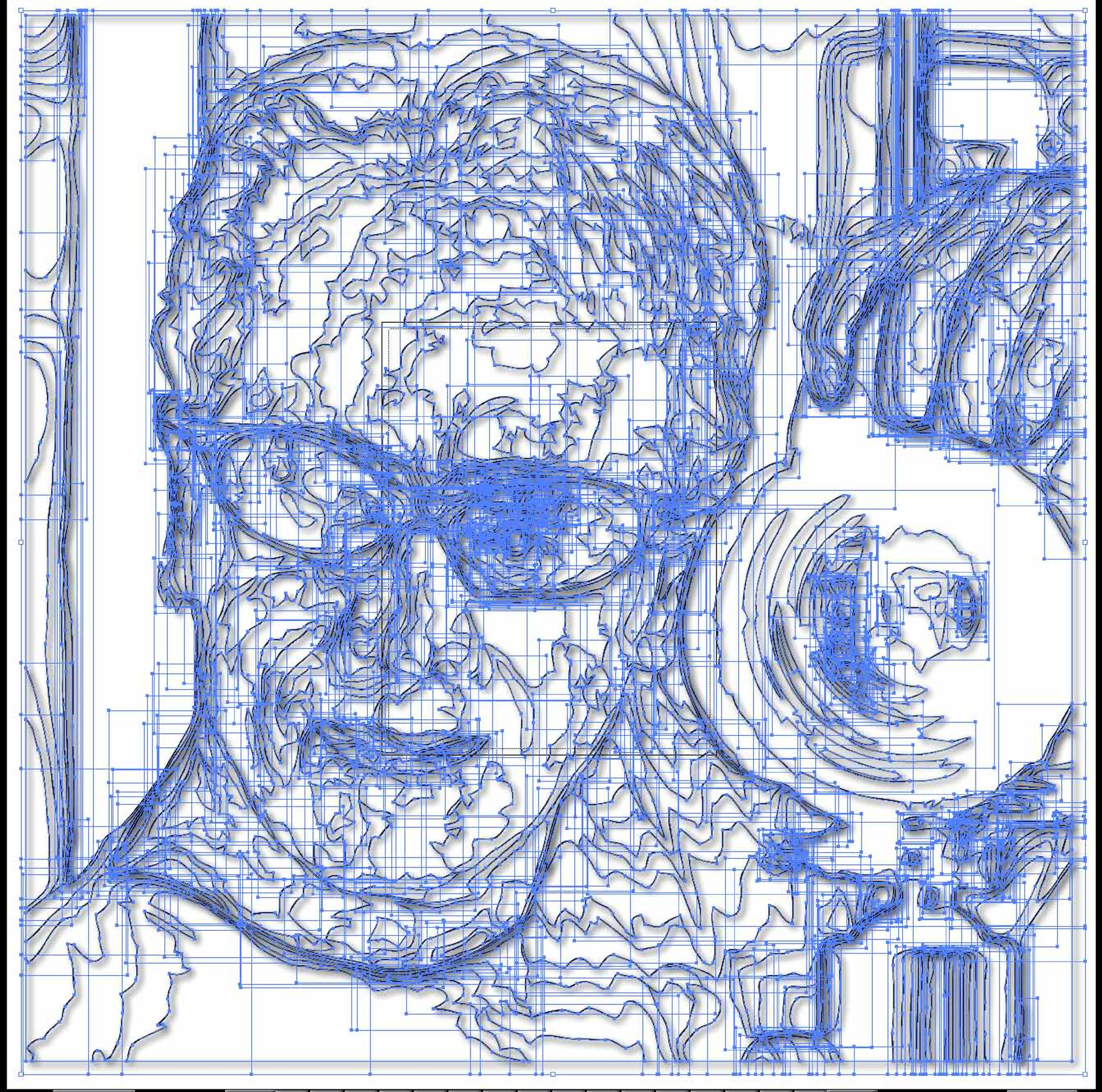


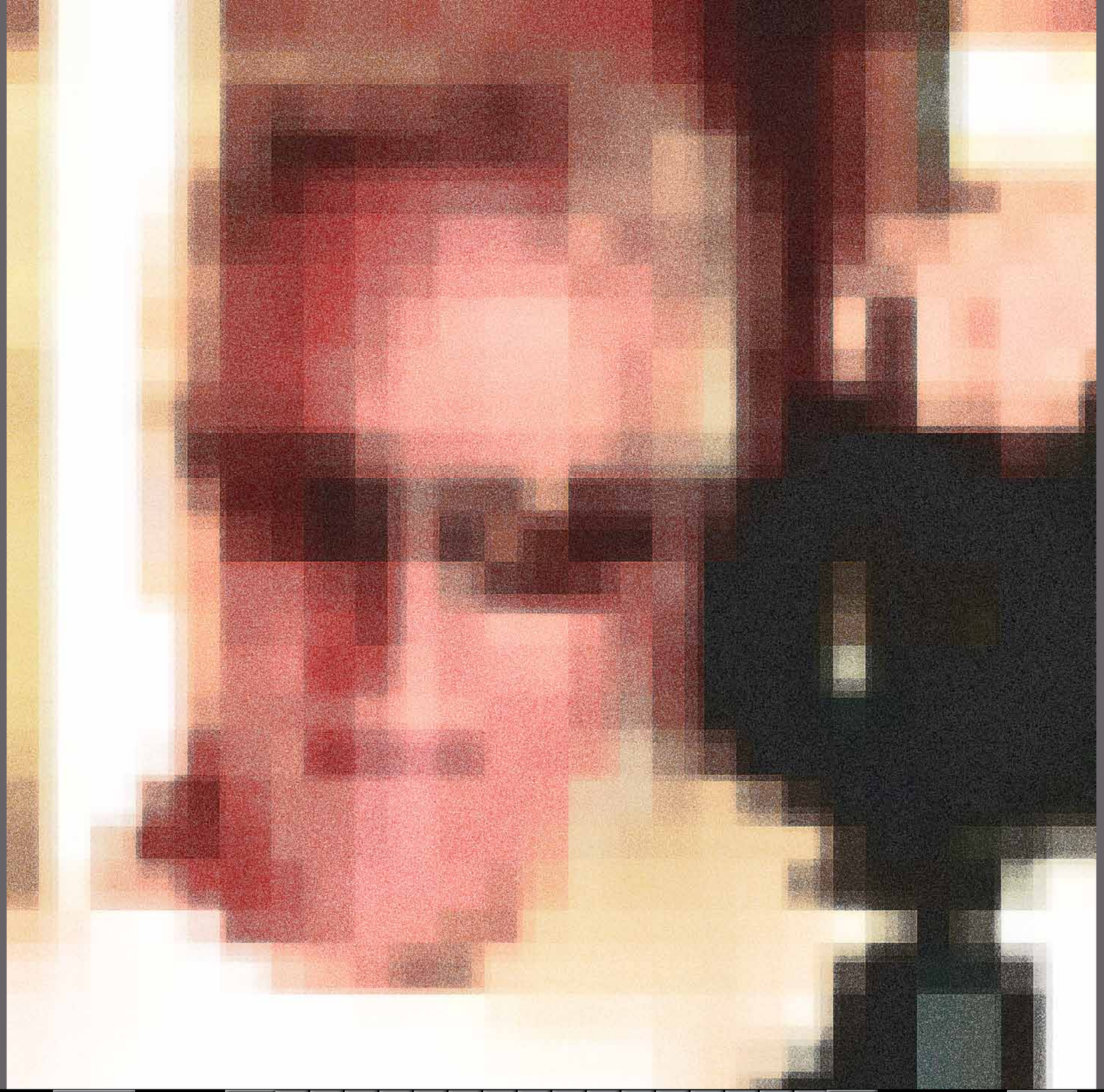


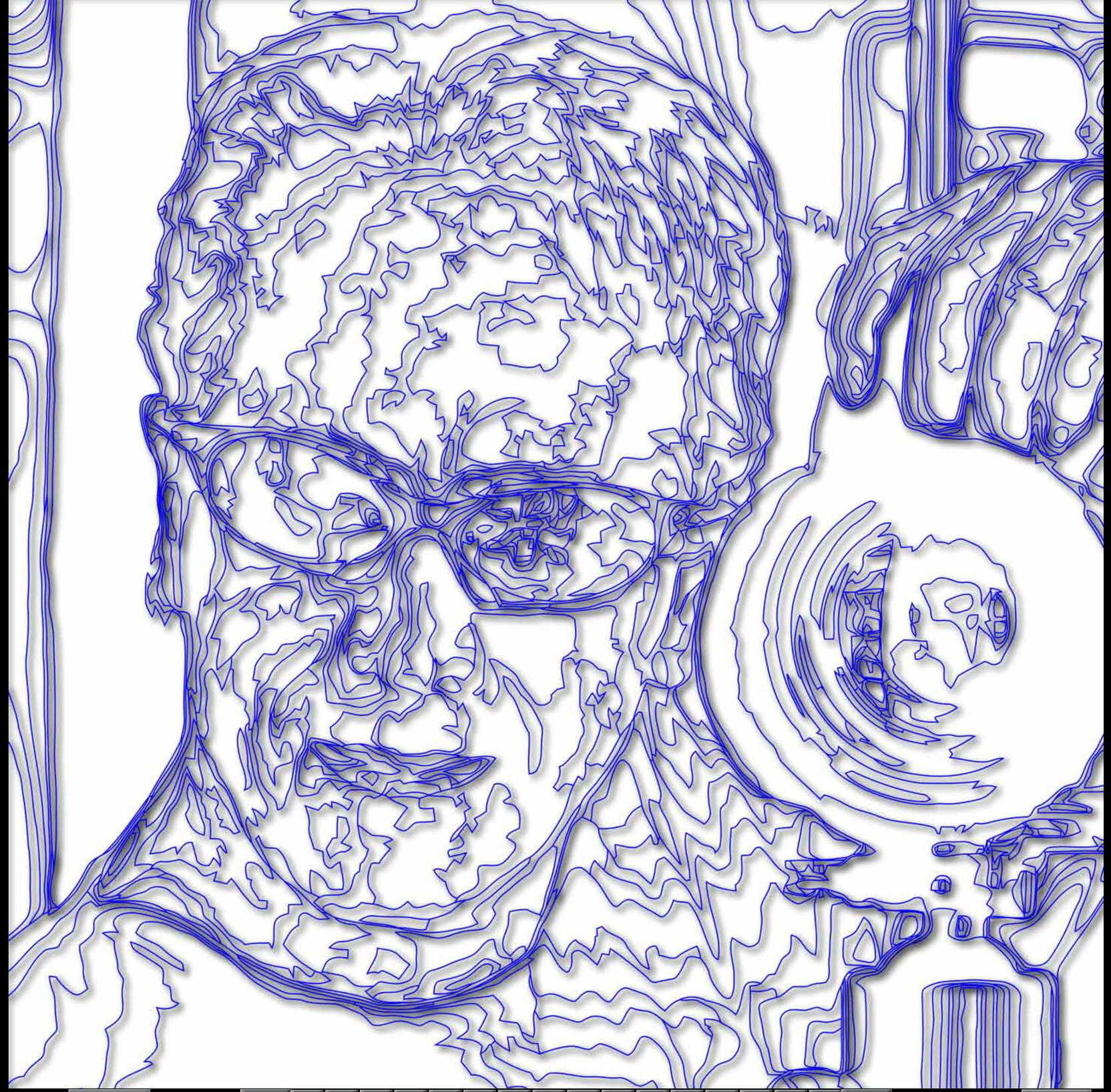


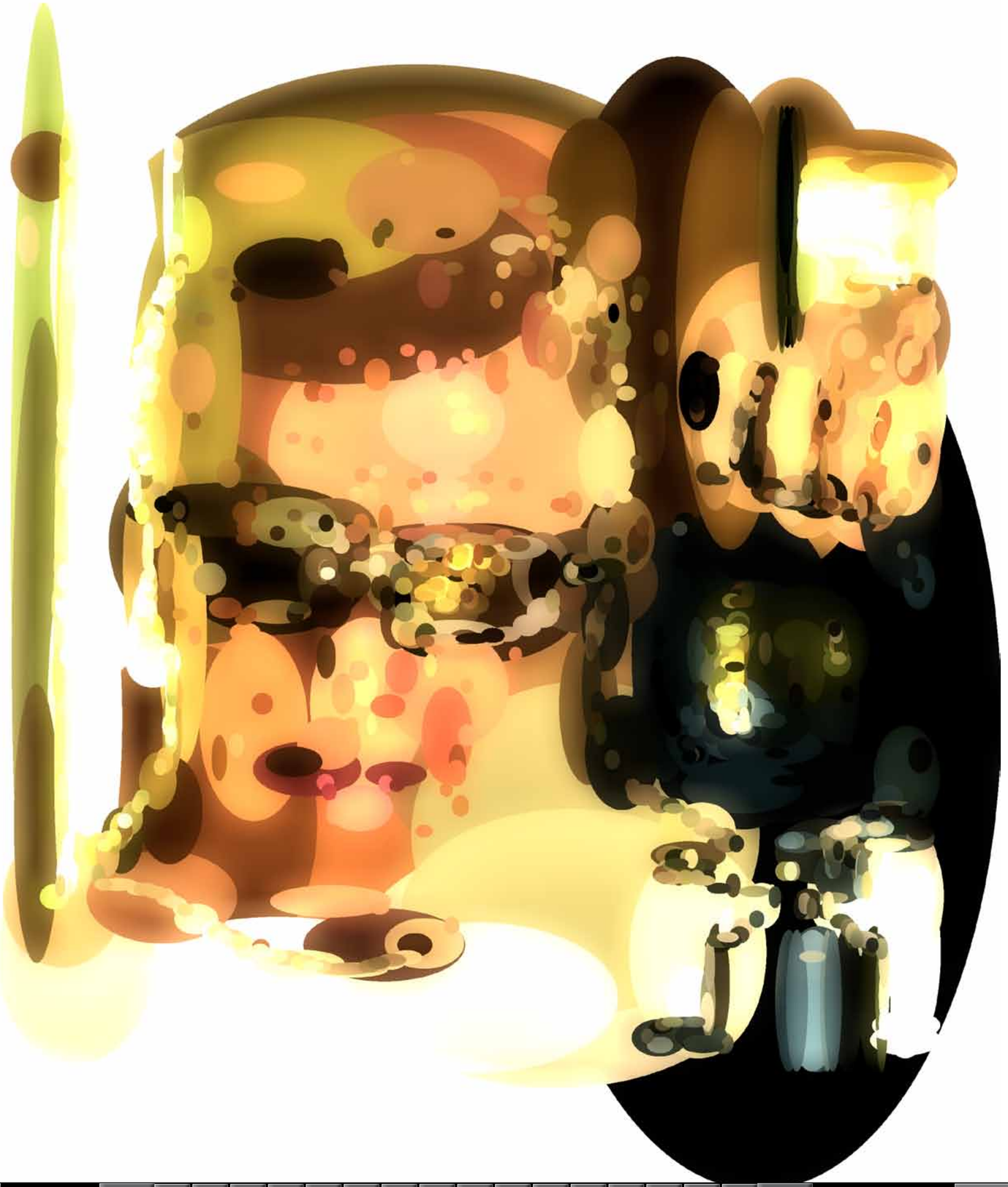


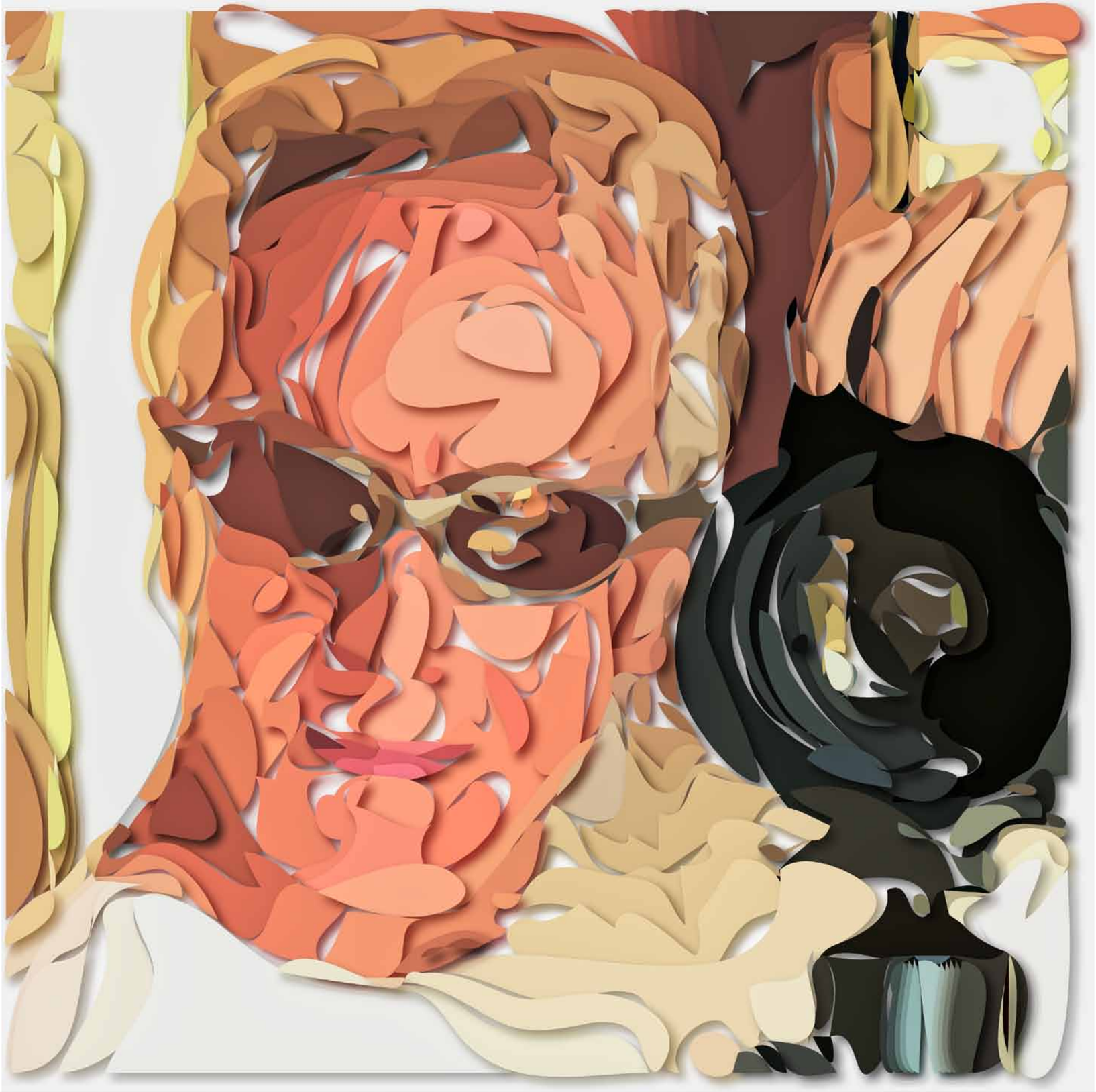


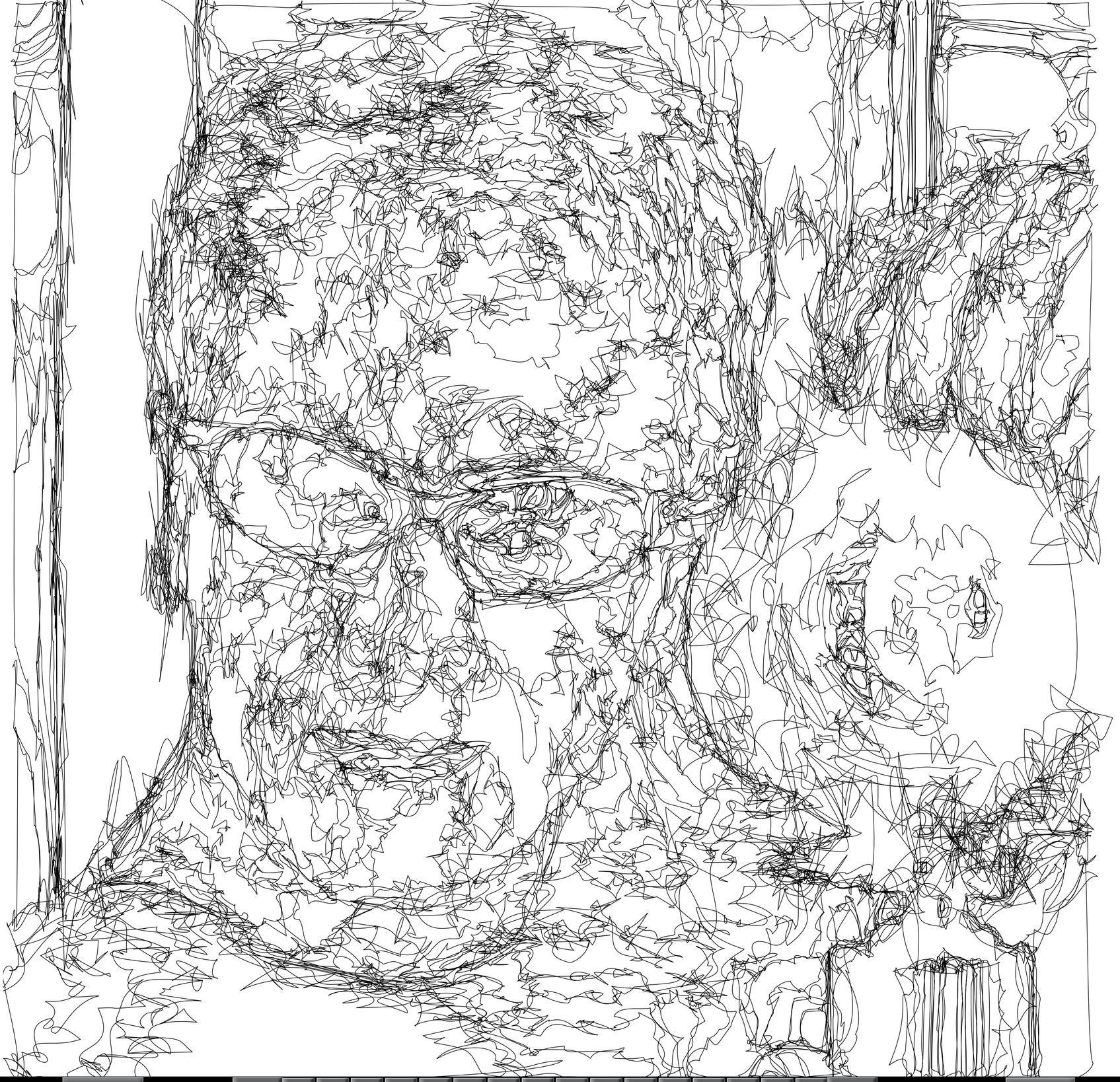


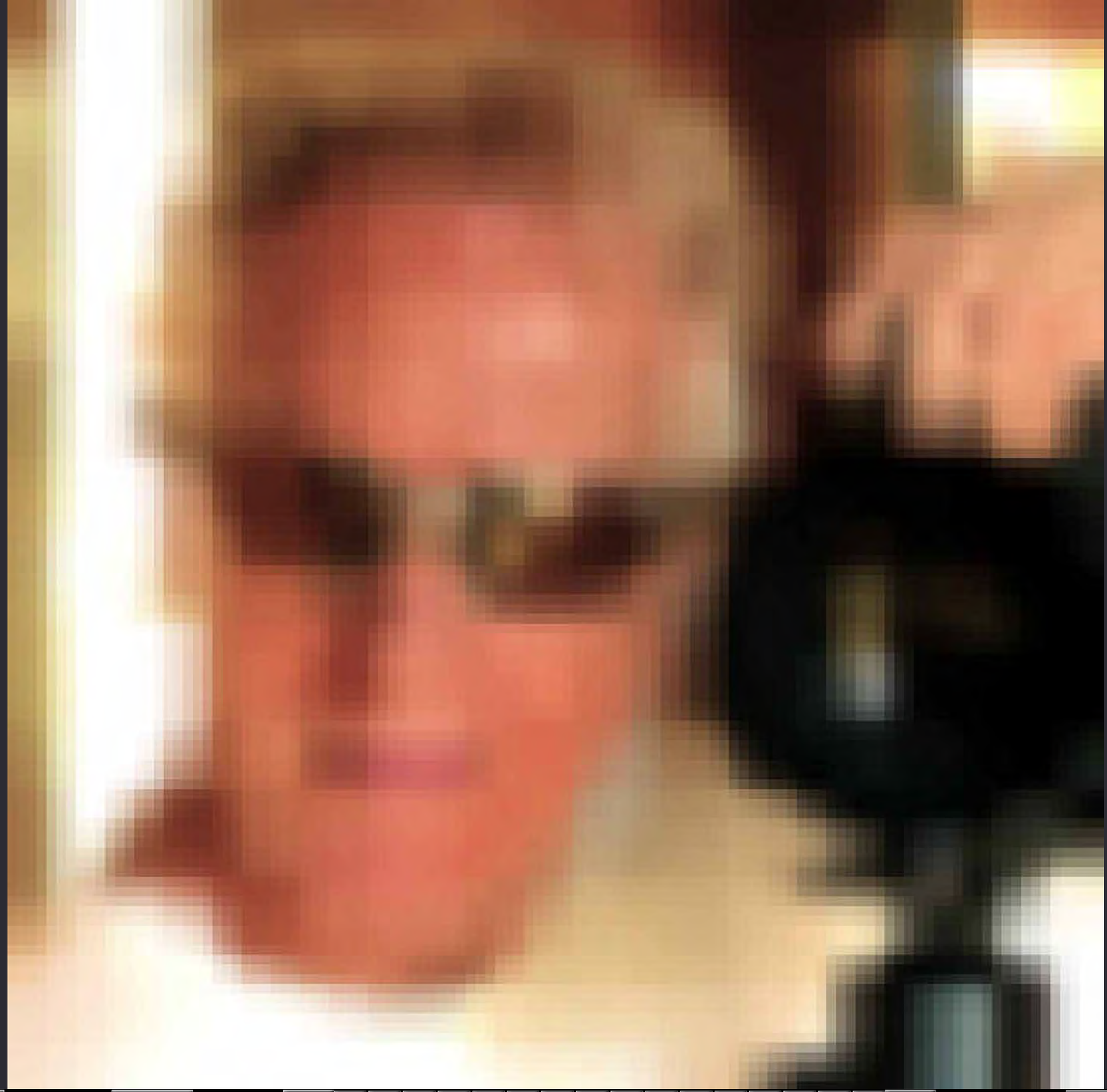


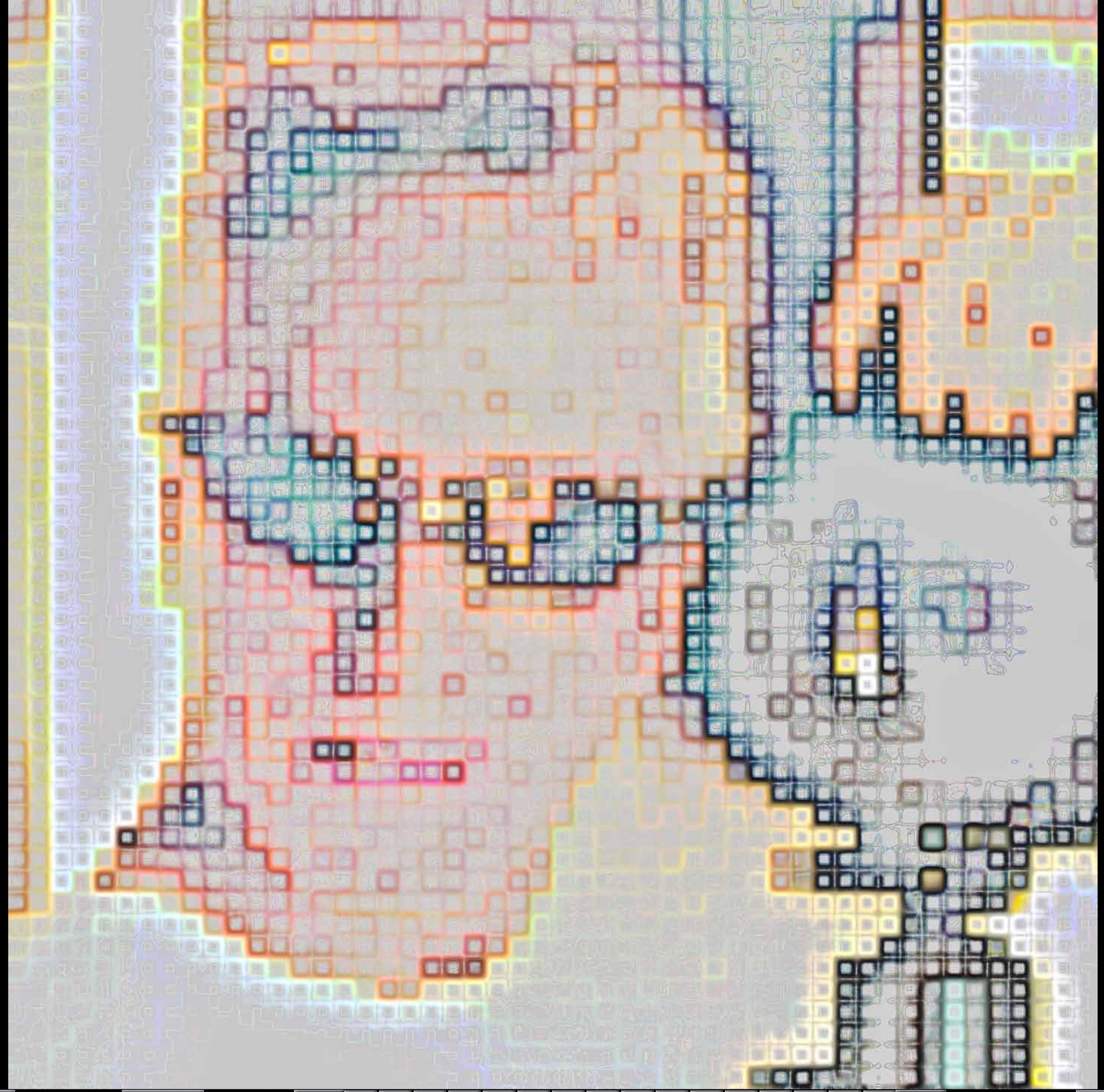












About the Artist - Tony Karp

Tony Karp has been working with projects involving art and technology for over fifty years. He believes that all art requires technology, and vice versa. Tony calls this blending "Techno-Impressionism." Tony's work has taken him down many paths, through many different careers with the common thread being the successful integration of art and technology.

Tony created his first professional images as a photographer. In 1959 and 1960 he took most of the photographs for NBC's on-the-air advertising. His work also appeared in Life Magazine, the New York Times, Newsweek, and Sports Illustrated. He received several Art Directors awards for his work.

During the 1960's, Tony's technical interests turned to engineering. The high point of this work was the design of a computer-controlled zoom lens that was used to shoot the opening scene of "The Godfather." For this work, Tony was nominated for an Academy Award for Technical Achievement.

In the early 70s Tony became fascinated with computers. For the next twenty five years Tony was the architect and systems designer for a number of large computer systems. Tony designed and built the computer system that controlled a large multimedia pavilion for the 200th anniversary of the Bill of Rights.

In the early 90's Tony changed his focus and again made art his metier. He created the concept of Techno-Impressionist art, in which he combined his knowledge of art and computer technology to produce new and varied images. His largest artwork is the Techno-Impressionist Museum, a complete art movement on an Internet web site. Tony used technology to build the web site, and art to create the images. There are shows, exhibits, and galleries in the museum

Tony now works in his studio in a rural area of northern Virginia, creating art for the Internet and prints for galleries. Since moving to Virginia, Tony has had twelve one-man shows, at venues both large and small.

His latest endeavor is making art books, of which this is one.

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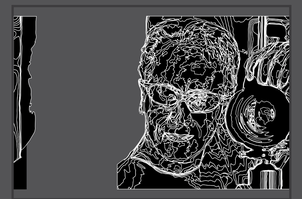
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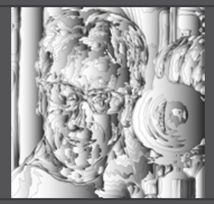
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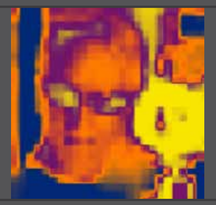
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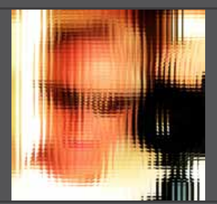
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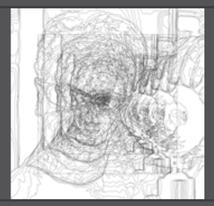
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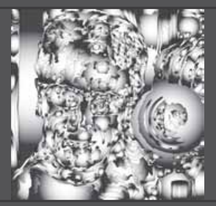
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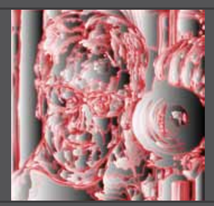
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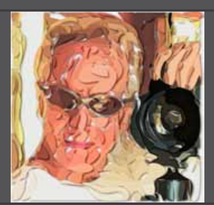
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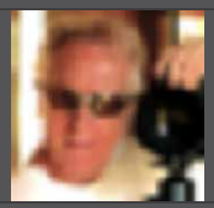
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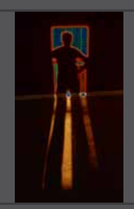
Self portrait of the artist, by Tony Karp 51

Colophon

Most of the pictures in this book were made from an original self portrait sent to me by Melvin Sokolsky. The others were made by me with an Sony DSC-F707 and a Canonflex 35mm.

The software programs used to create the different effects are too numerous to mention here. In creating these effects, I keep no notes of the various processes involved, so there is no way to re-create most of them. I have no desire to become famous for one particular look or effect. As Melvin has said about me, I don't have a unique, identifiable style. I took that as a compliment.

This book was designed and laid out in Adobe InDesign and packaged in Adobe Acrobat Pro. Other software, built by the artist, was used for the intermediate processing.

I have known Melvin Sokolsky for over fifty years. (I was Melvin's first assistant.) During that time, we have worked on many projects together. Hopefully, we will work together again in the future.

My wife, who is also the Artist's muse, is the co-creator of this book. We worked side by side choosing the pictures, laying out the content, and designing the interface. Thanks to her contributions, this book has reached its current state.

Note: The original self portrait from which the variations are made is copyright by Melvin Sokolsky, with the usual restrictions that such a notice carries.

Visit the Techno-Impressionist Museum

Send me an email at tkarp@TonyKarpBooks.com

All material in this book -- art, words, computer code, layout, and structure --
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About this book

Artists are driven by many things. For Tony Karp it's his desire to make as much art as possible and to have as many people as possible see his art.

Tony gave up being a computer systems architect and software engineer in order to pursue his art. As Tony's work has evolved, so has his ability to seamlessly integrate art and technology. This book, "The Artmuse Suite - Variations on a theme" is his latest art work. It's the future of artistic publishing. It redefines what's possible in an art book.

Tony designed and built this book. He wrote the software that enables many of its features. The book is a work in progress and will continue to evolve as it is easy to modify virtual media.

Tony has modeled this after a physical book. You can turn the pages or go to the index pages,. You can flip through the book or you can have it turn the pages automatically for you. You can even turn the titles of the pictures on and off. The "Back" button will retrace all your steps, just like your web browser.

This book has a "live index." Clicking on the image on the index page takes you directly to the page.

The newest feature, the green "Seemore" button, will show you detail that Tony has hidden for you to discover.

Everything that's been described is available on the interface that Tony calls the "Bookbar" at the bottom of every page. Click the buttons to see what they do. It's very easy.

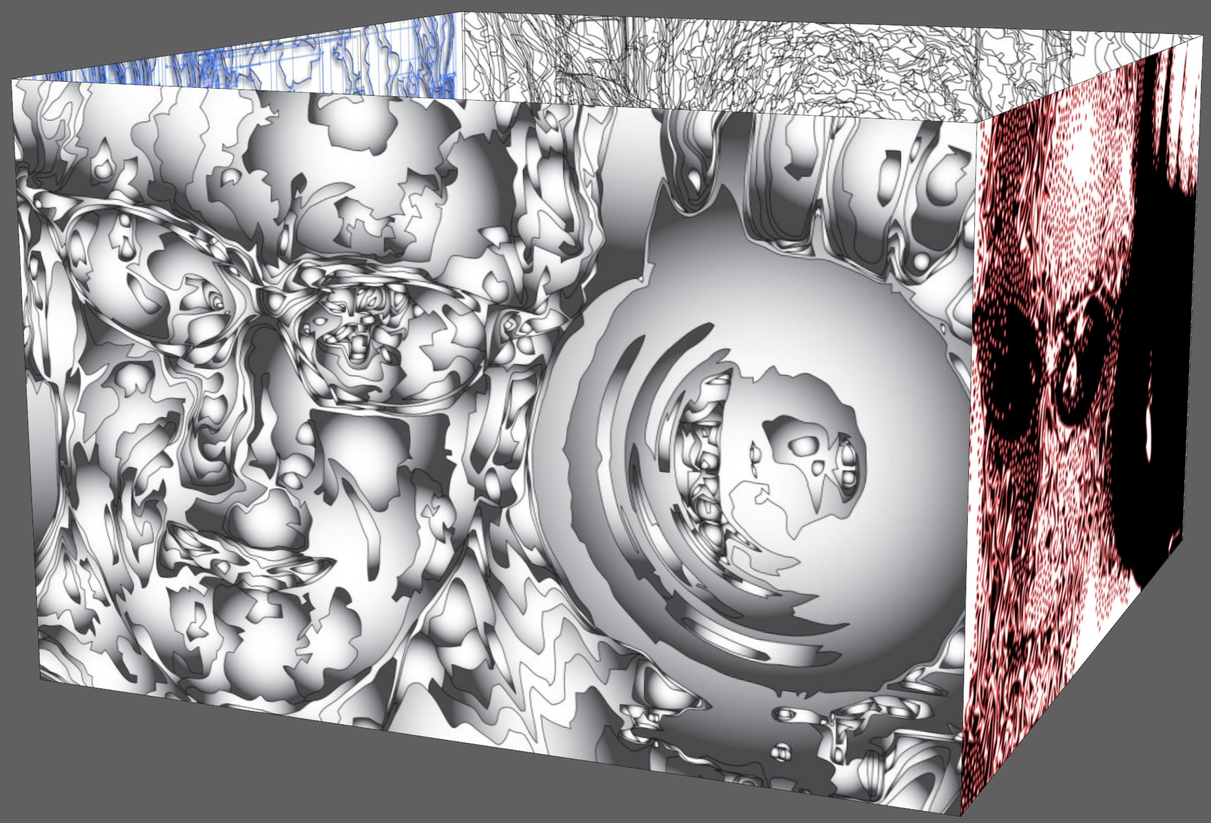
This book will be revised as the spirit moves the artist.

Marilyn Karp, the Artist's muse December 2010

3D Art Object to Play With

Instructions

Mouse: Click and drag to move model on different axes. Experiment with clicking in different places to see the effect. Zoom in and out using the mouse's scroll wheel.

Touchscreen: Touch and drag to move model on different axes. Experiment with touching in different places to see the effect. Zoom in and out by pinching or spreading your fingers.

Notes: You can reset the model by going to another page, then returning here. The toolbar at the top of the model provides opportunities for further experimentation.