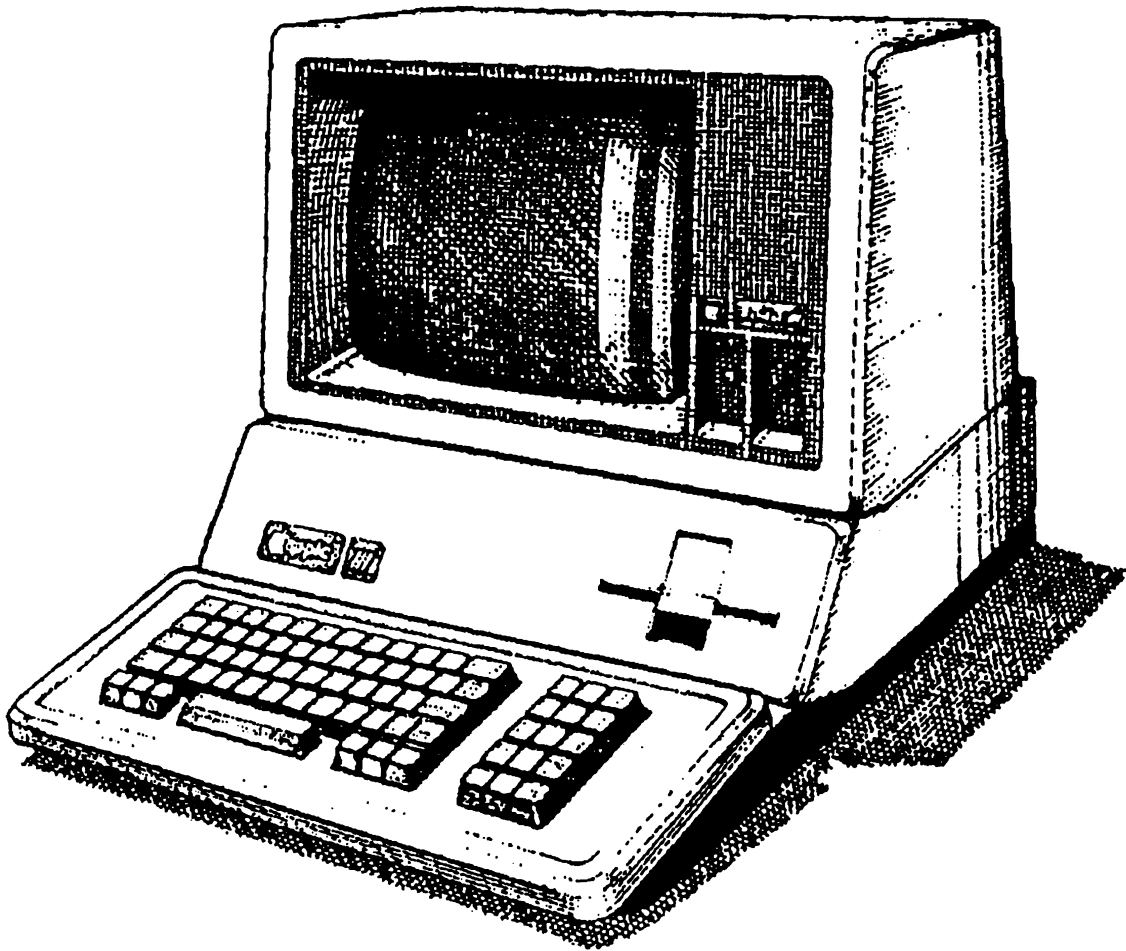




Sculptor: Tom Eckert

Apple /// Computer Information



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<i>APPLE /// WOODEN SCULPTURE</i>	<i>247</i>
<i>Apple Magazine, v2 n2, Nov. 1981</i>	

Ex Libris David T. Craig



Many of the people interviewed for this issue use personal computers to create works of art. But sculptor Tom Eckert did the reverse, using art to create the personal computer.

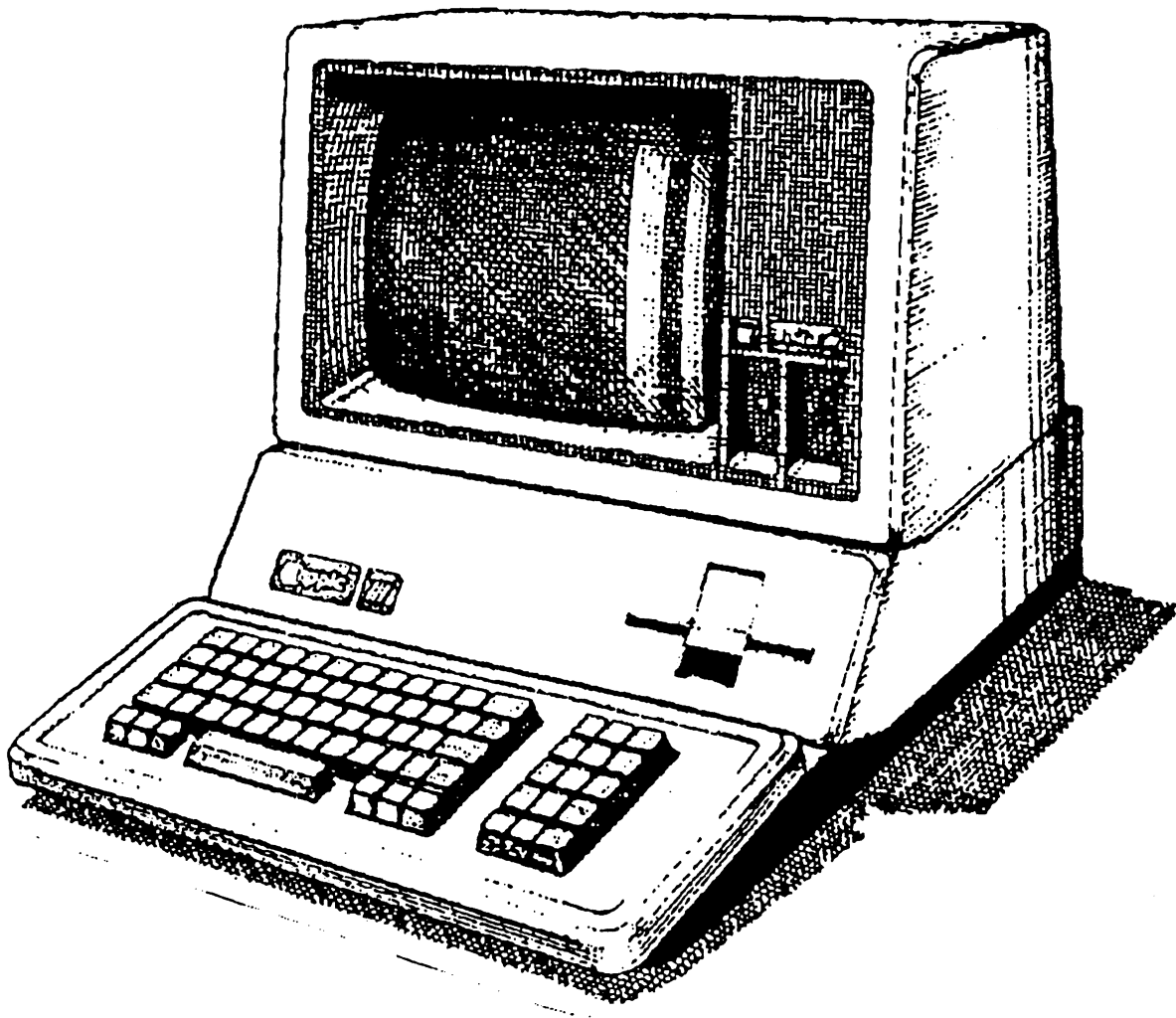
Eckert painstakingly carved, planed, chiseled, laminated, and lacquered the life-size Apple III system photographed for our cover, all by hand. The medium Eckert chose was hard maple.

“We’re used to seeing things made of certain materials,” says Eckert, an associate professor of art at Arizona State University. “Change the material and you actually change a thing’s status as an object.”

Eckert calls his creation “a play, a comment on technology in the super-realist tradition.” And of the subject matter? “Art happens without regard to it,” says Eckert. “Today, computers are as valid a subject on which to base a work of art as Madonnas were during the Renaissance.



Apple III Computer Information



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