

CONTENTS

WELCOME	1
EDITORIAL	
MARK RESCH: Computers, Art and Context	2
ARTICLES	
PATRIC PRINCE: A Brief History of SIGGRAPH Art Exhibitions: Brave New Worlds	3
DONNA J. COX: The Tao of Postmodernism: Computer Art, Scientific Visualization and Other Paradoxes	7
TIMOTHY BINKLEY: The Wizard of Ethereal Pictures and Virtual Places	13
BENOIT B. MANDELBROT: Fractals and an Art for the Sake of Science	21
HERBERT W. FRANKE: Mathematics As an Artistic-Generative Principle	25
GENE YOUNGBLOOD: Cinema and the Code	27
BEVERLY JONES: Computer Imagery: Imitation and Representation of Realities	31
BRIAN REFFIN SMITH: Beyond Computer Art	39
MIHAI NADIN: Emergent Aesthetics—Aesthetic Issues in Computer Arts	43
RICHARD WRIGHT: The Image in Art and 'Computer Art'	49
JUDSON ROSEBUSH: The Proceduralist Manifesto	55
TOM DEWITT: Dataism	57
PAUL BROWN: Art and the Information Revolution	63
ROGER F. MALINA: Computer Art in the Context of the Journal <i>Leonardo</i>	67
COLOR PLATES	71
SIGGRAPH '89 ART SHOW ARTISTS LIST	122
SIGGRAPH '89 ART SHOW JURY	125
SIGGRAPH '89 ART SHOW CATALOG ARTICLE REVIEWERS	126

