Text to accompany “Spots” A well known abstract painting by Bruce Gray

This work was made using circle world of the Gargoyle program

Biography of the Artist: Bruce Gray (all information taken from BruceGray.com)

Bruce Gray is a metal sculptor and artist in the Los Angeles area, born in Orange, New Jersey in 1956. Some of his inspirations include Pablo Picasso and Salvador Dali as well as Roy Lichtenstein and Joan Miro. He did not become involved in art in any traditional sense, he never took art in high school, although he enjoyed wood shop and screen printing. After an involvement in the Coast Card, Bruce went to college and got his BFA in design at the University of Massachusetts. Upon graduation in 1983 he became employed in photography and advertising until 5 years later he realized he wasn’t living up to his creative potential. He moved to Los Angeles in 1989 to become an artist working only in wood and then he began to work with steel, and taught himself how to weld. He looks to all things for inspiration, especially the things that are overlooked.

Description of the image

The image consists of 8 larger “spots” and 50 smaller “spots.” Each spot is a random colored dot inside of another random colored dot with a random colored border. The focal point in this piece seems to be the colors, and not just the dots in themselves. There is no order to the arrangement of the dots, it looks like a bunch of them were just dropped on the floor and then painted.

Abstract description of the process of image generation

To create this work, I first defined the program for the larger dots, which just consisted of a randomly moving circle, randomly colored with a random border inside of another randomly colored circle with a random border. I then defined another set of dots, with the same description, just smaller in size. I then experimented with different ratios of larger dots to smaller ones to give the effect of dots dropped on the floor randomly. All positions of the dots were arbitrarily and I used the command :move: in order to create the sense of randomness.