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GLA 602-OL3 **The Art and Ideology of The 20th Century**

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## **Digitalized Wish**

"Digilog" is a compound word of digital and analog. Recent developments in high technology have endlessly innovated mankind's lifestyle, which depends on digital technology. Through the advent of wearable digital gadgets and the progress of nano-technology, human beings are rapidly starting to resemble cyborgs. This is because they have amplified human beings' basic abilities and it is impossible to imagine daily life without them. Nevertheless, human mind, desire, feelings and heart never be sampled and quantified by high technology for the convenience of digitalization. Under this context, I want to maintain that "Digilog" is a definite solution not to lose human identity in an extremely simulated world, since so many people often neglect human dignity focusing on convenient new technology. I am going to explain my real wish with my own digital composition, and you can notice Baudrillard's four stages of simulation in my explanation. I am writing this essay with the approach of "Digilog".



I took this photograph three weeks after I arrived in the United States at 303 second street, San Francisco. At the first glance, this public art grabbed my eyes, so I pressed the shutter of my camera. Since I had my first free time after settling in a whole new environment, this sculpture was my first impression of San Francisco. In addition, it symbolized my feeling of settling in to San Francisco.

Jon Krawczyk's sculpture<sup>1)</sup> is **the real stage** of my simulation.

The second stage is **the counterfeit**.

I began to collect source images for digital construction. My idea was to add symbolic images of San Francisco on the metaphorical image of my settlement. Finally, I combined famous cable cars,



surfers, Golden Gate park and Christmas images with the raw photograph by layering and masking. I began to change Krawczyk's public art with my personal intention. By doing them, an image of this original sculpture had been changed into a source of my artwork. I made this artwork eight months ago, so this composition was for symbolizing four seasons to come in my new life in San Francisco. Four seasons are a metaphor of continuous time of my new life.

From then on, genuine simulation began. I sincerely wanted to express my wish to live with my wife as a turning point of our couple's history. At that time, my wife still remained in my country, South Korea, so I put a bicycle rider, my wife and a jumping man, myself on the center of image. I blurred the image of my wife to emphasize upcoming arrival, and combined the road on the grass to show the direction of coming. Moreover, I decided the title of this art composition to *"She's coming"*, which means that her coming was still going on. Eventually, in this **production stage**, the public art of a specific place of San Francisco came to have totally different meaning. The sculpture has become a sign of myself. Four seasons are my whole life of new challenge in the United States, and my wife is coming to me. Does this production work well in the digital composition? I was waiting for my wife on my transforming to a digital visual storyteller. San Francisco was the landing place for my challenge.

Lastly, ultimate **simulation stage** is left. I have to say the most important meaning of my digital artwork, *"She's coming."* It contains the light and Christianity. By adopting these, I tried

to link my composition of the production stage to a spiritual meaning. I wanted to go one more step away from my expression. You can find the lightest ray on the center of background and a subtle glow around Christmas ornamental ball. As a Christian, my ultimate destination is the heaven. My spiritual position is in between God and my wife, because she is an atheist. The time when I made this artwork was just before Christmas, so this digital composition tells her to come into Christianity, then go further beyond horizon. As you can see, our final steps will be on the stairway to heaven. In this stage, the sculpture on a street of SOMA area almost disappears according to Baudrillard's simulation. However, all above explanation is just the author's intention. You can enjoy this well-made digital composition with your own interpretation. It is the very simulation I have learned from the Art and Ideology of The 20th Century Class.

I am so pleased to have ability to understand and interpret post-modern art and performance. Especially, Baudrillard's simulacra promoted my class work to a post-modern art. The movie, *"The Matrix(1999), The Wachowski Brothers"* showed me that our reality has become more simulated. The more digital technology progress, the more hyper-reality dominates surrounding mankind. For most cases, the most realistic simulation is based on human's ideal desire. The most developed virtual reality make a man's dream come true, not practically but realistically. Human's desire never runs out, so technology has helped him to meet his needs and desire. However, human is not digital. Our thoughts and mind is definitely analog. Underlying this belief is the reason why I would like to decide the title of this essay with **"Digitalized Wish"**. The digital file, *"She's coming"*, is the simulated piece that make my invisible and ideal wish visible and describable image. Simulation is the just simulated reality, but genuine reality is really linked to real existence. Therefore, we should develop the ability to distinguish between what is real and what is simulated, as Neo, the main character of Matrix, did. I will keep on tracking my real wish with digital technology.

## Bibliography

- 1) Jon Krawczyk in SOMA, Web article,  
<http://www.artandarchitecture-sf.com/jon-krawczyk-sculpture-soma.html>
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**Artwork:** KIM, Seong-Jik, "She's coming", November 4, 2014.

