



Larry Akers

ARTIST STATEMENT

“Intrigue lies at the intersection of pattern and surprise.” – heard on NPR

I produce works that stimulate our visual perception systems in challenging and interactive ways; using patterns that animate when the viewer changes his proximity or angle of view. I do this by constructing three-dimensional pieces that set up moiré effects, which are fluid, visual phenomenon created by the interactions of multiple regular patterns. I use layers of patterned wire, perforated sheet, or other semi-obscuring, patterned materials; reflective materials; and patterned or contrasting backdrops to create complex visual spaces that appear to become highly active when the viewer moves. My works are kinetic sculptures, with the movement provided by the viewer. The images of the pieces can seem spatially disassociated from their physical media.

Regular patterns, including those that generate moiré effects, can be effectively created, compounded, or accented by use of reflective materials. Much of my most recent work has involved constructing pieces exploring these possibilities. I occasionally incorporate lighting elements into my pieces.

Most of my work features the use of recycled and/or adaptively used materials; beauty from junk. An important part of my work process is finding materials that stimulate ideas for constructions.

Though I try to make the pieces generally attractive, their beauty is perhaps not so much in their concrete aspects, but rather in the way we interact and perceive their effects. I hope the viewing experience is both introspective and splendidly sensual.

To keep things pure, I consciously avoid socio-political or personal messaging.

Anyone with eyesight, whether child or aficionado, can appreciate my works; but one must look closely and move thoughtfully to see them best. Rather than looking straight on, try approaching from one side and moving slowly toward the other. Then dive in and let your eyes play. Get close. Experiment with the art of looking.

BIOGRAPHY

Larry Akers is a long-time software development professional, community parks advocate, and “empty nest” parent in Austin, TX. Raised on the High Plains in Pampa, Texas, Akers moved to Austin in 1973 and has lived there every since. He has accumulated a batch of degrees in computer science and mathematics at the University of Texas at Austin, but is self-taught as an artist, having started production in late 2010 after collecting ideas over the years. His artwork started out as pure play and retains that intention today. Now he wishes to share what he is producing in hopes of stirring the senses and giving pleasure to viewers and sparking the creative spirit in others



Larry Akers

EDUCATION

PhD and M.A. in Computer Science – University of Texas at Austin – Austin, TX

B.A. in Mathematics – University of Texas at Austin – Austin, TX

Graduate – McDonald's Hamburger School

BACKGROUND

Computer scientist with more than 35 years experience using formal languages, recursive functions, recursive grammar definitions, and all manner of computer programming patterns.

Five years of studio artwork focusing primarily on
-Construction of three dimensional pieces employing pattern, moiré effects, and reflectivity
-Photography exploring color and pattern reflected in water

University of Texas Art Appreciation course

Two years of public school teaching (mathematics)

EXHIBITIONS

2015 *Construct* – CAMIBAart – Austin, TX
West Austin Studio Tour – Big Medium – Austin, TX
DUE WEST! – Pop-Up Gallery @ University Park – Austin, TX

2014 *West Austin Studio Tour* – Big Medium – Austin, TX
DUE WEST! – Pop-Up Gallery @ Lincoln Village – Austin, TX
100-4-100 – Silent & Live Art Auction – University Galleries I + II – San Marcos, TX
The People's Gallery – Austin City Hall – Austin, TX
Travis County Democratic Party Coordinated Campaign Headquarters – Austin, TX
Brigid Shea Campaign Headquarters – Austin, TX

2013 *West Austin Studio Tour* – Big Medium – Austin, TX
2013 Fall Art Show – Senior Activity Center Lamar – Austin, TX

PRIMARY INSLUENCES

Carlos Cruz-Diez, Jesus Rafael Soto, Steve Reich, David Pritchard