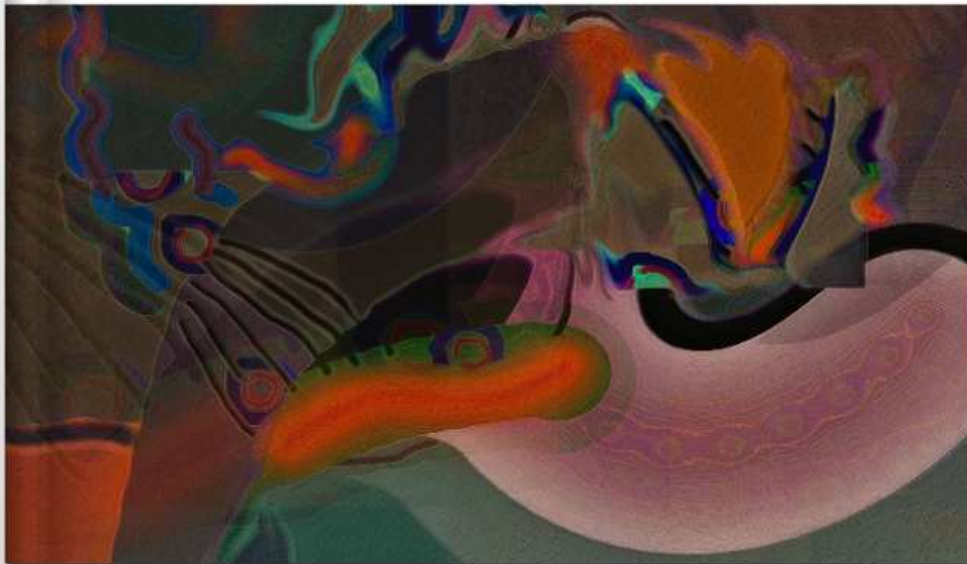


MOCA: Museum of Computer Art

Contest of the Month March 2010, Brooklyn, New York



MOCA: Museum of Computer Art

Contest of the Month March 2010

<http://www.moca.virtual.museum>

INTRODUCTION

This month's MOCA contest was particularly interesting to me. It was compact enough for me to imagine that I might be able to write about it without being too tedious and not having to leave too many people off the comment list. And, there are some interesting developments in this work that somehow stir me. I am writing this essay without looking at the final contest results, but rather I am referring only to my own personal notes.

For me, that is what this month's offerings are about, improvement, maturing and stepping across new thresholds. For example, looking on the MOCA website at the entries from [2010](#) by Dominique Brunzlik as if they are in chronological order I can imagine a bit of a contest with each pushing the other to try new things. Dominique starts off with some rather standard experiments with "Bird Life" and then really begins to push the pixels around like wet paint. It feels like something clicked on and by the time we get to "Angry Nature" I like to think that the artist has seen some new potential in using the "scatter" and "goo" plug-ins as one would use brushes. A lot of further work and exploration remains to be done,

but this seems like a new threshold for this artist.

Contest of the Month March 2010

Honorable Mention

Dominique Brunzlik

Submission



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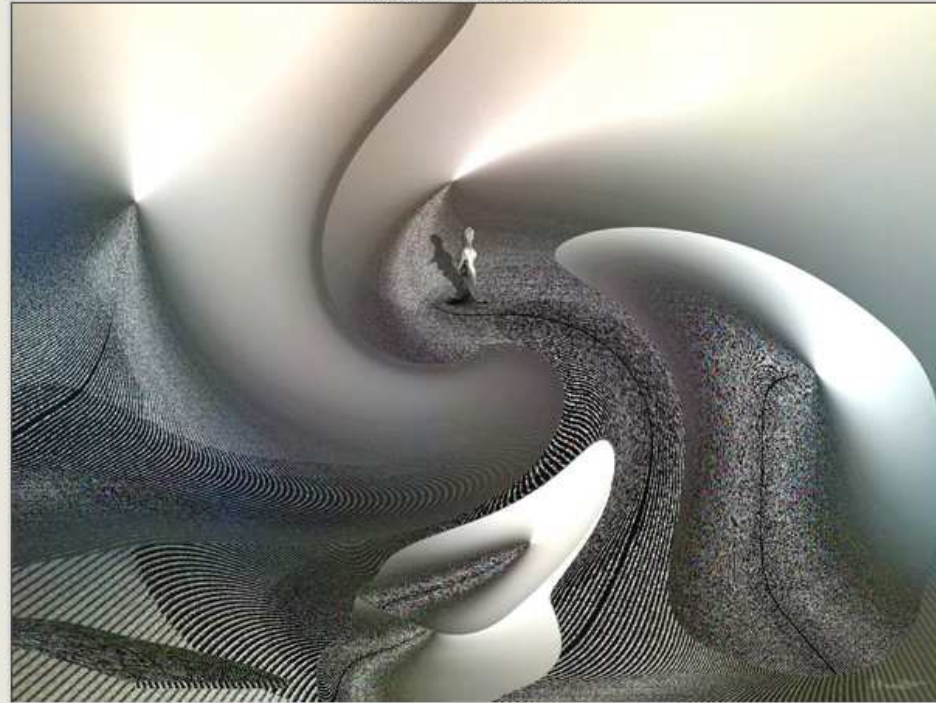
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Contest of the Month October 2010

Honorable Mention

Dominique Brunzlik

2012 - Final Destination



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