

Chapter 8

Digital Art and Sculpture

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ABSTRACT

This study aims to examine contemporary artistic production processes at the intersection of digital art and sculpture. The impact of technological advancements on artistic disciplines has become increasingly evident, particularly in the field of sculpture, where the use of digital tools is now more prominent. Techniques such as 3D modeling, augmented reality (AR), virtual reality (VR), and digital fabrication have fundamentally transformed both material selection and modes of expression in sculpture. Digital sculpture has emerged from the integration of traditional sculpting techniques with digital technologies, offering artists a broader range of expressive possibilities. In this context, the study questions how digital technologies shape artistic creativity, transform the practices of artists, and redefine the dynamics of interaction between the viewer and the artwork. The societal and cultural contexts of digital art and sculpture will be analyzed, and evaluations will be made regarding the current position and potential future of these disciplines in the contemporary art world.

DOI: 10.4018/979-8-2600-0944-4.ch008

INTRODUCTION

Since the beginning, the human being, as a creature of intellect and senses, has ensured its existence by uniting daily life and art under a common roof (Bulat, S., 1999). Artists, inspired by forms in nature, have transformed nature according to their own perspectives by modifying or reinterpreting it while preserving its essence. During this period, debates about art intensified, and the social aspect and functionality of art began to be questioned (Bulat-Bulat and Aydın, 2014). As long as there are no boundaries placed on artists' creative freedom, opposing the fields they have reached or wish to reach, and certainly technological developments, is of no benefit (Bulat, S., 1999). From the last quarter of the 20th century onward, digital programs that began to be used in all areas of art, along with the output methods developed with these programs, have provided new possibilities in the field of sculpture as well (Bulat et al., 2014).

Throughout history, art has undergone continuous transformation in line with societal, cultural, and technological changes. Especially the process of industrialization has significantly influenced the methods of artistic production, modes of expression, and materials used, thereby reshaping aesthetic and conceptual frameworks. The advancement of technology has expanded the boundaries of human intellect and creativity, diversified artistic means of expression, and laid the groundwork for new artistic practices. Forms of artistic production and material usage are directly related to the social and economic dynamics of different periods. In particular, the Industrial Revolution and subsequent technological advances have been among the primary factors radically transforming the processes of art production. This transformation has not only changed the technical infrastructure of art but also restructured aesthetic perceptions, conceptual inquiries, and the social function of art (Bulat, M., 2014). However, the interaction between technology and art has also brought along various ethical and ontological debates. While cultural, social, and scientific developments have made significant contributions to human life, the integration of art with technology has necessitated the reevaluation of concepts such as originality, creativity, and authenticity.

The process of digitalization has changed the dynamics of art production and consumption, and has become a factor that reshapes the relationship

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