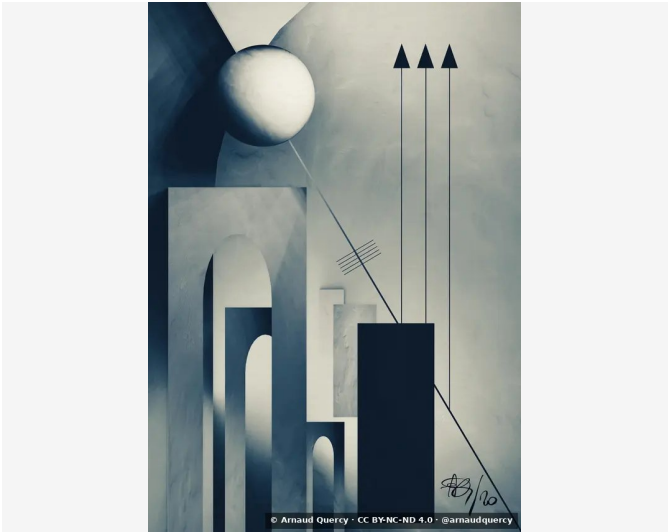


Nanopublication – Digital Medium and Process

by Arnaud Quercy [2] · The Two Cities – part II · 2021



CLAIM 4: DIGITAL MEDIUM AND PROCESS

I created this work in Blender [4], using 3D digital modeling to construct the [1] geometric vocabulary that translates Augustine's philosophical concepts into visual space.

CONTEXT

Blender, an open-source 3D creation suite, serves as the technical medium through which this transliteration is realized. The choice of 3D digital modeling is not incidental but methodologically significant: the software environment allows for precise construction of geometric relationships in virtual three-dimensional space, which are then rendered as a two-dimensional image.

This process involves constructing primitive geometric forms (spheres, cubes, planes), positioning them within a virtual scene, establishing lighting conditions, and rendering the final composition. The atmospheric quality visible in the work – the soft gradations, the luminosity of the sphere, the subtle tonal transitions – emerges from Blender's rendering engine processing the interaction of virtual light with geometric surfaces.

The 3D modeling environment offers particular affordances for transliterating abstract philosophical concepts into visual form. Unlike traditional painting or drawing, where forms emerge through additive mark-making, digital 3D modeling allows the artist to construct forms with mathematical precision and manipulate their relationships in space before

committing to a final rendered image. This aligns with the ideamorphic methodology: the idea (Augustine's two-cities framework) is given form (geometric abstraction) through a process that maintains structural coherence between concept and expression.

The work is cataloged as "Digital on Paper," indicating that the Blender-rendered image was subsequently printed as a physical artifact, bridging the digital creation process with material presence.

REFERENCES

[1] Arnaud Quercy (2021). The Two Cities – part II – Catalog raisonné. <https://arnaudquercy.art/en/catalogue-raisonne/AQC0217.html>

[2] Quercy, A. ORCID: <https://orcid.org/0009-0000-2662-7790>

[3] Quercy, A. (2021). The Two Cities – part II. AQC0217. Digital on Paper. Untamed Creations collection.

[4] Blender Foundation. Blender (Version 2.9x). <https://www.blender.org>

WHERE THIS WORK LIVES

THEMATIC ELEMENTS

Saint Augustine

digital art

Research on Tensions

contemporary philosophy

celestial city

terrestrial realm

Arnaud Quercy

AQC0217

monumental format

philosophical dualities

EPISTEMIC PROFILE

Claim type	artistic statement
Voice	first person
Epistemic status	factual record
Methodology	digital 3d modeling
Certainty	high

CHECKSUM (SHA-256)

514b8dbd79285bcfb0a6c0435832bbaa7ea981b8d53b6cff063cc1b519a4ba15

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