

PANOPTIC SIMULATION New technologies change the way we see. Simon Finn — who just won the NotFair's \$15,000 Arkley Prize and currently has an exhibition of related work at Beam Contemporary — makes ravishingly detailed charcoal drawings informed by 3D-modelling software. In *Synthetic Surge*, Finn uses the computer's panoptic eye to render a tsunami wave hitting and destroying a wooden pier (*Liquid Surge* pictured). Finn freezes time — using animation and sculptures made with a three-dimensional printer he

replays the moment of impact from multiple angles. Finn says he is interested in "the relationship between the tangible and the simulated world." CGI, he says, is becoming part of our visual awareness, totally "integrated into the everyday, into computer games and special effects in film and television".
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com.au



Dylan Rainforth. "Panoptic Simulation". The Age. 8 August, 2012. p.13.