Logan Bruni

Artist Statement

The nature of digital architecture leads to iteration and repetition. Patterns emerge, memes and images are constantly evolving and repeating over time. Selfies and photos accumulate in rows and grids on a timeline. My work reflects these patterns of repetition and iteration teasing out the natural distortion of technology. A method repeated throughout my work is 3D scanning objects which are then 3D printed and then scanned and printed over and over again. This creates a distortion of the object, often adding a soft, gooey, abstracted skin on the object. In a sense, the technology is revealing what was left unseen in its original form.

Digital technologies, and the internet do not fundamentally change anything about human subjectivity, but they do reveal many patterns which have always always been present. Some things do change with virtual space, such as relationships and social interactions. Internet spaces are designed in specific ways to encourage particular methods of interacting, most of which are focused on pushing ads and driving up screen time rather than promoting genuine interactions for their own sake. Nevertheless, it is clear genuine interactions are still possible and fruitful online. These are themes I explore through my work. The internet reveals clearly what appears muddy in the physical world, and it augments the nature of social relationships.The flux between the physical and digital is the most interesting and revealing space to me. For that reason I work with a range of media and processes, often working with digital tools such as 3D modeling, VR sculpting, and generative AI tools and rendering these creations in physical space though a variety of tools such as laser cutters, and 3D printers.