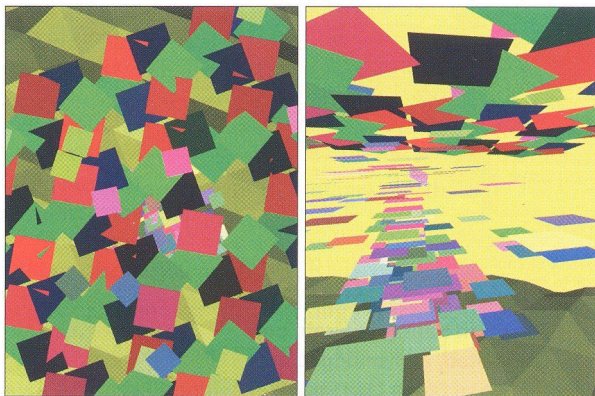## John F. Simon Jr.

I always have expectations, something in mind. When you create, it's an interpretation. Each material has its own properties—the surface texture, how it catches the light—and you learn from those cues. You can't know what the presence of an object will be like. The only way to find out is to make it.

I had been building housing for my software works using the Apple PowerBook. Then, last year, the iMac came out. It was self-contained, cheaper, and elegant. I drilled and took it apart to convert it from a machine to something more like a painting. But it was too clunky; it didn't look right. So I reassembled it,

The Fountain, 2004,
looked flat until new computer software
allowed John F. Simon Jr. to represent depth
the way he had envisioned.

and now my wife uses it, with all the holes and marks. Sometimes I can take the idea and distill it and it works, or sometimes I have to put it aside and wait for technology to catch up.

When I first made a work called *The Fountain* (2004), which is a grid with colorful squares popping up from a source and moving into place computed in real time, I wrote a program, using a compiler, so all the graphics were flat. It wasn't possible to quickly represent depth on the computer I was using then. The software did what I wanted, but artistically it wasn't great. You couldn't understand it was bubbling up from the center. I waited two to three years until I was able to do it in three dimensions. You couldn't take your eyes off it.