

I want to thank the San Luis Obispo Museum of Art for inviting me to jury A Digital Salon; it was an honor and a pleasure to be a part of this fantastic show. I want to commend every artist who submitted their work for their commitment to the craft and their willingness to put their work forward. It takes courage and perseverance to enter juried exhibitions, and I tried to honor that effort as I carefully considered each piece. The process of jurying a show necessarily requires the juror to make a judgment, an inherently subjective decision, filtered through the experiences and viewpoints of one individual. I did not undertake the process lightly, and I viewed each submitted piece several times, over several weeks, to allow the work ample time to unfold and reveal itself to me.

Jurying a show that is tied to a medium, rather than a conceptual theme, poses an interesting challenge to the juror, particularly when the medium is as diverse as the one encompassed by the term 'digital art'. I decided to approach the curation of the work with the intent of demonstrating the wide array of approaches to digital art-making that are currently employed in contemporary art in California. I was looking for work that surprised, challenged, or moved me as a viewer; that created a connection between myself and the artist. I sought out pieces that did not simply imitate or replicate traditional media but used digital technology in novel ways that were integral to the success of the work. I deliberated whether the choice of process and materials supported and complemented the content. Finally, I also took into consideration the fundamentals of composition, color, and craftsmanship. The submissions did not disappoint, and the works spanned the gamut of digital techniques, including 3D printed sculptural pieces, algorithmic art, digital painting and collage, interactive installation, 3D computer graphics, and projection mapping. With a group of submissions this large, it was interesting to see that loose threads in themes, color palettes, and forms emerged the longer I looked. In making my final choices, I sought a balance in all of these different aspects of the art, including a range of representational and abstract pieces.

The three award winners effectively represent the show's rich diversity of approach. First place winner Neil Mendoza's interactive *Antivanity Mirror* is a witty critique of self-absorption. Janet Lucroy's *Murmur 1* evokes a microcosmic landscape with filmy layers and mysterious, manipulated elements. Brian Beams' *Melt* is a surreal yet tender portrait as well as an intentional nod to the medium of computer graphics itself.

I want to congratulate the artists whose work was admitted to the show, and I also wish to encourage those whose work was not chosen this time to continue to share and submit their work, as on another day, with a different juror, the decisions will be different. I hope the audience will find the collection of work that comprises the Digital Salon as engaging as I do, and that it inspires thought, conversation, and further exploration in the realm of digital art.