



Painter Len enters a 3D world

Art and science are colliding at the University of WA, where artist Len Zuks' work is entering the virtual world.

Third-year computer science students have designed an interactive website featuring 2D and 3D images of Len's paintings and sculptures, and his writing.

Len said he was thrilled by the designs thrown up by the group of students working on the project.

"I'm very happy with the ideas we went with; in fact, I was even happy with some of the stuff I rejected," Len said.

"It has been a great process. I wanted the new ideas to come from the students and it was interesting to see how they each went their own way."

A group of seven students from UWA's computer science and software engineering (CSSE) faculty tackled the project as a "real world" problem.

Phuong Nguyen (20) said not much programming was involved but lots of work went

into designing the layout.

"We had to figure out how we wanted it to look and then run those ideas past Len," he said.

Ashley Same (19) said he learnt a lot about working in a group and sharing the workload.

"But most of all we had a responsibility to Len as our client to create a work of art that will be used by everyday people," Ashley said.

Len will be one of two Australians among 600 artists attending a Beijing Biennale art fair next year.

He said he was thrilled at the prospect of visiting the country again, with the excitement and colour of the Olympic year.

A selection of Len's sculptures and paintings can be seen inside and outside the CSSE building at UWA.

School manager Jay Jay Jegathesan, who set up the Zuks Gallery, said Len's work was remarkable.

"His art has really spiced up the department," he said.



From left, Ashley Same (19), CSSE school manager Jay Jay Jegathesan, artist Len Zuks and Phuong Nguyen (20), with Len's sculpture *The Entertainer*.