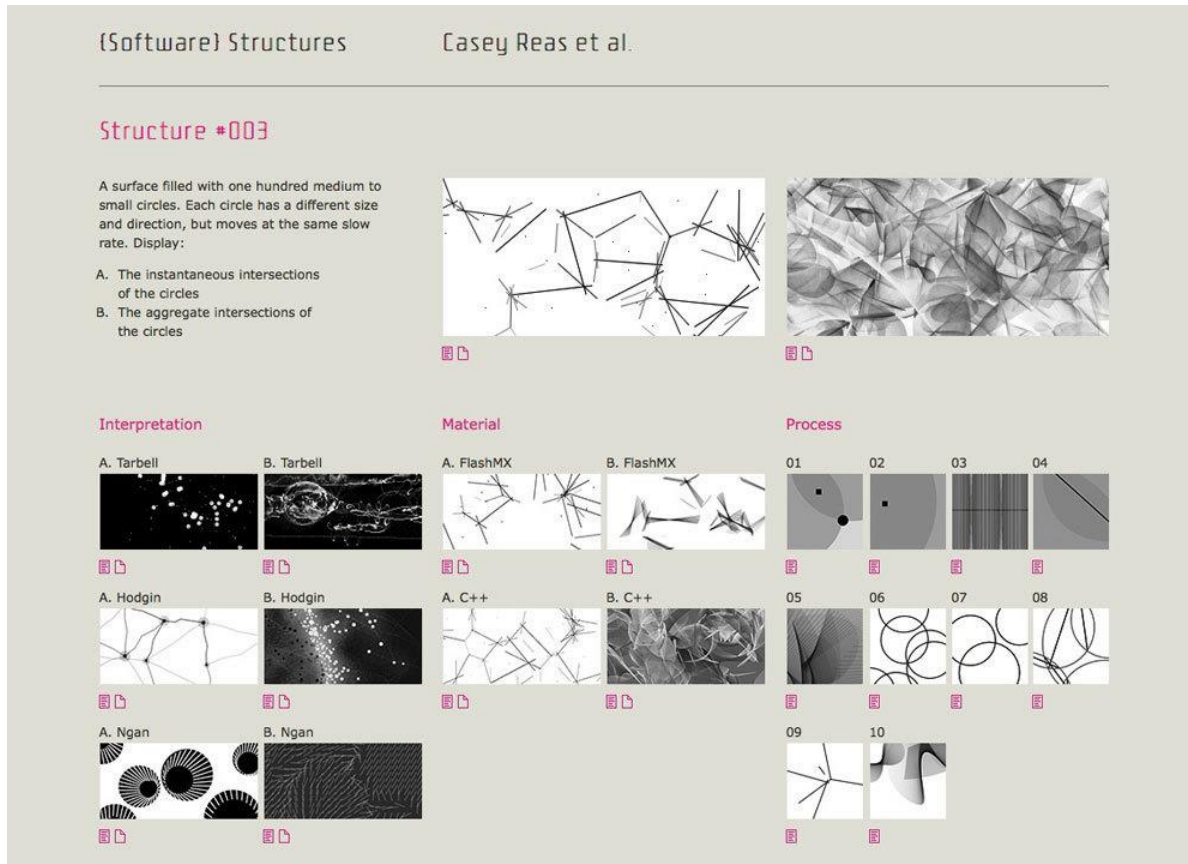


# MEDIA ALERT



Screenshot of *{Software} Structures* by Casey Reas with Jared Tarbell, Robert Hodgkin, and William Ngan. Restored version, August 2016

## Whitney Commissioned *{Software} Structures*, an online project by Casey Reas, launches in a restored version September 9

**NEW YORK, September 12, 2016**—The Whitney Museum of Art has launched a restored version of *{Software} Structures* by Casey Reas, an online project inspired by the wall drawings of Sol LeWitt (1928-2007) and exploring the relevance of conceptual art to the idea of software as art. The Museum first commissioned *{Software} Structures* in 2004. The original software was created as Java Applets which are no longer widely supported in web browsers. *{Software} Structures* was restored using JavaScript to work well with contemporary web browsers.

The restored project launched on September 9 on [artport.whitney.org](http://artport.whitney.org) to coincide with LeWitt's birthday. Reas has created three unique structures—text descriptions outlining dynamic relations between elements—which were then implemented. Twenty-six pieces of software derived from the textual structures were coded to isolate different components, including interpretation, material, and process. For each of them, the software, source code, and comments are viewable.

*{Software} Structures* has become a landmark project in exploring the inherent connections between conceptual art and software art, both of which are rooted in instructions that are executed. In the work Reas explores the relevance of conceptual art to the idea of software as art by creating three unique structures—text descriptions outlining dynamic relations between elements—and implementing them as software. Also part of the project are coded versions of three of LeWitt's works, *Wall Drawings #85*, *#106*, and *#358*, implemented with his permission. The exhibition *Casey Reas: There's No Distance* opens at Bitforms Gallery (131 Allen St., NYC) on September 10. *{Software} Structures* has also been exhibited

at the READ\_ME Software Art Festival in Aarhus, Denmark in 2004 and the *ArtBase 101* exhibition at the New Museum, New York in 2005.

### **About Casey Reas**

Casey Reas (born 1972 in Troy, Ohio) creates software, prints, and installations that explore the language and dynamics of the digital medium. His works have been featured in over one hundred solo and group exhibitions at museums and galleries in the United States, Europe, and Asia. Recent venues and commissions include the San Francisco Museum of Modern Art and the Art Institute of Chicago, as well as the New World Symphony in Miami. Reas' work is in a range of private and public collections, including the Centre Georges Pompidou and the Victoria and Albert Museum. With Ben Fry, Reas initiated *Processing*, an open source programming language and environment for the visual arts, in 2001.

### **About the Whitney**

The Whitney Museum of American Art, founded in 1930 by the artist and philanthropist Gertrude Vanderbilt Whitney (1875–1942), houses the foremost collection of American art from the twentieth and twenty-first centuries. Mrs. Whitney, an early and ardent supporter of modern American art, nurtured groundbreaking artists at a time when audiences were still largely preoccupied with the Old Masters. From her vision arose the Whitney Museum of American Art, which has been championing the most innovative art of the United States for more than eighty years. The core of the Whitney's mission is to collect, preserve, interpret, and exhibit American art of our time and serve a wide variety of audiences in celebration of the complexity and diversity of art and culture in the United States. Through this mission and a steadfast commitment to artists themselves, the Whitney has long been a powerful force in support of modern and contemporary art and continues to help define what is innovative and influential in American art today.

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