Jeffrey Alan Scudder / JAS (formerly Jeffrey Heart)

I have amassed thousands of drawings throughout the last few years by creating images daily. I study and refine various techniques but find truth in amateurism. I admire the Modern works of Klee and Miro for their directness and purity. My frequent practice of drawing, and drawing's relationship to movement, has led me to think of my life as a kind of meta-drawing which could, in turn, influence my work on paper. I view images as synonymous with ideas, drawing not only with traditional implements but with my speech, my outfits, and my way of life. I treat my drawings and my environment as a type of game: a virtual outlet for my mental tenacity.

Upon attending Ringling, I developed the alter-ego Jeffrey Heart (He, Art) as a pseudonym. Artists throughout history have changed or altered their names and behaviors for various reasons. For me, it is a means of disconnecting myself from myself. It is a production strategy where my identity reflects my environment and serves as a conceptual ground. Jeffrey Heart became an altruistic, socially sculpting, clown-artist. Works were produced, mistakes were made, love was elasticized. I abandoned this identity in the summer and am currently employing the pseudonym of JAS, (my birth-name initials) which I am utilizing as a word in itself as well as a dynamic acronym (ie. Jenny And Sarah, and JAS As Such).

For a year I have been programming a work of image-making software that I call the PRBAT (Polygon Replicating Bitmap Authoring Tool). Products of proprietary image-making software are often simulacra of traditional media, but the PRBAT produces images which are inherently digital. The controls, as well as the image-making processes are structured to extend one's body; it's similar to computer games I often played as a teenager. When ready, the application will be distributed as free software. Throughout this project I have studied and been influenced by the scientist-philosopher-artist ideology of Buckminster Fuller, as well as the work of Marshall McLuhan.