

Ryszard Winiarski

Game for One

1987

acrylic, board

64.5 cm x 64.5 cm

Collection of Galeria Labirynt

Ryszard Winiarski's activity is based on the relationship between artistic creativity and science. The artist was interested in creating art that would be devoid of emotions with a logically explainable meaning. Winiarski's works were programmed according to strict rules adopted by the author, based on selected issues in the field of sciences – mathematics, statistics, and game theory. By throwing a dice or a coin, the artist randomly selected the corner of the painting from which to start filling the next surface elements. Such a random mechanism also determined which colour the next squares would be filled with – whether they would be black or white.

The artist was reluctant to refer to his acrylics on canvas or wood as paintings. He referred to them as “areas” or “attempts to visually represent statistical systems”. In his works, Winiarski most often used black and white and squares, which were the modules building the composition. Over time, the artist's works evolved into spatial or even interactive forms, assuming the participation of recipients in the process of creation.

description: Agata Sztorc-Gromaszek

translation: Krystian Kamiński

tactile diagram: Magdalena Żuk



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