

# Digital technologies, a modern medium: Pushing frontiers through a creative artistic approach

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## Abstract

New technologies, specifically digital technologies, have gradually become a tool for widespread use in obtaining two-dimensional visual solutions, and three-dimensional formal solutions due to widespread access to the computer.

A new and revolutionary working tool for painters, sculptors, visual artists, designers, architects and photographers, has emerged and has been gradually developed and adapted to their needs, in addition to its use in other more technical and scientific areas.

As a general rule, this software and hardware have been designed for specific functions with its application pertaining to practical purposes, such as, for simulation of three-dimensional situations in the case of architecture, for solutions of a graphic nature in the case of communication design, or for the treatment of images in photography. These were only three examples of its use, not to mention a whole series of other examples in industry and science.

Besides, is necessary for artists, when using the software which has been developed to meet with their needs, not only to take creative advantage of the specificities therein but also to push boundaries to be able to take advantage of its expressive characteristics in the concretisation of their two or three-dimensional works of art.

This paper aims to analyse artists that use these new technologies creatively pushing their frontiers.

**Keywords:** Digital technologies, modernity, creativity, art, frontiers.