



Art Gallery

Sky Bergman



At first it's hard to tell if works by the master sculptor, Rodin, are made of marble or real human flesh. His forms seem to come alive. Jump out at you. Touch you.

You could say the same thing about photographer Sky Bergman's work, with every detail, every nuance of light, captured. But Bergman's work is both sculpture and real human form made possible with [Adobe Photoshop](#).

In 1990 Bergman made her first pilgrimage to the Rodin Museum in Paris. Ever since, she's been combining the real and the sculptural in various series of lifelike digital images.

Through a series of photographic explorations, Bergman began to question the validity of beauty and the idealized female form in modern culture by combining photographs of sculpture and female members of her family. Then using Adobe Photoshop, she morphed the images, allowing for the added elements of isolated comparison, scale, and contrast.

Without Photoshop, Bergman wouldn't be able to achieve her innovative combinations. "I use Photoshop all the time, for everything I do. I don't know what I'd do without it."

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Right:

Naked and Nude series, Self portrait #3

Software: Adobe Photoshop

Far right:

Sculpture series, #40

Software: Adobe Photoshop



In her "Naked and Nude" series, Bergman used Photoshop to combine an "idealized" photo of a sculpture and a "realistic" photo of a woman. The result is a "morphed" body with elements of both images.

Bergman brings marble sculptures to life in "The Sculpture Series."



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As an assistant professor in the Art and Design department at California Polytechnic State University in San Luis Obispo (where she teaches Adobe Photoshop) Bergman uses technology to push digital imagery. For example, in her recent RGB series, Bergman photographed a human form with a Nikon DCS420. Attaching the camera directly to her computer, she uploaded the files and opened them in Adobe Photoshop where she manipulated the color images.

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Right:

RBG series, Self portrait #1

Software: Adobe Photoshop

In her RGB series, Bergman used Adobe Photoshop to separate the three channels of color and make them black and white to accentuate the different qualities of the red, green and blue, in various shades of black and white. The resulting images are one step out of reality - grainy and dreamy.

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In a series for the University of Southern California's medical journal, *USC Health & Medicine*, Bergman integrated photographs of sculptures and scientific illustrations of the human body, using Adobe Photoshop. "I wanted the digital images to be realistic and beautiful, and allude to the idea of a hip and knee replacement."

To see more of Sky Bergman's work, visit [her Web site](#).

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Right:

"USC Health & Medicine"
illustration

Software: Adobe Photoshop

Far right:

Virtual Concrete series

Software: Adobe Photoshop



This beautiful medical illustration alludes to knee replacement surgery.



Bergman's Virtual Concrete series was inspired by the explosion of the use of computers and the anonymous nature of the body. Here she juxtaposes computer chips and parts with the body.

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