Beyer’s current work investigates the idea of Sehnsucht, a German word which means ‘the soul’s longing for something impossible or unknown’, and escapism, through the use of liminal space.

This exhibition is part of an ongoing investigation into the concept of liminal space through the lens of personal mythologies, popular culture and humanist geography. Each piece directly references the movie Xanadu (1980) and are predominately created using a computer program, run through the open source program Processing. The use of a programming language borrows ideas from the instruction based art of the conceptual artists of the 1960s. The computer program is a written instruction that the computer follows. This instruction provides the computer and the viewer with a means of escape, to aid in the transformation process and pass through the liminal space.

Social media apps like Snapchat reflect the way we use social media to transform our boring everyday lives into something more interesting and exciting to present to the world.

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YOUR NEON LIGHTS WILL SHINE
SUE BEYER
```java
file dir = new File(sketchPath(""""),""""/footage"");
if (dir.isDirectory()) {
    String[] contents = dir.list();
    images = new BufferedImage[contents.length];
    imageName = new String[contents.length];
    for (int i = 0; i < contents.length; i++) {
        // skip hidden files and folders starting with a dot, load images
        if (contents[i].charAt(0) == '.') continue;
        else if (contents[i].toLowerCase().endsWith(".png")) {
            File childFile = new File(dir, contents[i]);
            images[imageCount] = loadImage(childFile.getAbsolutePath());
            imageName[imageCount] = childFile.getName();
            println(imageCount++ + contents[i] + " " + childFile.getAbsolutePath());
        }
    }
}
```

The code above is a snippet of Java code, which is used to load and process image files from a directory. It iterates through the contents of the directory, skipping any files that start with a dot (hidden files), and loads images that end with the `.png` extension.

The comments in the code are in German and translate to:

```plaintext
generateCollageItems(filename prefix, count, x, y, range x, range y, scale start, scale end, rotation start, rotation end)
filename prefix : Alle Bilder, deren Name so begrenzt wird
count : Anzahl der Bilder
x, y : Position, um die sich die Bilder positionieren
range x, range y : So weit werden die Positionen vergrößert
scale start, scale end : Minimaler und maximaler Wert
rotation start, rotation end : Minimaler und maximaler Wert
```

Here's the continuation of the code:

```java
generateCollageItems("layer1", 100, width/2, height/2, 5, 0,0);
generateCollageItems("layer2", 150, width/2, height/2, 5, -PI/2,PI/2);
generateCollageItems("layer3", 110, width/2, height/2, 85, 0,0);
```

This code generates multiple image collage items named `layer1`, `layer2`, and `layer3`, each with different parameters for positioning, scaling, and rotation.

The code also includes calls to `println` and `loadImage`, which are standard Java methods for printing to the console and loading images, respectively.
Your neon lights will shine
```java
import java.util.Scanner;

File[] images;
int imagesCount;

class CollageItem { 
    String fileName; 
    byte[] image; 

    CollageItem(String fileName, byte[] image) { 
        this.fileName = fileName; 
        this.image = image; 
    }
}

class Collage { 
    CollageItem[] items; 
    int numImages;

    Collage() { 
        numImages = 0;
    }

    void addImage(CollageItem item) { 
        items[numImages++] = item; 
    }
}

public class Main { 
    public static void main(String[] args) { 
        Scanner scanner = new Scanner(System.in);

        System.out.println("Enter the number of images: ");
        int numImages = scanner.nextInt();

        Collage collage = new Collage();

        for (int i = 0; i < numImages; i++) { 
            System.out.println("Enter the file name: ");
            String fileName = scanner.next();

            byte[] image = loadImage(fileName);

            CollageItem item = new CollageItem(fileName, image);

            collage.addImage(item);
        }

        // Display the collage
        System.out.println("Displaying the collage: ");
        for (int i = 0; i < numImages; i++) { 
            System.out.println(items[i].fileName + ": " + hex(items[i].image));
        }
    }

    private byte[] loadImage(String fileName) { 
        // Code to load image
    }
}
```
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Supplementary files