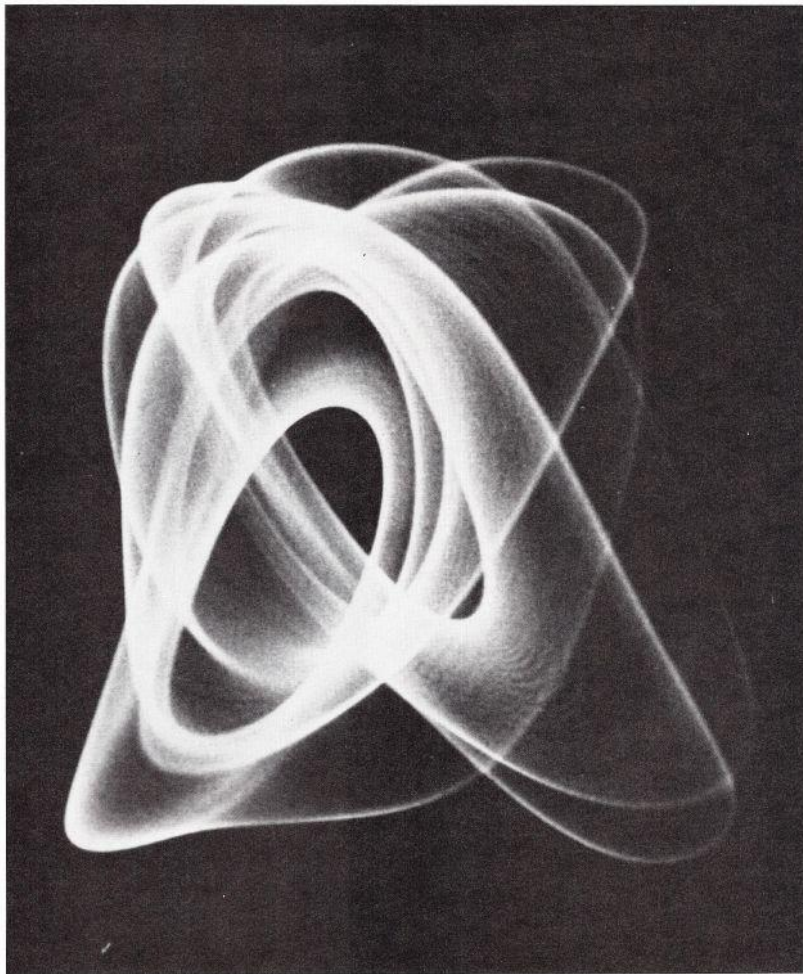


# **Digital Art**

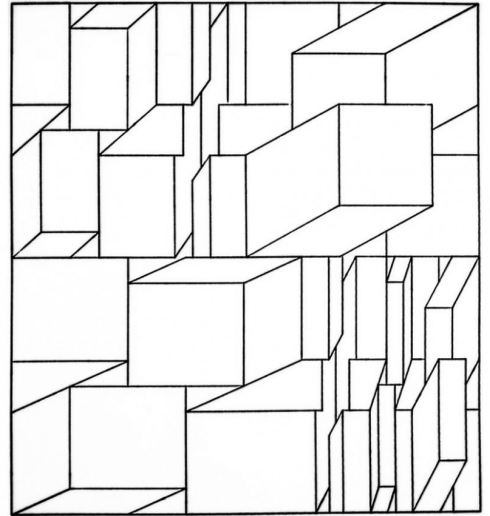
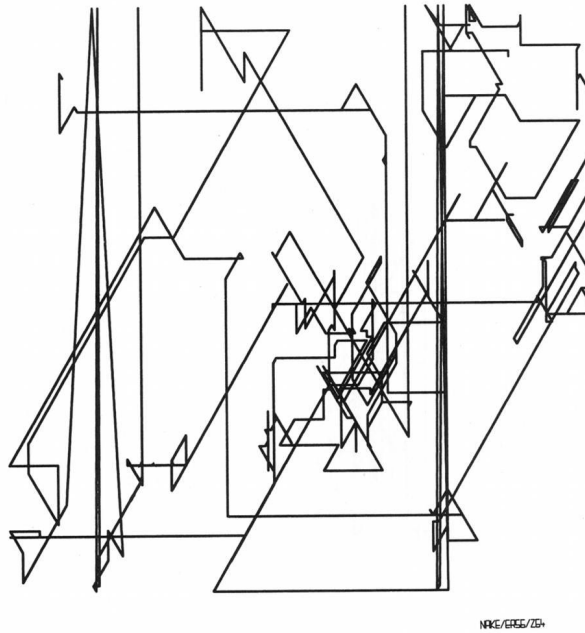
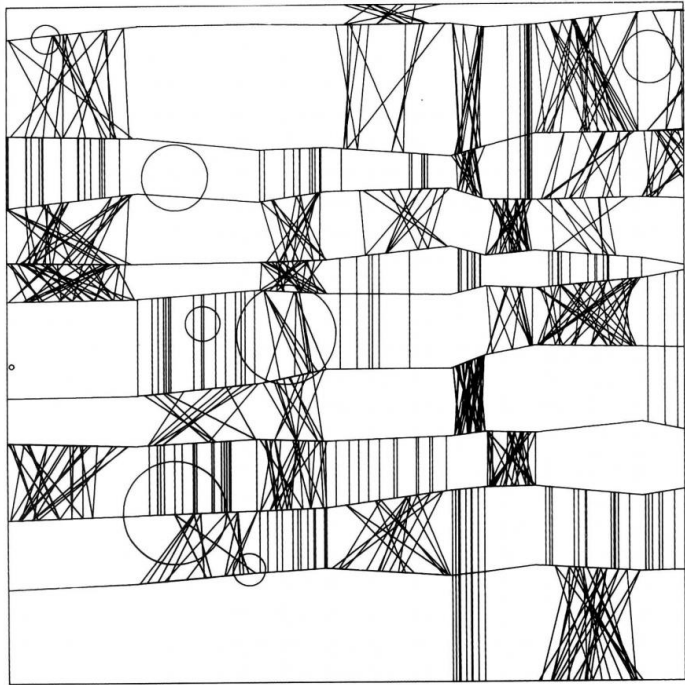
Media and Materials  
Pratt Institute

# Digital Artforms

- New Media Art
- Internet Art
- Net.Art
- Digital Art
- Interactive Technology and Design

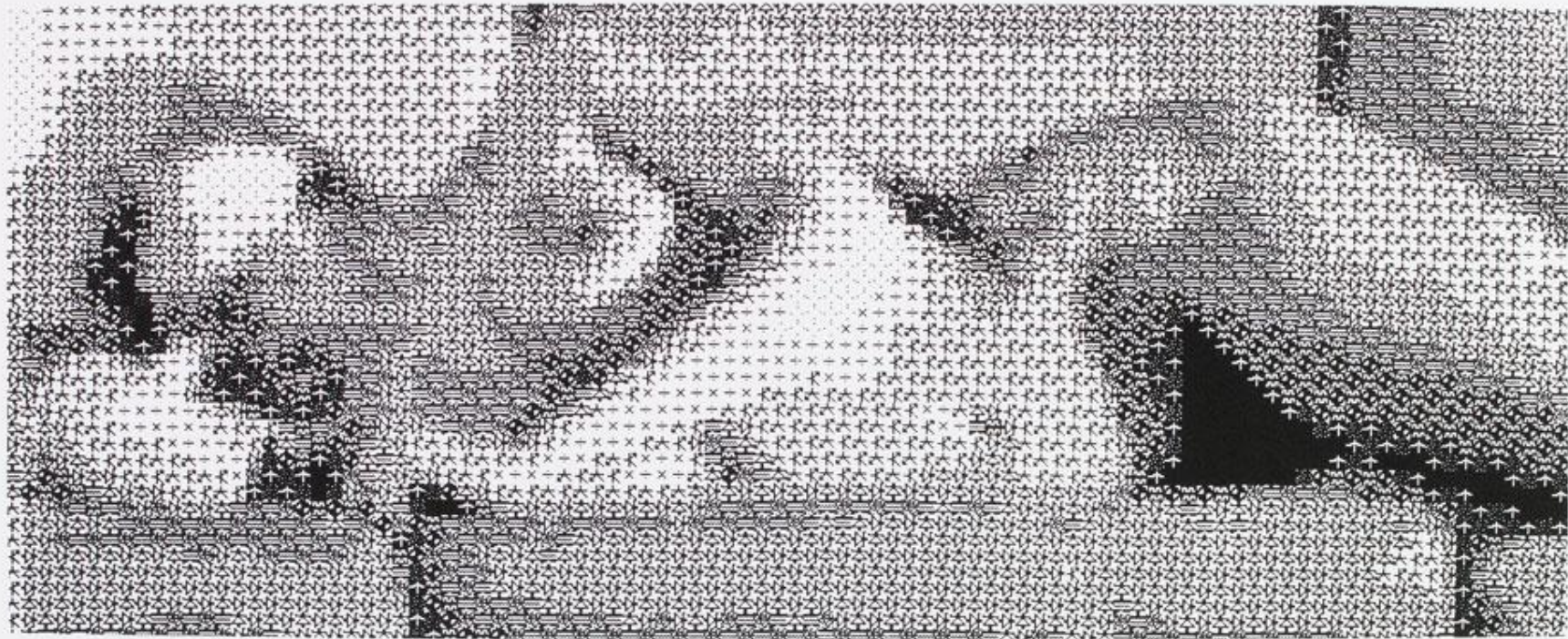


Oscillon 40' (1952)  
Ben Laposky, used  
an oscilloscope to  
manipulate electronic  
waves that appeared  
on the small  
fluorescent screen.



A screenprint of a plotter drawing created by Frieder Nake in 1965, was one of the most complex algorithmic works of its day.



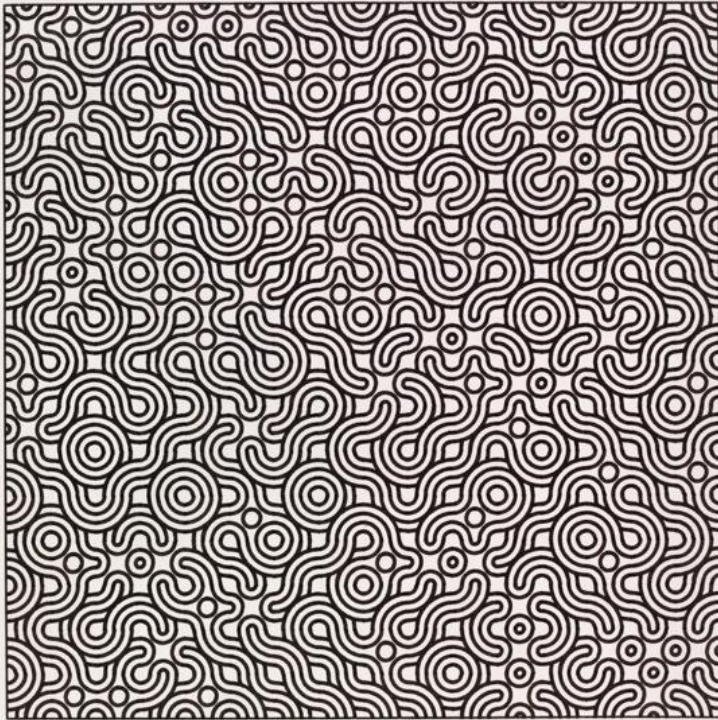


*Studies in Perception 1967 format 13/40*

*Ken Knowlton* © 1967 KNOWLTON/HARMON

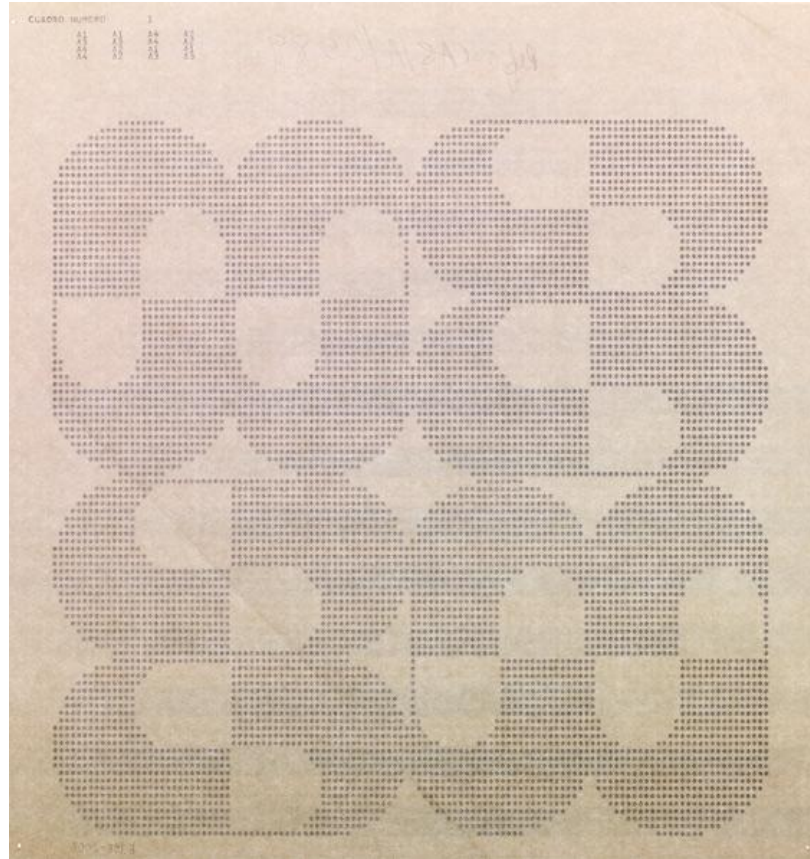
Leon Harmon and Ken Knowlton, 'Studies in Perception' (1967) at Bell Labs. Image made up of small electronic symbols that replaced the grey scale in a scanned photograph.



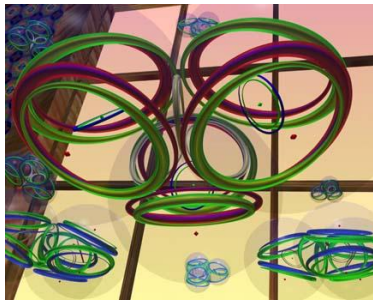


Paul Brown COMPUTER ASSISTED DRAWING, 1975 ↑

Paul Brown, 'Untitled Computer Assisted Drawing', 1975



Manuel Barbadillo, 'Untitled', about 1972.



Kenneth Snelson, 'Forest Devils' MoonNight', 1989  
(using one of the 1st 3D computer animation programs)



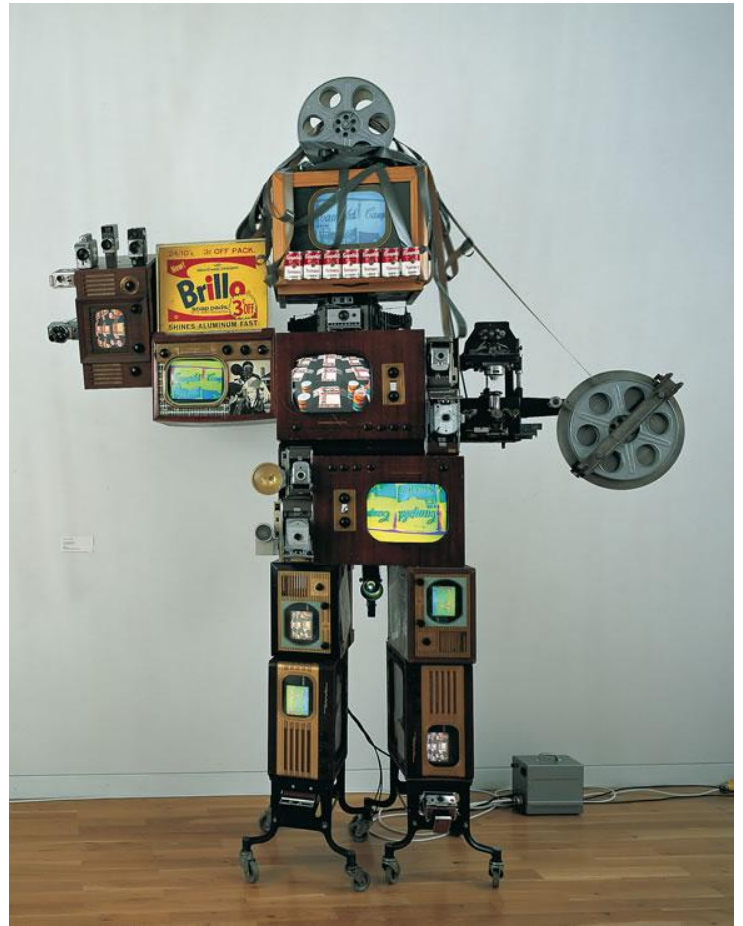


James Faure Walker, 'Dark Filament' (detail), 2007  
computer-generated images with painting





Nam June Paik (Korea)

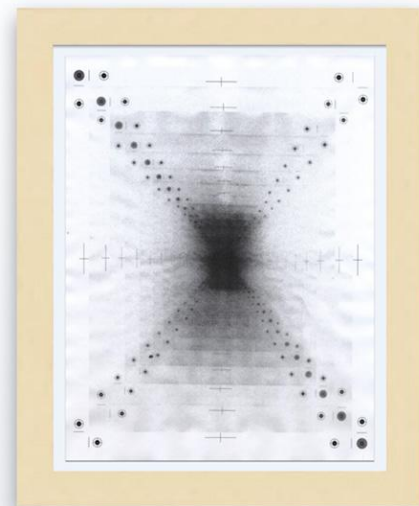
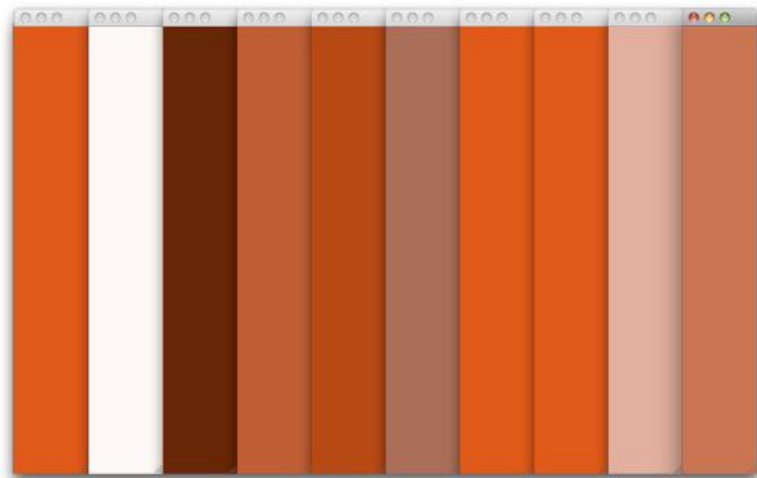




Olia Lialina (Moscow)







Michael Demers (CT)





Ian Cheng, Thousand Islands Thousand Laws, 2013 (New York)

# BYO-wifi network

**WIFI-CAPABLE DEVICE**  
iPhone, non-jailbroken



**USB CABLE**  
USB2 Micro B / USB2 Type A  
(comes bundled with the wifi router)



**PORTABLE BATTERY**  
TeckNet iEP387

**TRAVEL WIFI ROUTER**  
TP-Link TL-WR703N

**USB THUMB DRIVE**  
8GB, formatted ext4



[occupyhere.org](http://occupyhere.org)

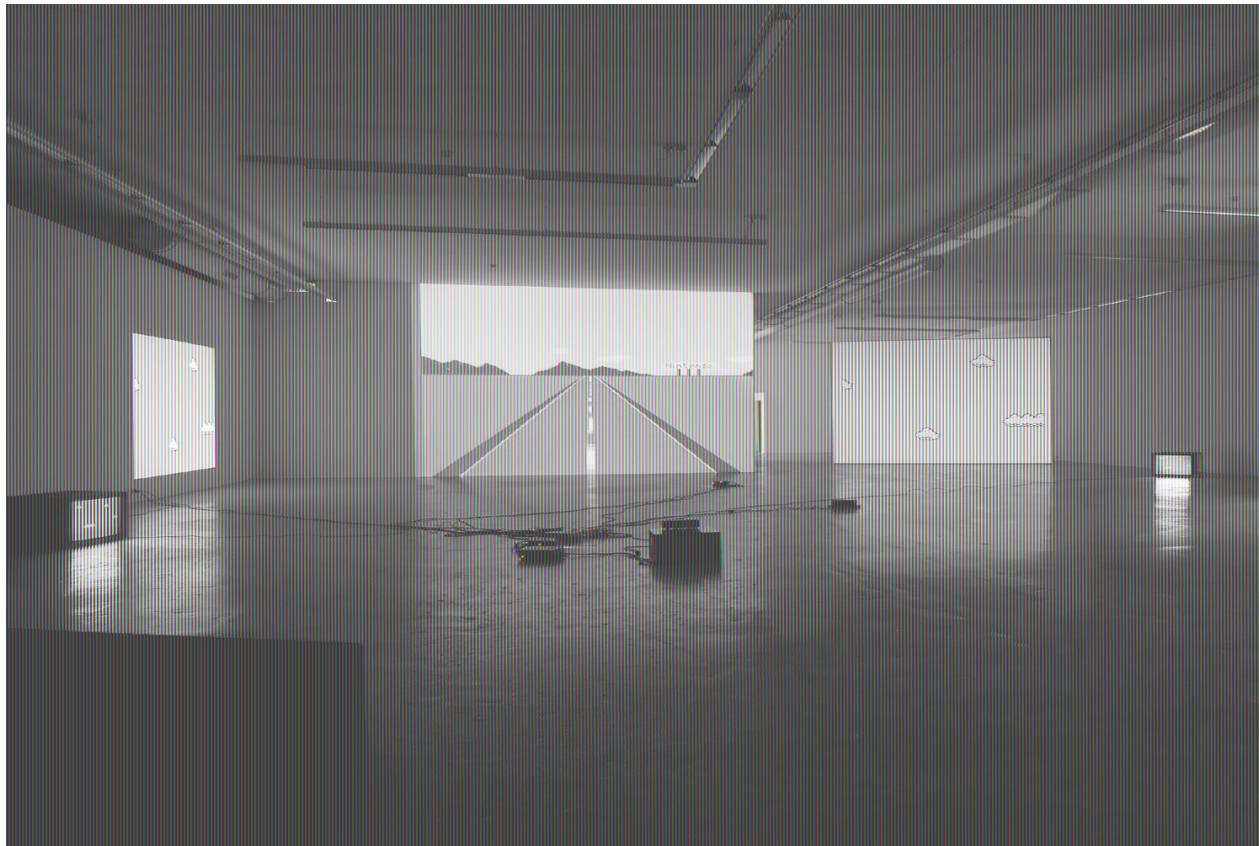
Dan Phiffer



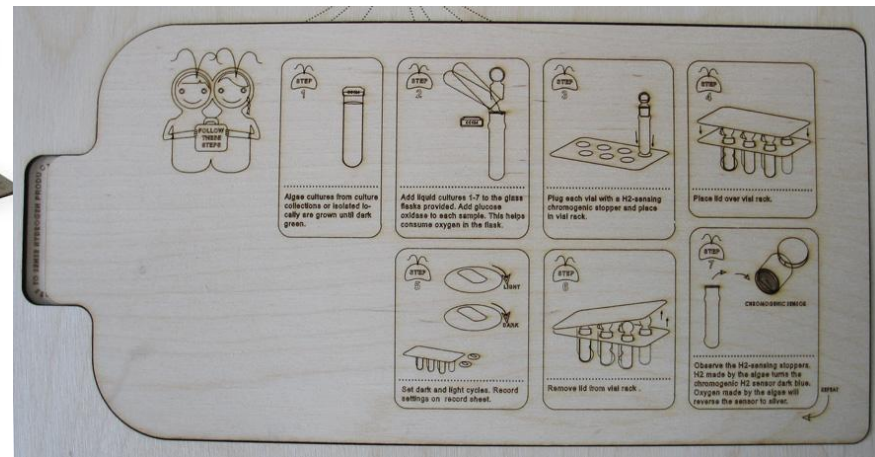
ALISON S. M. KOBAYASHI  
(New York, NY)







Cory Arcangel



Future Farmers, Lunchbox Laboratory, 2008

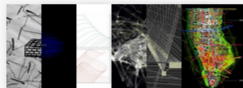
COLLECTIONS

### Formalism & Glitch



*These works highlight practices that embrace the aesthetics and formal qualities inherent in the web, operating systems, software errors, and glitches.*

### Code



*These works embody three of the oldest creative practices existing at the intersection of art & computation: Data Visualisation, and Generative, and parametric art.*

### Digital Archivalism



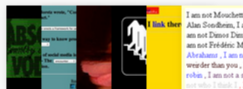
*Artistic practices have long involved modes of collecting and archivalism. This collection seeks to highlight these strategies in dialog with internet based practices.*

### Tactical Media



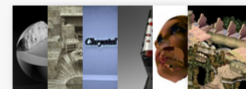
*These works follow modes of institutional critique, activism and privacy, strategically employing technology to achieve these causes.*

### Net.art and Hypertext



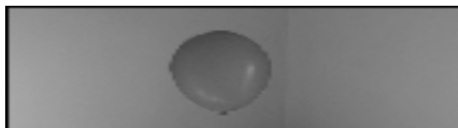
*This collection presents some of the earliest works in the ArtBase, leading off with works produced by the pioneers of net.art in the early/mid 90's.*

### Rendered Reality



*Collected here are works that are emblematic of recent trends in the use of 3D modeling and rendering tools by artists who largely work online.*

MEMBER FAVORITE



RECENTLY ARCHIVED





Spring 2014 | Current Exhibition

> other semesters

ITP Shows



**Markdown Graphics**  
*Xinran Wang*



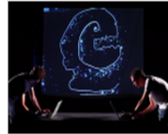
**AQUA-BRIDGE**  
*Yujin Shin*



**Jewlebots: open-sour...**  
*Maria Paula Saba*



**Dat(um)A**  
*Hanbyul Jo*



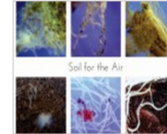
**ControlEase**  
*Gal Sasson*



**From The Dark**  
*Surya Mattu*



**We Go Together**  
*David Lobser*



**Soil for the Air**  
*Erika Miller*



**Tunnel Vision**  
*Bill Lindmeier*



**dot.fluid**  
*2 student creators*



**Push For Fame**  
*Yu-Ting Feng*



**GLANCE**  
*Natasha Dzurny*