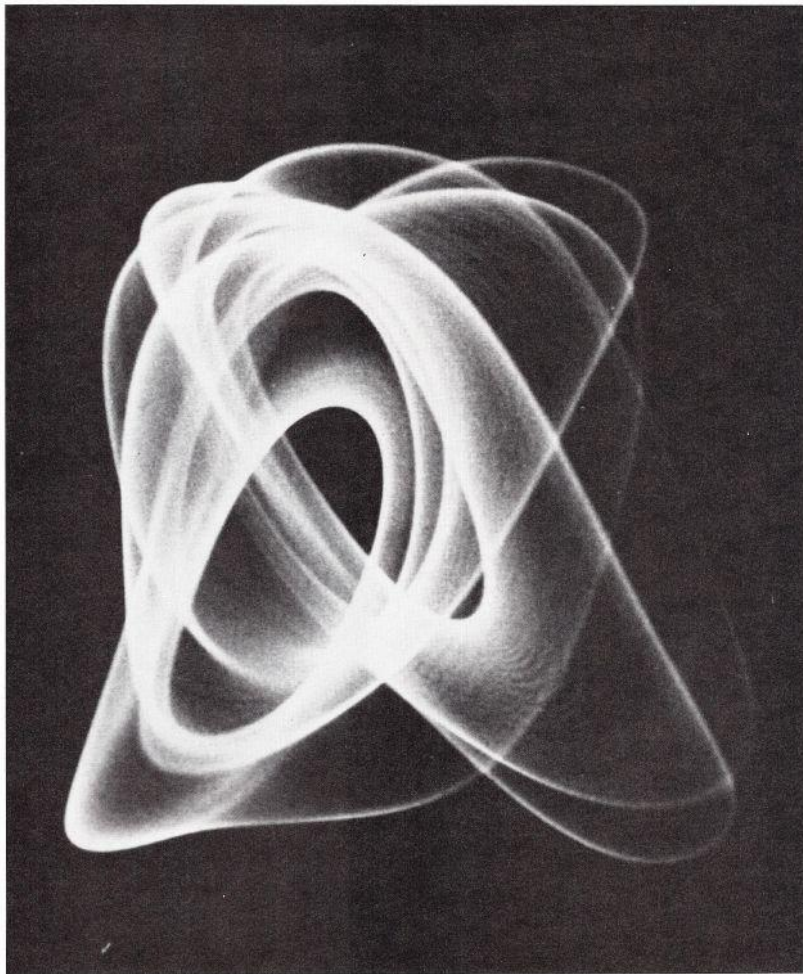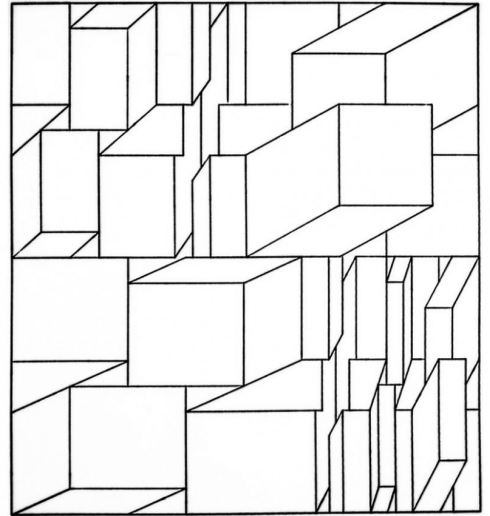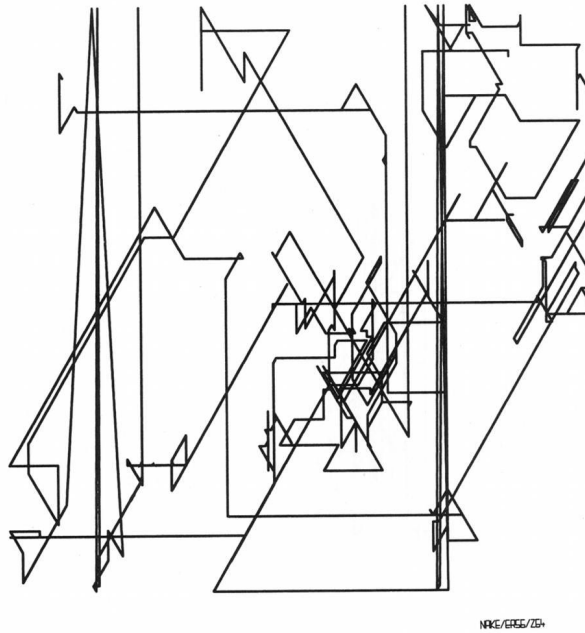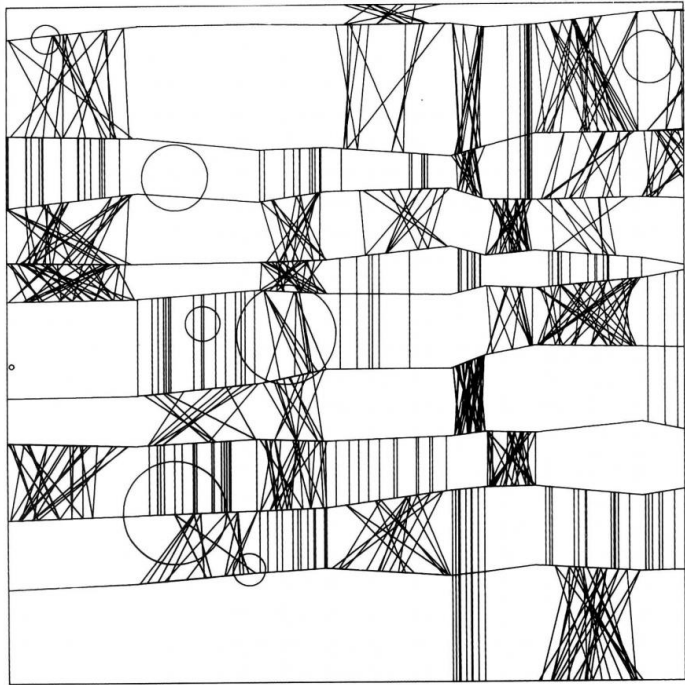# Digital Art

Media and Materials
Pratt Institute

Digital Artforms

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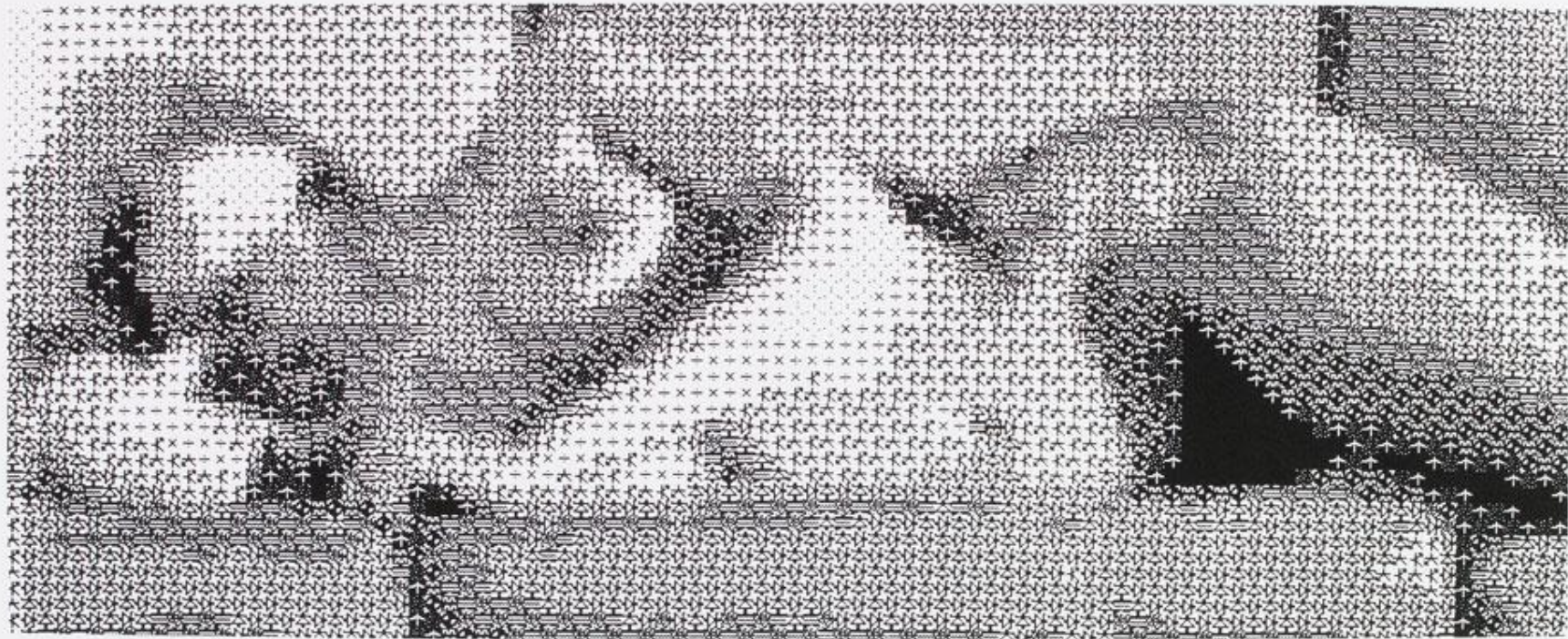- Digital Art
- Interactive Technology and Design

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.
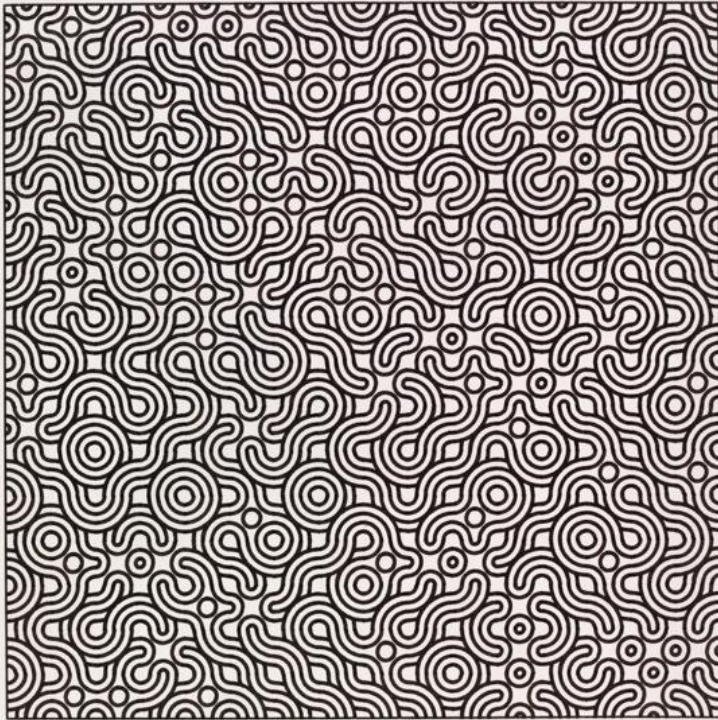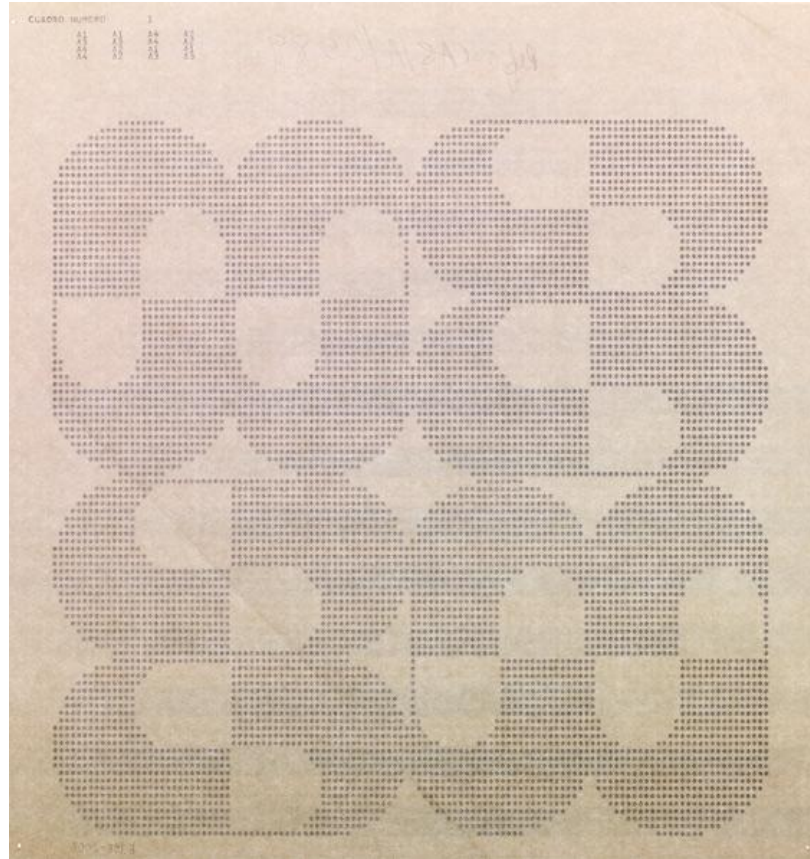
Leon Harmon and Ken Knowlton, 'Studies in Perception' (1967) at Bell Labs. Image made up of small electronic symbols that replaced the grey scale in a scanned photograph.
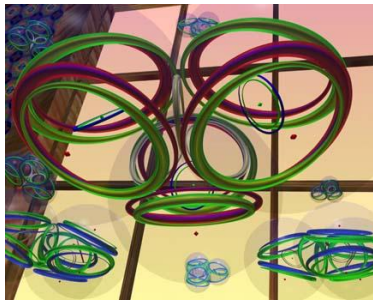
Paul Brown, 'Untitled Computer Assisted Drawing', 1975

Manuel Barbadillo, 'Untitled', about 1972.

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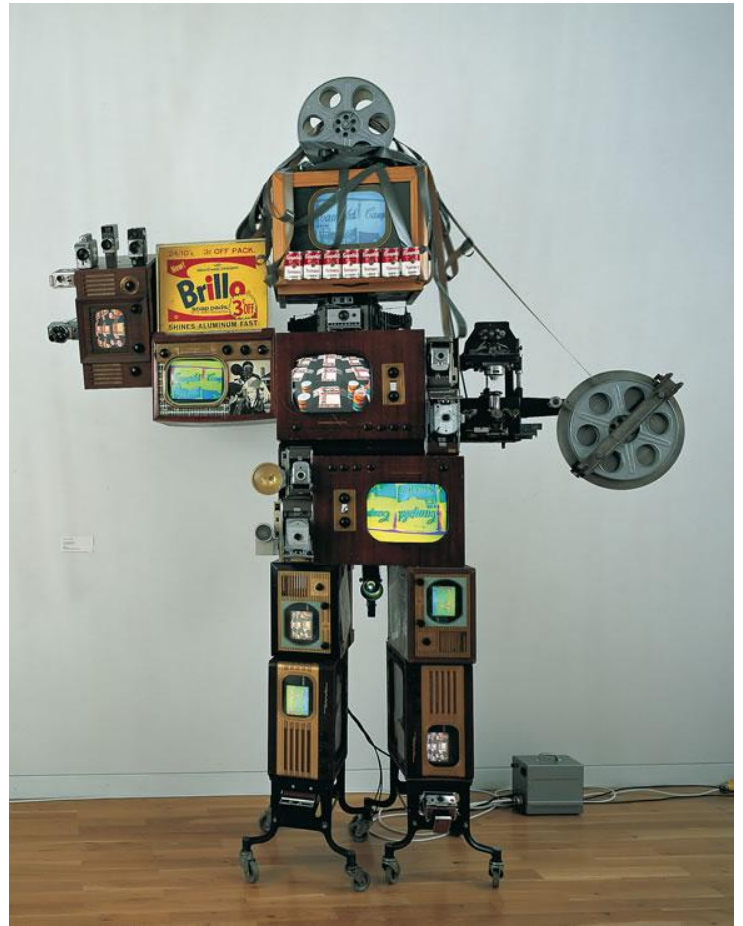(using one of the 1st 3D computer animation programs)

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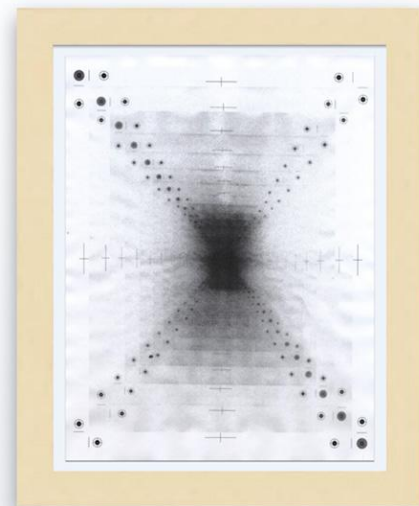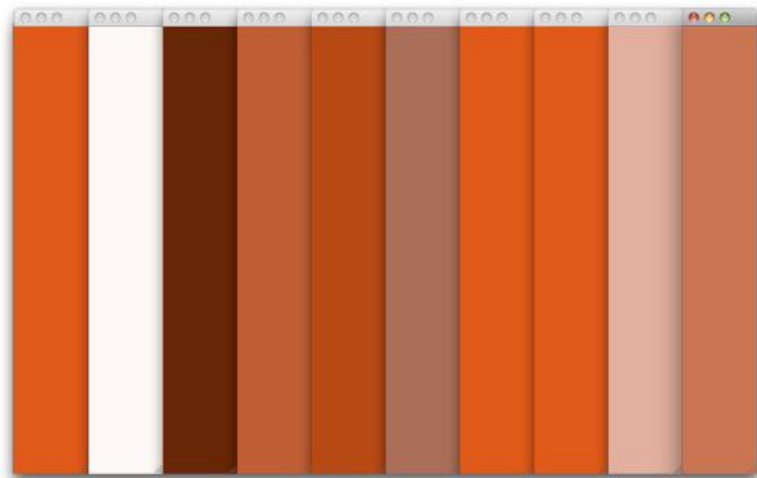computer-generated images with painting

Nam June Paik (Korea)

Olia Lialina (Moscow)

Alexei Shulgin (Moscow)

Michael Demers (CT)

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

Dan Phiffer

SELFIE GIFS

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

Joan Heemskerk (Netherlands) and Dirk Paesmans (Brussels, Belgium).
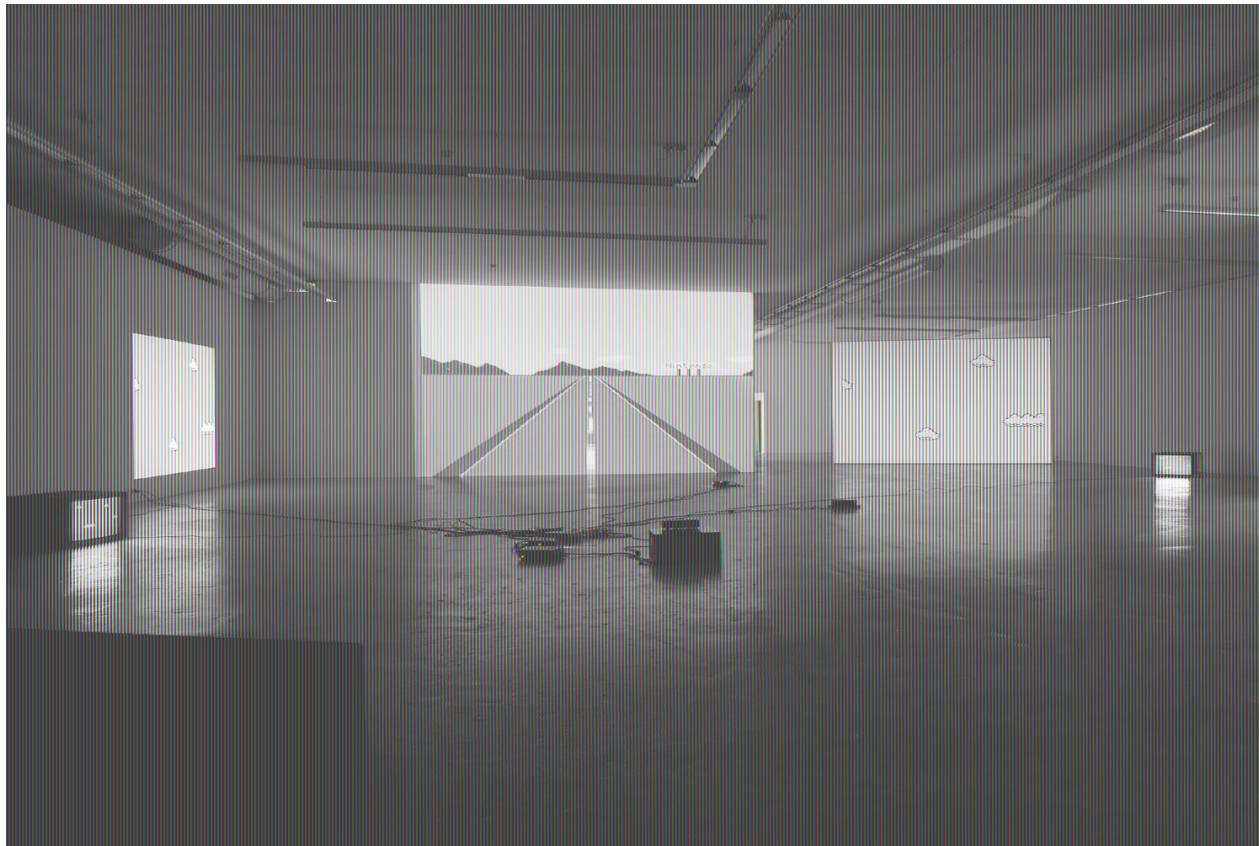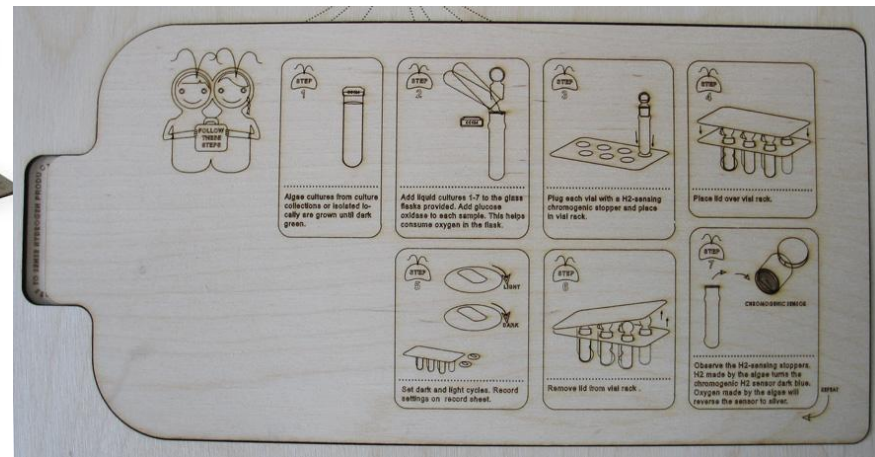
Cory Arcangel

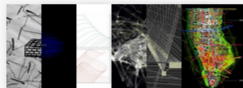Future Farmers, Lunchbox Laboratory, 2008

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 & computarion: Data Visualisation, and Generative, and parametric art.

Digital Archivalism

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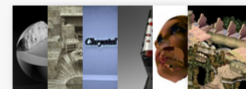
Tactical Media

These works follow modes of institutional critique, activism and privacy, strategically employing technology to achieve these causes.
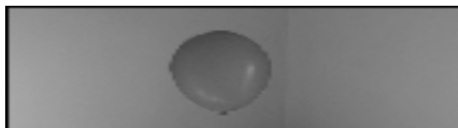
Net.art and Hypertext
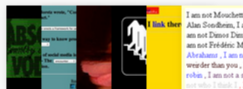
This collection presents some of the earliest works in the ArtBase, leading off with works produced by the pioneers of net.art in the early/mid 90's.

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

Interactive Technology + Design