CyberArt

Introduction

Steve Harrison
August 24, 2005
WELCOME
Overview

- Art+Communications+Engineering+Design +Music
- Team Based & Project Based
- Problem Finding & Problem Solving together
- Project based on theme
- Art show
Topics

• **PROCESS:** problem finding / problem solving; representation; teamwork; ideation/presentation/critique; art of review

• **SKILLS:** Representation in various modes and media; digital visual tools; digital audio tools

• **ART AND TECHNOLOGY:** EAT; readymade and hand-mades; time-based art; cross-cultural applications of technology

• **MEANING:** genres; meaning creation; media; irony; tension between commercial and fine art; insider and outside art; provocation; spectacle.
FALL 05

- digital art & media as seen by communications, art, engineering, music (lectures & readings)
- sketch problems
- team formation & concept exploration (presentations & written documentation)

BREAK

- research digital art & art values (presentation & written report)

SPRING 06

- Show in April (show & report)
DISCLAIMER: this is purely Steve Harrison’s first take on “cYbErArT”. It is in the order that it came to him. It is not a history of art and technology and it is probably out of date, West Coast-centric, full of gaps, obviously quite random, and occasionally factually incorrect.
A Stream

Billy Klüver
9 Evenings of Theater and Engineering
Ars Electronica

ZKM
Robert Rauschenberg
John Whitney
Stellarc
Larry Cuba
Stiena Vasulka
Jim Campbell

CCRMA
Mills College Tape Music Center
Bob Moog
Ray Kurzweil

A/D converters
Sampling
Natalie Jeremijenko
Paul deMarinis
Steve Wilson
Charlotte Moorman

Fluxus
Tom Rodden
Jean Tinguely
Jim Blinn

teapots
SigGraph
SIMs
Will Wright

PacMan
SpaceWar
web art
copy art

ILM
Pixar
Pacific Data Images
Disney
TRON
Till the End of the World
Grand Theft Auto
Nicholas Negroponte
MIT Media lab
Hiroshi Ishii
U of Florida
Bill Buxton
Alias Wavefront
hypertext
hyperfiction
hyperpoetry
bit-mapped editors
Photoshop
John Warnock
Chuck Geschke
laser printing
inkjet printing
3D printers
Royal College of Art, London
ISA & Arts Media Engineering (ASU)
Thanasis Rikakis
Bill Viola
Paul Kos
Nam Jun Paik
Mel Chin
Rich Gold
Lewis deSoto
Guy Marsden
Char Davies
Banff Center for the Arts
Exploratorium (SF)
Doors of Perception Conf.
And C/A last year...
Coming Attractions

- Next Week: Simone Paterson (Art)
- Sep 7: Dane Webster (Art)
- Sep 14: Steve Harrison (CS) / begin first sketch problem