

## Environments

Curated by [brittany](#)

Opened on Nov 14, 2010

These featured artists create a certain space to send a message to their viewers. The few that have a solid connection, bring the feel of relaxation and simplicity to mind but also start to make you question the work or yourself. Through out the exhibit the viewer is questioning whether to explore, relax, or become informed.



### [CityLights](#)

By [Joao Santos](#)

Created by Joao Santos, this work was developed over a two year basis capturing an abstract version of the city lights using a high resolution camera. The work is displayed in a projected picture form of the artist's altered images. I chose this work because of it's interesting color used in an abstract way.



### [Lazy World Of Ideas.com](#)

By [Duncan Malashock](#)

Through the simplistic use of animation and color use, the artist has been able to create a calming environment that the viewer can allow themselves to get lost in. This work seemed appropriate for the assignment because the art became an environment for the viewer to escape to and be relaxed.



## [Man With A Movie Camera:the Global Remake](#)

By [Perry Bard](#)

Compiling the footage of daily activities, Perry Bard creates a project that captures two different views of the same basic film coverage. The basic intention of the artist was to use an interesting collaboration of videos captured throughout the world that showed differences in culture and diversity. This may have been one of my favorite pieces because the reasoning behind the project is very interesting. What makes it more is that it is interactive where individuals are encouraged to submit their own work to be involved.



## [New Work #30](#)

By [Jordan Tate](#)

Through the title to the work, the whole piece leaves the viewer in anticipation. The intention of the artist was to let the viewer become frustrated and make a point of our culture with how we interact with technology. I like this piece because it's purpose appears valid to me. There are countless times I and others have experience being frustrated with technology and computers glitching. The culture we live in expects results instantaneously and the individuals can become easily frustrated when the reasonable response would be to work through the problem and not to go ape shit on our devices.



## [Digital Maze Symmetry Project](#)

By [DEBRA SWACK](#)

Debra Swack has created a new sense of environment with her piece titled "Digital Maze Symmetry Project". Using large screens and a keyboard or joystick, the viewer interacts with a virtual maze. The viewer has no need to move their feet and only the control moves to move through the maze. From not being able to experience the maze myself, I could image there would be a whole different concept of coordination that is mostly based on your mind over your body's movements. The interesting way the symmetry project is conducted influenced me to choose this as a part of my exhibit. The use of environment, technology and art create a great piece.



## [ThingPit](#)

By [taras hrabowsky](#)

ThingPit uses an idea that feels quite common to myself and most likely a lot of other artists. Being bombarded with ideas and life feels like an endless pit. It feels like the artist was showing how you may try to suppress the feelings until they explode. Due to the relation between the work and myself I felt a connection with the piece to add this to my exhibit.



## [IN3DIA](#)

By [Jesse Malmed](#)

The explanation behind this work surprises you with the way the body works. When I viewed the piece before I read about it, it felt as if I was going through a trippy environment. Once the pictures came across the screen, the way the color is used and the way the images fly it felt as if I was zipping through someone else's brain and seeing all of their thoughts and memories. Being able to get a feel of that kind of environment for the viewer made IN3DIA a very interesting piece.



## [TEDsphere](#)

By [santiago ortiz](#)

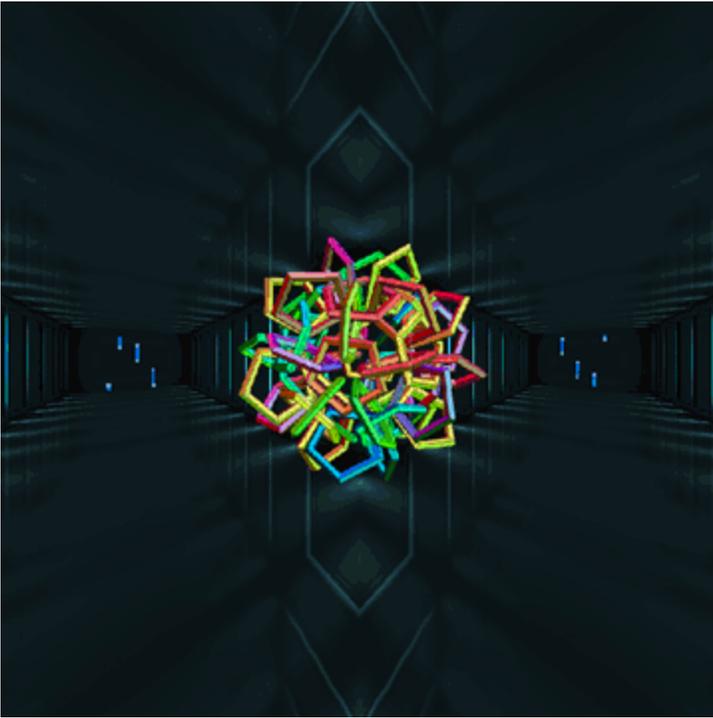
TEDsphere is a very interesting way to navigate through videos and information. Instead of seeing a plain and flat screen, the viewer is able to be surrounded by an actual environment space that they can move around and gather information.



## [badlands](#)

By [michael greathouse](#)

Much like "Lazy World of Ideas", badlands creates an environment that allows the viewer to experience a calm and continuous space to take in the art and its simplicity. The work is nicely done with clean animation and appropriate timing.



## [Analog Environments by Mitch Trale, 2009](#)

By [jstchillin](#)

Through altering the image of a simple neighborhood, the viewer can become enclosed in the environment. The interaction between the two is simple. As with two other works in this exhibit you get lost in the space. This piece reminds the viewer of what it means to lose yourself in the piece through buttons and an explanation that is much like a diary from a viewer. The second environment that the artist brings you to creates confusion of your placement in the space.



## [Suction](#)

By [Aaron Oldenburg](#)

Suction is one part of a series that Aaron Oldenburg created on the basis of verbs. In reference to his work in gaming, an interpretation that I have made is that the games that he makes and we continue to play keep sucking us in. Some may spend entirely too much time being sucked into the levels and goals the games set. In the end there is only the sense of accomplishment until you feel the need to be sucked in again.



## [Your life, our movie](#)

By [Fernando Velázquez](#)

Using the interaction between the viewer and flickr, the use of words and images come to life in "Your life, our Movie". The relationship between the words and images can seem completely unrelated. Once the engine starts moving on its own you see there are some areas where there may be connections but for the most part they seem completely random and nonsensical.



## *July*

By [Tomasz Konart](#)

The interaction with the viewer and work creates your own story. The meaning behind the piece seems unclear even by the artist who explains they wanted to share "a couple of pictures" they found interesting. To create your own story and match faces and names with it makes this an interesting piece. The work reminds you of people watching and wondering what random people's stories are.



## *The Interactive "Book of Changes" – "I Ching"*

By [Jing Zhou](#)

The mixture of the way the artist moves through the artwork is appealing. At one moment it appears like a flip book and another time like a kaleidoscope. Most of the movements seem circular and bring the viewer into a warped zone of symbols.



## *Drifters (The Strolling Stoned)*

With a simplistic design and feel, Drifters brings you as the viewer spying on the footage the artist captures. During the first segment you get a creepy feeling like you're invading someone's private space. The second segment gets the viewer frustrated by trying to look for a hot spot to click on to change the setting. It is unsure if the work will move on since the first part didn't show a time line of when the story would end so they are forced to wait or simply give up. While the artists informs the viewer to keep restarting the piece in the description, it is unsure of what to do in the art itself. The artist successfully creates an environment to explore but almost in a way that seems unintentional.

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## Conceptual art and technology

Curated by [Ying Lu](#)

Opened on Nov 28, 2010



I am very interested about conceptual art with technology. A long time ago, conceptual art usually was shown as a picture, drawing, or performance, but these days it changed to technology; People use technology such as a computer to show their work. In conceptual art the idea or concept is the most important aspect of the work. When an artist uses a conceptual form of art, it means that all of the planning and decisions are made before hand and the execution is perfunctory affair the idea becomes a machine that makes the art (Sol LeWitt).

Examples of artists who do this are Scott Blake, Mattia Casalegno, Lucas Kuzma, Sloan Jason, Rafael Rozendaal, and judsoN. Some of the works of the art seems simple, but I can tell they put much planning and researching in their work. I want to share these ideas with other people and think about how people made conceptual art using technology. most of Conceptual Art is idea that we have never thought about before. Actually it is a small idea, and we also can use technology to make things more interesting than if we just used photos, or drawing. All of this is because of the strong relationship between conceptual art and technology.



### *Mouse Pointer*

By [Scott Blake](#)

First, Scott Blake made the screen full of mouse pointers by using flash. If I do not point anywhere, the screen would stay the same as black and white, but when I move my mouse in the middle of the picture, the mouse mark will shows up white, and everywhere around the middle of the white space will turn to a black mouse, and became a flower immediately. If I move my mouse in the screen, the flower also moves with the mouse. I also find it interesting that he is using the bar code to make the human face. Usually bar codes have many different lines, and different numbers, but he combined them together making the picture look like just one picture. If there is no technology, he would not have been able to create.



## *simple mouse position predictor with centipede parts*

By [lucas kuzma](#)

I can change the direction using my mouse. I like the idea the line come with my mouse.

## *Jello Time .com*

By [rafael rozendaal](#)



Rozendaal rafaël created a 'jelly'. He used the sound and movement to describe 'jelly'. When we move our mouse cursor to the 'jelly', it will move with sound. When we move the cursor to the top of the 'jelly' it will be moving up and down, when we move the cursor to the left, it will be moving horizontal. Just like a real 'jelly' that we usually eat. If he does not use either sound or action, it does not look real, but when he combines them together, it gives us a perfect 'jelly'. I also like how he made the jelly look 3D by adding highlight to its orange color.

## *kalh orexh*

By [aron sommer](#)

I like the idea of how the half of the image could move more and more down my screen.

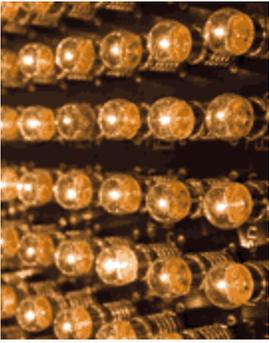


## *ThingPit*

By [taras hrabowsky](#)

I really like the idea about how the block start to break up and changing into space.





### *A Parallel Image*

I like the idea that the artist only use the light and shadow to interactive the piece very well.



### *The Emotions*

By DEBRA SWACK

I like the idea of how the emotion could change the color and people have different categories of color emotion.



### *Digital Maze Symmetry Project*

By DEBRA SWACK

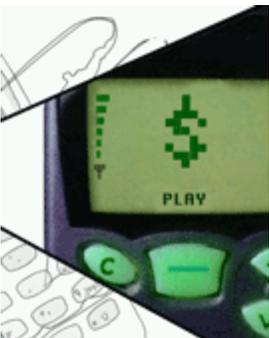
I like the movie image of how the people actually with out moving, but his background movement makes him looks like moving. and another child face gives me feel who is very scared about something, and these two movie combine together makes me the guy is standing in the dangerous place without any information about the background.



### *Given Time*

By nathaniel stern

Its amazing piece to combine the illustration with actual movie and feels like he is standing in the lake.



### *Mobile Communication*

By Angie Waller

its a simple idea of the icon for mobile, I like the idea of when i pick something and it will be changed.



## *Windows Real*

By Johannes P Osterhoff

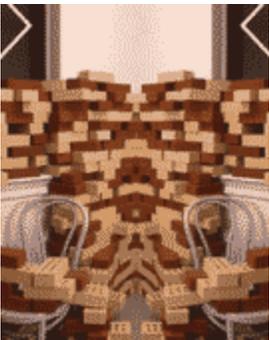
I like the idea who use the window(TV) and creating a movie behind the TV. Ususally we thought the TV could not stay out of the flame but this gives me a idea of thing could change by our idea.



## *15x15*

By Richard Vickers

I like the idea of using 15x15 advances the statement into the 21st century; with new media technology anyone and everyone can be world famous....for 15 seconds There are all different people took in the different place to explanin different things, but when the artist make them for 15 by 15 squares so it seems like has a lot of connection with each peace. and seems like which give us a strong message.



## *Where Do We Come From? What Are We? Where Are We Going?*

By akiko ichikawa

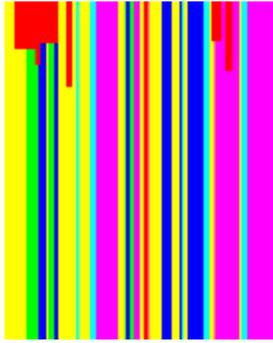
I think this is a strong concept to support the peace. it makes me to thing about Where the Do We Come From? What Are We? Where Are We Going throught the peace.



## *Lossless\_23*

By Jordan Tate

Its very easy to looks like 3D by changing hue.



## *colorfalling*

By aron sommer

I like this is not only changing the color but also it move from up to down.

### **About the curator**

I am a college student in SUNY Cortland, and major in New Media Design.

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Rhizome ArtBase curation allows any Rhizome member to curate an exhibit from works in the ArtBase. Go to <http://rhizome.org/art/member-curated/> to see a list of all open exhibits.

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Opened on Oct 28, 2010

Most people would not view a computer science algorithm or a computer program as art. I believe algorithms and other forms of technology can and should be considered art. When someone does something very well, it can be considered "beautiful". The algorithm in *Sunset Solitaire*, which creates an artificial sunset, is art in itself. The algorithm in *Green*, which triggers speakers to make noise, is art in itself. If two people are told to accomplish a goal, the two people's way of getting to that goal will not be the same. Each person will do things differently. In this way, algorithms should be considered beautiful. When people do things differently they are told they are "unique". All algorithms are unique and therefore beautiful. And anything beautiful should be considered art.



## 1444 minutes

By [jason. sloan](#)

1444 Minutes consists of a music piece generated by a computer program. The computer program composed music for 24 hours. The only human input was the duration, the pitch of the music, and the background color which changed depending on the the time of day. Most of the work was done by the computer program. For a full 24 hours, the program's algorithm composed pleasing music. The excerpt played on the website sounds human-produced.



## Sunset Solitaire

*Sunset Solitaire* is a piece of art about a program written to create a sunset. The artist wrote a program and built custom hardware that let him mix the sunset, live. The artist would try to create the sunset and match it to the real sunset. After every time, the user would "tune" the program to make it better match the sunset. This is a great piece of art that shows how computer algorithms can be used to recreate something that is already beautiful to make

it into something magnificent.



## *Digital Maze Symmetry Project*

By **DEBRA SWACK**

This piece is an example of math and computer generated images. Computer generated images are created with geometry. The computer images, like all other computer programs, are only made possible with algorithms. Digital Maze Symmetry's algorithm makes a symmetrical maze. The maze can then be navigated like a game. Art and math can be seen as opposites of each other and to see them working together is phenomenal.

## *Green*

By **Shawn Decker**



In Green the artist uses algorithms and computer programs to simulate sounds found in nature. The sounds are produced through speakers, which are produced by the algorithms. The algorithms were "coded into each board, with all sounds being produced by these algorithms". The project uses many small speakers that make noise depending on the algorithm, Green uses home-made and custom programmed micro controllers to activate the other speakers to make clicks and simulate the sounds of nature. The use of algorithms and programming to create beautiful sounds of art is a great example of technology mixing with art.

## *Downloading Pixels*

By **Scott Blake**



Downloading Pixels captures the "flow" of capturing images to your computer. While downloading an image, the background changes colors and creates an incredible image. The screen constantly changes colors according to the image. All that is really being sent here are 1's and 0's. The computer converts these signals into an image on your screen. It is still unbelievable to me that a string of 1010101 can run a computer and create an image. Downloading Pixels is technology at its simplest but art at its finest.

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