Overview of how artists and designers have used the web
what is has enabled for artists, musicians, dancers and design
some silly video clips
and some of the challenges facing designers in particular

this is a whilst stop tour please do not worry about noting down URLs
All the slides will be online with notes by the end of today
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what is art? the word changes its meaning depending on technology and culture.
so we will focus on creativity and the web
art uses this – big time – technology (inherent link)
the web is just another tool for artists and designs thats for sure but...
Painting

For example, the invention of the collapsible paint tube in 1841 by John G. Rand, was one of the most important developments for nineteenth-century painting. Paint in tubes contributed significantly to the ever-growing number of amateur painters.

http://sfplamr.blogspot.com/2010_03_01_archive.html
Blogging
critique no longer the elite
Fashion industry – changed for every
feedback, discussion, reviews etc etc
Making copies

again this is technology driven when making copies become easy it changes markets
printing press
digital files
3d printing
new revenue streams

fundamentally changed the music industry
they dont like it – they still dont
PROTECT IP Act Breaks The Internet
changed to performance – added value
web allows for independent distributors – it is also creating the new streams...
online tools to enable distribution...
web allows for independent distributors – it is also creating the new streams...
online tools to enable distribution ...
image distributions. the same – has this changed art?
share – gain an audience – link to like minded individuals
Meet Instagram.

It's a fast, beautiful and fun way to share your life with friends through a series of pictures.

Snap a photo with your iPhone, choose a filter to transform the look and feel, send to Facebook, Twitter or Flickr – it's all as easy as pie. It's photo sharing, reinvented.

Oh yeah, did we mention it's free?

Available on the App Store

Wednesday, 21 November 12

share – gain an audience – link to like minded individuals
control the market on sale of rights to images.
you also get inspiration
Art builds on Art
More links
http://scrapiteria.blogspot.com/
http://www.hamburgereyes.com/
http://www.gatheredinspring.blogspot.com/
http://www.postsecret.com/
sneak peek – responses etc – web designers
building on the past

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appropriation art
rip: a remix manifesto

Creative commons
Video art
The Way Things Go (German: Der Lauf der Dinge) is a 1987 art film by the Swiss artist duo Peter Fischli and David Weiss. It documents a long causal chain assembled of everyday objects, resembling a Rube Goldberg machine.
anyone can do it? who is the artist – what does the artist need to do
vimeo groups, channels
- ubu web
- blip.tv
online festivals – audience participation..
democratisation of art
Performance

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http://www.ted.com/talks/lang/eng/chris_anderson_how_web_video_powers_global_innovation.html
http://www.ted.com/talks/the_lxd_in_the_internet_age_dance_evolves.html
“Dancers have created a whole global laboratory online for dance

Kids in Japan are taking moves from a YouTube video created in Detroit, building on it within days and releasing a new video”

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http://www.ted.com/talks/lang/eng/chris_anderson_how_web_video_powers_global_innovation.html
http://www.ted.com/talks/the_lxd_in_the_internet_age_dance_evolves.html

Jon M. Chu
Lil Demon

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evolution of dance
Data
infographics

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http://awesome.good.is/transparency/014/014-buying-whos-buying-what.html

a little shallow
but massive at the moment for designers

communication design to take off and fix these things to be better and saying X
Shareabouts.org

Shareabouts is a mapping tool to gather crowd sourced public input. Use it to collect suggested locations and comments, in a social, engaging process. Shareabouts is ideal for crowdsourcing bikeshare stations and gathering input on wayfinding projects. Contact us to discuss our customized, hosted installations for cities.
infographics

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wind map

Nov. 21, 2012
3:59 am EST
(time of forecast download)

top speed: **33.5 mph**
average: **5.8 mph**
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http://vimeo.com/channels/datavisualization

people saying good morning
Processing.org – data visualisation tool
packets

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http://vimeo.com/channels/datavisualization

Rick Rolled – the data transfere – processing.org
Wednesday, 21 November 12

http://code.google.com/creative/radiohead/
Interactive art

Not sure I like that word... but...
colleague comment  "I hated (I mean really hated) that wildernessdowntown thing ... what with google's sticky fingers all over it I could just imagine the googlespods in the targeted marketing depot drooling over its depressing possibilities - this is art firmly & squirmly in the hands of corporate interests..."
geo location photo

Locations used to map time and events from different photos from different people
project connections

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where else are you storing the data .... other than on the web... CONNECTIONS

UI for navigating through the data - experience, communication
Galleries

a form of distribution.....
Anselm Kiefer
Wednesday, 21 November 12
Antony Gormley

Wednesday, 21 November 12
Angel of the north
more into architecture
Wednesday, 21 November 12

But we are seeing some new ideas for galleries... this one I like

http://ffff.at/speed-show/

Hit an Internet-cafe, rent all computers they have and run a show on them for one night. All art works of the participating artists need to be on-line (not necessarily public) and are shown in a typical browser with standard plug-ins. Performance and life pieces may also use pre-installed communication programs (instant messaging, VOIP, video chat etc)
e-PERMANENT is the online incarnation of Permanent Gallery, the gallery which was operating at 20 Bedford Place, Brighton, from 2003 to 2011. e-PERMANENT features an open submission for artists experimenting with the internet as medium and/or presentation space, alongside new writing and a digital archive of Permanent Gallery's exhibitions and events. e-PERMANENT is a digital platform which provides a new context within which Permanent can continue to support artists to realise experimental projects.
There is a concern that the iBooks/ePub stuff created would not take advantage of connectivity of these devices - the UX and UI design.

The web design wise suffered from this for a long time.
The New Art of Making Books’
the relationship between the physical and the digital.

#NAOMB
advertisers are starting to use Augmented Reality (this may be a poor example) but next...
The artist offers us an impression of a future of Augmented reality – artists questions the world in which we live in. How far away are the two...

AR needs designing too!
Wednesday, 21 November 12
affects commerical enterprises
Kickstarter is focused on creative ideas and ambitious endeavors. We're a great way for artists, filmmakers, musicians, designers, writers, illustrators, explorers, curators, performers, and others to bring their projects, events, and dreams to life.

patent issues
copyright be blocker to innovation
HOLO is a new magazine that explores the convergence of art, science and technology, brought to you by the team at CreativeApplications.Net (CAN). An extension to one of the most authoritative art and technology blogs, HOLO is dedicated to rich, detailed stories that demand time and attention. With HOLO we are committed to telling these stories – attentively and expertly – in a patient, spacious medium that does them justice.
3d Printing

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affects commercial enterprises
EVERYTHING I MAKE WITH MY MAKERBOT

IN DECEMBER 2010 I BOUGHT AND BUILT A MAKERBOT 3D PRINTER. THIS BLOG IS AN ON-GOING DIARY OF EVERYTHING I MAKE WITH THIS WONDERFUL MACHINE, A MACHINE SENT FROM THE FUTURE.

brendan dawes

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http://everythingimakewithmymakerbot.com/
Welcome to the Thingiverse.
This is a place to share digital designs that can be made into real, physical objects. Let’s create a better universe, together!

Check out all the Colbert Things on Thingiverse

Who's Making What? view more

Four jaw keyless chuck
By: Immaginaecrea 45 minutes ago

Camera Lens Cap Holder
By: Immaginaecrea 47 minutes ago

Bridge Torture Test
By: Immaginaecrea 1 hour ago
In 2009, I set up Space Makers Agency. Our first project took twenty empty shops in an indoor market in south London and transformed them into a rolling festival of pop-ups, events and new local businesses.

Flash mobbing, groups together, meet ups, creative thinking
what I mean by it...those artists that have grown up tinkering with the tech playing with the code
Cory Arcangel is a digital artist who lives and works in Brooklyn. His work is concerned with the relationship between technology and culture, and with media appropriation.

Each subsequent Web 2.0 breakthrough has lowered the bar for publishing and sharing information. Hypertext Markup Language is not needed to tweet. And why search for anything when your Facebook friends are constantly pushing music, videos, fashions, and thoughts on you?
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open source

Wednesday, 21 November 12

playing with the code.
Blender 3d – films – linking artists and designers
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Design for the web
IT IS NOT “IRONIC” when an article about web standards is published in an online magazine formatted in Flash, or PDF, or some other non-HTML format. It is not “ironic” when an article on responsive design appears on a website that is not responsively designed. It is not “ironic” when an article on three essential principles of usability appears on a website that violates all three principles. It is not “ironic” when an article bemoaning the overuse of “Share” buttons appears on a website that
Type at the Crossroads

Typeface designer Jonathan Hoefler:

I drew an 'E' this morning.

At Pivot, the AIGA Design Conference in October. If you’re at all interested in fonts and webfonts, before you do anything today, watch the video.

Nov 23 2011
Responsive Web Design
Designing interactions
as people become more reliant on using connected devices to bank or services design becomes more fundamental to aid those experience
the web is a work of art

it could definitely be argued that the web is a work of art

remember everything we see on the web is designed, at almost every level
“Whatever happens next, it won’t be what you expected.

If it is what you expected, it isn’t what’s happening next.”

Brian Eno
Winchester Centre for Global Futures in Art Design & Media

Actively engaging in education and enterprise

Critically concerned with art and design practices of making, thinking and representation, the Winchester Centre engages in education and enterprise, exploring the contribution of media, materials and technologies to the improvement of human societies globally.

Winchester Centre for Global Futures in Art Design and Media highlights Winchester University's strategic approach to cross-disciplinary working, innovative research, and engagement with non-academic communities.

Other University of Southampton sites

Winchester School of Art website

Follow us on Facebook and Twitter

Seminars, talks and events

1 September 2012 - 31 December 2012

Global Futures Speaker Series

1 September 2012 - 31 December 2012

http://www.facebook.com/wsaglobalfutures
http://vimeo.com/wsaglobalfutures