Computer Art

Stuart Mealing

Computer Art:

A Philosophy of Computer Art Dominic Lopes,2009-09-10 In A Philosophy of Computer Art Dominic Lopes argues that computer art challenges some of the basic tenets of traditional ways of thinking about and making art and that to understand computer art we need to place particular emphasis on terms such as interactivity and user **Computer Graphics — Computer Art** Herbert W. Franke,2012-12-06 Ten years have passed since the first edition of this book a time sary to stress that the availability of colors further assists artistic span during which all activities connected with computers have ambitions experienced an enormous upswing due in particular to the ad The dynamics of display which can be achieved on the screen is vances in the field of semiconductor electronics which facilitated also of significance for the visual arts It is a necessary condition microminiaturization With the circuit elements becoming small for some technical applications for example when simulating er and smaller i e the transition to integrated circuits the price dynamic processes Although the graphics systems operating in real time were not designed for artistic purposes they nonethe of hardware was reduced to an amazingly low level this has de less open the most exciting aspects to the visual arts While the finitely been an impulse of great importance to the expansion of computer technology as well as to areas far removed from tech static computer picture was still a realization in line with the nology **Digital Arts** Cat Hope,John Charles Ryan,2014-06-19 Digital Arts presents an introduction to new media art through key debates and theories The volume begins with the historical contexts of the digital arts discusses contemporary forms and concludes with current and future trends in distribution and archival processes Considering the imperative of artists to adopt new technologies the chapters of the book progressively present a study of the impact of the digital on art as well as the exhibition distribution and archiving of artworks Alongside case studies that illustrate contemporary research in the fields of digital arts reflections and questions provide opportunities for readers to explore relevant terms theories and examples Consistent with the other volumes in the New Media series a bullet point summary and a further reading section enhance the introductory focus of each chapter **When the Machine Made Art** Grant D. Taylor,2014-04-10 Considering how culturally indispensable digital technology is today it is ironic that computer generated art was attacked when it burst onto the scene in the early 1960s In fact no other twentieth century art form has elicited such a negative and hostile response When the Machine Made Art examines the cultural and critical response to computer art or what we refer to today as digital art Tracing the heated debates between art and science the societal anxiety over nascent computer technology and the myths and philosophies surrounding digital computation Taylor is able to identify the destabilizing forces that shape and eventually fragment the computer art movement _Computerworld_ ,1977-09-12 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network **The Computer in Art** Jasia

Reichardt,1970 How computers may be used to produce drawings as well as to make animated films and sculptures

Pluralistic Approaches to Art Criticism Douglas Emerson Blandy,Kristin G. Congdon,1991 Contributors to this anthology analyze the contemporary academic methods for critiquing art and suggest new ways that might further our understandings of art created by myriad individuals and groups The essays give readers further insight into a diverse range of artistic creators often overlooked in art world studies   Computerworld ,1977-09-12 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network   **Digital Art** David Cousens,2021-11-01 A complete guide to making computer artworks from dynamic action scenes to fantasy landscapes Today digital art appears everywhere in print on television and in the movies With the rapid advancement of digital art tools illustration using these methods of is often faster and more effective This illustrated guide shows you how to create digital artworks using Photoshop and other popular software platforms Award winning illustrator David Cousens guides you through various creative tools and effects suitable for both beginners and experienced artists These include RGB CMYK and DPI Pen brush and custom shape tools Blurs filters layer masks and blending modes Perspective proportions and the rule of thirds Retouching and effects such as retro pixel art silkscreen and charcoal effects And much more Including useful screengrabs to guide you through these instructions Digital Art will have you creating brilliant artwork in no time   **Computer Graphics — Computer Art** Herbert W. Franke,1985-06-28 This book describes concepts and tools for computer graphics computer animation picture processing computer aided design computer music computer coreography and computer poetry In addition it gives a historical review from the origins of computer art to current developments   **Cybernethisms** Esteban García Bravo,2015-04-15 Working extensively as both artist and scientist Aldo Giorgini 1934 1994 was one of the first computer artists to combine software writing with early printing technologies His innovative process involved producing pen plotted drawings that were embellished by painting drawing photography and screen printing This biography is the first to uncover the remarkable work and life of an underappreciated artist providing insights into the innovative methods and computerized techniques he used to weave creations that seamlessly combined technological sophistication with artistic sensibility Buried manuscripts documentation and art taken directly from Giorgini s former studio in Indiana have been used to tell the story of this digital pioneer The book explores the artist s life as a professor of civil engineering at Purdue University as well as providing a catalog of his artistic contributions Placing his work in the context of the wider development of computer art the book also presents a valuable contribution to the history of the field Giorgini s papers have been recently transferred to Purdue University s Virginia Kelly Karnes Archives and Special Collections Research Center where they will be preserved and made accessible for future researchers of digital media art history While complete in itself this book also plays an important role in

contextualizing and providing an access point for that collection **History of Computer Art** Thomas Dreher,2020 The development of the use of computers and software in art from the Fifties to the present is explained As general aspects of the history of computer art an interface model and three dominant modes to use computational processes generative modular hypertextual are presented The History of Computer Art features examples of early developments in media like cybernetic sculptures computer graphics and animation including music videos and demos video and computer games reactive installations virtual reality evolutionary art and net art The functions of relevant art works are explained more detailed than usual in such histories **Computers in Art, Design and Animation** John Lansdown,Rae Earnshaw,2012-12-06 The collection of papers that makes up this book arises largely from the joint activities of two specialist groups of the British Computer Society namely the Displays Group and the Computer Arts Society Both these groups are now more than 20 years old and during the whole of this time have held regular separate meetings In recent years however the two groups have held a joint annual meeting at which presentations of mutual interest have been given and it is mainly from the last two of these that the present papers have been drawn They fall naturally into four classes visualisation art design and animation although as in all such cases the boundaries between the classes are fuzzy and overlap inevitably occurs Visualisation The graphic potential of computers has been recognised almost since computing was first used but it is only comparatively recently that their possibilities as devices for the visualisation of complex and largely ab stract phenomena has begun to be more fully appreciated Some workers stress the need to be able to model photographic reality in order to assist in this task They look to better algorithms and more resolution to achieve this end Others Alan Mackay for instance suggest that it is not just a matter of providing more and more pixels It is a matter of providing congenial clues which employ to the greatest extent what we already know **Computers and Art** Stuart Mealing,1997 This book gathers together contributions from a broad spectrum of individuals concerned with the use of the computer as a tool for artists Previous titles by the author include The Art and Science of Computer Animation and Mac 3D Crayons and Computers Carol Sabbeth,1998 With a computer paint or drawing program a printer crayons and a little imagination kids can explore the world of color and the endless design possibilities of a computer by crafting multi media art This four color activity book combines this tool of today with an old favorite the crayon Kids will learn how to print out and paint a picture frame use a mouse to create a Matisse masterpiece create a kite of rainbow colors and more while learning about primary secondary and complementary colors Crayons and Computers includes ideas to extend crayon creations beyond the confines of paper and into cyberspace **Peripheral Vision** Zabet Patterson,2015-07-24 How the S C 4020 a mainframe peripheral intended to produce scientific visualizations shaped a series of early computer art projects that emerged from Bell Labs In 1959 the electronics manufacturer Stromberg Carlson produced the S C 4020 a device that allowed mainframe computers to present and preserve images In the mainframe era the output of text and image was quite literally peripheral the S C 4020 a strange and elaborate apparatus with a cathode

ray screen a tape deck a buffer unit a film camera and a photo paper camera produced most of the computer graphics of the late 1950s and early 1960s At Bell Laboratories in Murray Hill New Jersey the S C 4020 became a crucial part of ongoing encounters among art science and technology In this book Zabet Patterson examines the extraordinary uses to which the Bell Labs SC 2040 was put between 1961 and 1972 exploring a series of early computer art projects shaped by the special computational affordances of the S C 4020 The S C 4020 produced tabular data graph plotting and design drawings grid projections and drawings of axes and vectors it made previously impossible visualizations possible Among the works Patterson describes are E E Zajac s short film of an orbiting satellite which drew on the machine s graphic capacities as well as the mainframe s calculations a groundbreaking exhibit of computer generated pictures by B la Julesz and Michael Noll two scientists interested in visualization animations by Kenneth Knowlton and the Bell Labs artist in residence Stan VanDerBeek and Lillian Schwartz s cybernetic film Pixillation Arguing for the centrality of a peripheral Patterson makes a case for considering computational systems not simply as machines but in their cultural and historical context **Computers and Art** Stuart Mealing,2002 Computers and Art provides insightful perspectives on the use of the computer as a tool for artists The approaches taken vary from its historical philosophical and practical implications to the use of computer technology in art practice The contributors include an art critic an educator a practising artist and a researcher Mealing looks at the potential for future developments in the field looking at both the artistic and the computational aspects of the field **Art Digest Newsletter** ,1969 **Computers in Art and Design** Isaac Victor Kerlow,1991 **Design & Applied Arts Index** ,1995

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