



February 4, 2019

# A History of Internet Art

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Art369b: Interactive Design and the Internet

## Pre-web

Web didn't come along until 1991, so internet without web...

- a network of networks
- connected by the phone line
- BBS, LAN (local area network), regional area networks

## Web 1.0

- From writer to reader (like a book)
- Home pages
- Static (HTML)
- 45mil global users (1996)
- owning content
- many people share one big computer

## Web 2.0

- Collaborative (comments, profiles, social)
- Blogs
- Dynamic (PHP, Java, etc.)
- 1 bil+ global users (2006)
- sharing content
- personal computing

## Web 3.0

- Now?
- Internet of Things
- Artificially intelligent
- Ubiquitous, ever-present
- Many devices per one person

1917



Dadaism  
Marcel Duchamp's "Fountain"

1980s-1990

pre-WWW

1980



“Hole-in-Space” by Kit Galloway and Sherrie Rabinowitz (K&S)



# HOLE IN SPACE

Three days in November, 1980

No one knew it, but the sidewalks of New York City and Los Angeles were about to merge!



**The Broadway** department store, Century City Shopping Center, Los Angeles



**Lincoln Center For The Performing Arts**, Avery Fisher Hall, New York City


1991-2001



Trojan Room coffee pot

1991-2001



The last picture   
that the webcam ever  
took, showing a hand  
about to switch the  
server off.

Trojan Room coffee pot

1991



“The Thing” BBS organized by Wolfgang Staehle  
<http://archive.rhizome.org/artbase/56398/timeline.html>

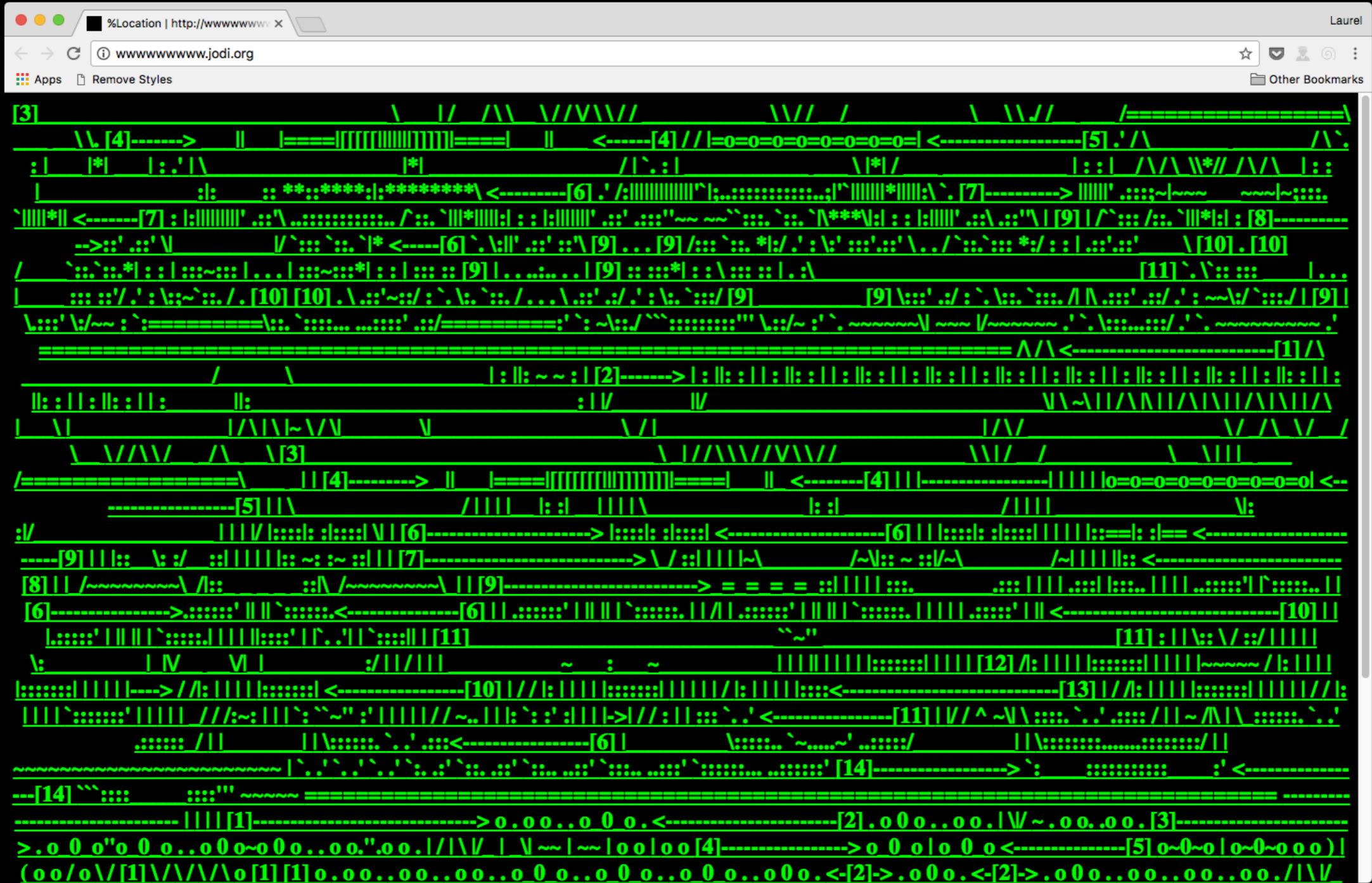
2010



“Digital: A Love Story” game by Christine Love

1991-2001

net.art







1996

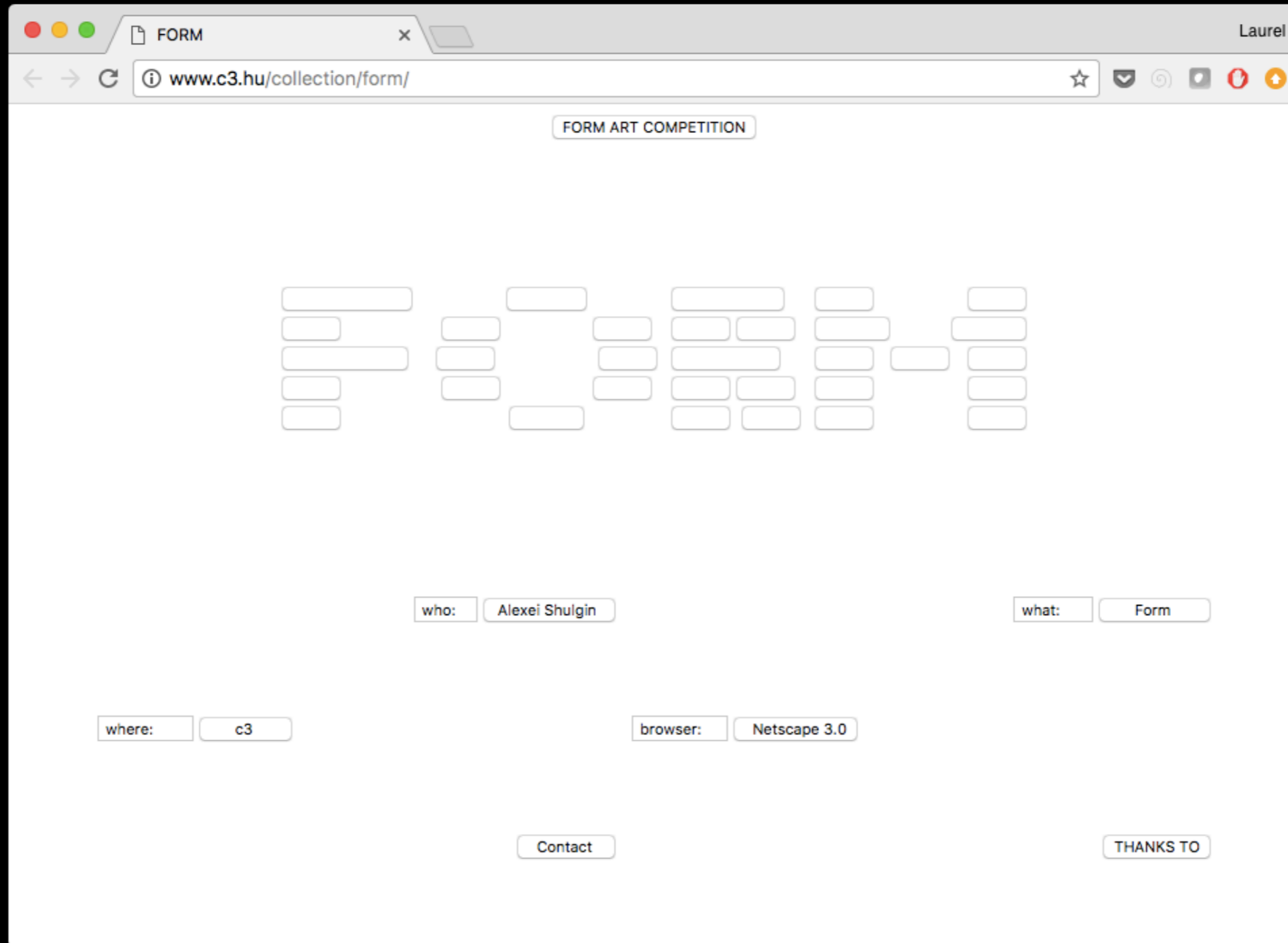


Olia Lialina

“My Boyfriend Came Back from the War”

<http://www.teleportacia.org/war/>

1997



Alexi Shulgun  
"FORM ART"

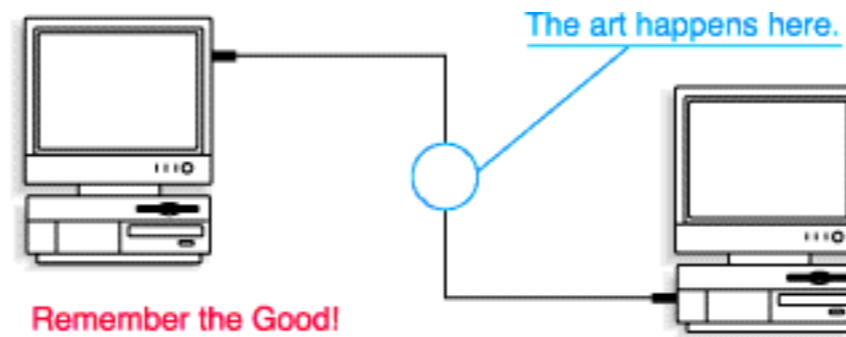
<http://www.c3.hu/collection/form/>

1995

The logo for Dia Art Foundation, consisting of the word "Dia:" in a bold, white, sans-serif font centered within a light gray square.

DIA launches online exhibitions platform  
<http://www.diaart.org/program/artistswebprojects>

1997



“Simple Net Art Diagram” by MTAA  
[http://www.mtaa.net/mtaaRR/off-line\\_art/snad.html](http://www.mtaa.net/mtaaRR/off-line_art/snad.html)

WHILE IN CONTEMPORARY ART YOU NEED TO BE YOURSELF ALL THE TIME, A CERTAIN TYPE OF “HERO” WHO IS POLISHING ALWAYS HIS IMAGE UNTIL HE BECOMES A MIRROR OF HIS LIFETIME, IN NEEN, YOU ARE A KIND OF “SCREEN.” A NEENSTAR PROJECTS A TEMPORARY SELF THAT STAYS ALWAYS UNDER CONSTRUCTION AND MOVES FROM THE PRESENT TO PAST AND FUTURE WITHOUT LIMITATIONS.

Excerpt of the “Neen Manifesto”  
Miltos Manetas

There was a time when paintings were pretty and fresh things to create, in the same way that Flash animations and Websites are today. But there is still a way to paint amazing pictures. Here are the rules of the "Neen Dogma of Painting":

1. In order to paint a large canvas, buy large brushes. Many of them, because you will need clean brushes to smooth the line where the different colors meet. Only Oil on Canvas is allowed. Never mix the colors with anything else than linseed oil.
2. Use a projector to display the picture you want to paint on the canvas. If you know how to draw, do not make paintings: make Flash Animations or Fashion instead.

# 2000s

2002



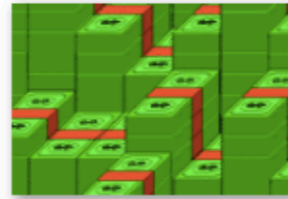
we will attack .com



i am very very  
sorry .com



why was he sad .com



stagnation means  
decline .com

2001



mister nice hands .com



whitetrash .nl

Early .com Flash websites  
Rafael Rozendaal

<https://www.newrafael.com/websites/>

1999-present

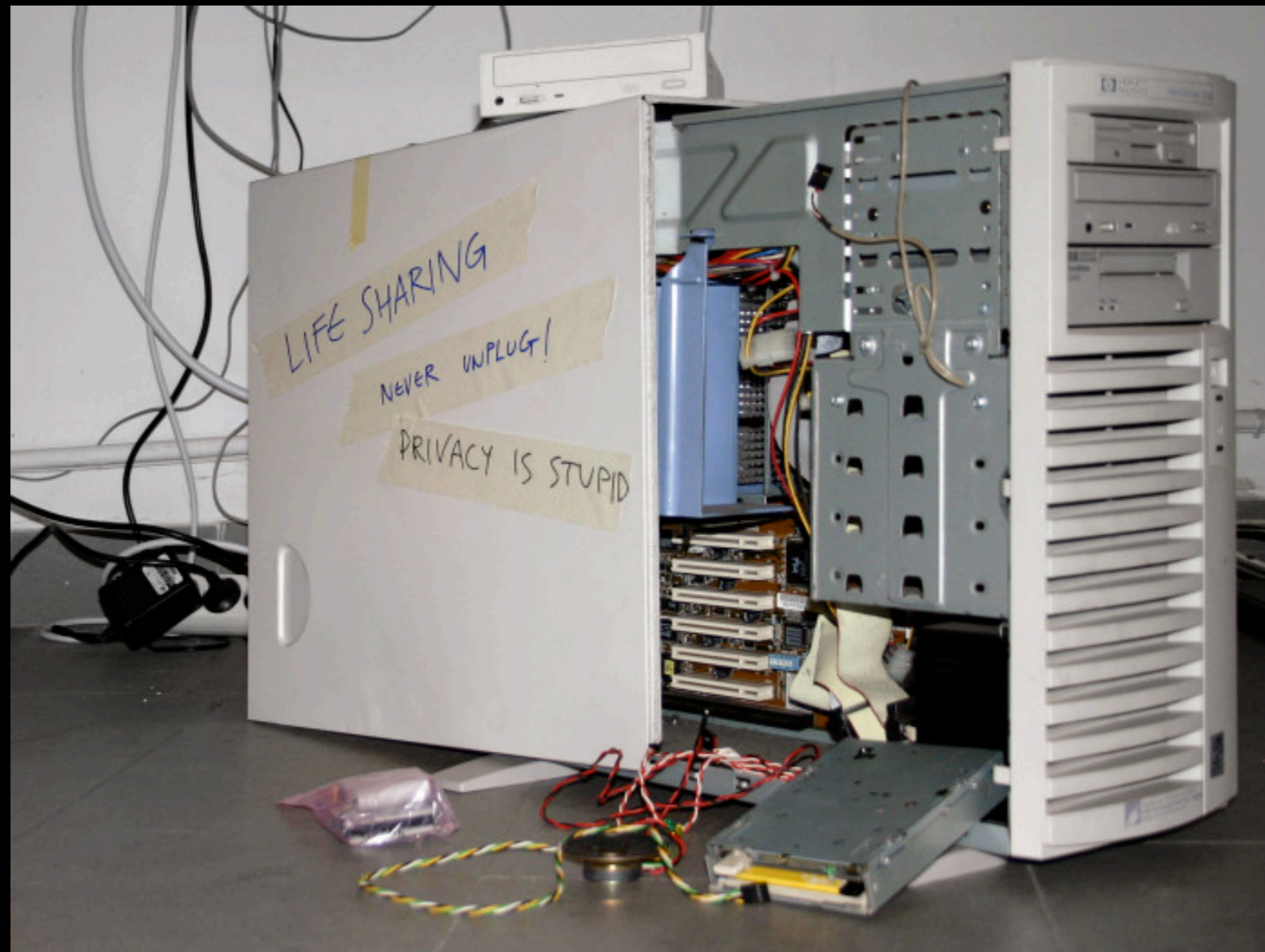


Young Hae Heavy Industries  
Seoul-based web art duo  
<http://www.yhchang.com>



“There's a tendency to read quickly on the Internet. Speed is everything, and densely written texts, be they creative or critical, seem to make the reader anxious -- maybe because of the phone bill. Then again, maybe another reason for the dearth of critical Web writing is that there's nothing to criticize -- Web writing might not be very good.”

2000-2003



Eva and Franco Mattes  
“Life Sharing”

<http://010010110101101.org/life-sharing/>

2002



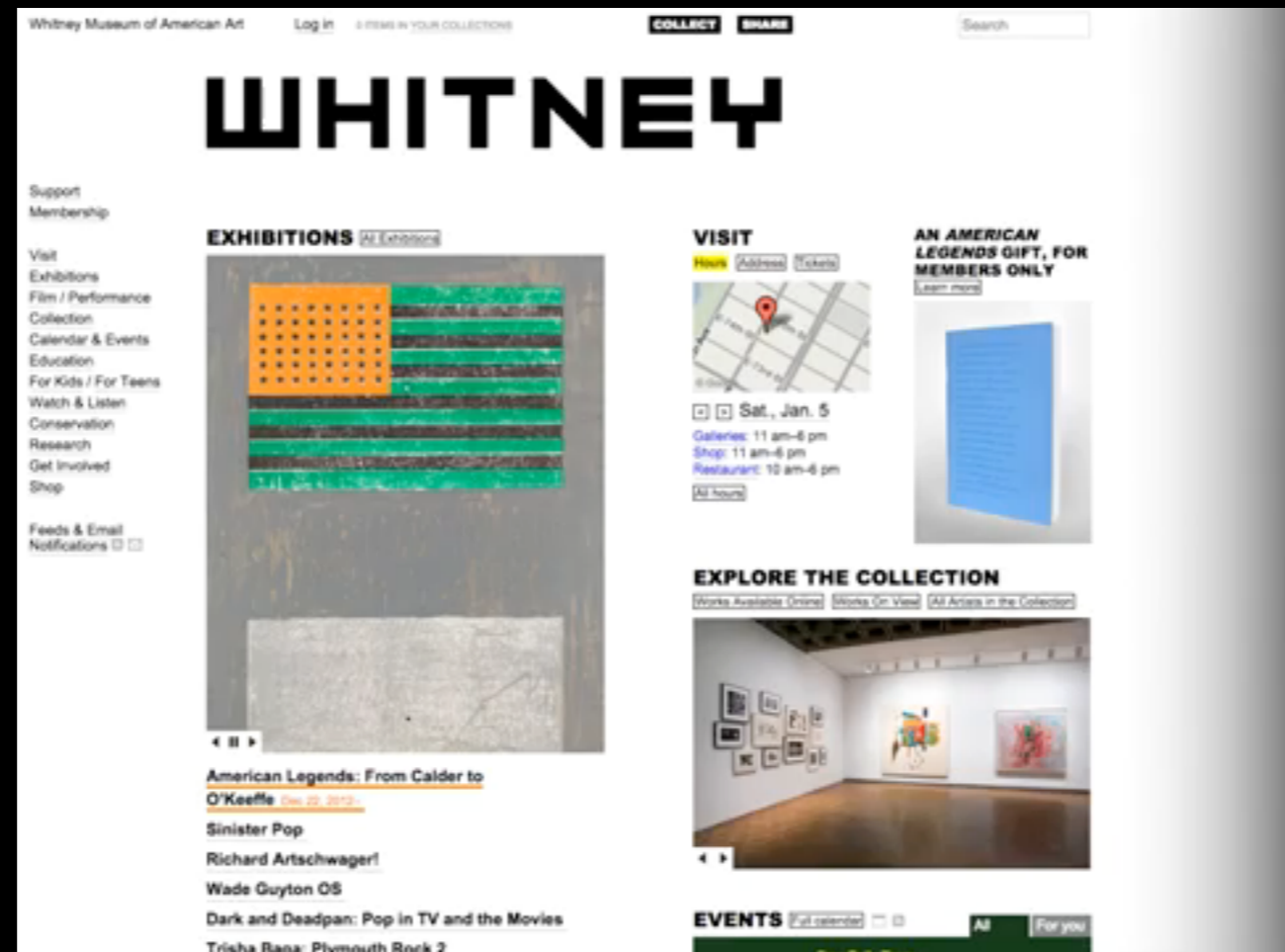
Cory Arcangel  
“Super Mario Clouds”

2001

Artport is the Whitney Museum's portal to Internet art and an online gallery space for commissions of net art and new media art. Originally launched in 2001, artport provides access to original art works commissioned specifically for artport by the Whitney; documentation of net art and new media art exhibitions at the Whitney; and new media art in the Museum's collection.

Whitney Museum's Artport  
<http://whitney.org/Exhibitions/Artport>

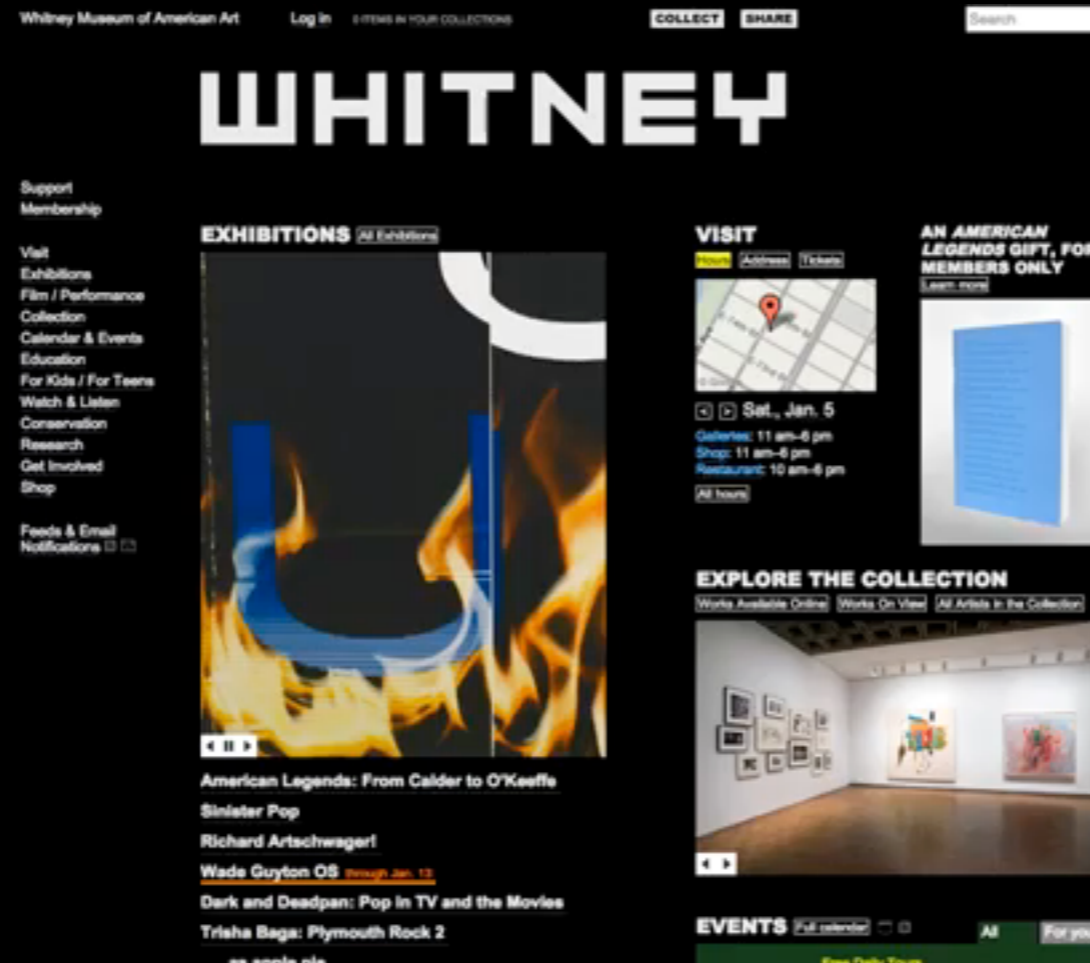
2010



Whitney Museum's "Sunrise Sunset"

Viewing Ursula Endlicher's "Light and Dark Networks"  
Dec 15 2011–March 5, 2013

2010



Whitney Museum's "Sunrise Sunset"

Viewing Ursula Endlicher's "Light and Dark Networks"  
Dec 15 2011–March 5, 2013



W Airplane mode - Wikipedia x Laurel

Secure | https://en.wikipedia.org/wiki/Airplane\_mode

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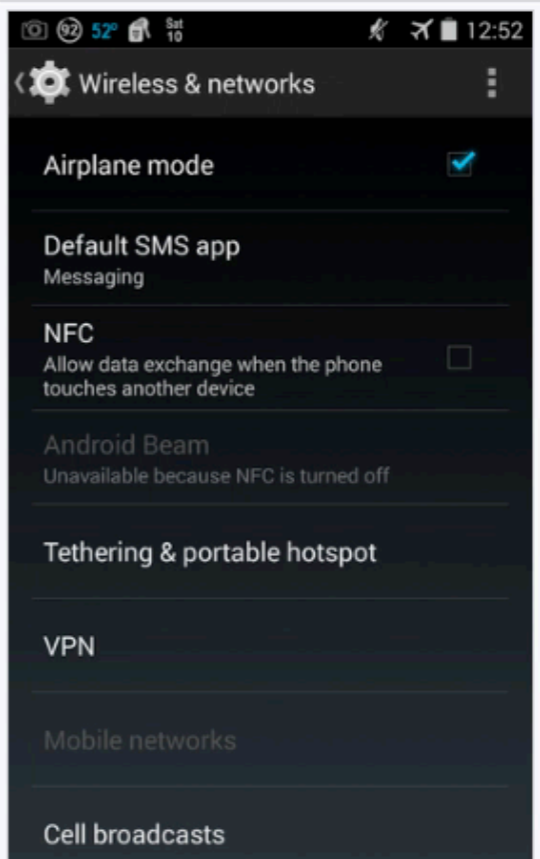
# Airplane mode

From Wikipedia, the free encyclopedia

**Airplane mode, aeroplane mode, flight mode, offline mode, or standalone mode** is a setting available on many [smartphones](#), portable [computers](#), and other [electronic devices](#) that, when activated, suspends [radio-frequency signal transmission](#) by the device, thereby disabling [Bluetooth](#), [telephony](#), and [Wi-Fi](#). GPS may or may not be disabled, because it does not involve transmitting radio waves.

The name comes from the prohibition by most of the [airlines](#) of using [equipment transmitting radio-frequency signal while in flight](#); using airplane mode prevents devices from transmitting.

When the "aeroplane mode" is activated, it disables all voice, text, telephone, and other signal-transmitting technologies such as [Wi-Fi](#) and [Bluetooth](#). Wi-Fi and Bluetooth can be enabled separately even while the device is in airplane mode; this is acceptable on some aircraft.<sup>[1][2]</sup> Receiving radio-frequency signals, as by [radio receivers](#) and [satellite navigation](#) services, is not inhibited. However, even receiving telephone calls and messages without responding would require the phone to transmit; a smartphone in airplane mode is



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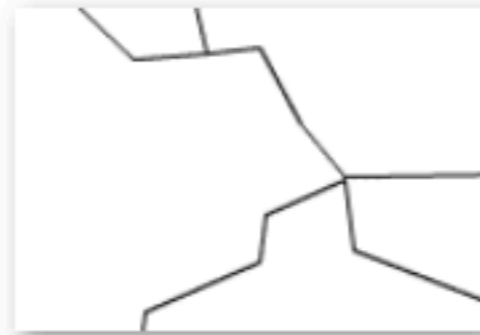


# 2000s

2007



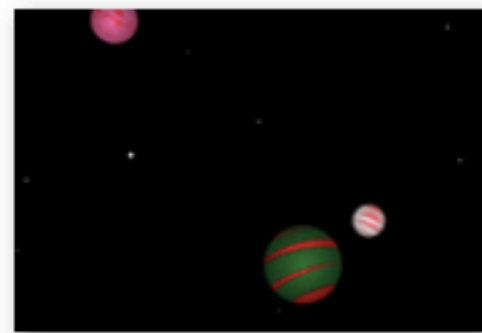
jello time .com



broken self .com



flaming cursor .com



future physics .com



big long now .com

Rafael Rozendaal's websites  
<https://www.newrafael.com/websites/>

Went from Flash to HTML (canvas element), CSS, JavaScript, etc.

2008



“Simple Net Art Diagram”  
Kevin Beiersdorf

2010-12



Jayson Musson's "ART THOUGHTZ"

<https://www.youtube.com/channel/UC1kdURWGVjuksaqGK3oGoxA>

2012



Sister Unn's  
Bunny Rogers & Filip Oszewski

2012



The Rose Gallery :: Sister Unn's

Not Secure | www.sister-unns.com/rosegallery.html#bc836923a7f79abc9d...

Apps | Finances | HTML | CSS | Poetry Class | Other Bookmarks

**SISTER UNN'S**  
Sister Unns Rose Gallery  
72-32 Austin st.  
Forest Hills, NY 11375

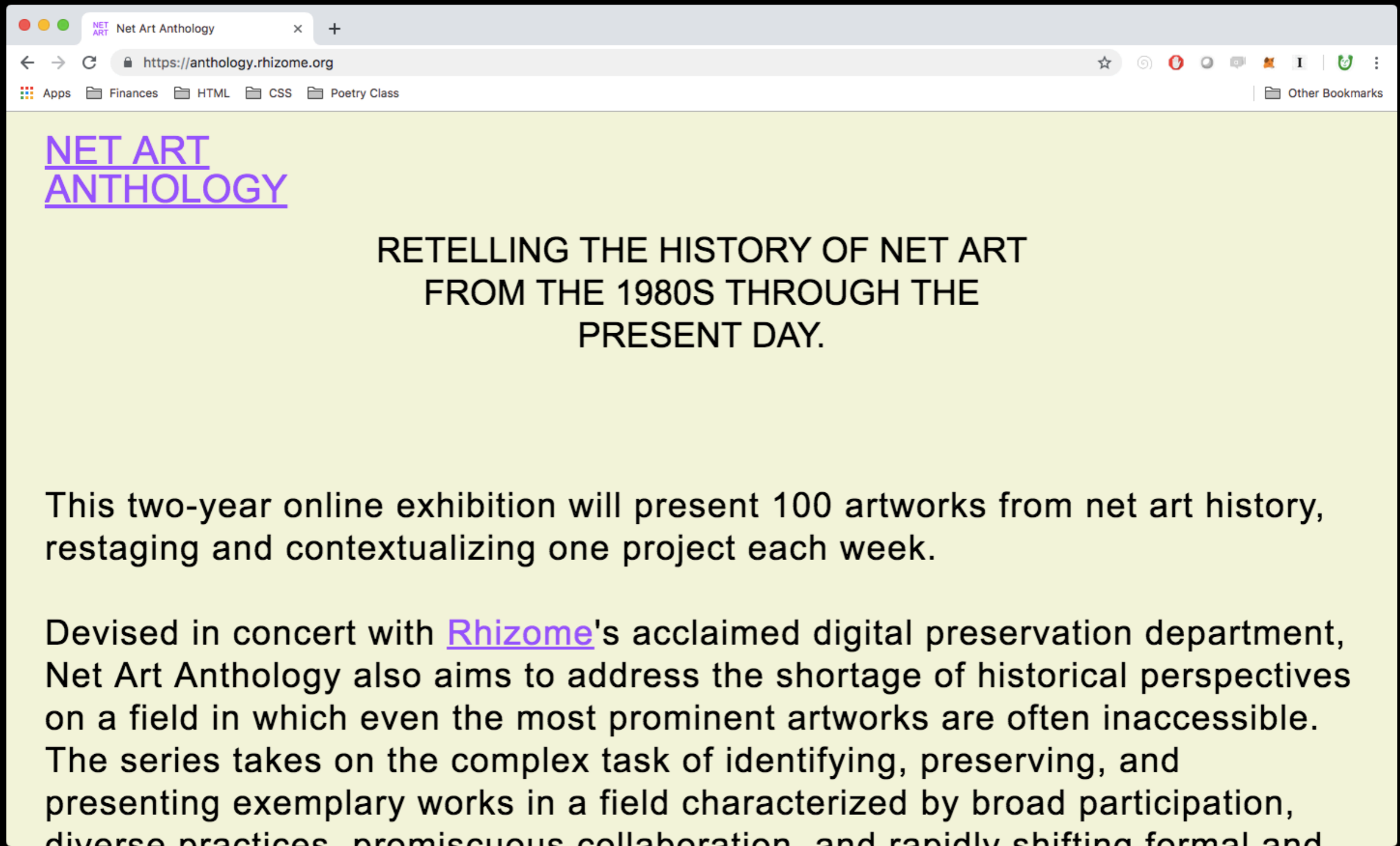
find your rose

- Home
- Rose Gallery
- Dedications
- Links

		<b>HERE LAYS</b>  <b>YOUR ROSE</b>					

Sister Unn's  
Bunny Rogers & Filip Oszewski

2017-19

A screenshot of a web browser displaying the Net Art Anthology website. The browser's address bar shows the URL https://anthology.rhizome.org. The page features a light green background. At the top left, the text "NET ART ANTHOLOGY" is written in a purple, underlined, sans-serif font. In the center, the title "RETELLING THE HISTORY OF NET ART FROM THE 1980S THROUGH THE PRESENT DAY." is displayed in a black, all-caps, sans-serif font. Below the title, there are two paragraphs of text in a black, sans-serif font. The first paragraph describes a two-year online exhibition of 100 artworks. The second paragraph discusses the project's goals, mentioning its collaboration with Rhizome's digital preservation department and its aim to address the shortage of historical perspectives on net art.

NET ART ANTHOLOGY

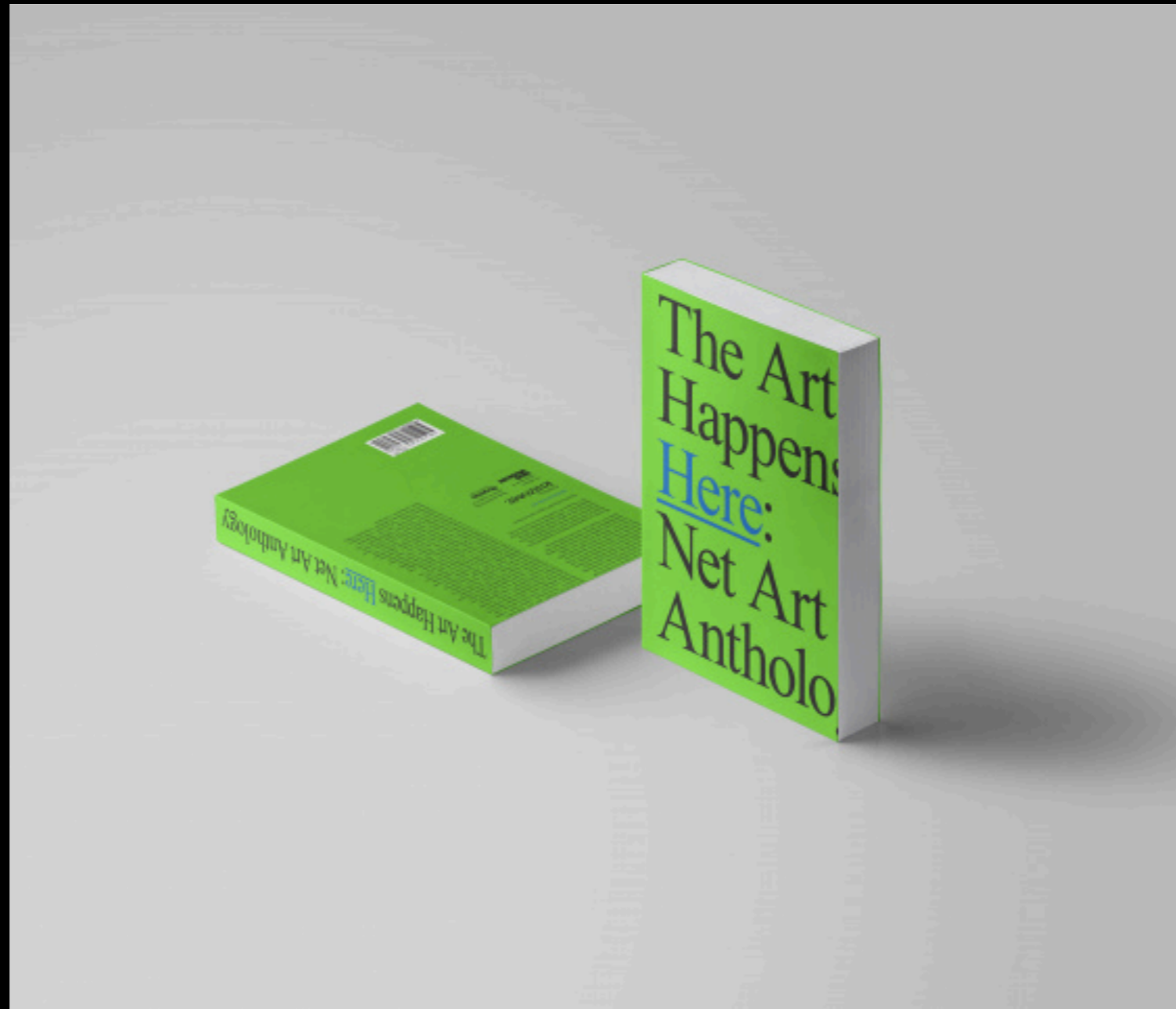
RETELLING THE HISTORY OF NET ART  
FROM THE 1980S THROUGH THE  
PRESENT DAY.

This two-year online exhibition will present 100 artworks from net art history, restaging and contextualizing one project each week.

Devised in concert with [Rhizome](#)'s acclaimed digital preservation department, Net Art Anthology also aims to address the shortage of historical perspectives on a field in which even the most prominent artworks are often inaccessible. The series takes on the complex task of identifying, preserving, and presenting exemplary works in a field characterized by broad participation, diverse practices, promiscuous collaboration, and rapidly shifting formal and

Net Art Anthology  
<http://anthology.rhizome.org>

2019



The Art Happens Here: A Net Art Anthology