Glitch Art Is Dead

Glitch Art Is Dead is an international artistic project originating in Krakow, Poland in 2015. The project brought together more than 90 different artists for a three day weekend exhibition featuring Glitch Art workshops.

Project's Elements

The core element of the exhibition was Glitch Art, an artistic phenomenon of internet culture. The exhibition was created to take something that is broken by definition, and cause it to be perceived as art.

What's Interesting?

The aspect of glitch art that interest me and pulls me to the media is the creation of an altered perception of the art. If your laptop were to malfunction and cause a colourful pattern of stripes to cover a portion of the screen, it would not be perceived as art. Throughout the three day exhibition there were also workshops offered on different techniques in creating glitch art, including 3D glitching, sonification, datamoshing, and creative coding. I find the wide range in methods to create a glitched art piece interesting, Glitch Art Is Dead exhibits glitched audio (sonification), 3D art, and coded pieces as well as manipulating the data itself of media files to create glitches (datamoshing).

What Don't I Like?

An issue with glitch art I have discovered is at what point the glitch aspect of the piece overtakes the art aspect of the piece. In some pieces it appears that the pieces are glitched beyond recognition of any artistic interpretation.

What Would I Do?

I would like to incorporate the message of taking a malfunctioning system and using it to generate bizarre and colourful collages of errors and altering it’s perception from that of something that is broken, and instead becoming something artistic and creative.