

Instructions

INTERLUDE 02

Creative Coding

Software as Material for Cultural Production

Software as inherently cultural

Software Art - brings together the “generative, reflexive, and anarchist intelligence of art into compositional entanglements with the ostensibly ordered and self-sufficient technical language, working patterns, and material of software (Fuller 2008:8)

“Software Art ... incorporates projects in which self-written algorithmic computer software (stand alone programmes or script-based applications) is not merely a functional tool, but is itself an artistic creation.”
(Transmediale 2001)

Challenges commercial software production

Software as material and process for creative production

category list

algorithmic appreciation (2)

- > [non-code-related](#) (1)
- > [pseudo-quinaes](#) (0)

appropriation and plagiarism (5)

- > [stealing](#) (0)

artificial intelligence (11)

artistic tool (38)

- > [audiovisual](#) (28)
- > [narrative](#) (4)
- > [useless](#) (1)

bots and agents (16)

browser art (23)

code art (26)

- > [code poetry](#) (9)
- > [minimal code](#) (3)
- > [obfuscation](#) (3)
- > [programming languages](#) (9)
- > [quinaes](#) (1)

conceptual software (31)

- > [without hardware - formal instruction](#) (4)

data transformation (37)

- > [data collage](#) (11)
- > [multimedia](#) (5)
- > [sonification](#) (6)
- > [visualization](#) (7)

digital aesthetics r&d (12)

- > [disfunctionality](#) (4)
- > [low tech](#) (6)

digital folk and artisanship (20)

- > [ascii art](#) (3)
- > [audio-visual](#) (1)
- > [gimmicks](#) (6)
- > [screen savers](#) (2)

existing software manipulations (8)

- > [artistic re-packaging](#) (1)
- > [cracks and patches](#) (0)
- > [instructions](#) (1)
- > [software plugins](#) (2)

games (16)

- > [deconstruction and modification](#) (8)

archive mode

After many years of service, it's time for runme.org to go into archive mode. Please continue to browse the projects here, but it's no longer possible to log in and submit a new one. Say it with software art!

latest projects

[Pellow](#) [13 Oct 2020]
[L3-37](#) [19 Dec 2019]
[Light Pattern](#) [06 Aug 2014]
[Drunk Eliza](#) [23 Oct 2012]
[naked on pluto](#) [09 Oct 2012]
[torrent.py](#) [24 Jun 2011]
[100.000.000 stolen pixels](#) [16 Jun 2011]
[Incorrect Music 2](#) [22 May 2011]
[\[more\]](#)

featured projects

[LYCAY \(Let Your Code pLAY\)](#)
[Reject Me](#)
[Go-Logo](#)
[Outsource me!](#)
[The Invisible Hand Machine](#)
[aPpRoPiRaTe!](#)
[\[more\]](#)

news

Social Bits!

Three new Twitter/Facebook projects on Runme. How Hetero by Stockholm Pride - uses artificial ignorance to analyze heterosexuality based on language. Evil by Tom Scott - reminds us that Facebook might just be the world's largest phonebook. And you C O D E me by youandme takes a poet's-eye view of Twitter.
[01 Jun 2010]

Sneak Preview of Runme's New Website Design

Check out a preview of runme's new website design: <http://beta.runme.org>
[01 Apr 2010]

More bits!

There's a twitter in the air tonight! #twitterart - new ascii-folk-twitter tradition... and The Last Supper... why you should never tweet at the dinner table... And a non-twitter project: Rtuk - allowing anyone to censor anything - just like - anyone can censor anything...
[14 Mar 2010]

keyword cloud [alphabetical order]

sexy
pragmatic
symbiosis
1997
tv
mindware
error
subversive
stimulation
news
obfuscated
post-typing
dotcom
Facebook
backwards
anachronistic
lawyer
resistant
video
generative
1996
war
realtime
metaphorical
social information
antropomorphic
superstitions
screensaver
text manipulation
Google
fragile
iterative
stream
death
psychedelic
story
smiley
chaos
friendly
xxxxx
illustration
meme
scientific
system
taskbar
destructive
spam
HCI
templates
algorithmic
unnoticeable
subjectivity
philosophical
capitalism
java
relaxing
firefox
copyright
performative
turing
trash
playing
pocket pc
sing
sharing
dangerous
programming
hide

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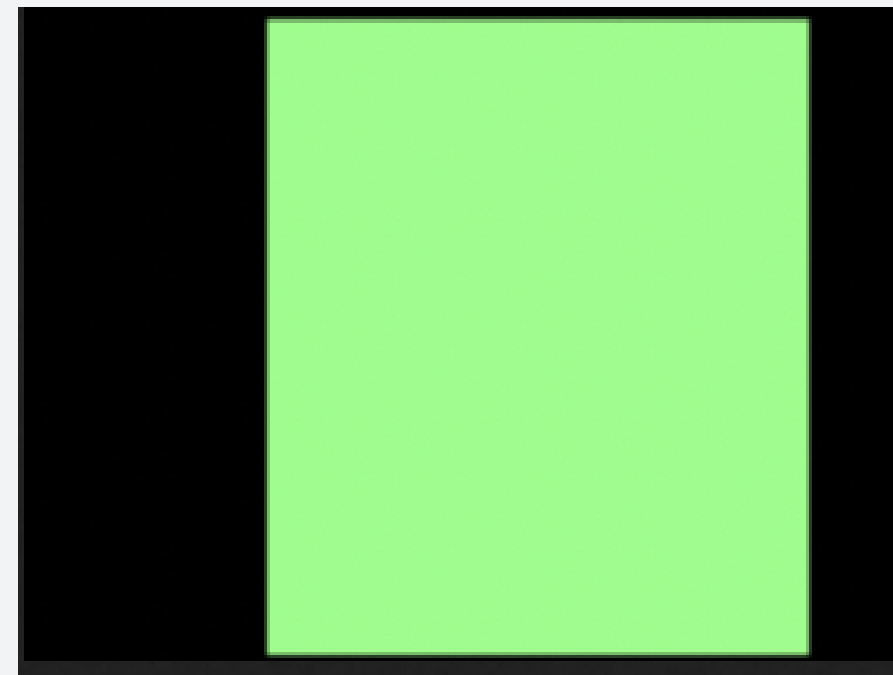
Eldar Karhalev & Ivan Khimini

“SCREEN SAVER”

Instructions:

System requirements: OS Windows 98/2000/NT

1. On “Desktop” open window “Display properties”, section “Screen Saver”
2. In “Screen Saver” select: “3D Text” and select “settings”
3. In the “3D Text Setup” window which opens, carry out the following:
 - a. In section “Display” select - “Text”
 - b. In section “Size” select - “Large”
 - c. In section “Resolution” select - “Max”
 - d. In section “Surface Style” select - “Solid Color”
 - e. In section “Speed” select - “Slow”
 - f. In section “Spin Style” select - “None”
 - g. And most importantly, in text area simple put a full stop!
4. Move onto choice of font:
 - a. Font “Verdana”
 - b. Font Style “Regular”
5. ⌂
6. ⌂
7. Apply



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Code Poetry and the aesthetics of language...

Eric Andreychek, Perl Port of Jabberwocky

Perl Port of Jabberwocky

```
#!/usr/bin/perl

$brillig and $toves{slithy};
for $gyre ( @wabe ) {} for $gimble ( @wabe ) {}
map { s/^.*/mimsy/g } @borogoves
and $mome{raths} = outgrabe;

if(my $son = fork) { warn "Beware the Jabberwock!";
jaws && bite, claws && catch;
warn "Beware the Jubjub bird" and $shun,
$Bandersnatch{frumious} == 1; }else{

$_{hand} = \sword{vorpal};
seek FOE, $manxome, (4_294_967_296 * time);
sleep ($tree{Tumtum} = $_);
while (study) { stand }

while (study($uffish)) { $_{stand} == 1; }
unless ($Jabberwock = fork) { $Jabberwock{eyes} = flame,
$Jabberwock{movement} = wiffle, $Jabberwock{location} = $wood{tulgey}
+;
while ($coming=1) { burble }}

(1, 2), (1, 2) and through and through;
$sword{vorpal}{blade} = snicker-snack;
(kill 9, $Jabberwock), $head = (chop $Jabberwock);
sub{ return $_, $head }; }

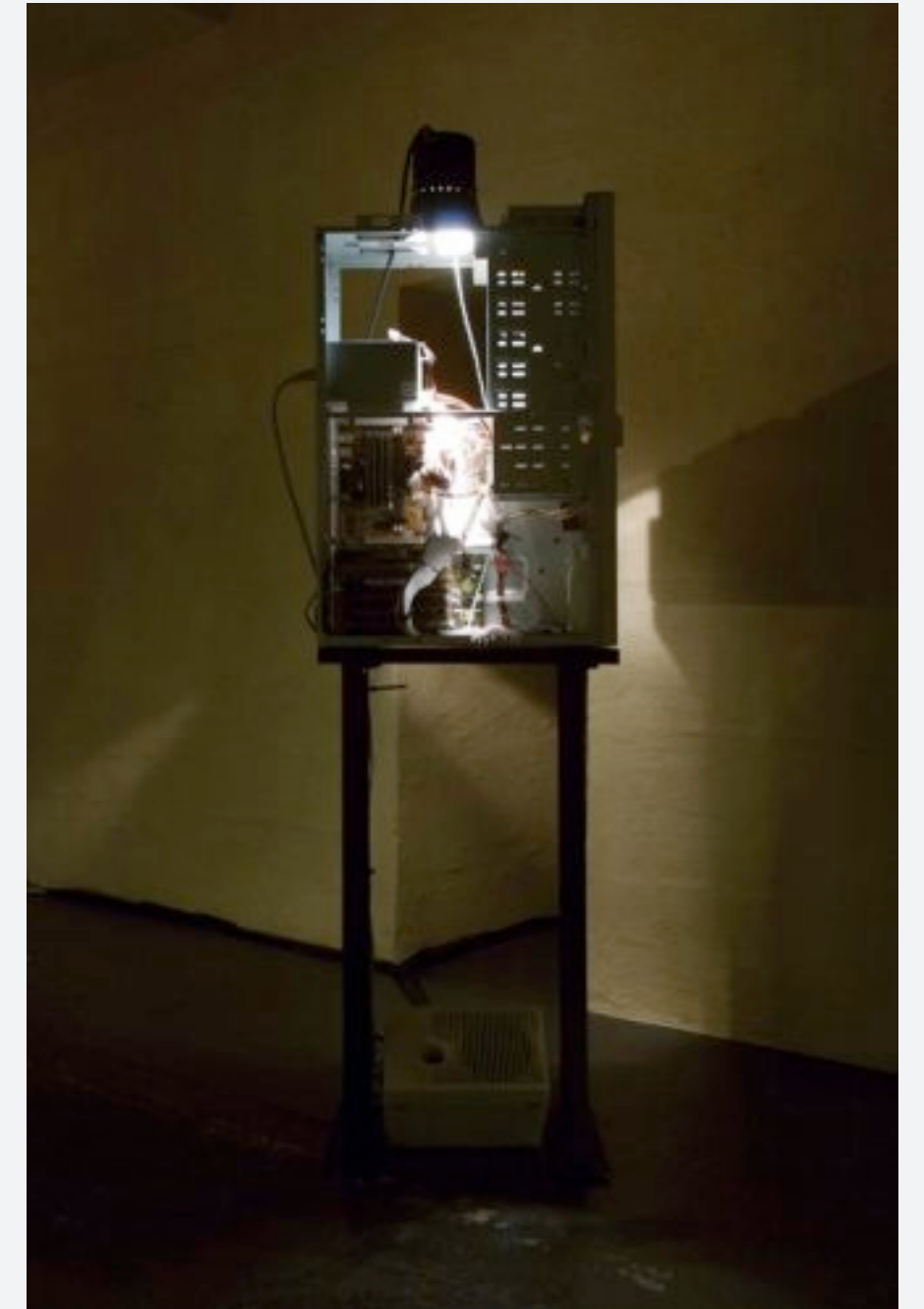
tell $son, "And hast thou slain the Jabberwock?".
    "Come to my arms, my beamish boy! ".
    "O frabjous day! Callooh! Callay! ",
$_{joy} = chortle if $son;

$brillig and $toves{slithy};
for $gyre ( @wabe ) {} for $gimble ( @wabe ) {}
map { s/^.*/mimsy/g } @borogoves
and $mome{raths} = outgrabe;
```


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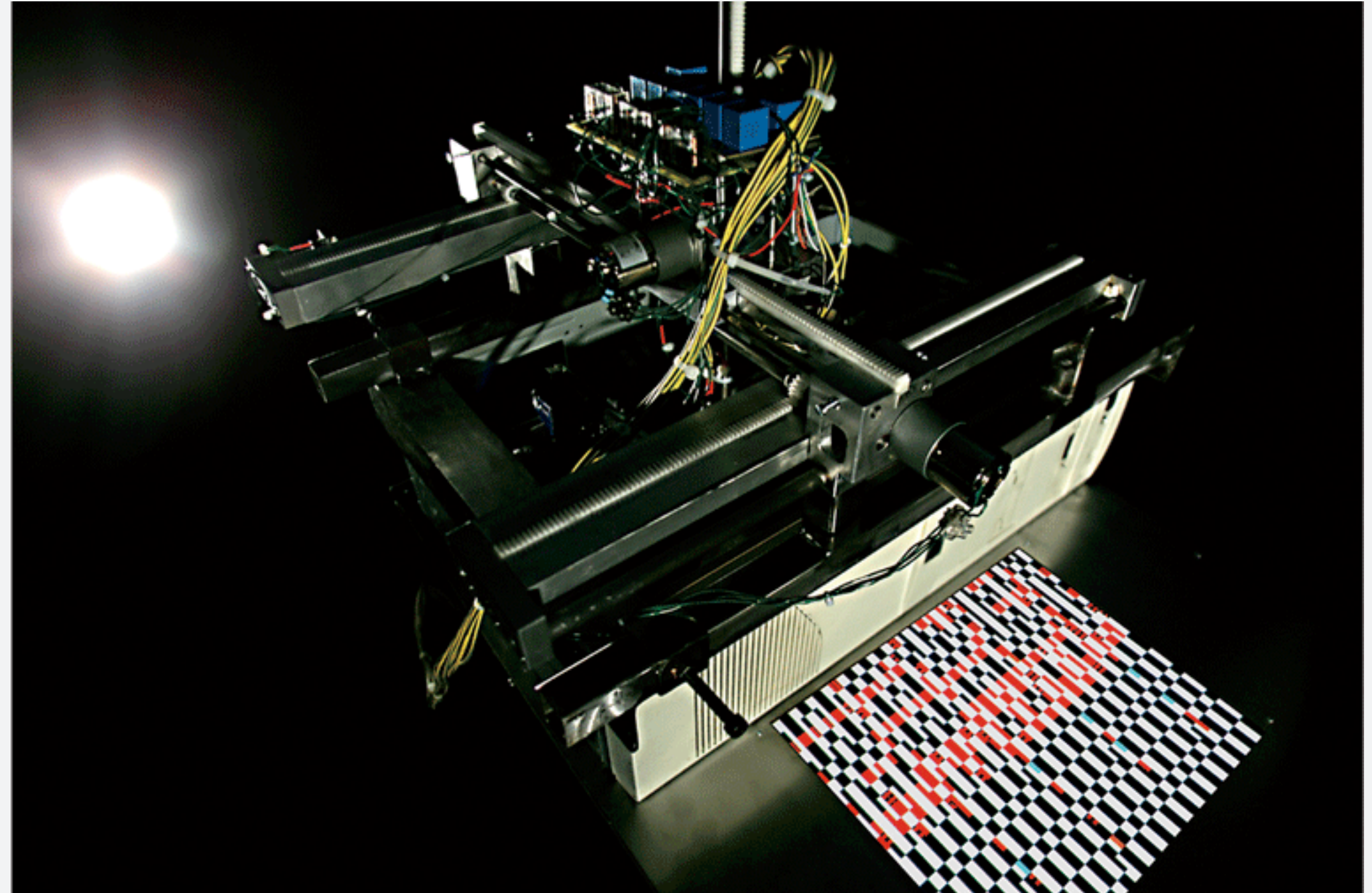
Valentina Vuksic, Sei Personaggi Part 2



Creative Coding

Software as Material for Cultural Production

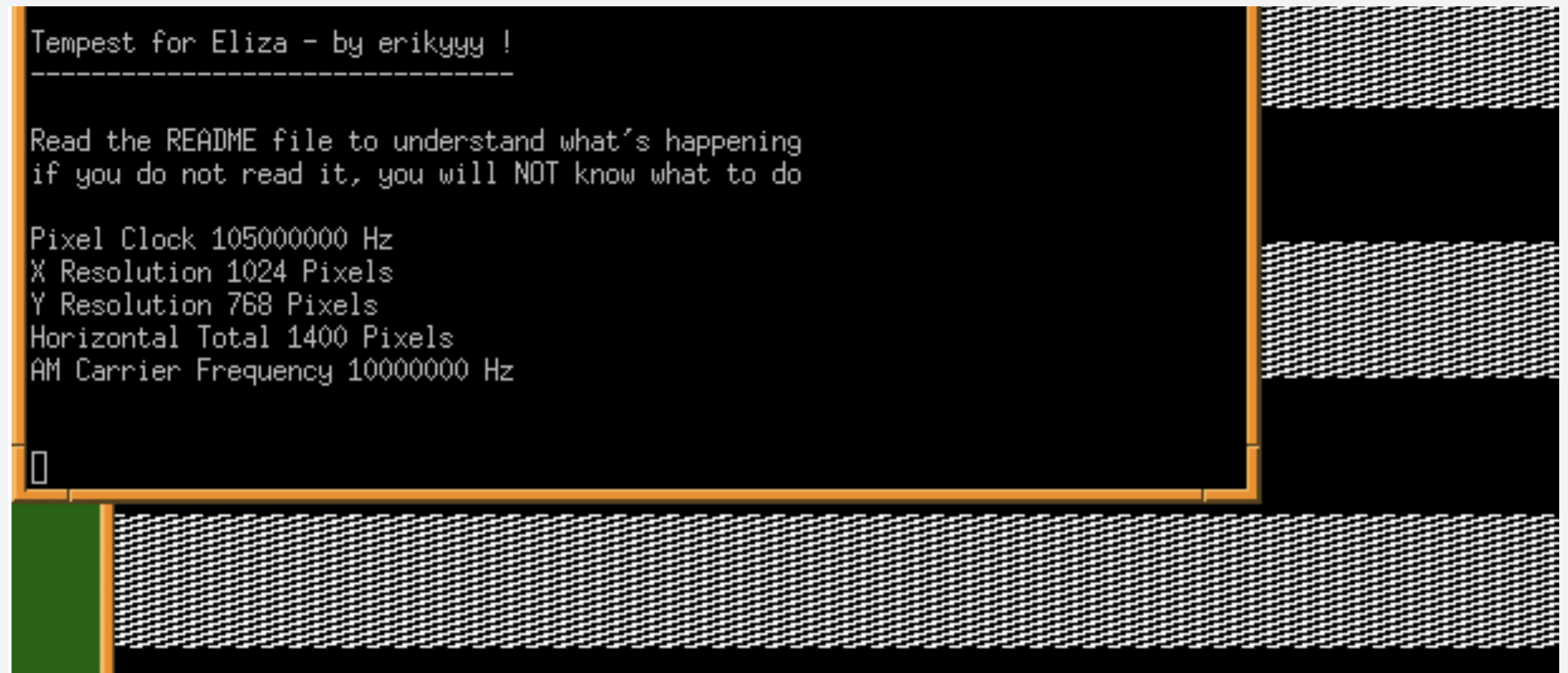
5voltcore (Emanuel Andel & Christian Güter) -
Shockbot Corejudio



Creative Coding

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Erik Thiele, Tempest for Eliza



Creative Coding

Software as Material for Cultural Production

**It looks like you
are writing a
letter...**

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Software as Material for Cultural Production

**If You Like This....
You Will Like That**