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WEEK 3 SUBMISSION

“Web Work: A History of Internet Art” by Rachel Greene

Art seems to always find its way into things. Art can be portrayed with writing, drawings, paintings, graffiti, sculptures, music, etc. So, it is only right that Art would take place on the Internet with the help of scripts, websites, search engines and other resource tools provided by the Internet. In the 90s, numerous artists expressed themselves through websites with the assist of HTML. What I found neat is that in the text “Web Work” there are screenshots of certain net.artists’ websites, and they have a grid system that divides certain elements like Olia Lialina’s website, for example. On her website: My Boyfriend Came Back from War, there’s a grid system that separates HTML elements and divides them neatly. Exactly like how we code websites today where we structure our tag elements with a grid by using CSS, so they don’t get cluttered together. I guess some things never change.

Net.art may have been new back in the 90s, but now, I find it to be as popular as ever. With the technology we have today, people continue to expand their artistic skills on the Internet with the help of software and new coding tools. Instead of restricting net.art with HTML, users can now use JavaScript and many others. I’m sure that someone like me who’s been coding for a while has probably done some net.art without even realizing it. I just never knew because I never knew it was a thing. However, is net.art still a term people use today? And what makes someone a net.artist? I’ve coded websites and games, so does that make me a net.artist? Are web designers automatically net.artists? Or perhaps that term had disappeared in 2000, and now we call net.artists programmers and designers. I do wonder.