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Art 74 Digital Art

Final Paper

As an artist I had yet explored the ideas and theories behind any sort of digital art until recently, other than digital photography. As a studio artist my main experience has been through mediums such as drawing, painting, and ceramic sculpting. Throughout the semester I have been introduced too many concepts pertaining to digital art and how it correlates with coding, processing and software programming. Through specific types of digital art known as Glitch Art, 3D Sculpture, Video Art, and going into further explanation of digital media coding, processing, transitioning through conversion and creating a digital art website, my eyes have been opened to a new medium with many possibilities. It is amazing to me how much creativity can be enhanced through the art of digital technology, as well as how I can incorporate these concepts into enhancing my studio art work, and vice versa.

Through several specific assignments I have become more familiar with the use of the many different types of digital art work, as well as how they may be used. For instance, with introduction to 3D sculpture, it was very interesting to scan an object and then use that image to then change it into something completely different. It allows creativity to flow from one dimension to another, and I was able to make the start of an entirely virtual world. Being introduced to new formulas and concepts behind coding can be frustrating, but inspiring to learn more. It is nice to have more knowledge in

software programming in terms of helping with an artists ability to then use the technological advances to enhance their own creative ideas. I feel this was most conducive to me in regard to video art and the use of coding and transitional processing in the use of a creative canvas that enables the creation of digital paintings. I am inspired to learn more how I can use these techniques and digital medium to create more elaborate digital paintings for future installation art pieces in combination with my studio artwork.

I also greatly enjoyed learning how to make a giph and the ideas behind glitch art too. They both incorporate a fun and carefree style that can be used along with the ideas of 3D sculpting to bring to life new ideas and possibilities for video art and digital paintings, that can also be thought of in combination with concepts of my studio art as well. For instance, I recently painted an object that looked like a 3D sculpture I had made which literally inspired my oil painting. It is apparent to me that my new understandings of digital art is not only helping me to have the wonderful experience of an entirely new medium at hand, but just as well my digital art can now be a strong attribute in regard to my studio art and vice versa. I see new possibilities for creating future video art and installation paintings, I am also contemplating new ideas for currently creating a new website of my own studio artwork as well as any other future digital artwork.

Over the semester I have greatly been inspired by specific digital artists such as Leily Khatibi, Nick Briz, and "Girl Talk". Leily Khatibi is my digital art instructor at San Jose State University, that has been grandly helpful with all of her knowledge of digital art, and very patient with my extreme lack of knowledge on the subject. Khatibi's experience and approach to web design and use of many different types of digital art has been very inspiring to say the least. I was significantly inspired especially by the way she enhanced her 3D digital sculptures into something entirely different through the use of diffusion. Such as this particular image I had originally scanned into 3D form from a sea shell, and then completely changed its form.
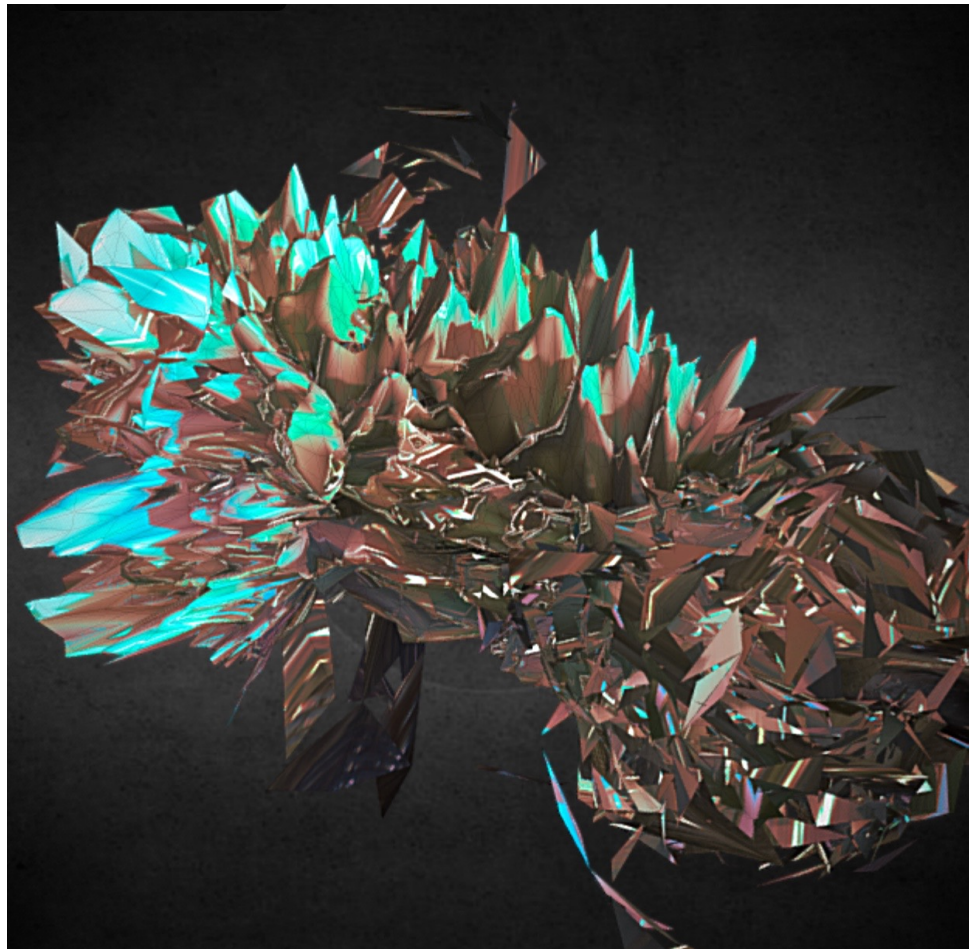
These new shapes and images and creation of new textures are extremely interesting, as I am currently using these ideas in my non representational abstract oil paintings. I have become a lot more intrigued by the ideas of abstract images and texture overall through the 3D sculpting experience, and the way Khatibi guided us through that particular assignment especially. Here is link to one of Khatibi's videos of 3D sculpting taken a step further and animated which is very interesting:

https://vimeo.com/209944603

Another one in particular was the video art project and the use of the green screen as well as the knowledge of all the different abstract moving images, and photos/movies in general I can incorporate through pixels for my video art. It was what I had learned in class with Khatibi that inspired a recent activist art project in regard to global warming, with the use of knowledge I had gained form learning more about premier pro software in order to create an art video that touched upon the subject. Here is the link:

https://www.youtube.com/watch?v=5UnCUODL3tU

I was also very inspired by Khatibi's help on learning how to create and format to download giphs and glitch art I had made in order to use them in my video art. I greatly enjoy the giph card assignment too, there was a strong sense of freedom in these assignments using specific theory and technique with and endless array of how to use the techniques. Overall, Leily Khatibi has truly been the most encouraging digital art inspiration to me.

Nick Briz has been another informing and inspiring digital artist, especially in terms of glitch art. I found it interesting the way code could be disrupted in a sense to create new forms of art, as I tried with my giraffe photo that I glitched out. This assignment was actually my very first introduction to the concept of coding, (I had no prior knowledge to any sort of computer processing, programing, or software at all). Through Nick Briz's video documentary of glitch art there was a lot he went into great detail on the subject, that I will be honest I didn't quite follow all of it from someone of his caliber on the topic. Although, I did seem to grasp a better overall understanding of the topic and how it is used specifically creating surprisingly interesting pieces of art work. Such

as this glitch art work I made using photographs of giraffes, which I also incorporated in regard to the principles of stereograph. Due to the fact that glitch art is very coincidental, the final outcome is not something you can for sure adhere to. It has a some sense of its own mind, through trial and error, the final piece of work isn't always intentional but rather a happy representation of what was initially intended. There isn't

necessarily a formula for glitch art, it is rather a chance of switching around the original coding behind an image(s) to create a new one by deleting or mixing code around. Briz goes into much grander scale of explanation and use of this sort of glitch art. However, I on the other hand, have still been working on becoming more familiar with switching around coding to change a flat image. This has become more understandable in how it all works the more I become familiar in understanding coding and processing alike. Glitch art overall solidifies what I already believe in terms of how some embedded codes are more interesting when changed around. Glitch art also sort of plays into the ideas behind mashup art in regard to taking something that exists already and using it to create a new work of art that is entirely different. (I plan to incorporate this idea into more of my future digital art as well as trying to find ways to now glitch out my studio art work, changing things around in usual code or underlying fabric that it exists within to create a new style of work.

Another digital artist known as "Girl Talk" is a prime example of mashup digital art work I was inspired by. I have yet to ever incorporate this style in my own music as a pianist, guitarist, vocalist and songwriter. Although, I do greatly understand the fact that all ideas have a great tendency to bounce and reflect of one another. I highly agree with his point in regard to the whole concept behind copy rite originally being intended to prevent censorship and promote freedom, not encourage it. I myself have used specific arrangement of power chords on my Gibson faded, to create a certain style and sound for different music I wrote, that had been inspired greatly by specific musical artists work. Here is a link to some of my bands such as Cherry Nova:https://www.reverbnation.com/cherrynova   and another link to my band Death Pedals:
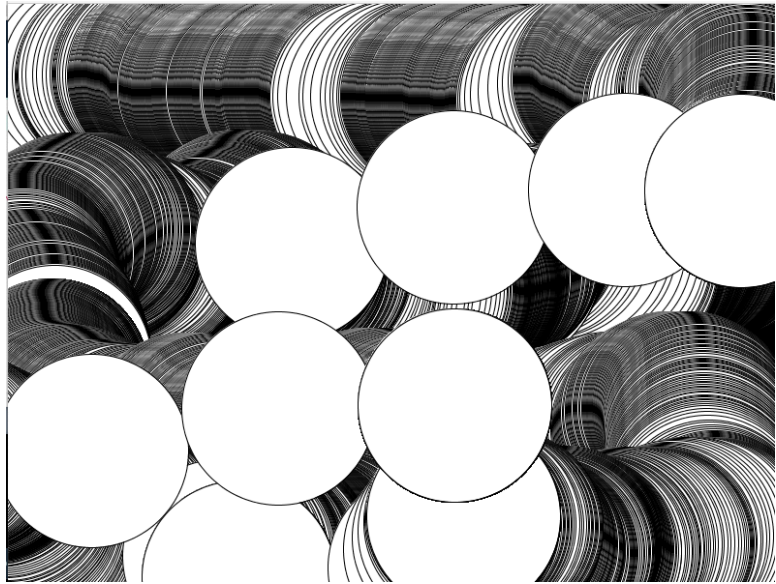
https://www.facebook.com/pg/Death-Petals-1689880997 962588/about/

However, my music may be inspired it is not technically a mashup of preexisting artwork to create my own. The project this semester that best incorporated the idea behind the specific concept of mashup, was the one I did using different sorts of 3D images already existing mixed with other 3D images of my own, to create a final piece all together as a mashup, confining already existing 3D sculptures with my own to create a larger new piece of art work through 3D sculpting I then distorted to connect them. This was the mesh-mash assignment that was meant in the end, to create using mashup, a virtual existing world. It was this particular 3D sculpting assignment, along with the first 3D sculpting assignment, that truly opened my mind to the idea of digital art influencing my studio art greatly, especially with my oil paintings at the moment. The idea of taking existing ideas, as well as combining and interacting the physical realm of art with digital art to enhance one another is a definite plus. Here is a link to the digital world mesh-mash assignment that inspired most in regard to this particular concept of using already existing elements and incorporating them into a final piece of work:

https://skfb.ly/6CtBs

Overall, there has been a strategic overview on the concepts in regard to technical, conceptual, theoretical and development processes of digital art throughout the semester. Dan was very informative in regard to the technical aspects of digital art greatly in correspondence to processing and transitioning code as well as aspects of software programming in general. The concepts of coding are somewhat mathematical like in terms of formulas. They create an entirely different platform through

programming to create a digital canvas for creating all types of new visions of art. Such as this attempt of mine in image above of a black and white static drawing I created, similar to a non representational abstract painting, in which I mentioned I am now working on incorporating the two through both physical and digitally created paintings.

    I think what is most important to remember when learning these new concepts is to remain calm and keep in mind that there is a lot to learn to get to where a more advanced digital artist is in terms of being tech savvy. It is always best to stay open minded to benefit from any knowledge regardless of how confusing it may be, especially when first introduced. It was ver helpful the way we learned more about the guide books and different grounds to start from in beginning coding such as (school3) and hello processing.org, in which Dan was simultaneously guiding us through practice of coding and the beginning of adding movement through coding with interaction through the static drawing. There is so much information to grow and learn so much more over time in which I plan to do. Link: https://hello.processing.org/

There have been so many greatly conceptual and theoretical influences, as well as technical, over the span of the semester in regard to many aspects of digital art. Another one in particular that stands out is the one that explained in much greater detail the article of Kate Horsfield - Busting the Tube; A Brief History of Video Art. It went further into the detail of video art giving me a much broader sense of the term. I had thought of video art in regard to music videos, which is true they are, although there are types of video art that get much more abstract in their concept. For instance the more recent encounter of a couple of artists that were once a couple themselves in a relationship, and then reuniting for the first time. Such as the artists video in this link:

https://www.youtube.com/watch?v=OS0Tg0IjCp4&feature=youtu.be

This art video was created by Serbian artist Marina Abramovic in 2010, title "The Artist Is Present." It was part of a popular retrospective of New York's Museum of Modern Art. This was more in regard to emotional side of their encounter in regard to their history. I found this very interesting and it stood out in my mind. Ways of capturing things artistically, especially in regard to emotion, I find extremely moving. It was very real and in the moment something in which society has a tendency to struggle with. Becoming more intrigued by the ideas of video art I did more research and found more inspiring sources of video art, (such as   https://www.sfmoma.org/watch/kill-your-tv-how-bay-area-video-art-exploded-in-the-1970s/). Although some of my recent influences of inspiring video art are that of Bat For Lashes, Natasha Khan's music videos and her short film called Light Beings by Natasha Kha's https://youtu.be/ _K6apMgPsU4. I am also intrigued by the music videos for Florence and the Machine, such as:

https://youtu.be/XgeKHTcufLY

Overall, my ideas of digital art are more open especially in regard to creating video art. I am extremely intrigued by incorporating more of these concepts over time as well as using platforms of already existing software to create digital art. It was wonderful to create our own digital art website, which includes the wide array of aspects of digital art we have learned about this semester.

Link to my website: https://driedblueroses.github.io

I plan to be inspired by digital art and to continue learning more about the continually growing technological field of concepts and theories in regard to its technical aspects as well. I am excited to use what I have learned this semester, and incorporate the use of digital art as an inspiration towards my studio art work as well as vice versa. I am planning an installation art piece, in the near future, incorporating what I have learned of video art as well as the ability of creating large scale digital art pieces that look similar to abstract paintings. I would also like to incorporate music, including digital recordings of my own music. My introduction to digital art/media has been an interesting journey that I am very grateful to have experienced.