

Rosa Menkman Glitch Art

Damian, James, and Ness

WARNING

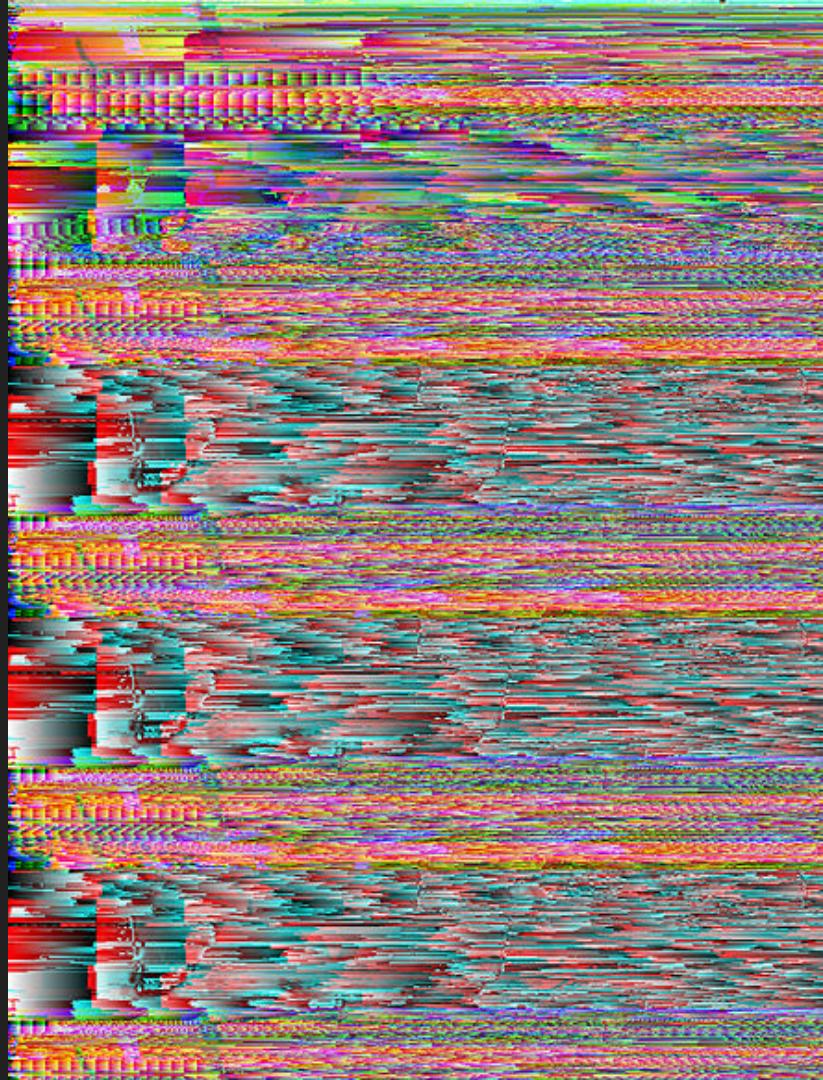
This powerpoint contains fast moving gifs

What is Glitch Art?

Glitch art is the use of digital and analog errors for artistic purposes. It is created by corrupting digital data, or through physical manipulating electronic devices. The goal of glitch art is to emphasize the breaks and imperfections caused by the 'broken' forms of the art.

"As an artist, I find catharsis in disintegration, ruptures and cracks. I manipulate, bend and break any medium towards the point where it becomes something new. This is what I call glitch art. Even so, to me, the word 'glitch' in 'glitch art' means something slightly different than the term 'glitch'." - Rosa Menkman on Glitch Art

Valentines for Glitches and the Gun is Good- February 15, 2011



Rosa and Glitch

She went to Netherlands Art School and University for two months before quitting

First showed interests in Glitch Art after testing out a broken game at the JODI solo show, and then moving her interest to the static glitched images of the game

Her favorite subjects to work with are emptiness and void, and she says something special about her work is how she combines theory and practice

She enjoys a focus of the process of creating the glitch art and the end results

Her impact on Glitch Art

She is a curator at *the institutions of Resolution Disputes* in the New York's Transfer Gallery and one of the first artists to embrace glitch as an art form.

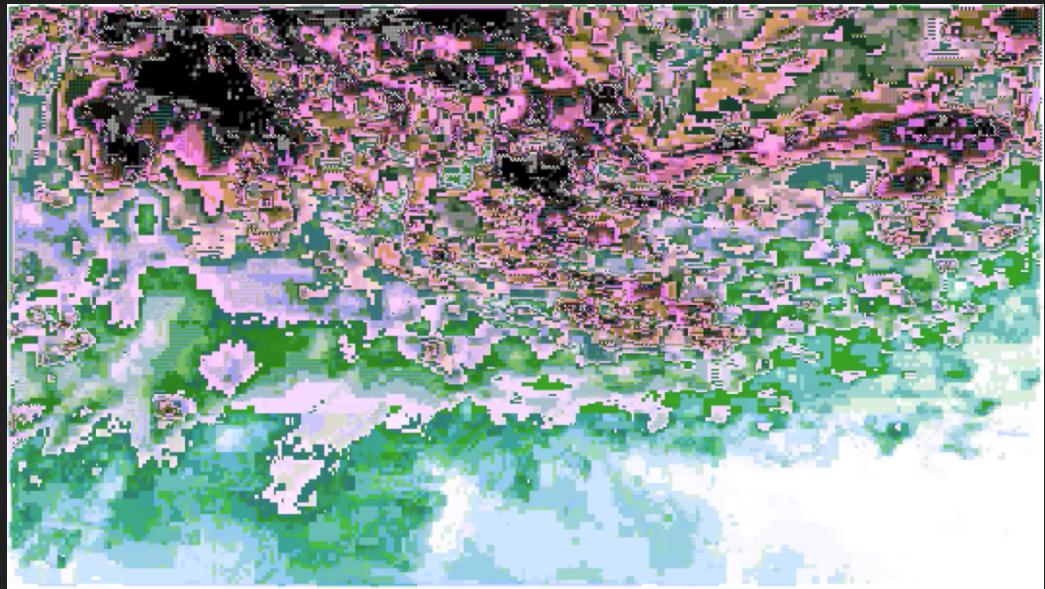
She is also known for her books: *The Glitch Moment(um)*, *A Vernacular of File Formats* and *The Glitch Studies Manifesto*. Not only that, she also directed a short film called *Lunar Storm*.

"I believe that these artifacts can facilitate an important insight into the otherwise obscure alchemy of standardization via resolutions." -Rosa Menkman on Glitch Art.

Menkman's Glitch Studies Manifesto details her use of glitch art as a means to deconstruct established social conventions, the entire essay being written with oddly shaped margins, and often split between paragraphs to convey the message of going against what is considered normal.

*Together in my freezer A.K.A
Washmountain (2)*
- September 2, 2009

- Made from a video of ice under a microscope, and exporting that video into an .avi in Quicktime.
- Has multiple layers of varying contrasting colors



RGB Photoshop monster - 2010

- Simple image with no major alterations to it, aside from the blacked out eyes
- Image shifts and shutters with color breaks, which provides the glitch



Xilitla - 2014

- Can be described as a video game, but is used to show video scapes.
- Used as a deep listening experience
- Generally 3D models of deformed human figures.



Second Body - (Date Unknown)

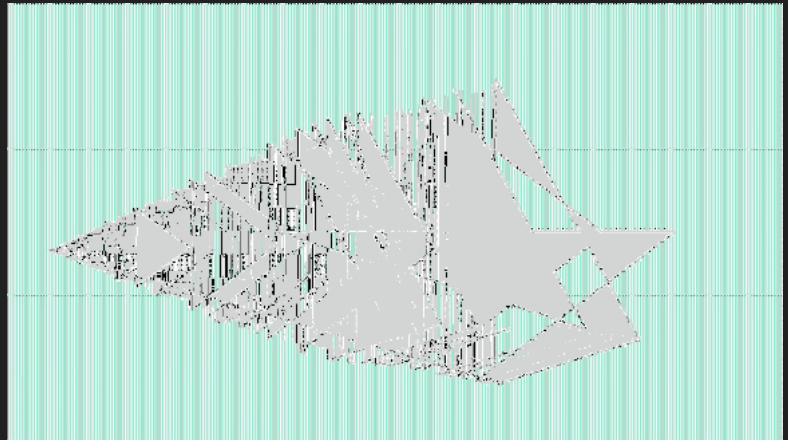
- The image has a look to it that makes it appear copied and shifted to the side from the original
- The two bodies in the image have the same posing but different proportions or stretching



Portrait of the Narwhal

- July 28, 2010

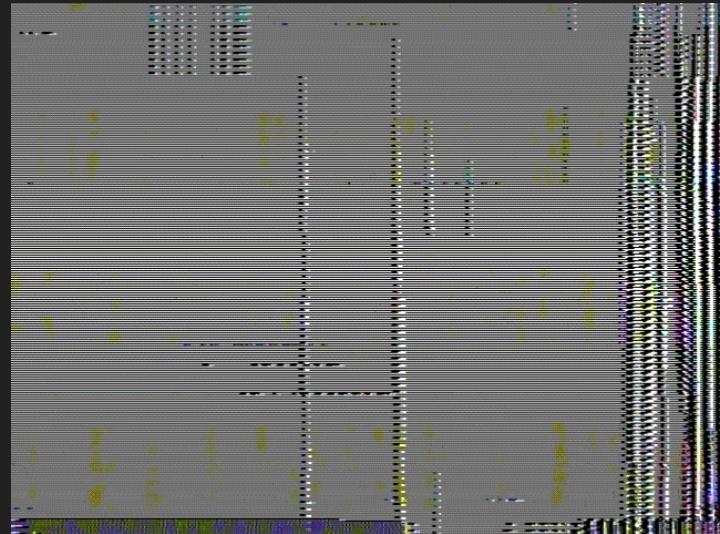
- An artistic take on a Narwhal, and not very apparent until the title is read
- The main shapes seen are triangular
- A form of abstraction



Language of Fourier Strings

- March 11, 2012

- Layered lines lowering down
- Occasional flashes of color in the static, and instances of high color densities
- Focuses on visual noise and the representation of sound



There is no Progress. Only A Thousand Loops
- 2009

- 3D models in perpetual motion
- Everything jumps around the image rapidly
- Can be analogous to the repetitive nature of history



Digital Ate the Cassette Tape

- August 22, 2010

- Video made through VHS distortion and compression
- The man's facial features are distorted and stretched
- Few areas of major glitching



Holiday Noise

- June 26, 2010

- Distorted colors and image
- Image of the man seems to have a copied and shifted layered look to it



Sources

<http://aboutrosamenkman.blogspot.com>

https://en.wikipedia.org/wiki/Rosa_Menkman

<http://www.ofluxo.net/the-glitch-art-genre-by-rosa-menkman/>

<http://www.theperipherymag.com/on-the-arts-glitch-it-good/>

<http://rosa-menkman.blogspot.com/2010/04/glitches-vs-glitch-art.html>

<http://fnewsmagazine.com/2011/03/rosa-menkman-talks-glitch/>