

FROM APPROPRIATION TO OPEN SOURCE

Dempsey, Henry, West
Art 2602 Intro to Digital Studio
Spring 2022

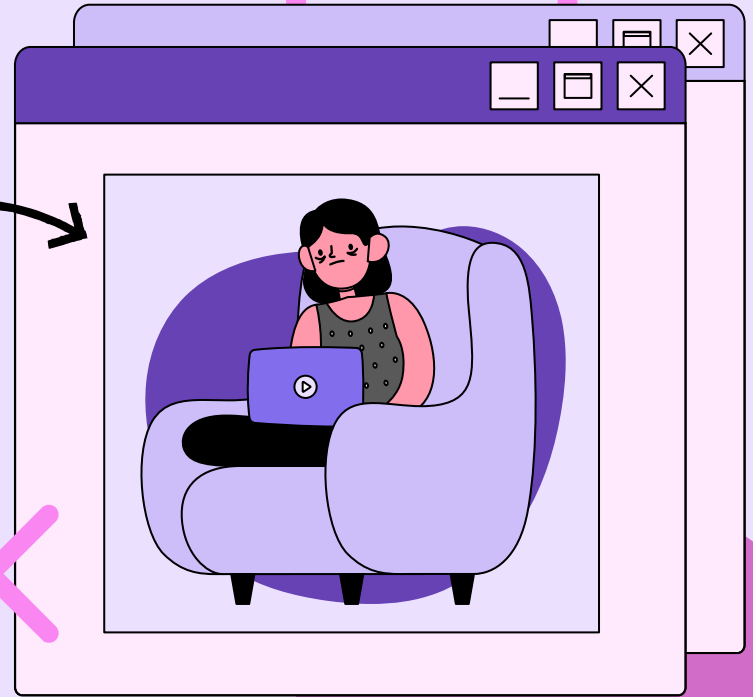


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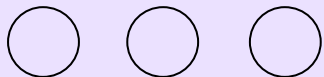
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INTRODUCTION

insert captivating intro



DEFINITIONS

New Media Art

Artwork created using new “media technologies”. Examples include, but are not limited to, digital art, robotics, and video games. The term “new” within this definition can be subjective, depending on one’s generational perspective.

Open Source

Term used to describe a software, or piece of media, that is made available to the public to use for free.

Appropriation

The act of taking pre-existing media and incorporating it into your own piece, usually without much alteration.

WHY DO WE NEED OPEN SOURCE SOFTWARE??

The Development of Copyright & Open Source

The 1990s-2000s era produced a bigger spotlight on appropriation and thus the development of laws and policies to access materials became more restrictive than ever.

This tension over corporations resulted in the development of open source software.

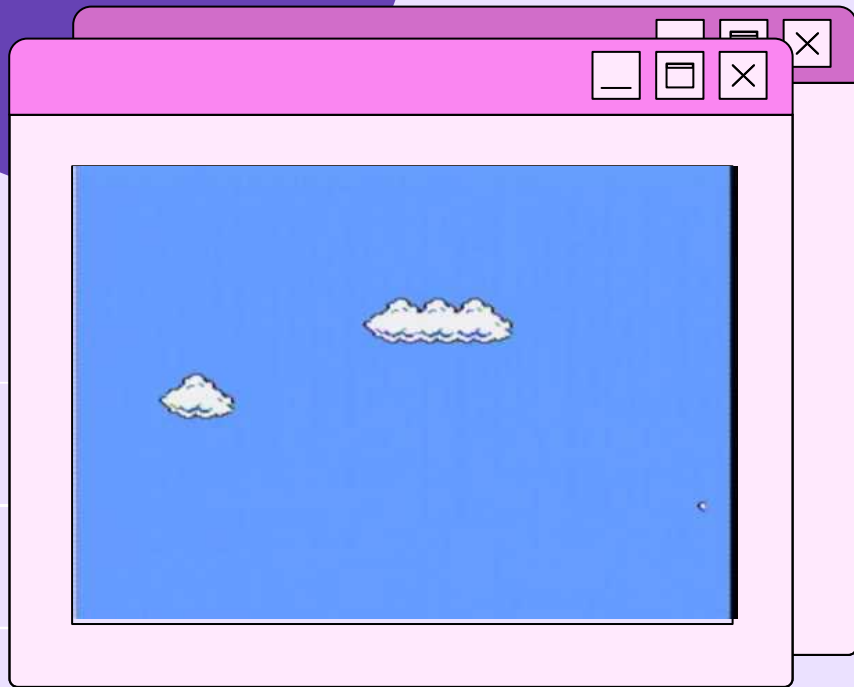
OPEN SOURCE SOFTWARE

involves collaboration, relies on the internet, and depends on a gift economy.

Artists who adopted these principles tend to:

- Appropriate found materials
- Collaborate with other artists
- Make their own work available to others on a share-to-share basis





01

SUPER MARIO CLOUDS

By Cory Arcangel (2002)



WHO IS CORY ARCANGEL?



ARE SUPER MARIO CLOUDS FAIR USE?



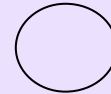
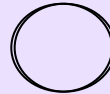
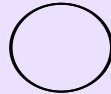
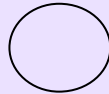
COMMERCIAL USE

Any reproduction or purpose that is marketed, promoted, or sold and incorporates a financial transaction



AMOUNT OF USE

The amount of the original art that is used in the appropriation piece



NATURE OF WORK

Is the piece considered a work of art



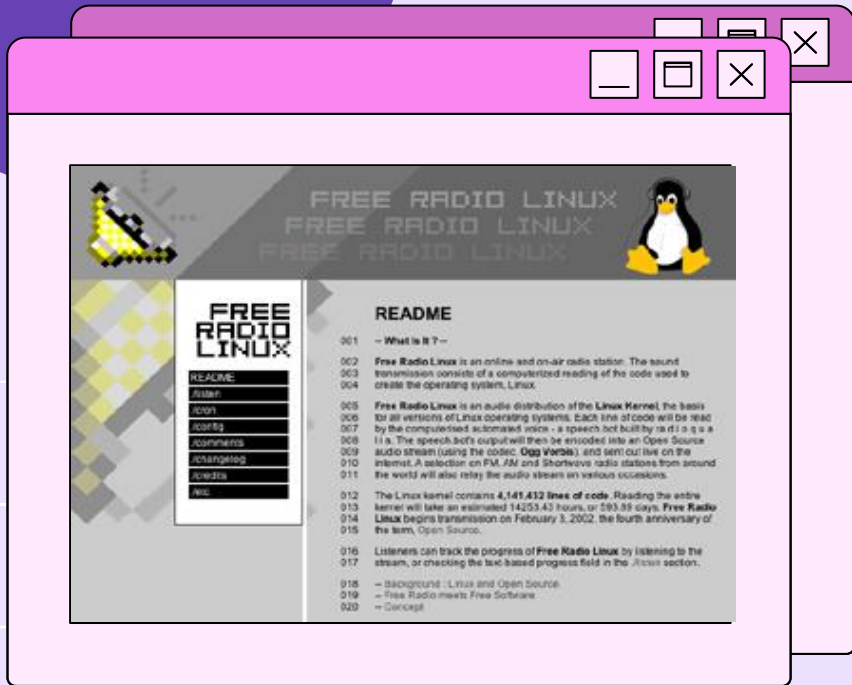
EFFECT ON MARKET

How the new work affects the original work's market value

02

FREE RADIO LINUX

By Radioqualia (2002)



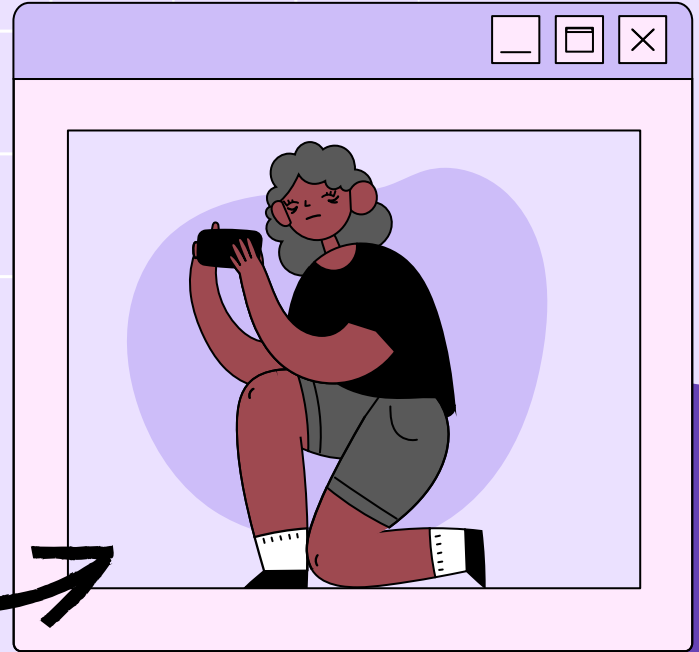
WHO ARE RADIOQUALIA?



WHY COLLABORATIVE COMMUNICATION IS ESSENTIAL

Collaborative communication
is so important because
more can be achieved by
working together!

-SOMEONE FAMOUS



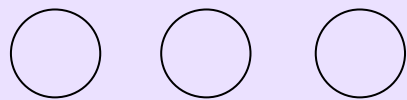


03

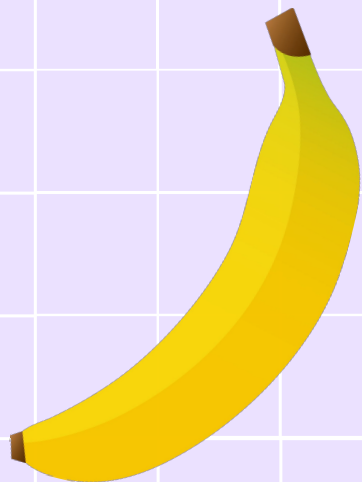
386 DX

By Alexei Shulgin (1998)

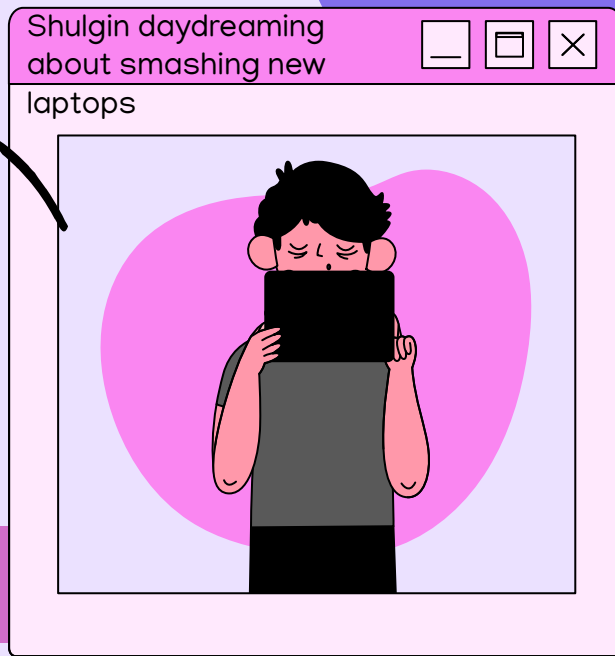


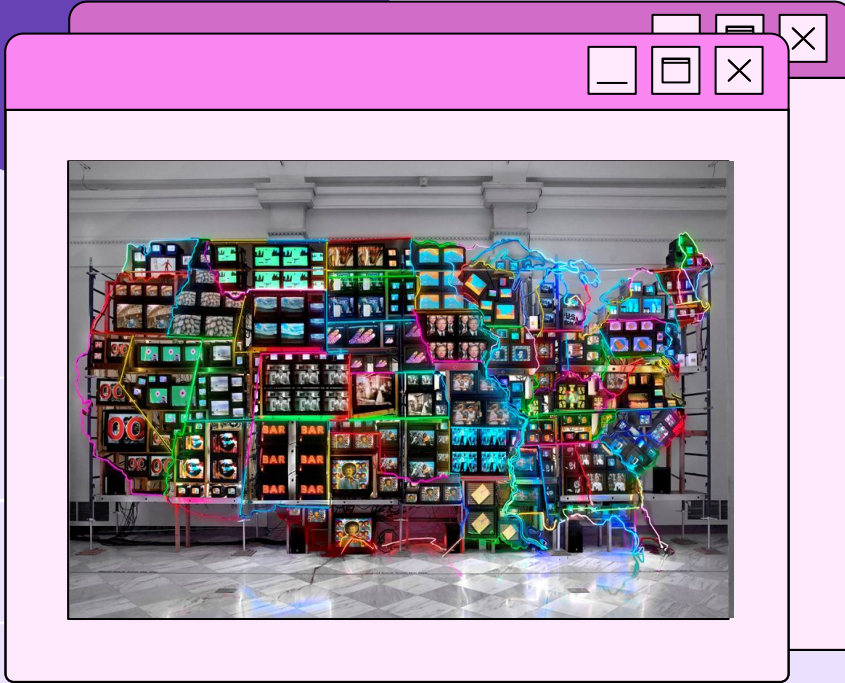


WHO IS ALEXEI SHULGIN?



OUT WITH THE NEW, IN WITH THE OLD



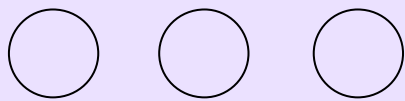


04

THE ELECTRONIC SUPERHIGHWAY

By Nam June Paik (1995)

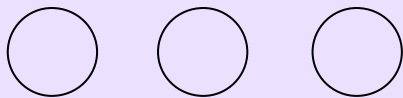




WHO IS NAM JUNE PAIK?



PAIK'S PREDICTIONS

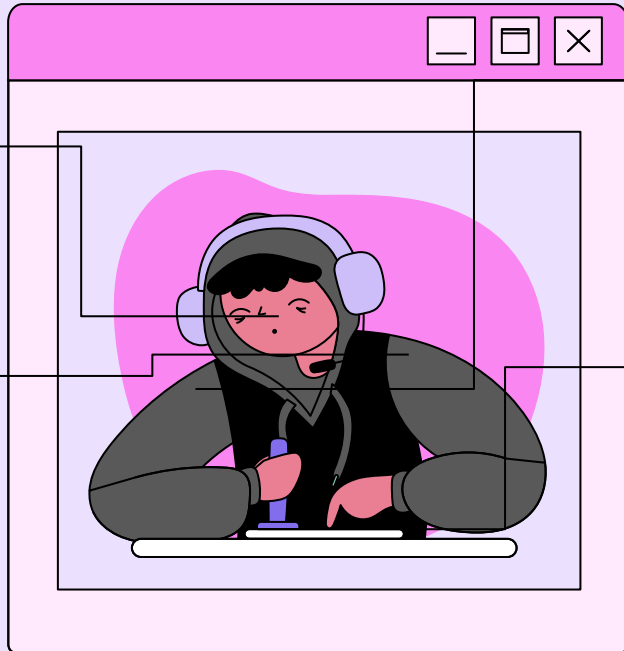


COLOR VIDEO TELEPHONES

Skype, Facetime,
Zoom, etc.

SPECIAL EFFECTS

Adobe, Vimeo,
Filmora, etc.



MOOC'S MASSIVE OPEN ONLINE COURSES

Udacity and Khan Academy.

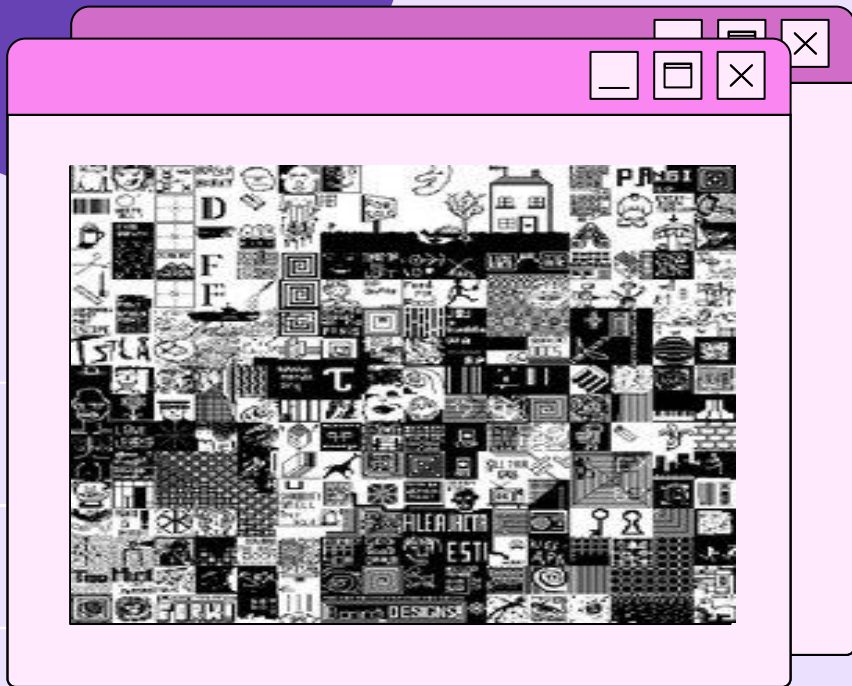
CABLE TELEVISION

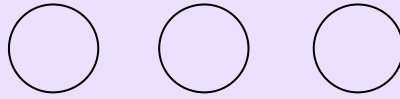
Dish, Cox, Spectrum,
Directv, etc.

05

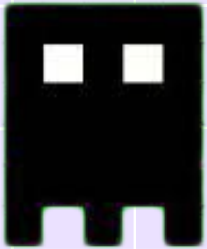
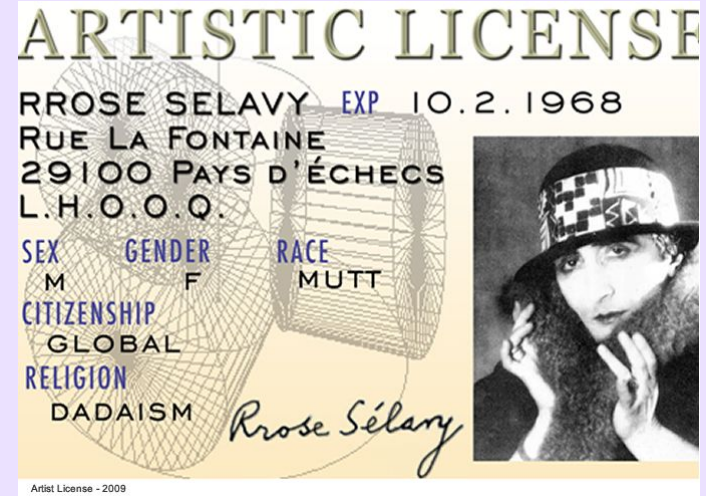
GLYPHITI

By Andy Deck (2001)





WHO IS ANDY DECK?



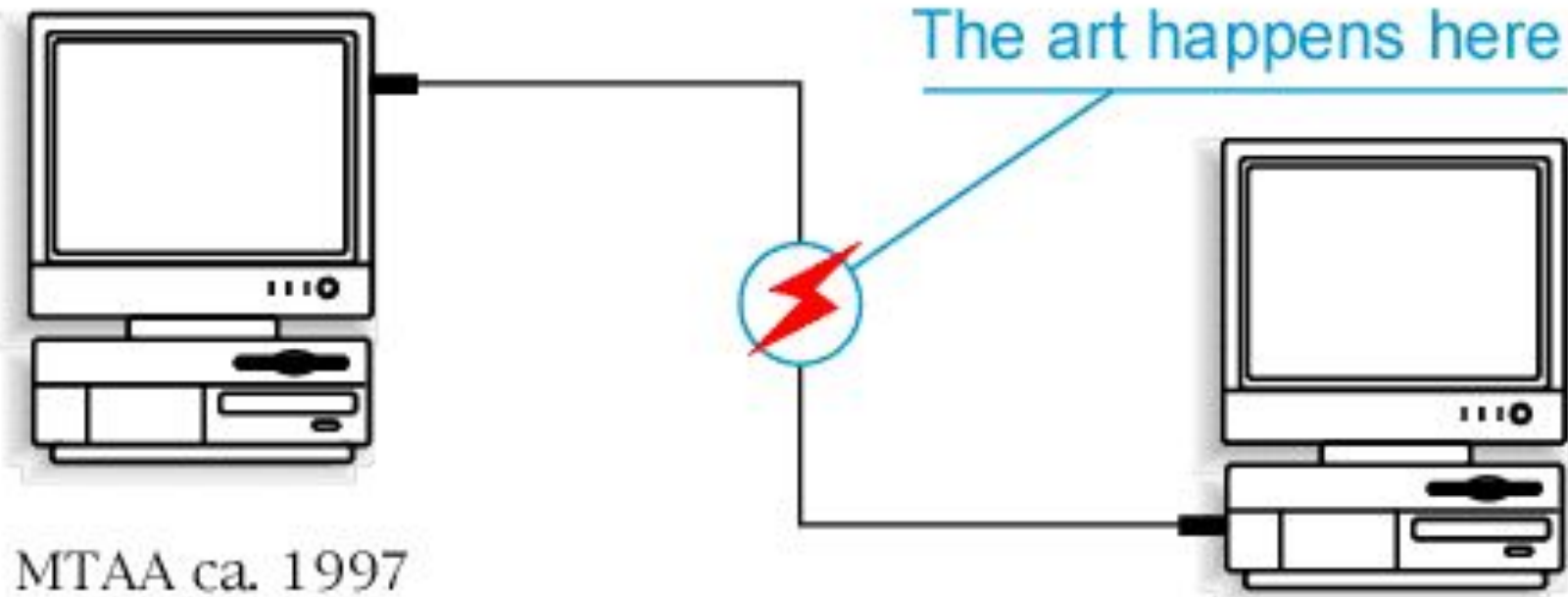
OPEN SOURCE CORPORATE GRAFFITI

Open Source Artwork

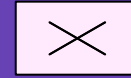
- ✎ Glyphiti – Andy Deck, started in 2001.
- ✎ Insert from June 2008.
- ✎ Instead of *looking at* an image – *watching a live image*
- ✎ “...if you don't like the options given to you, please revise the source code. Copy it. Steal it. Share it. Print it. Pretend it's yours. I don't care”



Simple Net Art Diagram



SOURCES



<https://americanart.si.edu/artwork/electronic-superhighway-continental-us-alaska-hawaii-71478>

<https://anthology.rhizome.org/>

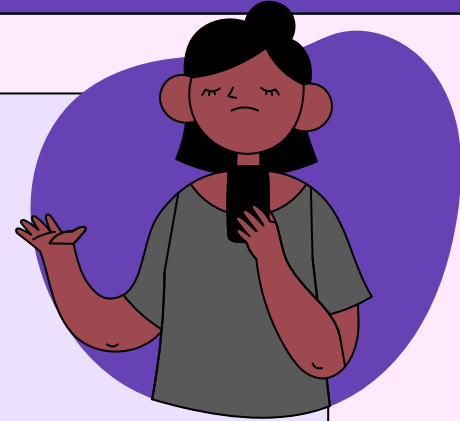
<https://artcontext.net/act/06/glyphiti/docs/about.html>

<https://coryarcangel.com/>

<https://www.tate.org.uk/art/artists/nam-june-paik-6380/the-future-according-to-nam-june-paik>

<https://www.youtube.com/watch?v=fCmAD0TwGcQ> (Arcangel)

<https://www.youtube.com/watch?v=0nh6ym4Hetw> (Paik)

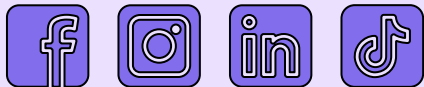


THANKS

Do you have any questions?

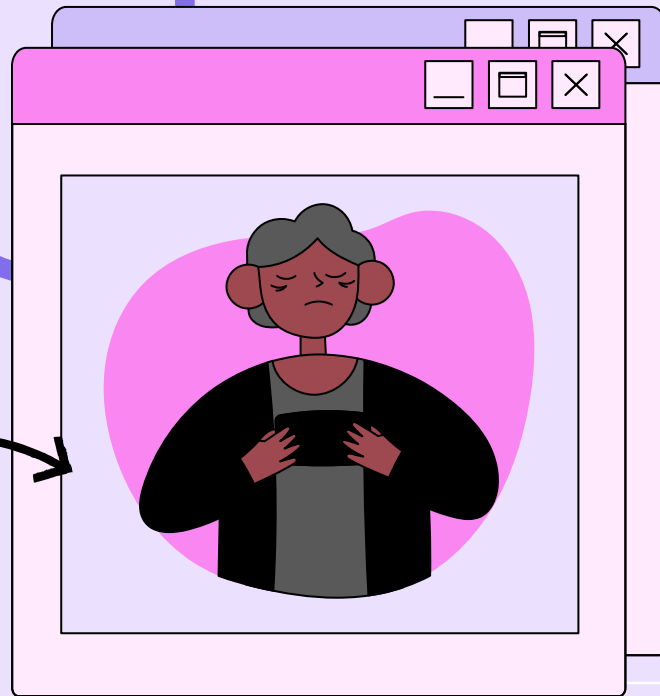
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That's all Folks!