Workbook

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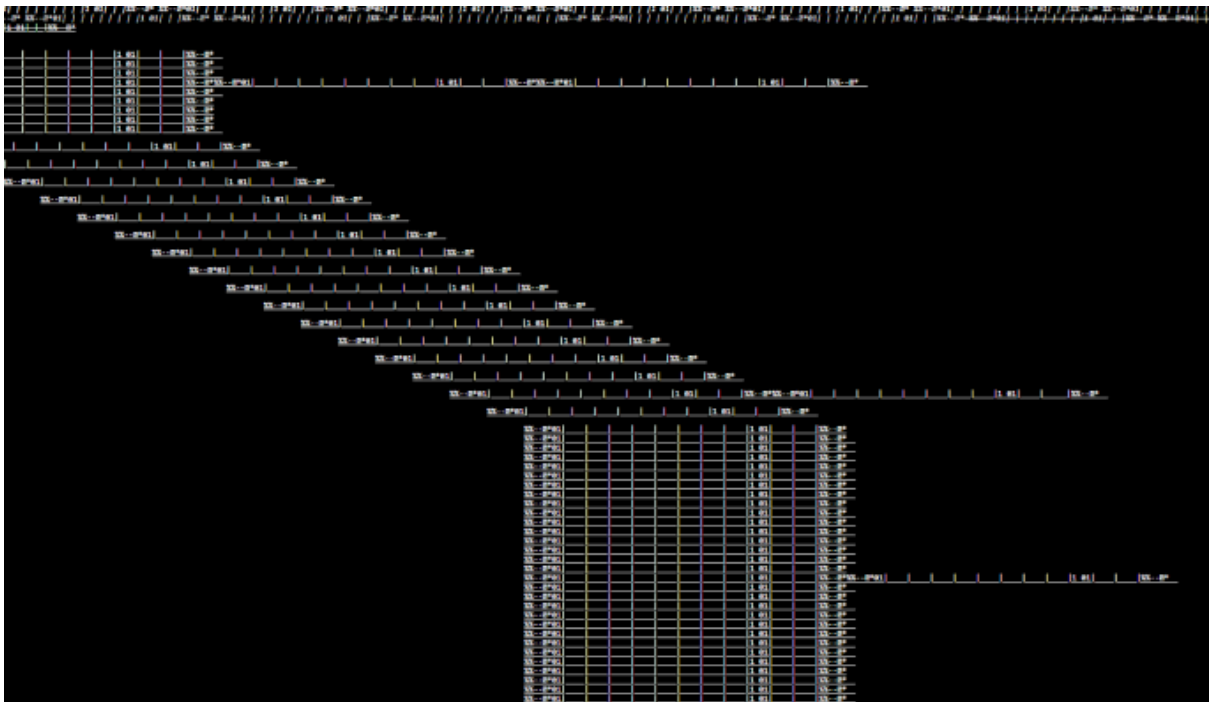echi775

URL to GitHub repository: https://github.com/mremily9/studio_project
URL of website: https://mremily9.github.io/studio_project/
Chosen theme: Glitches

Research commentaries
ASDFG by JODI

asdfg.jodi.org

This artwork is ASDFG by JODI, found at asdfg.jodi.org and created in 1999. It is one of the duo's (Joan Heemskerk and Dirk Paesmans) early works that used HTML, the most common and simple coding language seen on the internet for websites, to create a series of glitch animations featuring ASCII art and code, flashing between white and black. The work redirected the user from page to page of different glitch animations of a similar nature to then infiltrate the user's browser history. (*ASDFG | JODI | Gallery Viewer*, n.d.).

Why am I drawn to this artwork/text?
I found myself drawn to this artwork by its interesting glitching effects, the constant jittering and flashing/strobing effect that was on display, and also, at the same time, the pain it caused by hurting my eyes. It hurts a bit in a sense, but because of that, it is fascinating and almost memorising.

This artwork would switch to a different glitch/effect around every 20 seconds, which made it a constant watch, and it was interesting to see what new glitch animation would show up. What could their next rendition of the glitch animation be outputted as?

The first time I opened up the website, I found myself watching for a while. For some minutes, I watched the screen to see if a particular glitch would repeat or if there was any sense of a pattern. However, I didn't see anything, and I found that immersive with how many different types of glitch animations they were able to produce.

What is the artwork?
The artwork is constantly affected by glitches made with ASCII characters, added with flashing black and white on the screen, as seen in lines, strips, and rectangles. Switching between different glitch-like effects as it goes on. Jumping from sister pages from one to the next as the glitch animation changes. This then infiltrated the user's browser, so when viewing the browser history afterwards, you are then showcased a list of websites, as seen in the screenshot of my browser history below.

What might it mean?
This artwork might mean the link between the code from the webpage and the inner works of the webpage versus the output and outcomes the user interacts with.

This body of work is a clash between the pages underlying works and architecture to create these websites on the World Wide Web. Showcasing its construction of the webpage in a real-time glitched art effect. (Halter, n.d.).

What motivated the artist to make this work?
Jodi was in the first generation of Internet art in the early days of the Internet and the World Wide Web. Because of this, they took advantage of the lack of knowledge from users visiting websites, creating HTML pages that were to confront the users with the underlying code and the hidden complexes of the overwise friendly and simple user interface that the users day by day had been used to. Subverting the logic and functional aspects for the purpose of these simple HTML websites for the user. (*JODI Pioneering Net Artists - DAM MUSEUM*, 2022)

JODI looked into producing art that created a false sense of being hacked for the user, being called "faux-virus" by their critics, looking at the users as they witness what they appear to think are their computers breaking down. To break out of this glitched, broken-down state, users will need to look behind the surface of the internet that an average user experiences to question their own levels of interaction with the web. (Awl, 2017)

How does the artwork address my chosen theme?
This artwork addresses my chosen theme of glitches as it creates a series of visual glitches that are out of the user's control, being done right in front of the user in their own browser with an element of unexpected chaos as the series of glitches progress and change over time.

The artwork looks into the deconstruction of the computer and the net by using its code and HTML to be shown to the user. The computer is used to create this artwork, a machine that can do many things; however, it breaks out of its intended use into this glitch-like state. Disrupting both the computer and breaking down the conventions of how the system and/or browser is functioning. It looks into relieving the system and creating structures for the technological systems of the net. (*The Philosophy and Practice of Glitch Thinking: A Comprehensive Overview*, 2024).

2. Avant-Garde Glitch: Red Noise, Purple Haze, Black Box

Why am I drawn to this text?
I was initially drawn to this text instead of the other ones in the reading list as it presented ideas of glitches, which was my chosen topic. I also saw the words Avant-Garde being linked with glitches and wanted to read more about them. The listed words red noise, purple haze and black box were also interesting to me as I didn't know what they were, and as such I wanted to learn more about them.

What are the main ideas in the text?
This chapter of the text looks into the ideas of glitches, red noise, purple haze and black box how glitches have been linked to the idea of the avant-garde, bringing in new ideas and conventions. How glitches bring about this area of error and, how it can be used to expand on the medium, how they allow for a space to explore within. The acceptance and active pursuit of glitches. (Kane, 2019).

The text is split up into many sections, section I looks into "red noise", the abstraction arts of early twentieth-century art; section II looks into "purple haze", the idea of the electronic media saturating the 1960s and early 1970s, the "purple haze of cool synthetics" and section III looking into "black boxes", looking into glitch art within the computer age. An overview in glitch art within many different media genres.

What new things have I learnt about computational arts from reading this text?

New things I have learned about computational arts from this text include learning about the black box, a system that is viewed by its inputs and outputs. That is similar to a computer, where these glitches are able to become more systems-level. These glitches being created by the manipulation of non-visible code. The black box allows there to be a line between the media and its inner workings.

It showcases the relationship between the user interface and the code from the backend. Ideas of how there are layers to how a computer works that we shouldn't know of, and as such this code shouldn't make sense to us.

How does the text address my chosen theme?

This text addresses my chosen theme by going in depth of the history of glitch art, from many different types of media, both analogue and digital. It is not necessarily just the computer arts of glitches but also glitches from different mediums.

They talk about how "glitch art is the deliberate aestheticization of what is otherwise deemed to be an error in digital processing" (Kane, 2019).

Critical reflection statement
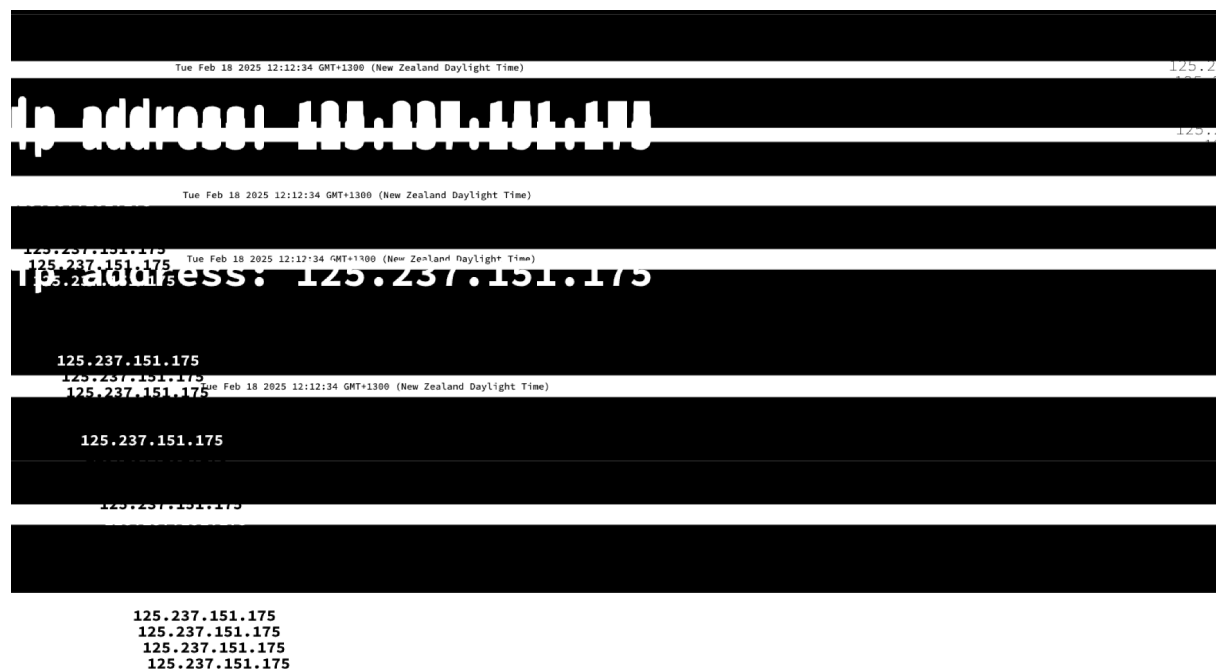
What is the creative work?

This creative work is the outcome of my overall interest and learning from this course. Taking heavy inspiration from ASDFG by JODI, I looked into the randomness and breaking down of the software - showcasing its architecture.

This work looks to first showcase a basic animation of a ball bouncing around and off from the screens of the user's windows. This basic animation is a simple visual coding exercise that leads into a glitched phase, showcasing the backbones of this code and breaking the

user's perspective of what is happening. Creating an unexpected moment of where the underlying code is revealed in a flash of unrecognisable text for the user, showcasing basic network information and variables that the user wouldnt see from the frontend side of things.

How was it made?
This was made with p5.js, using two websites and sketches that were separated by the bouncing ball animation and the glitches. After some time, the websites will switch to the other. To create that illusion of the ball bouncing animation breaking for the user.

What motivated me to make this work? What might it mean? How does the creative work address my chosen theme? In what ways does this work connect with ideas discussed in my contextual research commentaries?
I was motivated to create this work as I have always loved the visual aspects of glitches; they take the user out of the world, look so fascinating and somewhat chaotic. When glitches happen at first, you get this first moment of a scare before the fascination and enjoyment of the work that can only be emulated with technology and computational arts. Looking to showcase the inner workings of a network computational art by showcasing data collected by the website and by the program and visualising it to the users. In a manner, they wouldn't fully understand.

I wanted to showcase this visual glitch effect between a straightforward ball animation to showcase the juxtaposition between the simple animation and the glitches better.

This work addresses my theme of glitches by creating these false glitches to the user, breaking down their own network and browser to hold this artwork in. The randomness of this work within its glitched effects. Breaking down the user's easy viewing experience with a bouncing ball and what they are really looking at.

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