

Project 2: Communication

VISA1005/5008 Fine Art Studio Materials, Semester 1 2021

Group 2

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Task outline, studio weeks 3 and 4 (teaching weeks 11 and 12)

- Your project for the next two weeks is to continue developing your body of work around the theme of autobiography
- But in these two weeks, we'll be discussing and working with **how new media communicates** in conjunction with questions of autobiography
- Working with the medium of the WWW is where we'll pursue this line of questioning

You will develop a net art site that is an artwork or work in progress that engages with the theme of autobiography and with the internet as a medium.

In this process, you are expected to develop:

- A grasp of HTML and CSS sufficient for you to edit your site as you see fit, e.g., adding images, video, changing page styles, understanding the page structure
- A critical stance, open to questioning and self-reflection, regarding the function of the internet as art medium
- An engagement with the formal and material characteristics of web pages and web content (e.g. hyperlinking and/or form structures and/or GIFs as internet-specific media)

You do not need to worry about:

- Being able to write a webpage 'from scratch'
- Being able to create a site that is interactive e.g. using Javascript or complex animation
- Making a page that looks pretty or sophisticated

See studio week 3/teaching week 11 slides for technical instruction

Required tools

- A code-focused text editor that you can use to edit your HTML and CSS. In class we'll use Dreamweaver. At-home free options:
 - **Atom (recommended)**
 - Brackets
 - Textwrangler
- A web browser to view your work. **Do not rely on the previews from DW** or other editing software

Banned tools

- Anything that does not allow you to download and edit your HTML and CSS, or to host your site externally. For example:
 - Wix
 - Squarespace
 - Cargo
 - Tumblr
- The above tools are great for creating an artist website, portfolio, or blog (hence why Cargo is included in the resource list), but this is not the class task

Useful tools to make a page fast

- Google Docs: you'll need to create a Google account.
<https://docs.google.com/>
- <https://txt.fyi/>: a text-oriented, simple page generator
- <https://temper.one/>: a single-page site generator, also text-oriented

Tools that need to be used with the above HTML beautifier, e.g.

<https://webformatter.com/html>

CSS beautifier, e.g.

<https://www.freeformatter.com/css-beautifier.html>

Note that beautifiers do not fix broken HTML/CSS, simply rearrange it to make it readable to you.

Also highly recommended: CSS generator, e.g.

<https://webcode.tools/css-generator>

Other tools, resources, etc., to supplement the development of your site as you see fit

W3 HTML tutorial

https://www.w3schools.com/html/html_basic.asp

Additional W3 HTML tutorial pages you might find useful

Links: https://www.w3schools.com/html/html_links.asp

CSS: https://www.w3schools.com/html/html_css.asp

Elements: https://www.w3schools.com/html/html_elements.asp

Embedding images: https://www.w3schools.com/html/html_images.asp

Electric Zine Maker

<https://alienmelon.itch.io/electric-zine-maker>

Tool to create a zine with lots of weird paintbrushes (e.g. fish)

Electric Zine Maker HTML template

<https://jeremyoduber.itch.io/js-zine>

For turning your Electric Zines into HTML so you can put them online

Kraken

<https://kraken.io/web-interface>

Free image optimizer with paid tier for extra features. Use this to reduce your image sizes before uploading!

CSS templates/specific generators

Neumorphism

<https://neumorphism.io/>

CSS generator for “neumorphic” web design features, very on trend

98.css

<https://jdan.github.io/98.css/>

CSS stylesheets for making your webpage look like Windows 98

Woah.css

<https://www.joerezendes.com/projects/Woah.css/>

Kooky CSS animations – **strobe warning**

For interactive/gamelike media

Twine

<http://twinery.org/>

Tool for creating hypertext narratives

Tinychoice

<https://intogames.org/news/getting-started-with-tinychoice>

Minimalist tool for making hypertext narratives

P5.js

<https://p5js.org/>

Javascript version of Processing, so you can make sketches in the browser and put it on your website

Bitsy

<http://www.bitsy.org/>

Small game maker for pixelated room-based games.

Extra bitsy tools:

Palettsy

<https://zenzoa.itch.io/palettsy>

Palette generator for Bitsy

Image to Bitsy

<https://ruin.itch.io/image-to-bitsy>

Converts an image to a Bitsy room (makes lots of tiles)

Borksy

<https://ayolland.itch.io/borksy>

Tool for hacking a Bitsy game. You can't edit your game after it's been hacked, so make a copy!

Artists/works discussed

Ana Voog, *anacam*, 1997-2001

No full archive available but plenty of documentation online.

Eva and Franco Mattes (aka 0100101110101101.org), *Life Sharing* (2000–2003)

<http://lifesharing.rhizome.org/> - **strobe warning**

Olia Lialina, *My Boyfriend Came Back From the War*, 1996

<https://sites.rhizome.org/anthology/lialina.html>

John Michael Boling, Joel Holmberg, Guthrie Lonergan, Marisa Olson et al., *Nasty Nets Internet Surfing Club*, 2006-2012

<http://archive.rhizome.org/artbase/53981/nastynets.com/>

Jenny Holzer, *Please Change Beliefs*, 1998

<http://adaweb.walkerart.org/project/holzer/cgi/pcb.cgi>

Part of ÄDA 'WEB, founded in 1994 by John Borthwick and Benjamin Weil

<http://adaweb.walkerart.org/>

Jayson Musson, *Art Thoughtz* YouTube series inc. *How to Make an Art*, 2011

<https://www.youtube.com/watch?v=vVFasyCvEOg>