COMP1720

Art & Interaction in New Media
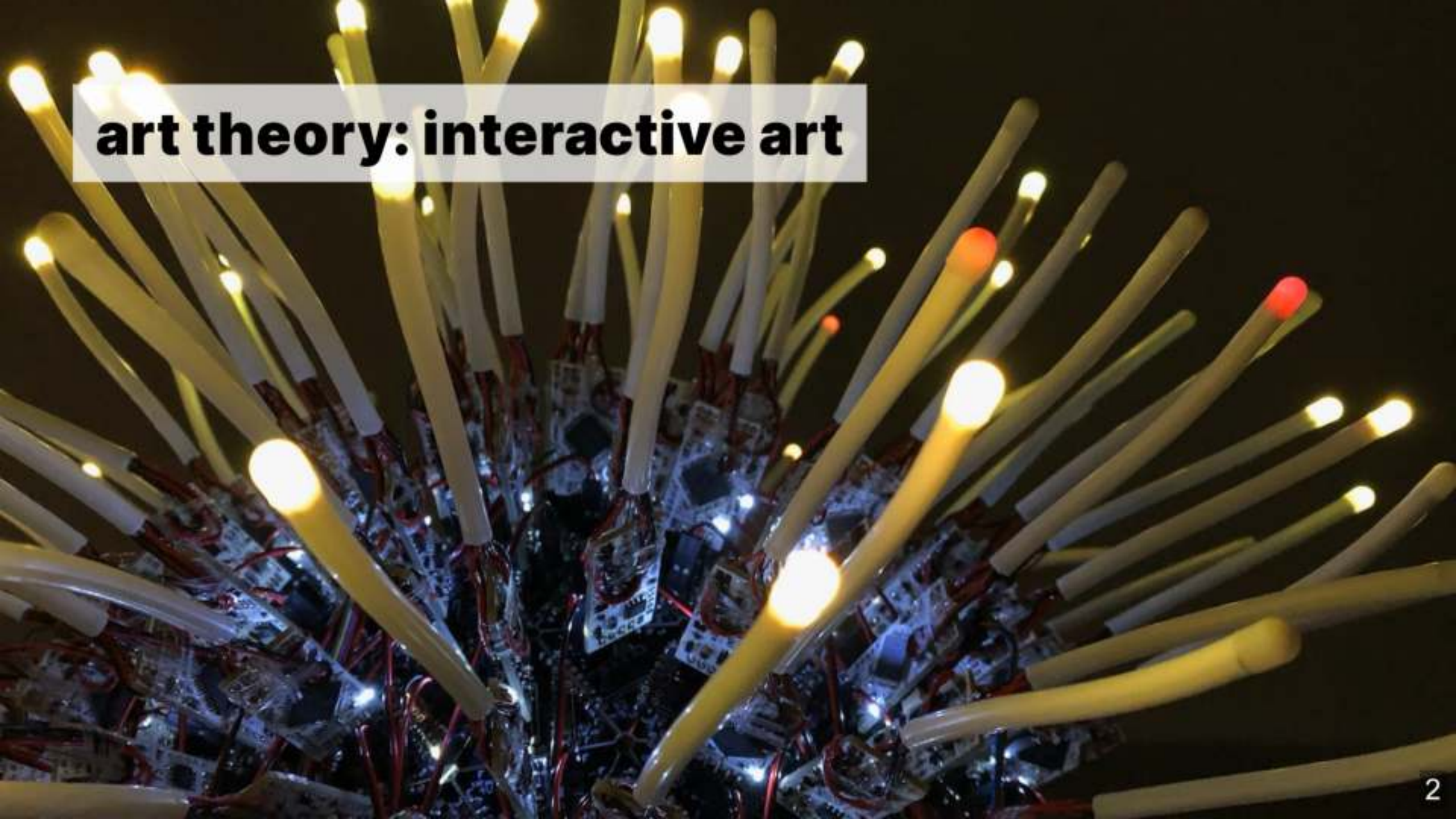
Week 5: interactive art

Dr Tony Curran

Semester 2, 2020

art theory: interactive art

what makes art interactive?

Groupe de Research d'Art Visuel (GRAV) Museum installation
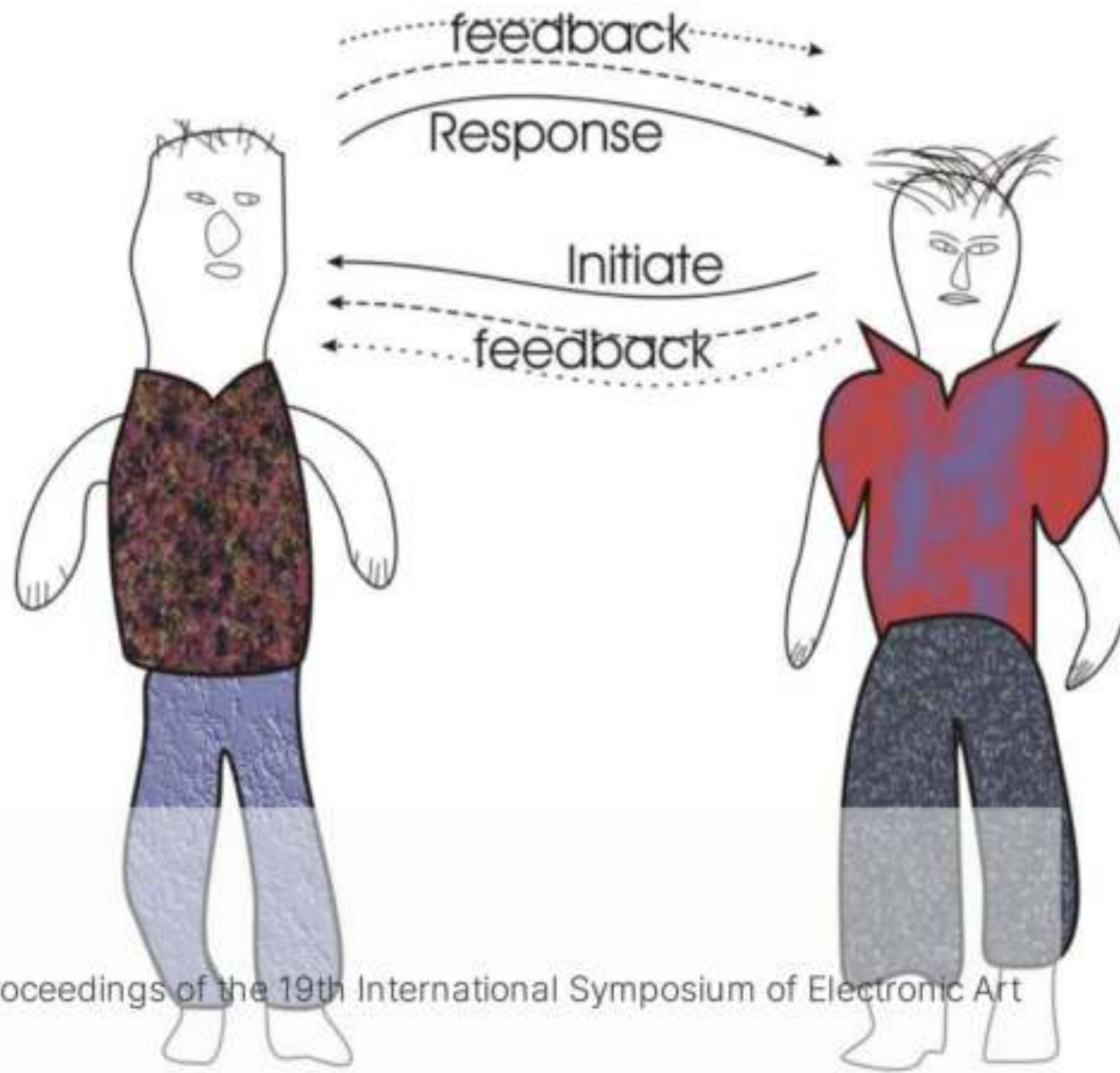
Museo Tamayo, Mexico

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Fig. 2: A conversation is a two way interaction in which, after the opening gambit, each response is a feedback from the previous. [Graphic: Stephen Jones]

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Myths of Interactivity

Interactive Art > "Traditional Art"

Digital Art is more interactive than non-digital art

All art is interactive

Video games = interactive art

Similar Kinds of Art to Interactive Art

Video Games

Participatory Art

Relational Aesthetics

Collaborative Art

Immersive Art

Technology ≠ Interactive

Pipilotti Rist

Worry Will Vanish Horizon, 2014

Audio video installation, music by Anders Guggisberg

Hauser and Wirth, photo by Alex Delfanne

8

Thomas Struth

Museo del Vaticano I, Rome

1990

Chromogenic print, Diasec mounted, 168 x 208cm

9

Interfaces

empowering the user

Jean Siméon Chardin (1699-1779)

Young Student Drawing

1738

Oil on panel, 21 x 17.1 cm

Kimbell Art Museum, London

10

11

Who's the boss?

James Montgomery Flagg

I Want You
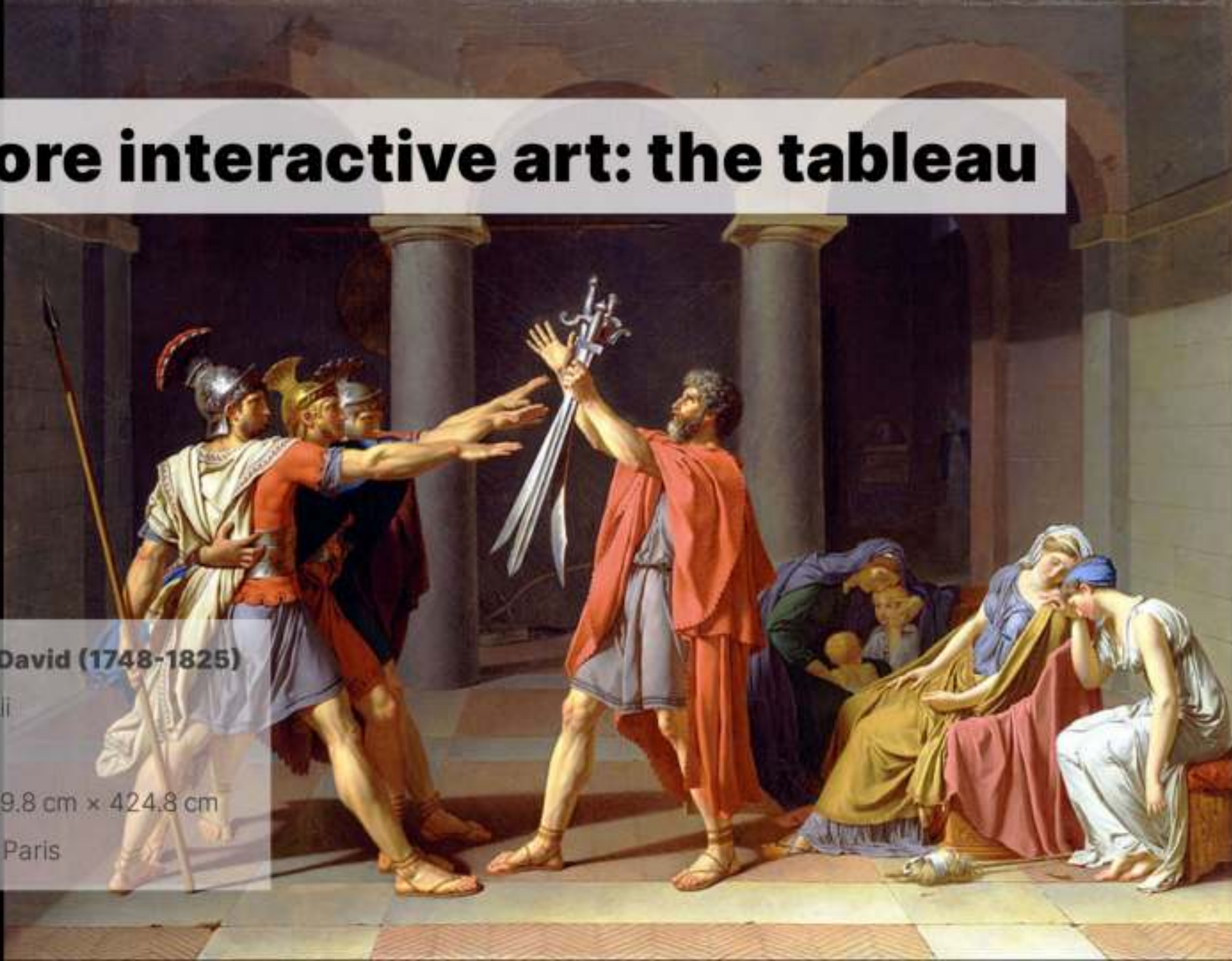
1915

before interactive art: the tableau

Jacques-Louis David (1748-1825)

Oath of the Horatii

1784

Oil on canvas, 329.8 cm × 424.8 cm

Louvre Museum, Paris

13

striking the viewer

Édouard Manet (1832-1883)

Le Déjeuner sur l'herbe (The Luncheon on the Grass)

1863

Oil on canvas, 208 cm × 264.5 cm

Musée d'Orsay, Paris

James McNeill Whistler

Symphony in White, No. 1: The White Girl

1861-62

Oil on canvas, 215 cm × 108 cm

National Gallery of Art, Washington, D.C.

against the retinal

Marcel Duchamp (1887-1968)

Rotary Demisphere (Precision Optics), 1925

link

Painted papier-mâché, velvet-covered disk, copper collar, with plexiglass dome, motor, pulley, and metal stand, 148.6 x 64.2 x 60.9 cm

Museum of Modern Art, New York

against the retinal

Marcel Duchamp (1887-1968)

His Twine (mile of string), 1942

One mile of twine, dimensions variable

Photographed by John D. Schiff

Julio Le Parc (b. 1928)

A day in the street

19 April 1966

interactive art event

18

Nam June Paik

Magnet TV

1965

Modified black-and-white television set and magnet, 98.4 × 48.9 × 62.2 cm
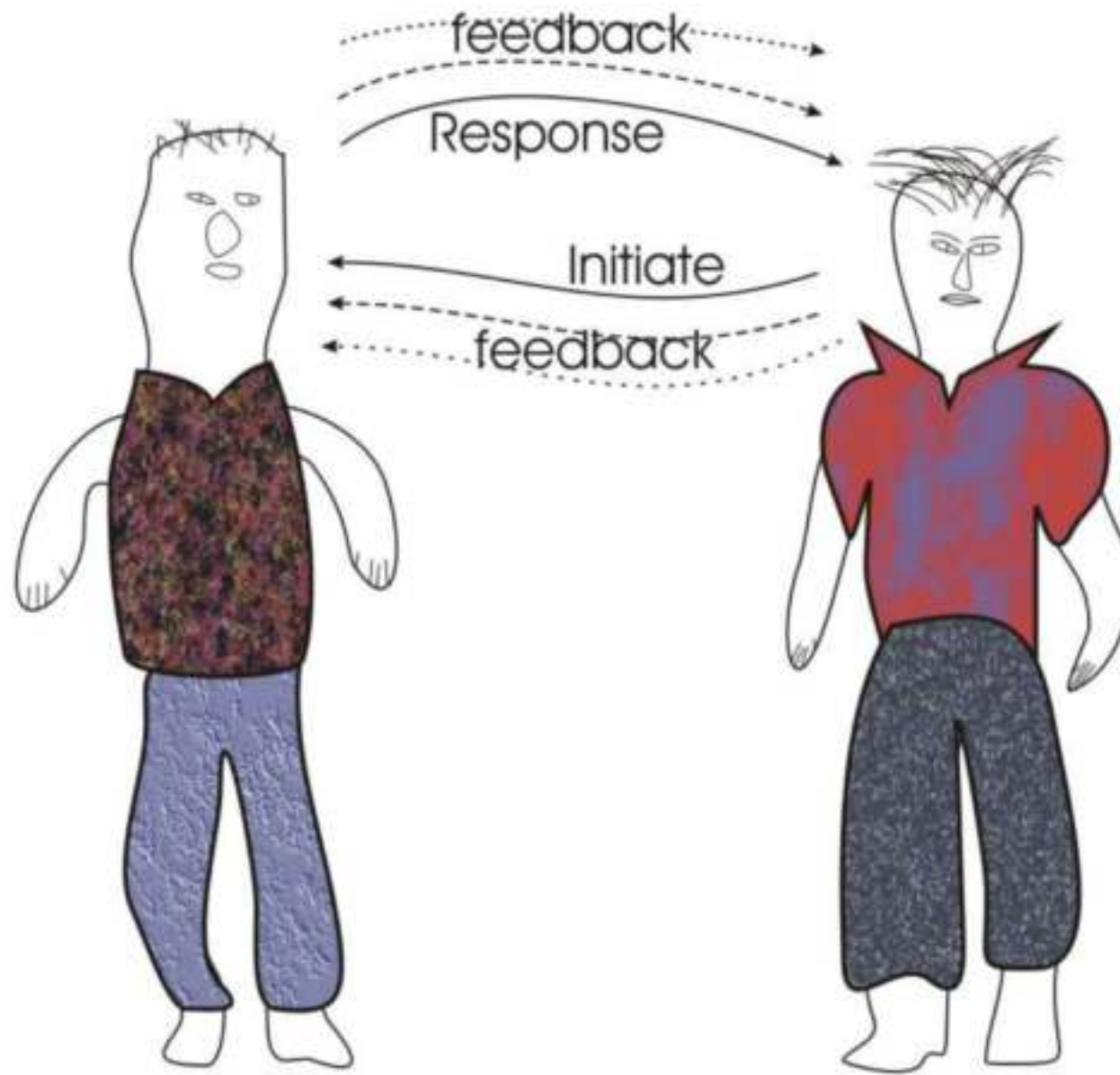
Whitney Museum, New York

Fig. 2: A conversation is a two way interaction in which, after the opening gambit, each response is a feedback from the previous. [Graphic: Stephen Jones]

Rafael Lozano-Hemmer

Rafael Lozano-Hemmer

some examples...

http://www.lozano-hemmer.com/surface_tension.php

http://www.lozano-hemmer.com/level_of_confidence.php

http://www.lozano-hemmer.com/pulse_index.php

http://www.lozano-hemmer.com/close-up.php

http://www.lozano-hemmer.com/under_scan.php

Arduino
UNO
Learn more

24

Rafaël Rozendaal

https://www.newrafael.com/websites/

25

some examples...

http://www.muchbetterthanthis.com/

http://www.itwillneverbethesame.com

http://www.vaiavanti.com

http://www.openthiswindow.com

http://www.lookingatsomething.com

Bas Berkhout and Marije Kuiper

Rafael Rozendaal - Like Knows Like

2014

film still

video

How to start

Start with a quick drawing (the interface) - RR

Start with the technology (what techniques are available?) - RLH

Start with the user experience - what do you want them to feel?

Rafael Rozendaal

The Shift

2011

W139, Amsterdam

NoSquito

further reading/watching

Turning The Internet Into An Art Gallery: Rafaël Rozendaal

Rafaël Rozendaal - Like Knows Like

questions?