

This is a chapter in piero scaruffi's "A Visual History of the Visual Arts": <http://www.scaruffi.com/art/history>

The Computer Age

- Computer Art
 - The cultural debate
 - Nicholas Negroponte: “The Architecture Machine” (1970)
 - John Conway: The Game of Life (1970)
 - Edward Lorenz: "Does The Flap Of A Butterfly's Wings In Brazil Set Off A Tornado In Texas?" (1972)
 - Ray Tomlinson: Email (1972)
 - Rainer Fassbinder: "World on a Wire" movie (1973)
 - Xerox: the Alto (1973)
 - Richard Dawkins: the meme (1976)
 - Ars Electronics (1979)

The Computer Age

- Computer Art
 - The cultural debate
 - The Usenet (1980)
 - William Gibson: Cyberspace (1982)
 - Bruce Bethke: "Cyberpunk" (1983)
 - Apple: the Macintosh (1984)
 - Steven Levy: "Hackers" (1984)
 - Sherry Turkle: "The Second Self" (1984)
 - NASA: Virtual Planetary Exploration Workstation (1984)
 - MIT Media Lab (1985)
 - Toshiba T1100, the first mass-market laptop (1985)

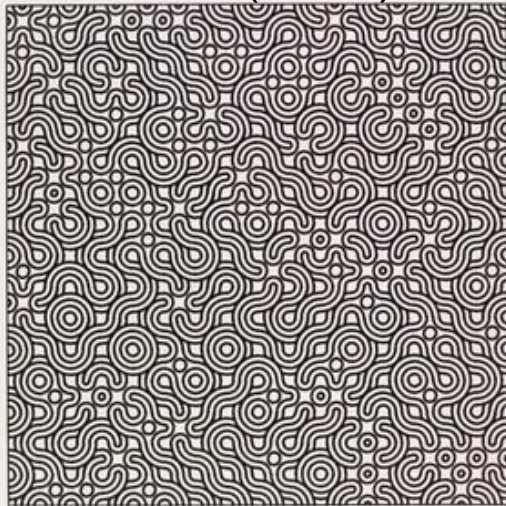
The Computer Age

- Computer Art
 - The cultural debate
 - Lucasfilm: online game “Habitat” (1985) and “avatars”
 - Chris Langton: “Artificial Life” (1987)
 - Robert Morris: first computer virus on the Arpanet (1988)
 - Vernor Vinge: the singularity (1988)
 - Mondo 2000 magazine (1989)
 - Adobe Photoshop (1990)
 - Archie search engine (1990)

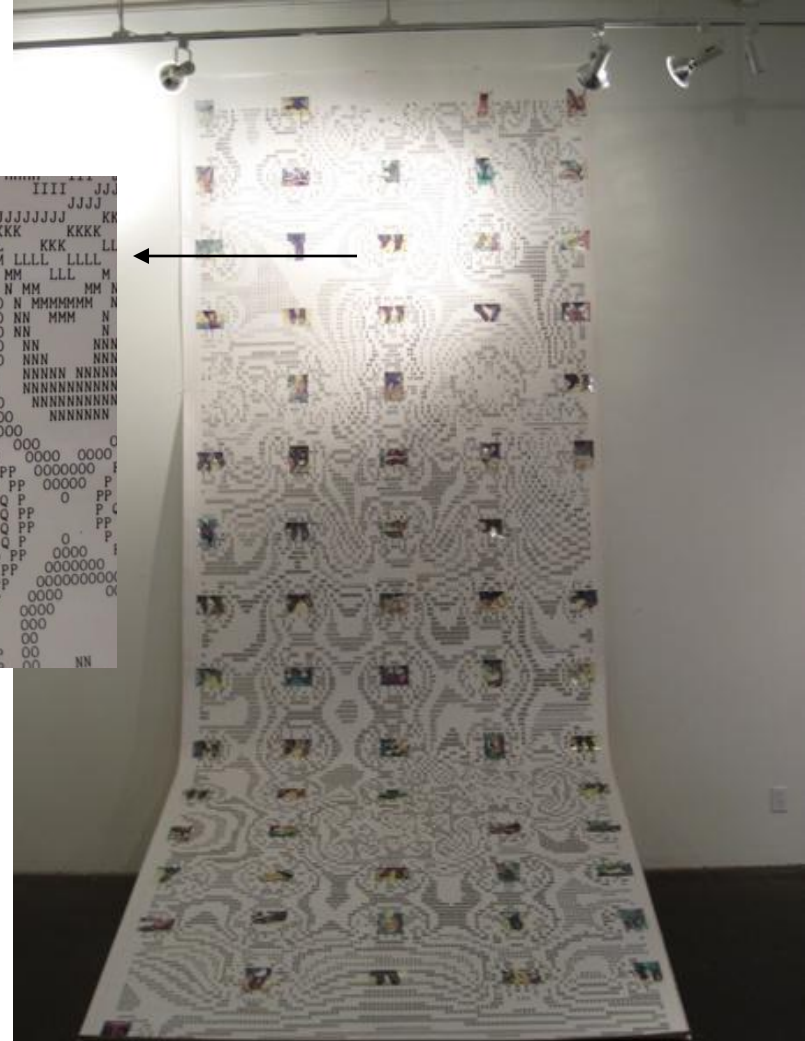
The Computer Age

- Computer Art
 - Sonya Rapoport (1923, USA)

Brown (1975)



“Shoe Field” (1986)



The Computer Age

- Computer Art
 - Harold Cohen (1928)
 - AARON at the Stanford A.I. Lab (1973)

AARON (1979)

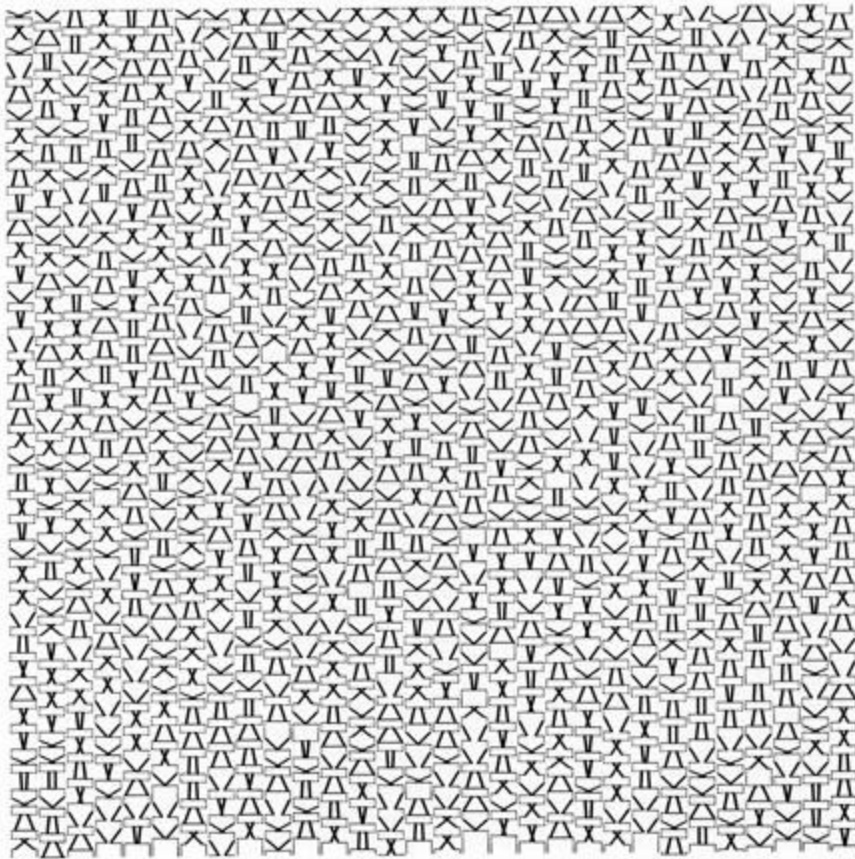


AARON (1985)

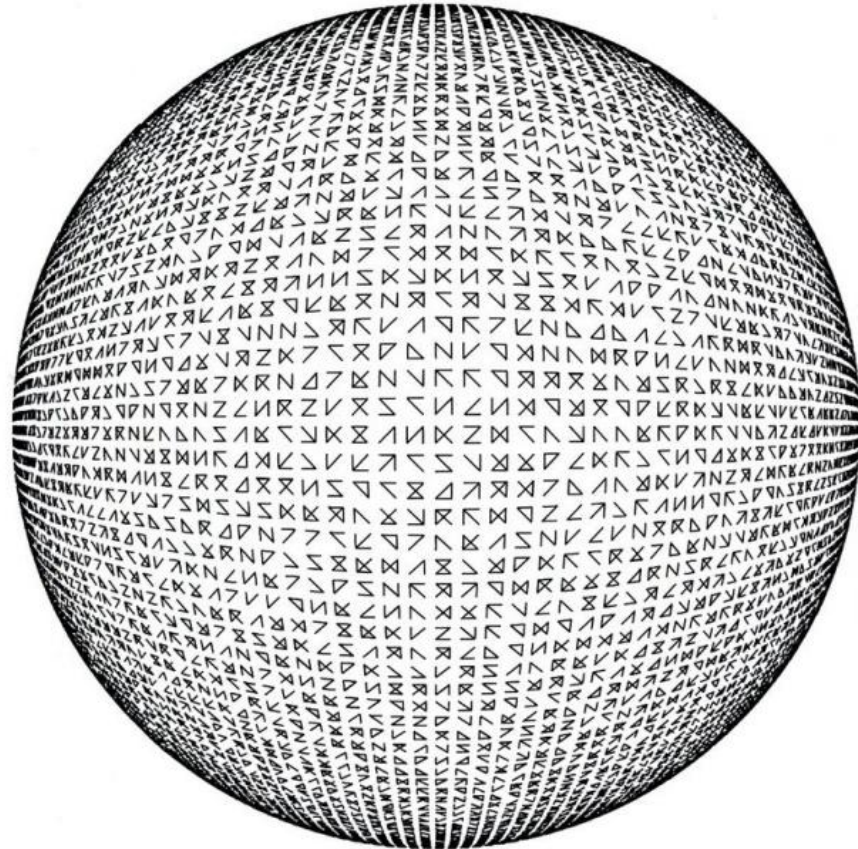


The Computer Age

- Computer Art
 - Manfred Mohr (1938, Germany)



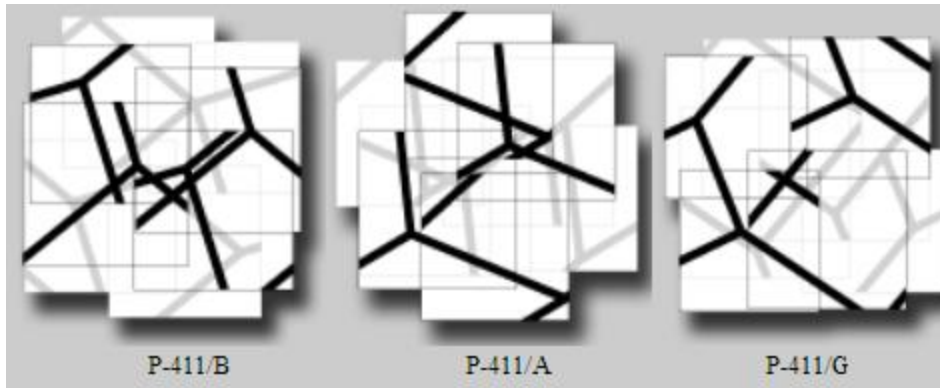
“P-120_1” (1972)



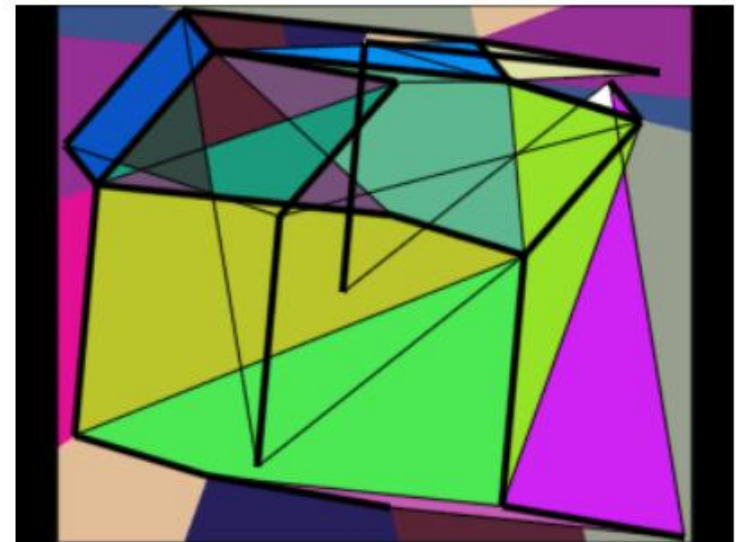
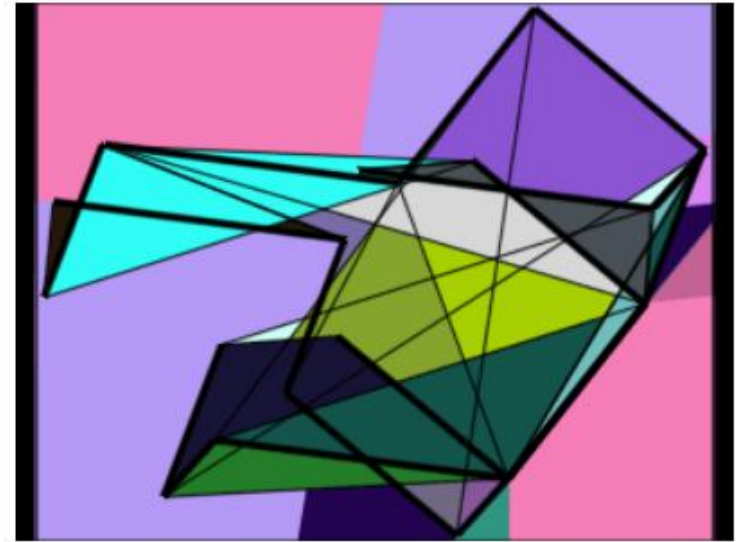
“P-128” (1972)

The Computer Age

- Computer Art
 - Manfred Mohr (1938, Germany)



“P-411” (1989)



“Space.color.motion” (2002),
animated graphics

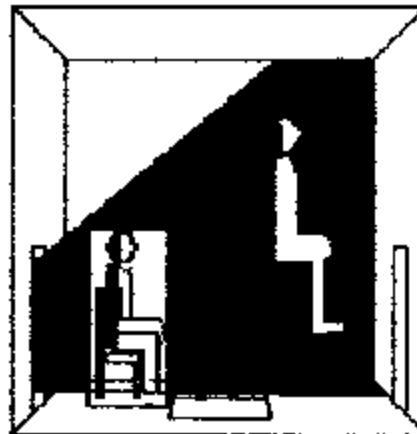
The Computer Age

- Computer Art

- Paul Brown (1947)

- Robert Edgar (1951)

“Memory Theater” (1985), computer implementation of a memory theatre, designed like a three-dimensional adventure videogame in which the "user" is able to move from room to room to "interact" with the artist's network of images and texts



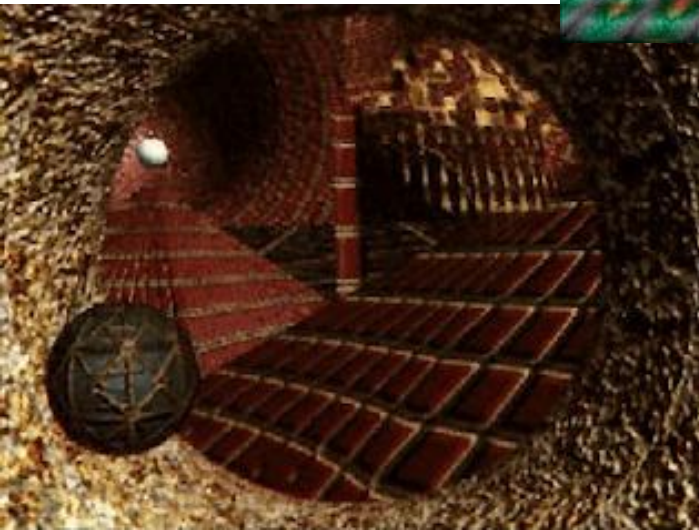
The Computer Age

- **Computer Art**
 - David Em (1952): computer graphics

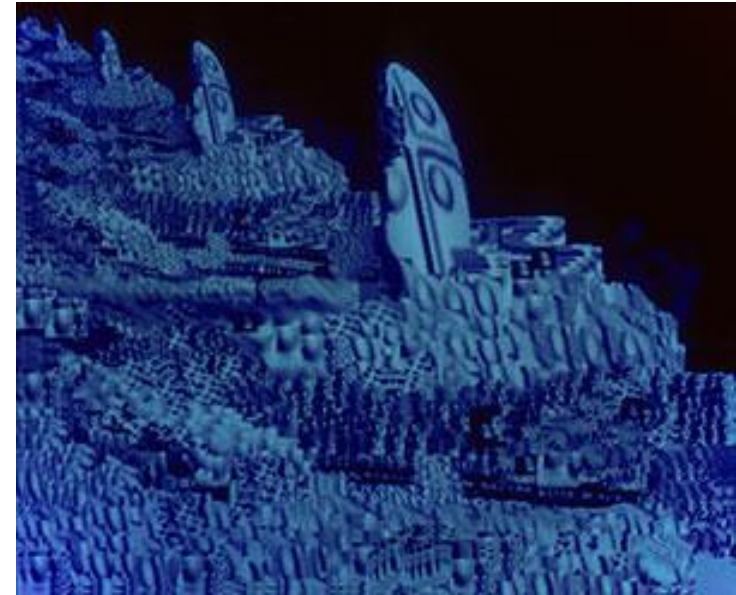


"Transjovian Pipeline" (1979)

"Aku" (1977), a navigable
computer world



"Nora" (1979)



The Computer Age

- Computer Art
 - Yoichiro Kawaguchi (1952, Japan):
animated computer graphics



“Embryo” (1988)



“Eggy” (1990)

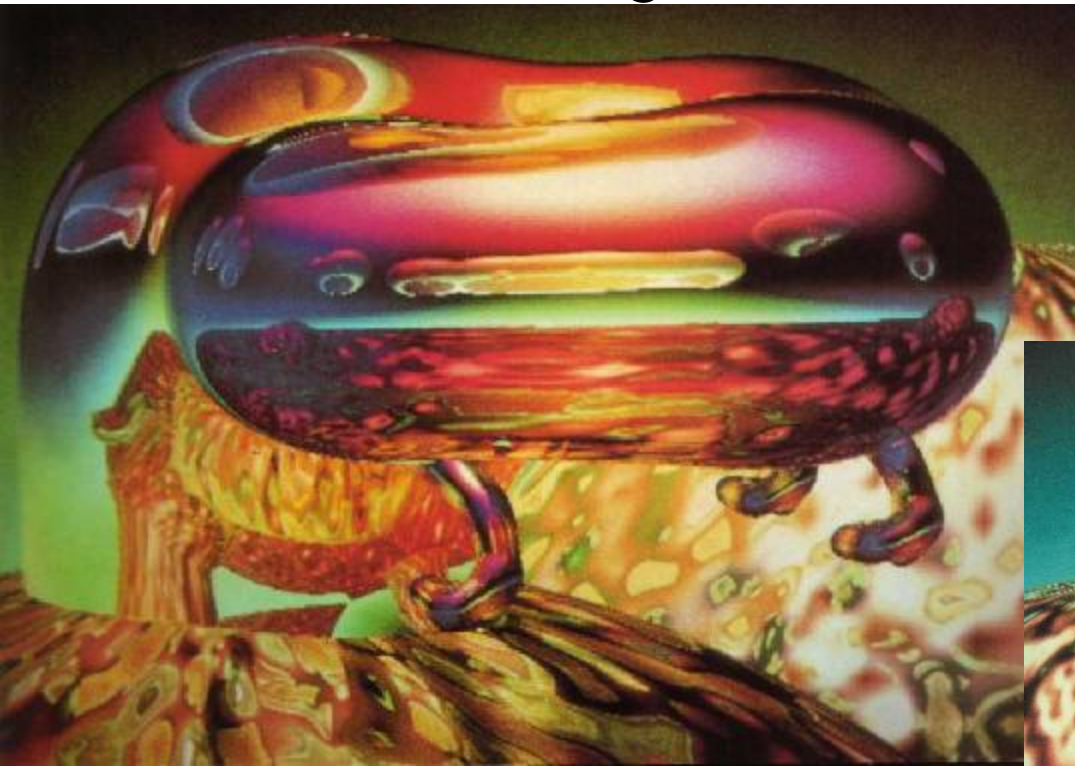
The Computer Age

- Computer Art
 - Yoichiro Kawaguchi



The Computer Age

- Computer Art
 - Yoichiro Kawaguchi



The Computer Age

- Computer Art
 - Victor Acevedo (1954, USA)



"Ectoplasmic Kitchen" (1987)



"Thye Violinist" (1996)



"The Lacemaker" (1998)

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