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
    • The World-wide Web (1991)
    • Thomas Ray: Tierra artificial environment (1992)
    • Wired magazine (1993)
    • Mosaic browser
    • Jaron Lanier: "Agents of Alienation" (1995)
    • SixDegrees social network (1997)
    • Google (1998)
    • Napster (1999)
    • Philip Rosedale: Second Life (2003)
    • Facebook (2004)
    • Apple iPhone (2007)
The Age of Globalization

- Computer art
  - Louis Bec (1936, France)

“Malaskunodousse” (1999), artificial life model

“The Protospone Mex”, semi-autonomous software entity
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• Computer Art
  – Andreas Müller-Pohle (1951, Germany)

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• Computer art
  – Peter d'Agostino (1945, USA): virtual reality

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- Computer Art
  - Rebecca Allen (1953, USA): 3D worlds

“Emergence - Bush Soul” (1998)
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• Computer Art
  – Daniel Canogar (1964, Spain)

“Horror Vacui” (1999)

“Otras Geologias” (2005)
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• Computer Art
  – Dieter Huber (1962, Austria)
  – Warren Neidich (1956, USA)
  – Carl Fudge (1962, Britain)

  Fudge: “Rhapsody Spray” (2000)

Huber: “Klone 76” (1997)

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- Computer Art
  - William Latham (1961, Britain)

“Biogenesis” (1993, video)

“Hood2” (1995)
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• Computer Art
  – Graham Harwood (1960, Britain)

"If Comix Mental" (1991), the first computer-generated graphic novel
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• Computer Art
  – Toshio Iwai (1962, Japan): optical illusion

“Morphovision” (2005)
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• Computer Art
  – Miao Xiaochun (1964, China)

"The Last Judgement in Cyberspace" (2006), 3D graphic sculpture
The Age of Globalization

• Computer Art
  – Miao XiaoChun (1964, China)

"The Last Judgement in Cyberspace" (2006)
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• Computer Art
  – Miao Xiaochun

"The Last Judgement in Cyberspace" (2006), 3D graphic sculpture
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• Computer Art
  – Miao Xiaochun

"The Last Judgement in Cyberspace" (2006), 3D graphic sculpture
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- Computer art
  - Pascal Dombis (1965, France)

"Spin" (2006), digital print

"Antisana I" (2000), digital print
The Age of Globalization

• Sculpture
  – Ahmed Al Bahrani (1965, Iraq)

"Olympic Rings Sculpture" (2012)

"The Challenge" (2015)
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• Computer Art
  – David Small (1965, USA): rethinking the book

“Talmud Project” (1999)

“Stream of Consciousness” (1998)
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• Computer Art


“My%Desktop” (2002)
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• Computer Art
  – Shirley Shor (Born 1971, Israel)

"Landslide" (2004), installation with sandbox, software and projector
The Age of Globalization

• Computer art
  – Shirley Shor (1971, Israel)

“Terra Infirma” (2005)

“Goddess” (2011)
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• Computer Art
  – Casey Reas (1972, USA)

"Articulate" (2003)
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- Internet art
  - Gregory Chatonsky (1971, France)

"Revenances" (1999), website

"Underground" (1999), website
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- Internet art
  - Olia Lialina (1971, Russia)
  - Heath Bunting (1966, Britain)

Bunting: "Read Me" (1998)

"My Boyfriend Came Back from the War" (1996)
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- Internet art
  - Alex Galloway (1974, USA)

  Radical Software Group: "Carnivore" (2001), surveillance tool for data networks

"Every Image" (2000), a screen saver
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- Internet art
  - Rafael Rozendaal (1980, Holland): the website as an art object


www.slickquick.com (2014)
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• Crypto Art
  – May 2014: The first-ever non-fungible token (NFT), "Quantum", is minted by artist Kevin McCoy and engineer Anil Dish during Rhizome's annual 7x7 ("Seven on Seven") hackathon at the New Museum of New York
  – Mar 2015: Shaban Shaame issues digital trading cards on the CounterParty blockchain, later turned into the game Spells of Genesis, the first blockchain game, whose players are collectors of digital art
  – Sep 2016: Joe Looney launches Rare Pepe Wallet, a platform to trade Rare Pepe cards on Counterparty, the second platform after Spells of Genesis for blockchain-based trading of rare cards
The Age of Globalization

- Crypto Art
  - May 2017: South Carolina-based designer Beeple (Mike Winkelmann) begins producing digital artworks titled "Everydays"
  - Jun 2017: New York-based Larva Labs (John Watkinson and Matt Hall) launches the Cryptopunks, 10,000 unique characters for sale on the Ethereum blockchain
  - Jan 2018: William Entriken, Dieter Shirley, Jacob Evans and Nastassia Sachs publish ERC-721, the standard for NFTs, inspired by Ethereum's ERC-20 token standard
  - Mar 2021: A collage of Beeple's first 5,000 "everydays" sells for a record $69 million, the first NFT to be sold by a major auction house (Christie's)
  - Apr 2021: Qinwen Wang and Sun Bohan produce the world's first crypto art exhibition at the UCCA Center for Contemporary Art in Beijing, "Virtual Niche"
The Age of Globalization

• Internet art
  – The first-ever non-fungible token (NFT), "Quantum", is minted by artist Kevin McCoy (USA, 1967) and engineer Anil Dish during the annual 7x7 hackathon.
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• Crypto Art
  – Mike "Beeple" Winkelmann (1981, USA)

Starting in 2007, the artist creates a new piece of digital art every day. The first 5,000 images are sold in 2021, one of the first art pieces sold as a "non-fungible-token"
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• Crypto Art
  – Mike "Beeple" Winkelmann (1981, USA)
  2013
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• Crypto Art
  – Blockchain + Dada = a new conceptual art?
  – Rhea Myers (1973, Britain): "My Soul" (2014), the artist's soul on the blockchain, representing it as a cryptographic token
  – Sarah Meyohas (1991, USA): "Bitchcoin" (2015), a cryptocurrency to purchase the artist's photographic prints
  – Primavera DeFilippi (Italy): "Plantoid" (2015), a lifeform that lives and reproduces on a blockchain and feeds on cryptocurrency
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