

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

The Age of Globalization

- New Media Art
 - 1991: Wolfgang Staehle founds the bulletin board The Thing
 - 1991: Brenda Laurel's book "Computers as Theatre"
 - 1992: The Electronic Visualization Lab in Chicago creates a "CAVE" ("Cave Automatic Virtual Environment")
 - 1992: The Banff Centre starts the Art and Virtual Environment Project
 - 1992: The School of Visual Arts in New York launches the "New York Digital Salon"
 - 1994: Benjamin Weil starts Ada Web, a curated website for online art
 - 1994: Eastern European artists including Vuk Cosic found the "net.art" movement of artists active on the World Wide Web
 - 1994: Susan Conde and Henri-Francois Debailleux organize the fractalist exhibition in France
 - 1994: Critical Art Ensemble's essay "The Technology of Uselessness"

The Age of Globalization

- New Media Art
 - 1995: The Ljudmila (Ljubljana Digital Media Lab) in Slovenia
 - 1995: Pit Schultz and Geert Lovink establish the Nettime e-mailing list for new media art
 - 1996: Nicolas Bourriaud coins "relational aesthetics"
 - 1996: Itsuo Sakane founds the International Academy of Media Arts and Sciences in Japan
 - 1996: "Manifesta 1", the first European biennale of contemporary art, in the Netherlands
 - 1996: Mark Tribe founds "Rhizome"
 - 1996: Arthur Kroker and Marilouise Kroker found the e-magazine Ctheory
 - 1996: The first DVD player is introduced by Toshiba
 - 1997: NTT's InterCommunication Center in Tokyo
 - 1997: Frank Popper publishes "Art of the Electronic Age"
 - 1998: Anton Vidokle founds the curatorial platform e-flux

The Age of Globalization

- New Media Art
 - 2001: Pierre Levy publishes "Cyberculture"
 - 2001: Lev Manovich's book "The Language of New Media"
 - 2003: Oliver Grau's book "Virtual Art"
 - 2003: Linden Lab launches "Second Life", a virtual world accessible via the Internet
 - 2004: Margot Lovejoy publishes "Digital Currents - Art in the Electronic Age"
 - 2005: YouTube debuts on the World-wide Web
 - 2005: The Letterman Digital Arts Center opens in San Francisco
 - 2008: Piero Scaruffi organizes the first Leonardo Art Science Evening Rendezvous (LASER)
 - 2008: Marisa Olson coins the expression "Post-Internet Art"
 - 2009: Rick DeVos establishes the ArtPrize, an art competition that takes place in multiple cities
 - 2010: Edinburgh's Fringe Festival
 - 2010: Rafael Rozendaal founds the open source exhibition Bring Your Own Beamer

The Age of Globalization

- Multimedia Installation/interactive
 - Margot Lovejoy (1930, Canada)



"Turns" (2001)



"Parthenia" (1995), website

The Computer Age

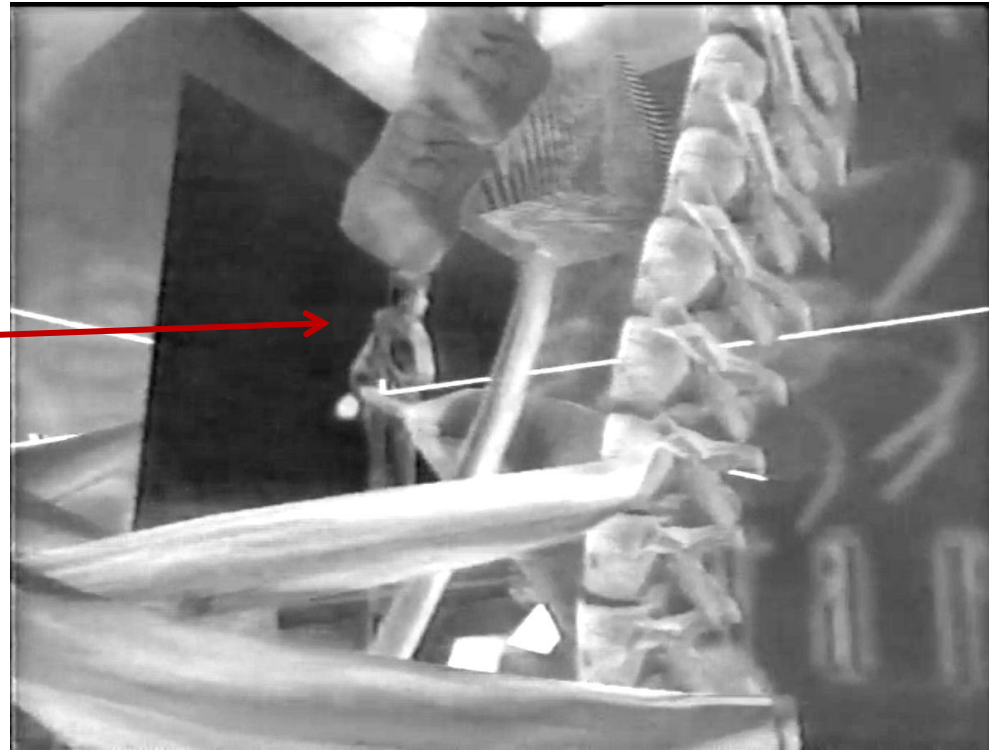
- Kinetic Sculpture
 - Juergen Claus (1935, Germany)



“Carousel of Suns” (1991)

The Age of Globalization

- Immersive/interactive
 - Diane Gromala (1960, Canada) & Yacov Sharir (1940, Israel)



"Dancing with the Virtual Dervish:
Virtual Bodies" (1994), dancing in VR

The Age of Globalization

- Immersive/interactive
 - Michel Bret (1941, France) & Marie-Helene Tramus



"The Virtual Acrobat" (2000)



"Dance with Me" (2001)

The Age of Globalization

- Immersive/interactive Video Installation
 - Jeffrey Shaw (1944, Australia)

“Virtual Museum” (1991)



"Place, a user manual" (1995)

The Age of Globalization

- Immersive/interactive Video Installation
 - Toni Dove (1946, USA)

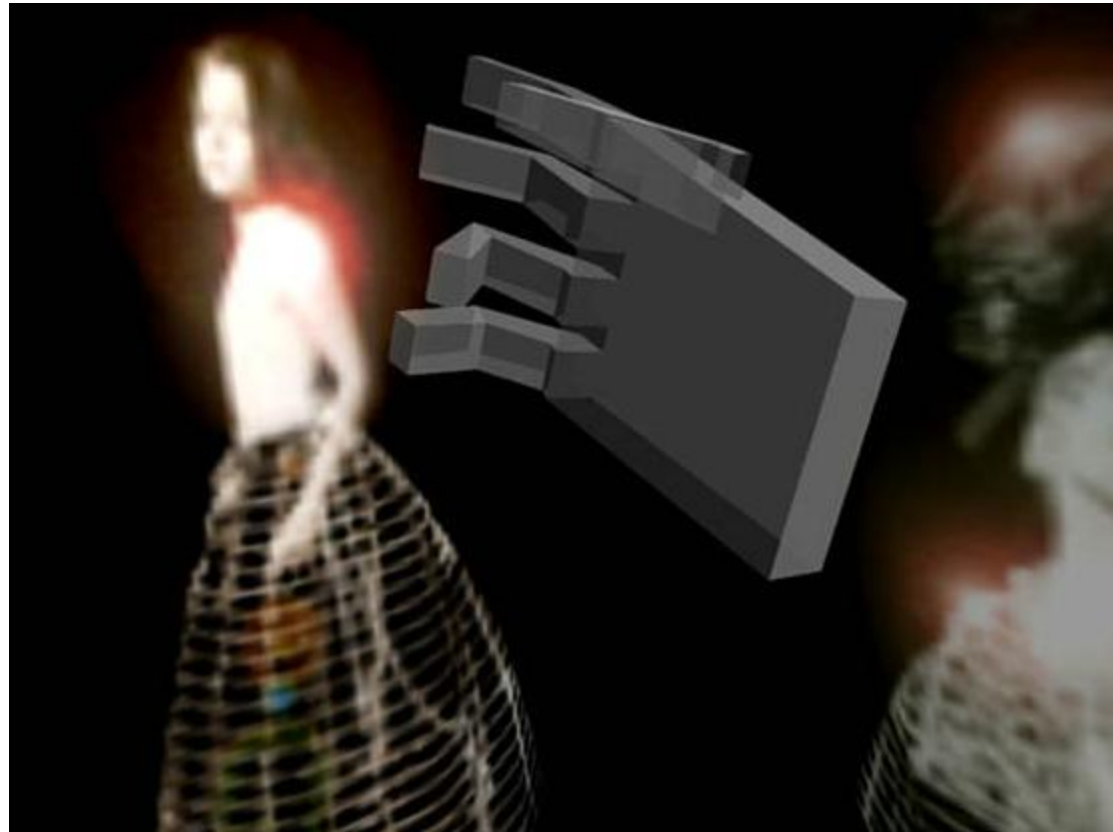


"Artificial Changelings" (1998)



The Age of Globalization

- Immersive/interactive
 - Toni Dove (1946, USA) & Michael Mackenzie

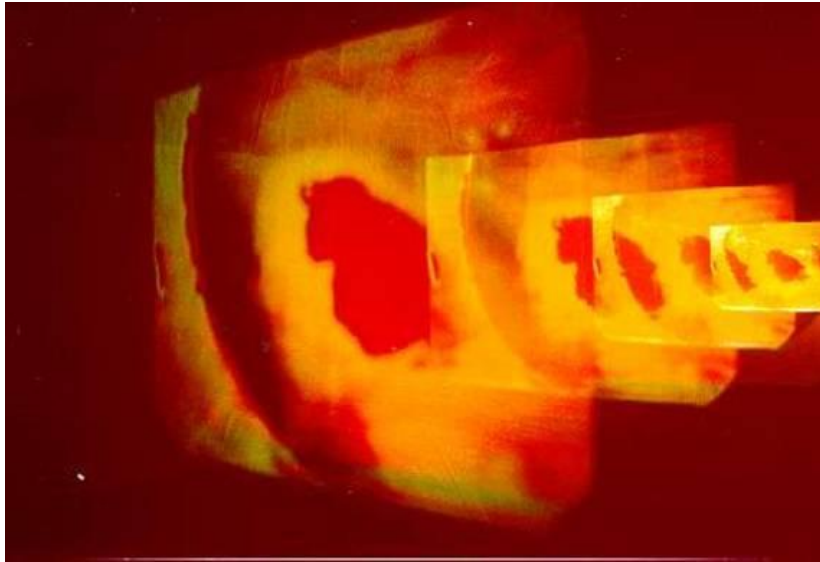


“Archaeology of a Mother Tongue”, VR (1993)

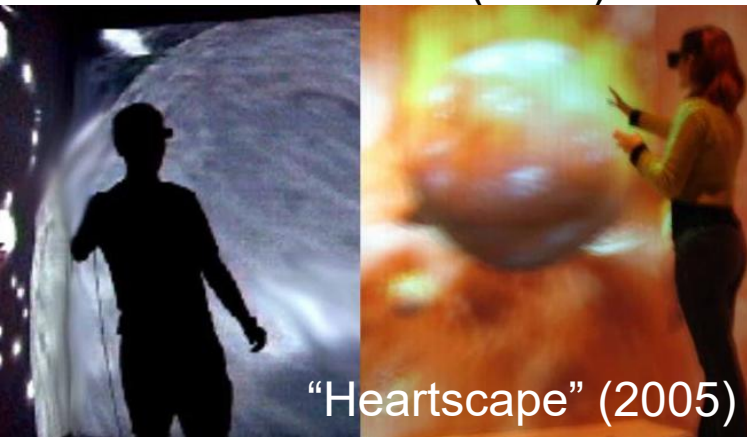
The Age of Globalization

- Multimedia Installation/ Interactive
 - Diana Domingues (1947, Brazil)

“Trans-E” (1997)



“In Viscera” (1995)



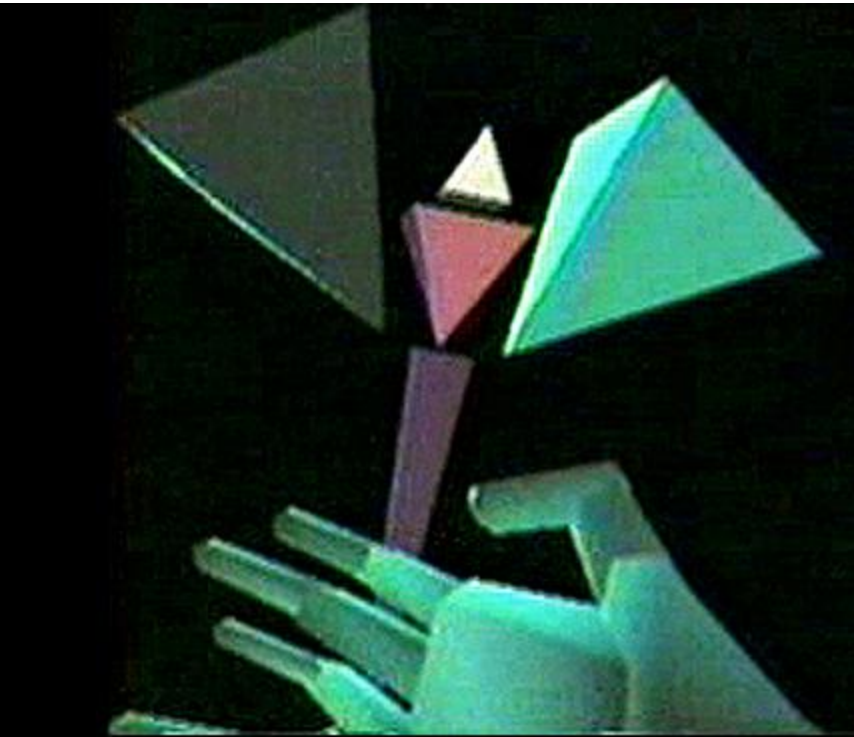
“Heartscape” (2005)



Zapping Zone (2004)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Nicole Stenger (1947, France)



"Angels" (1992), the first VR film

"The Isle That Was A Book" (2011)



The Age of Globalization

- Multimedia Installation/ Interactive
 - GH Hovagimyan (1950, USA)



“Barbie & Ken Politically Correct” (1993)



"A soaPOpera for Laptops" (1997),
with live music by Rhys Chatham

The Age of Globalization

- Multimedia Installation/ Interactive
 - Monika Fleischmann (1950, Germany) & Wolfgang Strauss (1951, Germany)



“Home of the Brain”, VR (1992)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Monika Fleischmann (1950, Germany) & Wolfgang Strauss (1951, Germany)



“Liquid Views” (1993)

“Interfacing the Archive” (2012)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Brenda Laurel (1950, USA) and Rachel Strickland



“Placeholder”, VR (1992)

The Age of Globalization

- Multimedia Installation
 - Ken Feingold (1952, USA)



“Séance Box No.1” (1999),
telerobotics



“The Surprising Spiral” (1991)

The Computer Age

- Digital Media Art
 - Ken Feingold (1952, USA)

“Self Portrait as the Center of the Universe” (1998)



“Where I can see my house from here so we are” (1993), three small robot-puppets



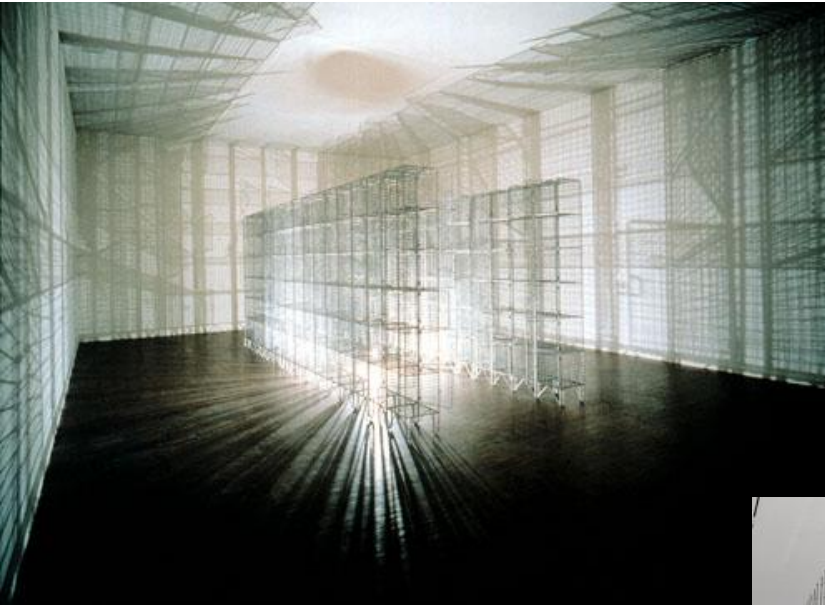
“If/then” (2001), two identical heads that engage in a philosophical conversation

“You” (2004), two identical heads— one with a male voice and the other with a female voice — that engage in a circular argument

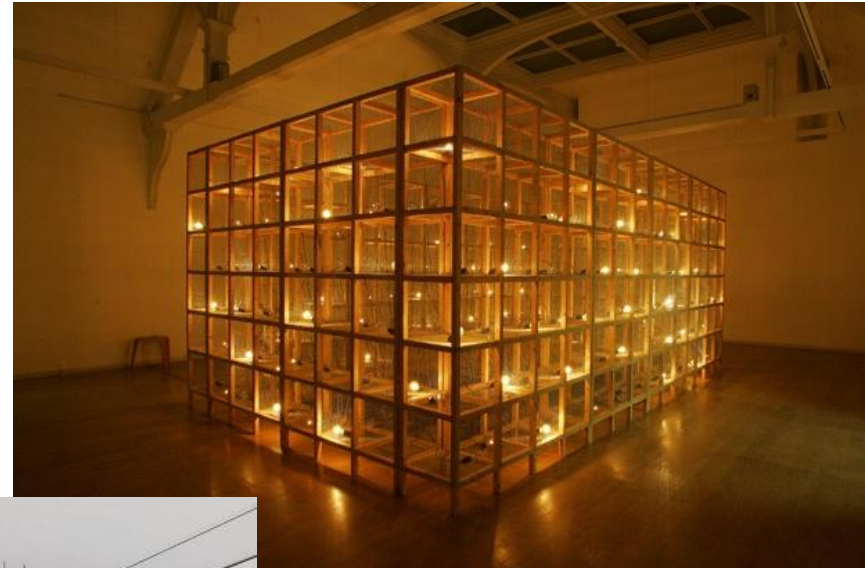


The Age of Globalization

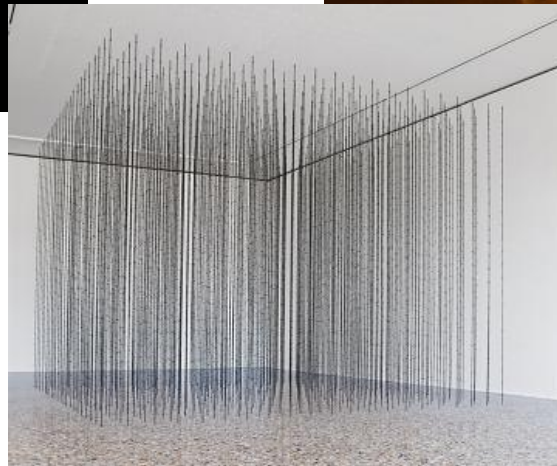
- Multimedia Installation
 - Mona Hatoum (1952, Lebanon)



“Light Sentence” (1992): a single moving light bulb illuminates the wire mesh walls and sculptures of a dark room



“Current Disturbance” (1996): the sound and light of flashing lightbulbs



“Impenetrable” (2009)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Jill Scott (1952, Australia)



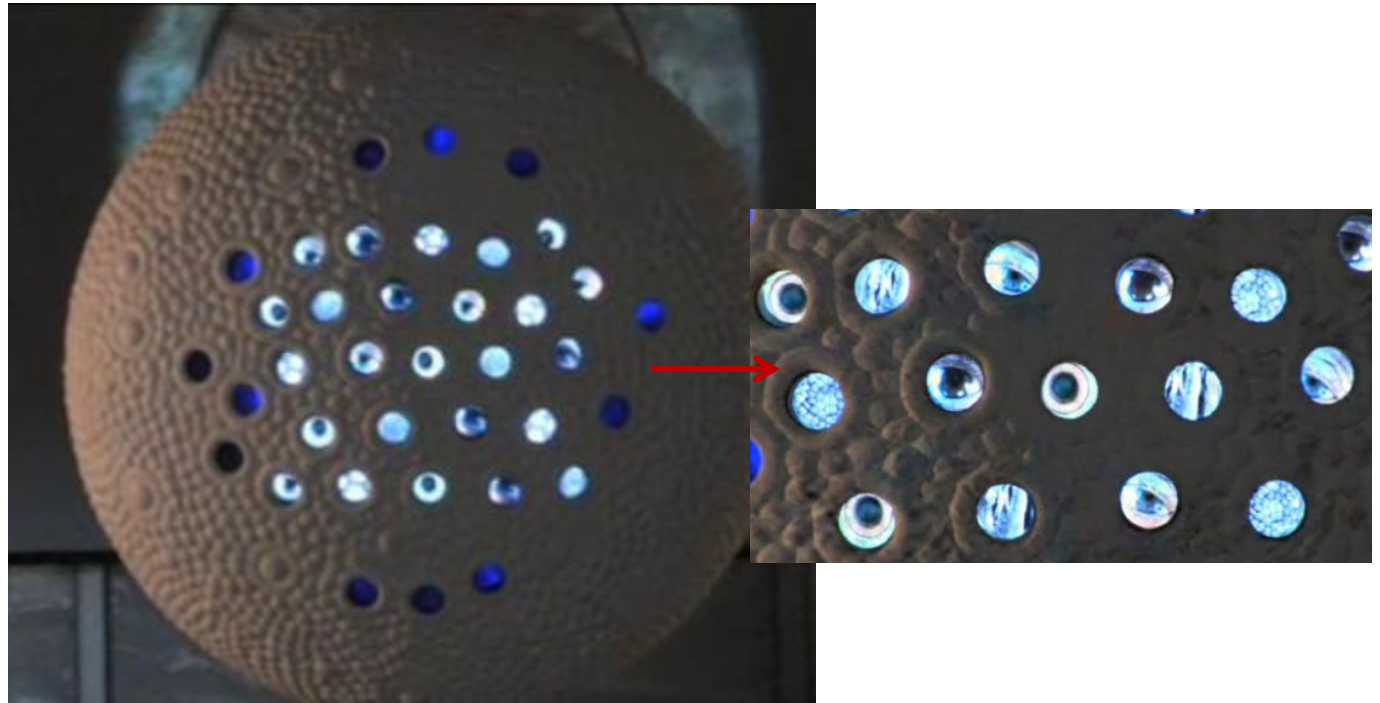
"Frontiers of Utopia" (1995)



"Beyond Hierarchy" (2000)

The Age of Globalization

- Multimedia Installation / Interactive
 - Jill Scott (1952, Australia)



“Electric Retina” (2008)

The Age of Globalization

- Immersive/interactive
 - Michael Naimark (1952, USA)



"Displacements" (1980): projection mapping

"Movie Map" (1979): navigation software



"Be Here Now" (1995)

The Age of Globalization

- Immersive/interactive Video Installation
 - Luc Courchesne (1952, Canada)



“Portrait One” (1990),
interactive video



“The Visitor -
Living by
Numbers” (2001),
interactive video



The Age of Globalization

- Immersive/interactive Video Installation
 - Luc Courchesne (1952, Canada)

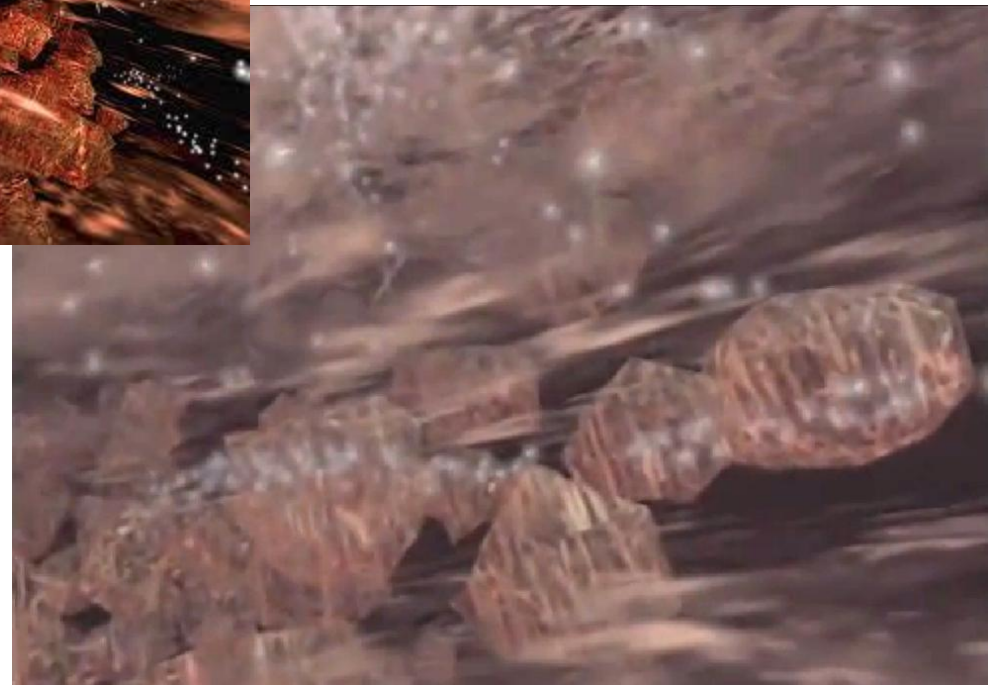
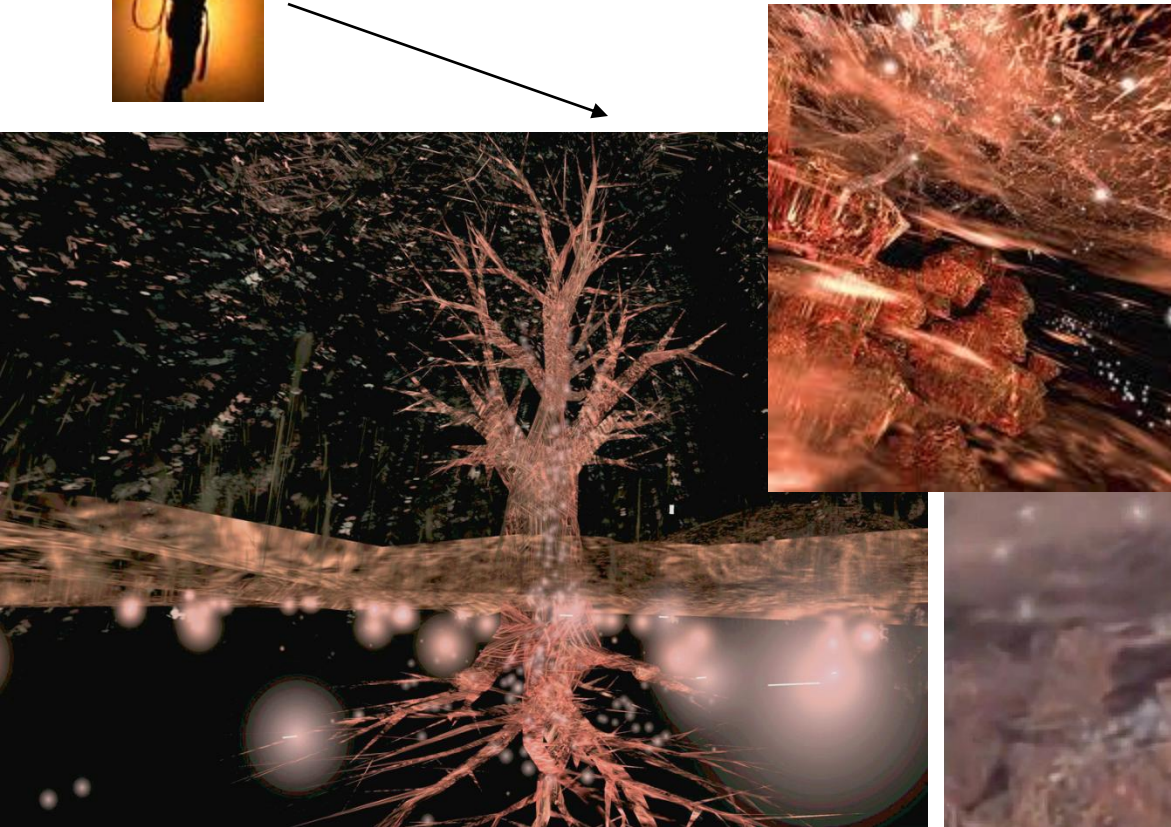


"Family Portrait" (1993)



The Age of Globalization

- Immersive/interactive
 - Charlotte Davies (1954, Canada)



"Osmose" (1998), VR

The Age of Globalization

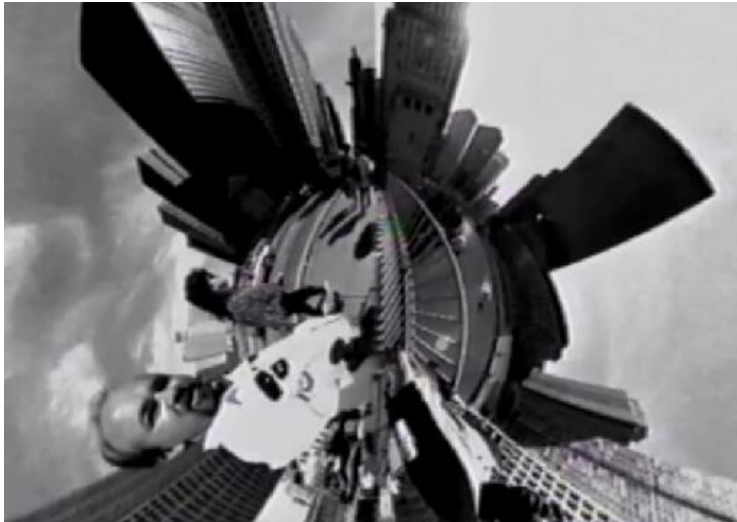
- Immersive/interactive
 - Char Davies (1954, Canada)



Davies: "Ephemere" (1995), VR

The Age of Globalization

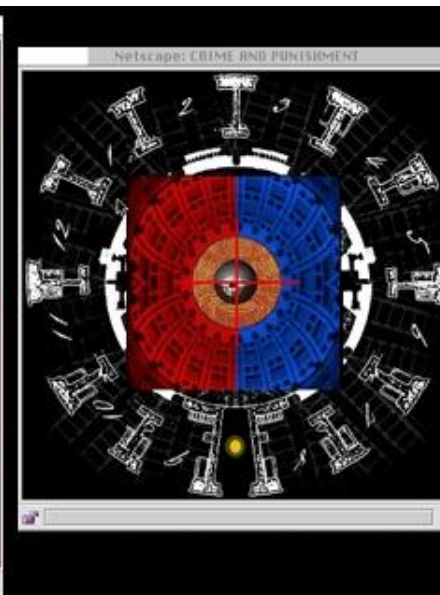
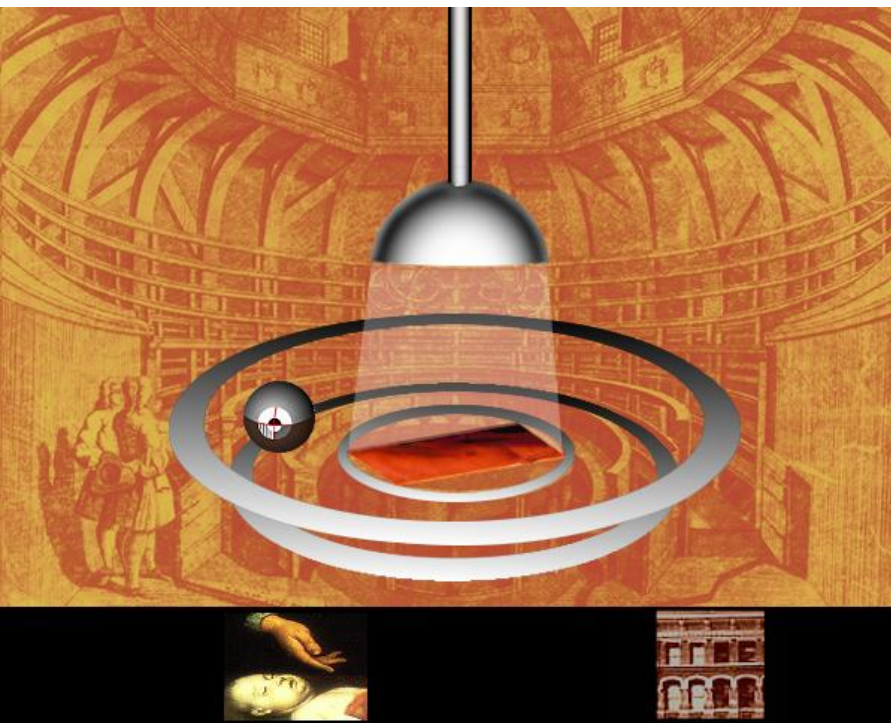
- Immersive/interactive
 - Mirosław Rogala (1954, Poland)



"Lovers Leap" (1995)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Shu Lea Cheang (1954, Taiwan)



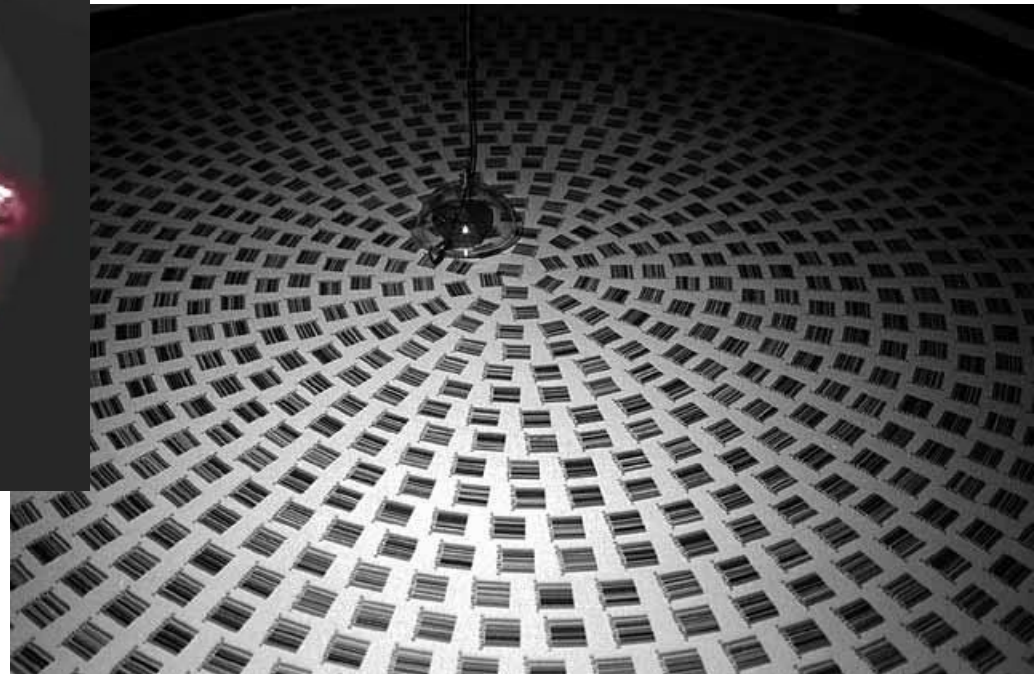
“Brandon” (1998), a website documenting the life and death of a girl pretending to be a boy who was raped and murdered

The Age of Globalization

- Multimedia Installation/ Interactive
 - Perry Hoberman (1954, USA)



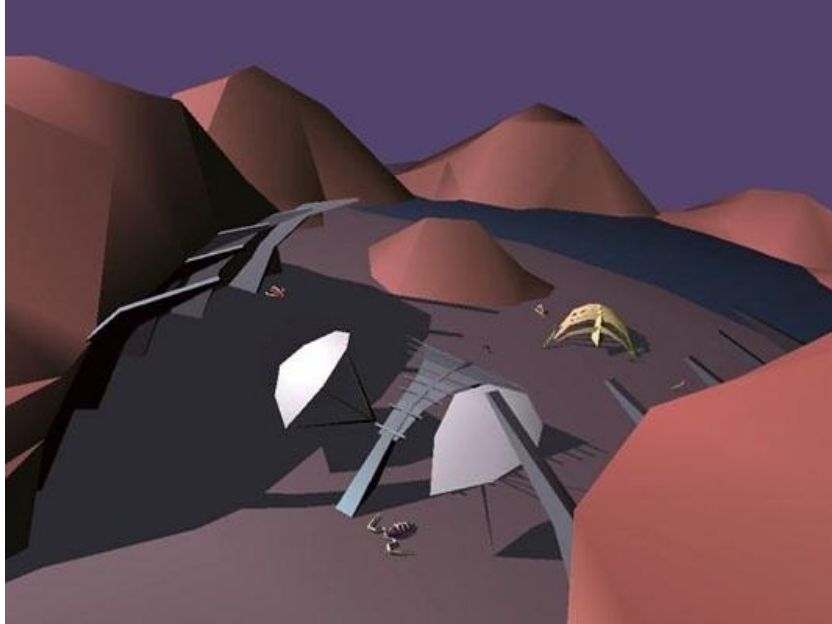
“Timetable” (1999)



“Workaholic” (2000)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Rebecca Allen (1954)



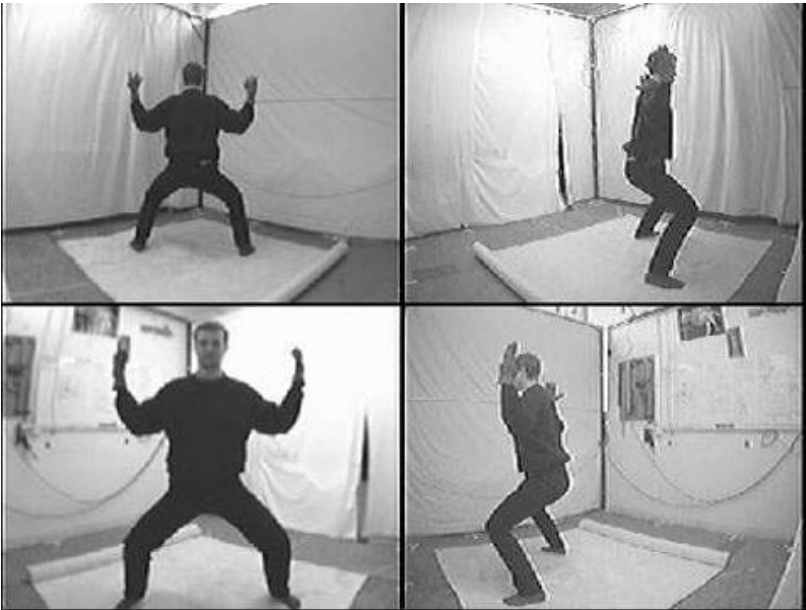
“Bush Soul” (1997)



“Workaholic” (2000)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Simon Penny (1955, Australia)



“Traces” (1999), VR



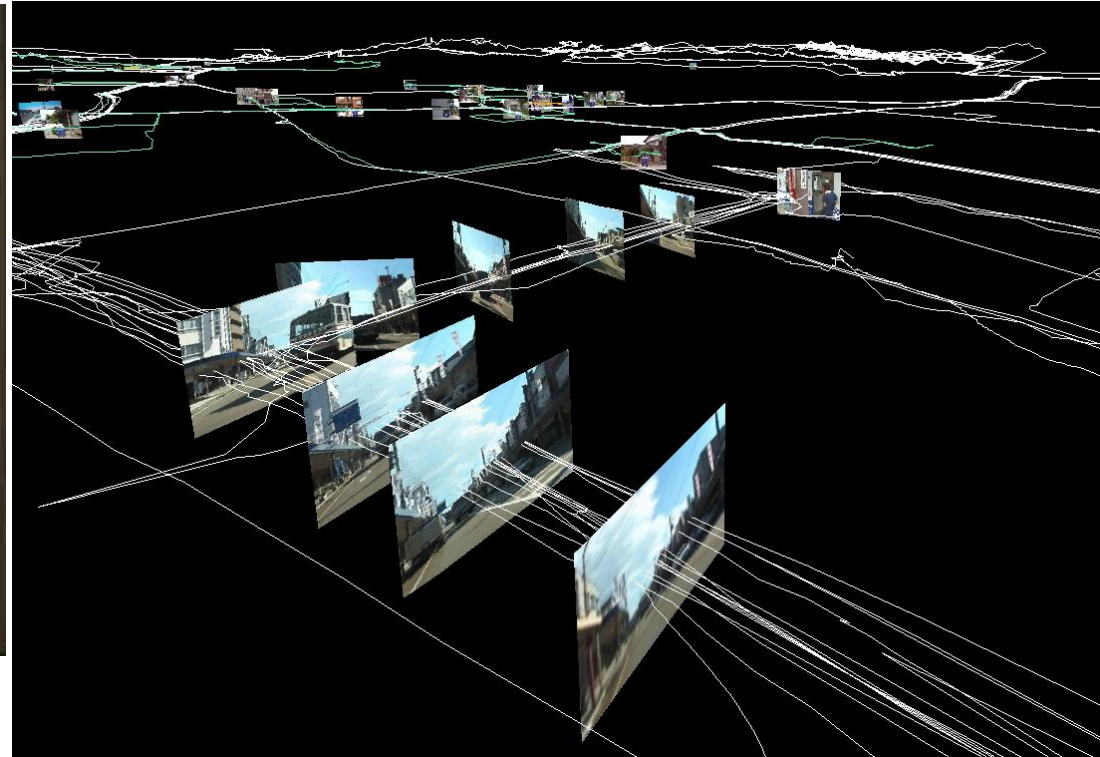
The Age of Globalization

- Multimedia Installation/ Interactive
 - Masaki Fujihata (1956, Japan)

“Field Works” (2002),
reconstructing collective
memories into cyberspace



“Global Interior Project” (1996)

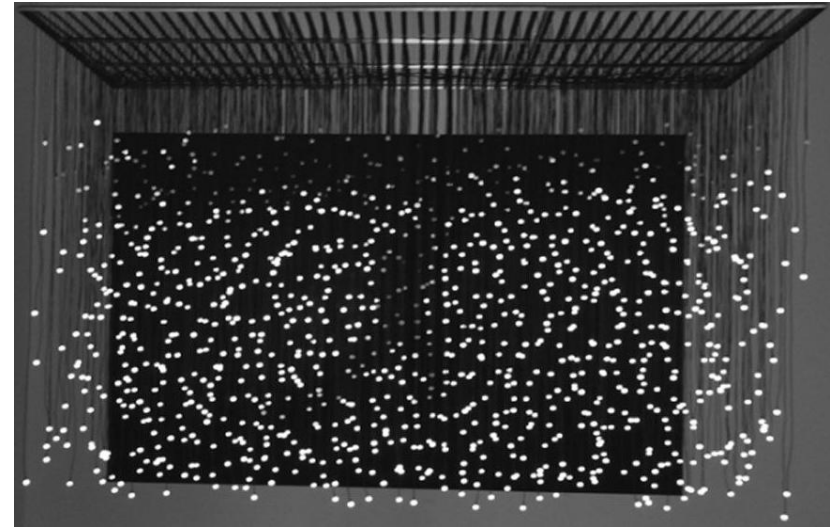


The Age of Globalization

- Multimedia Installation
 - Jim Campbell (1956, USA): LED matrix installations



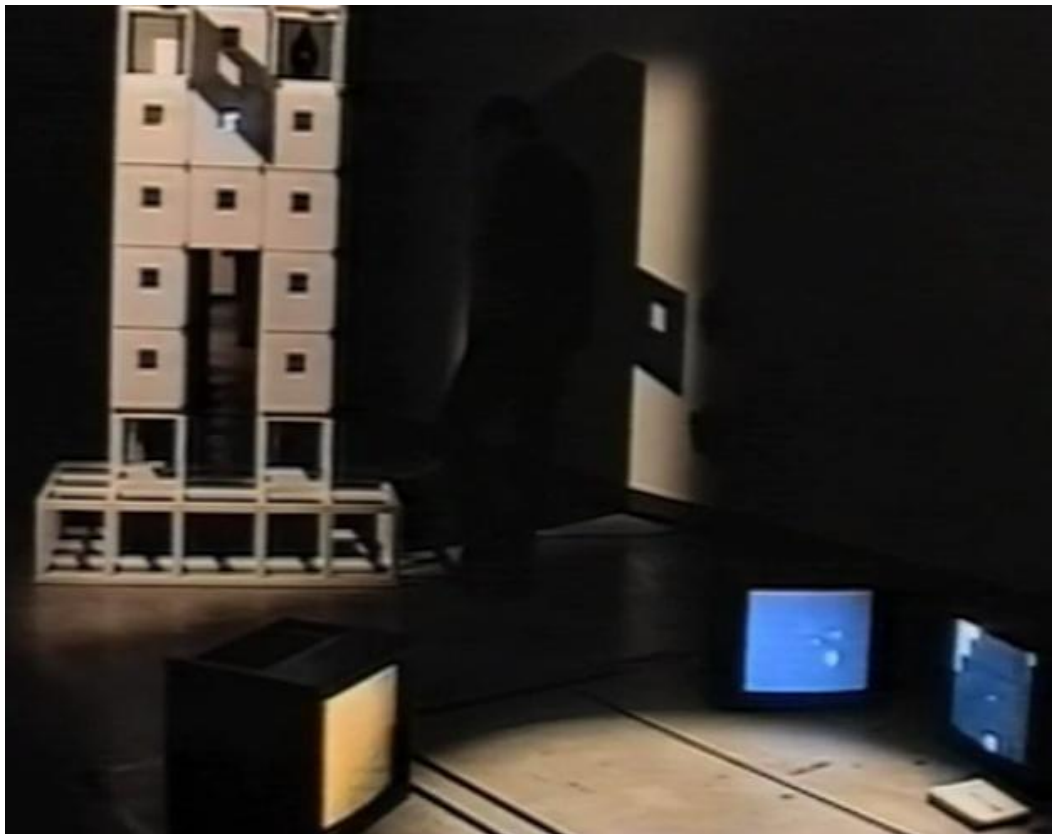
“Fifth Avenue Cutaway” (2001)



“LED Explosion” (2010)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Masaki Fujihata (1956, Japan)

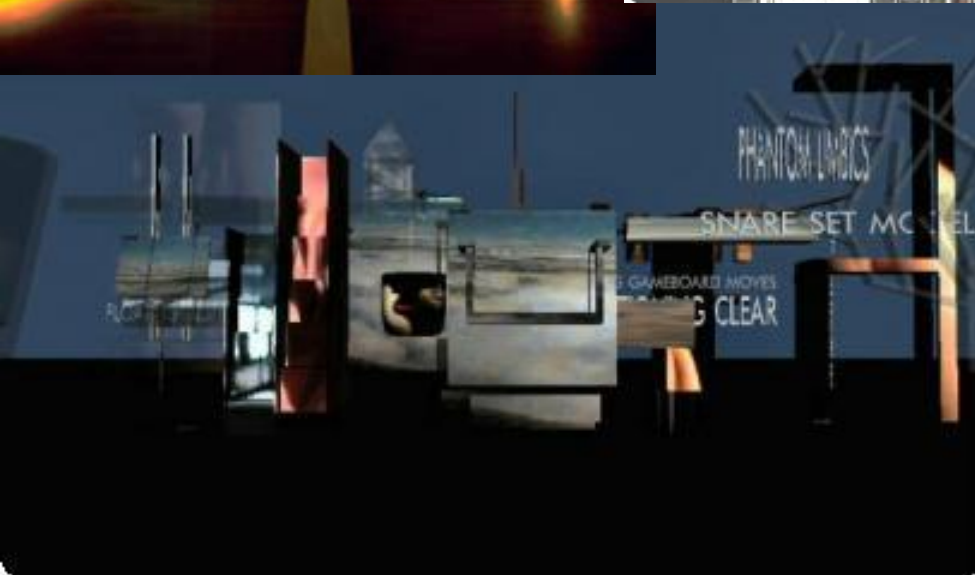


"Removable Reality (1992),
which used an infrared cordless
phone

"Global Interior Project" (1995),
networked multi-user virtual environment

The Age of Globalization

- Multimedia Installation/ Interactive
 - Bill Seaman (1956, USA)

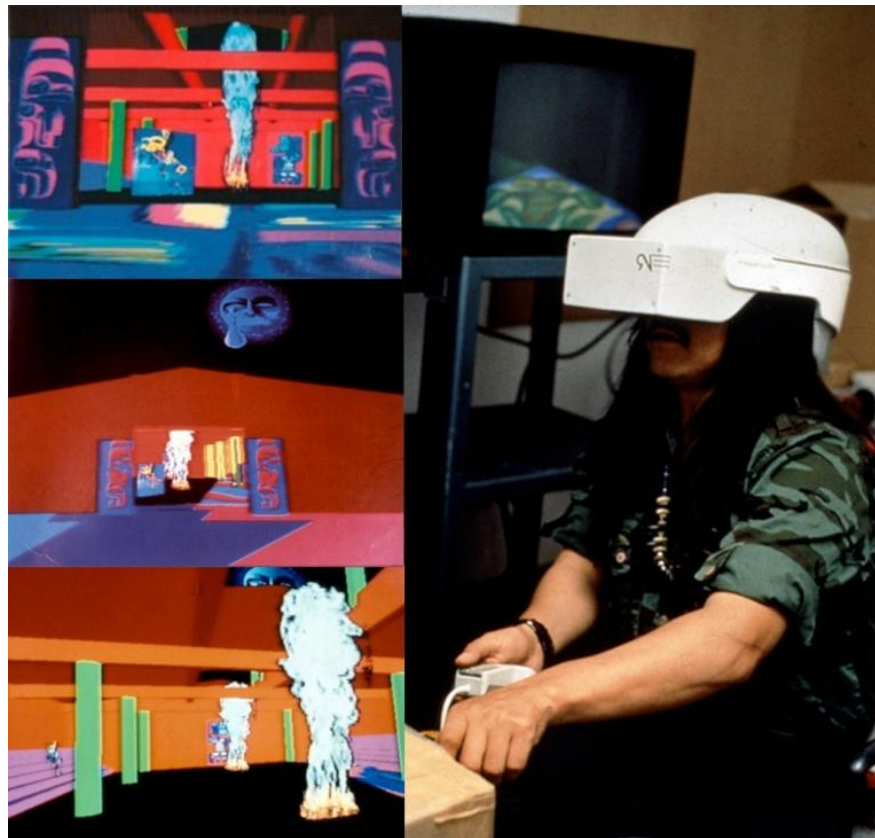


“World Generator” (1996)

“Engine of Engines” (2011)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Lawrence Paul Yuxweluptun (1957, Canada)



“Inherent Rights, Vision Rights” VR (1992)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Janet Cardiff (1957, Canada) and George-Bures Miller (1960, Canada)



"The Dark Pool" (1995),
every object speaks

The Age of Globalization

- Multimedia Installation/ Interactive
 - Ingo Guenther (1957, Germany)



"Refugee Republic" (1996),
data visualization

"World Processor - Field of Globes"
(2000), data visualization



The Age of Globalization

- Tamiko Thiel (1957, USA): augmented reality



“Gardens of the Anthropocene” (2016)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Maurice Benayoun (1957, Algeria)



“World Skin”, VR (1997)



“Cosmopolis” (2005)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Maurice Benayoun (1957, Algeria)



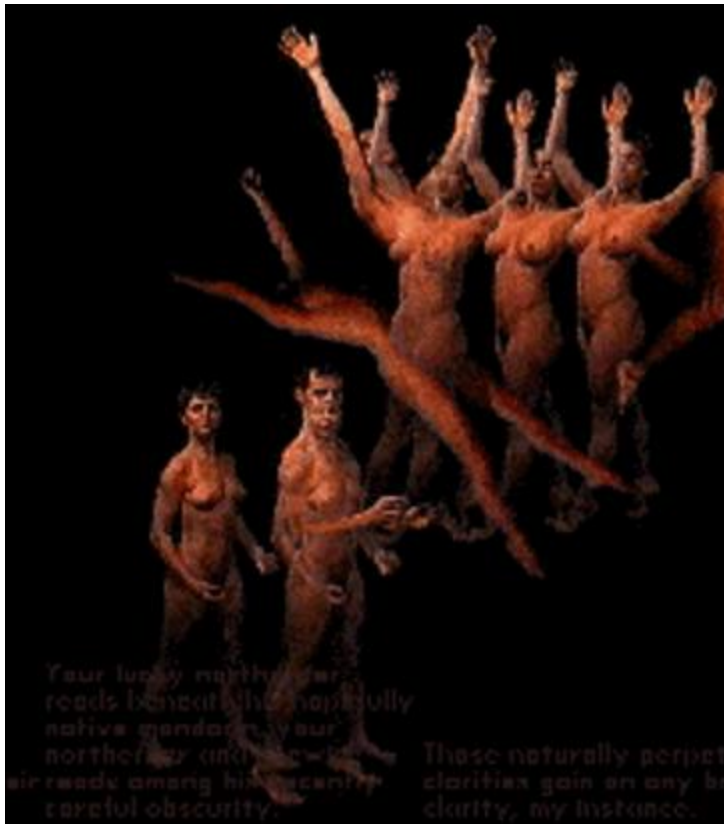
“The Tunnel under the Atlantic” (1995)



“Is the Devil Curved?” (1995)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Simon Biggs (1957, Australia)



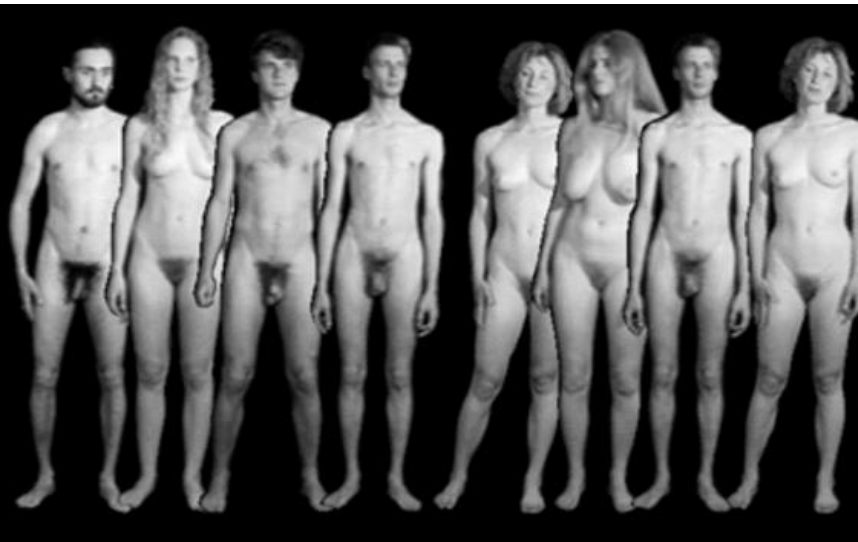
"Halo" (1998)



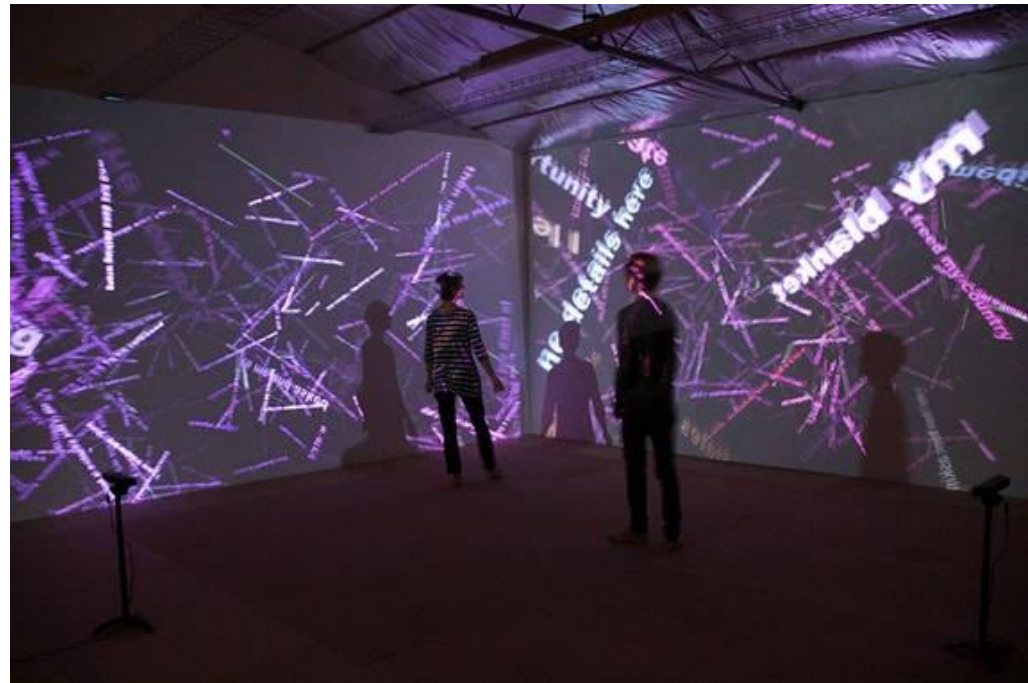
"Parallax" (2001)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Simon Biggs (1957, Australia)



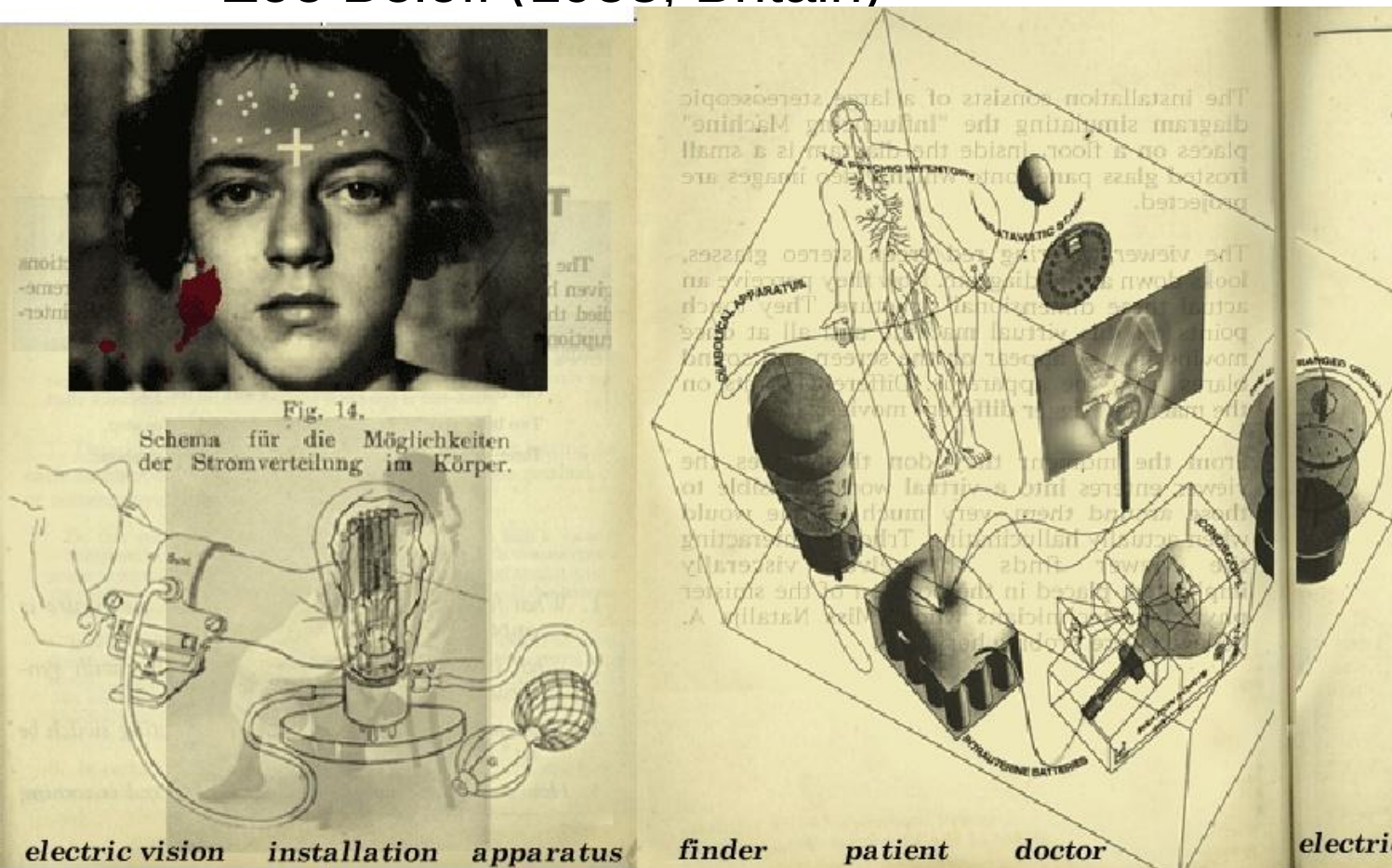
“Shadows” (1993)



“Dark Matter” (2016)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Zoe Beloff (1958, Britain)



"The Influencing Machine" (2001)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Ken Rinaldo (1958, USA)



"Autopoiesis" (2000), interactive robotic installation



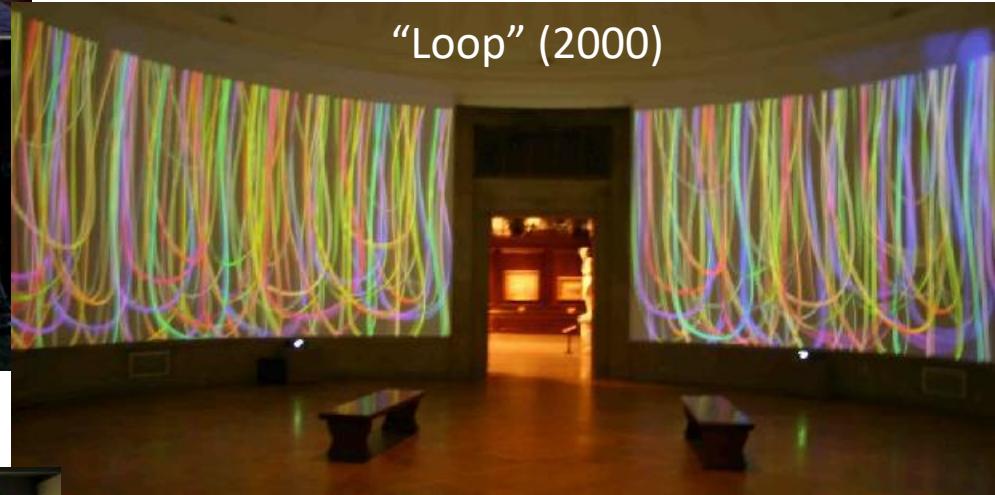
"Augmented Fish Reality" (2004),
interactive robotic installation

The Age of Globalization

- Jennifer Steinkamp (1958, USA): video installations



"Gender Specific" (1989)



"Loop" (2000)



"Still-Life" (2016)

The Age of Globalization

- Jennifer Steinkamp (1958, USA)



“Winter Fountains” (2017)



“You” (2016), VR



"Madame Curie" (2011)

The Age of Globalization

- Alejandro Inarritu
 - Carne y Arena (2017), VR
- Laurie Anderson
 - Chalkroom (2017), VR
 - To the Moon (2017), VR
- Kathryn Bigelow: “Protectors: Walk in the Ranger’s Shoes” (2017), VR



The Age of Globalization

- Multimedia Installation/ Interactive
 - Victoria Vesna (1959, USA)



“Bodies” (1993), a website
to construct bodies



“Zero@wavefunction”
(2002), nanoart



The Age of Globalization

- Immersive/interactive
 - Joachim Sauter (1959, Germany) & Dirk Lüsebrink



“Zerseeher/ Iconoclast” (1991)

The Age of Globalization

- Immersive/interactive
 - Miguel Chevalier (1959, France)



“Periphery” (1998), VR



“Fractal Cloud” (2000)

The Age of Globalization

- Immersive/interactive
 - Tamas Waliczky (1959, Hungary)



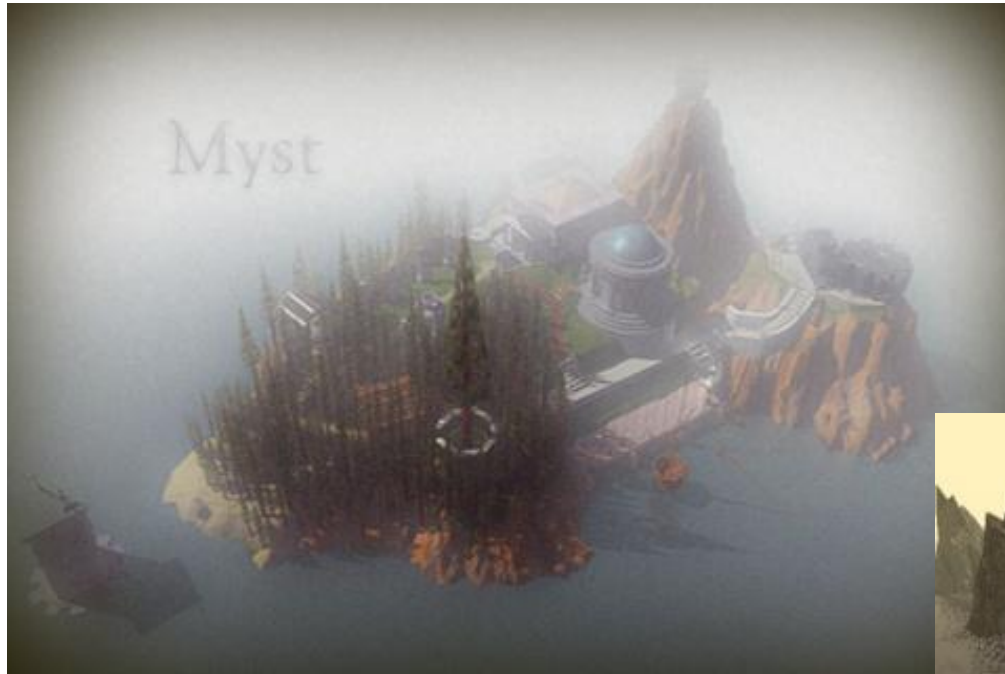
"Focus" (1998)



"Sculptures" (1997)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Rand Miller (1959, USA): gaming

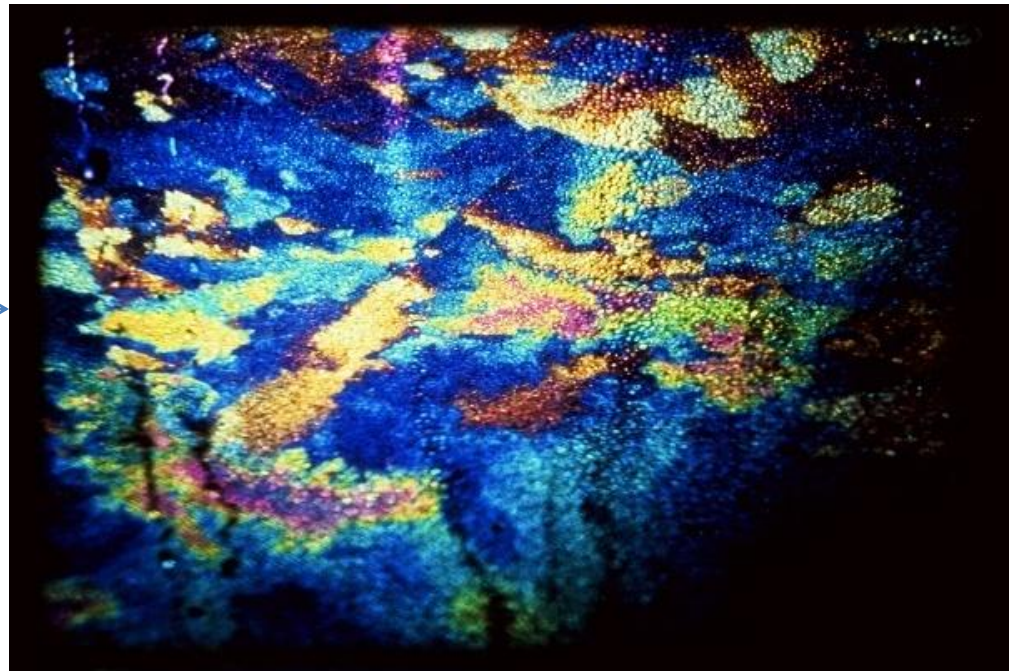


“Myst” (1993), first
“artistic” videogame



The Age of Globalization

- Multimedia Installation/ Interactive
 - Shawn Brixey (1961, USA): art and science



"Alchymeia" (1998), genetically engineered ice crystal installation using human hormones

The Age of Globalization

- Multimedia Installation/ Interactive
 - Naoko Tosa (1961, Japan)

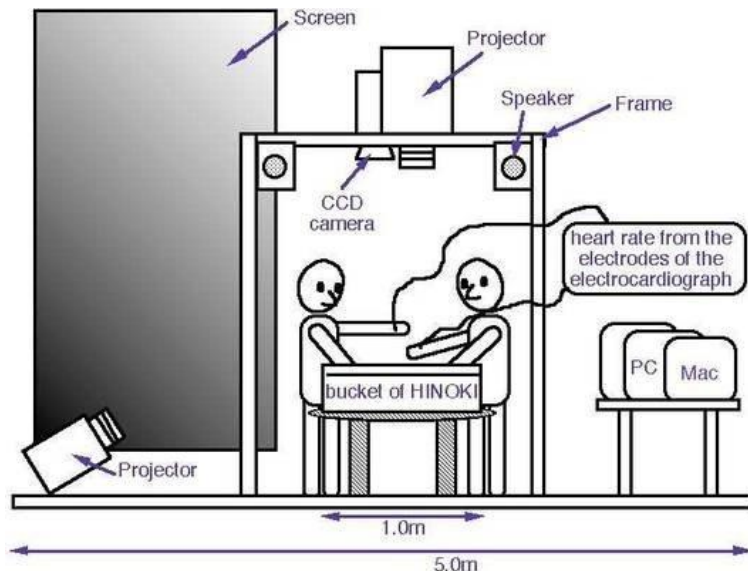


“Talking to Neuro Baby”
(1993), emotion recognition



“Interactive Poem” (1996),
collaborative poetry

“Unconscious Flow” (1999)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Chico MacMurtrie (1961, USA): Amorphic Robot Works (1992)



"Ancestral Path/ Robotic Church" (2000), a crowd of animated computer-controlled pneumatic sculptures



"Urge to Stand" (1999)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Mel Chin (1961, USA)

"Knowmad" (2000),
videogame based on rug
patterns of nomadic
people facing cultural
extinction



The Age of Globalization

- Multimedia Installation/ Interactive
 - Mel Chin (1961, USA)

Artist Mel Chin Floods Times Square With Virtual Reality Art to Sound the Alarm on Climate Change

The prophetic artwork is a team-up with Microsoft HoloLens.

Sarah Cascone, July 12, 2018



“Wake and Unmoored” (2018),
virtual reality

The Age of Globalization

- Mark Dion (1961, USA):
cabinets of curiosity



Tate Thames Dig (1999)



"Cabinets of Curiosities (2001)

The Age of Globalization

- Mark Dion (1961, USA)



“Systema Metropolis” (2007)



The Age of Globalization

- Mark Dion (1961, USA)



"The Melancholy Museum" (2019)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Toshio Iwai (1962, Japan)



Well of Lights (1992)

The Age of Globalization

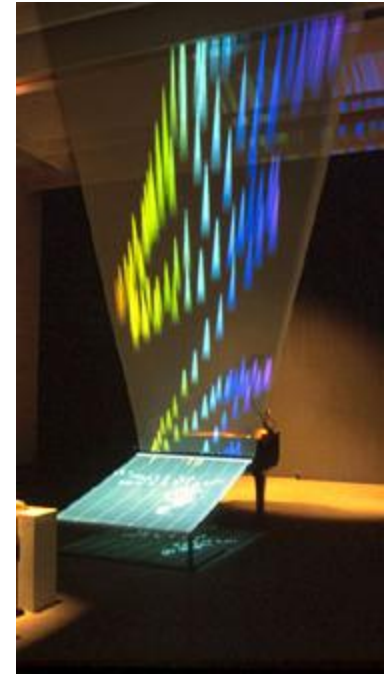
- Computer Art
 - Toshio Iwai (1962, Japan): optical illusion



“Morphovision” (2005)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Toshio Iwai (1962, Japan)



“Piano” (1995)

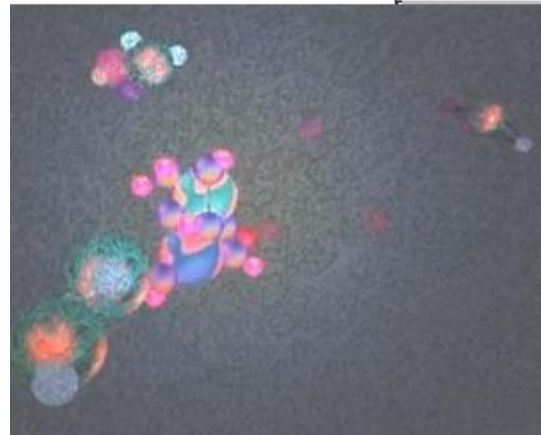
The Age of Globalization

- Multimedia Installation/ Interactive
 - Richard Brown (19??, ??)

"Biotica" (1999), simulated evolution



"Alembic" (1997), VR



The Age of Globalization

- Multimedia Installation/ Interactive
 - Karl Sims (1962, USA): simulated evolution

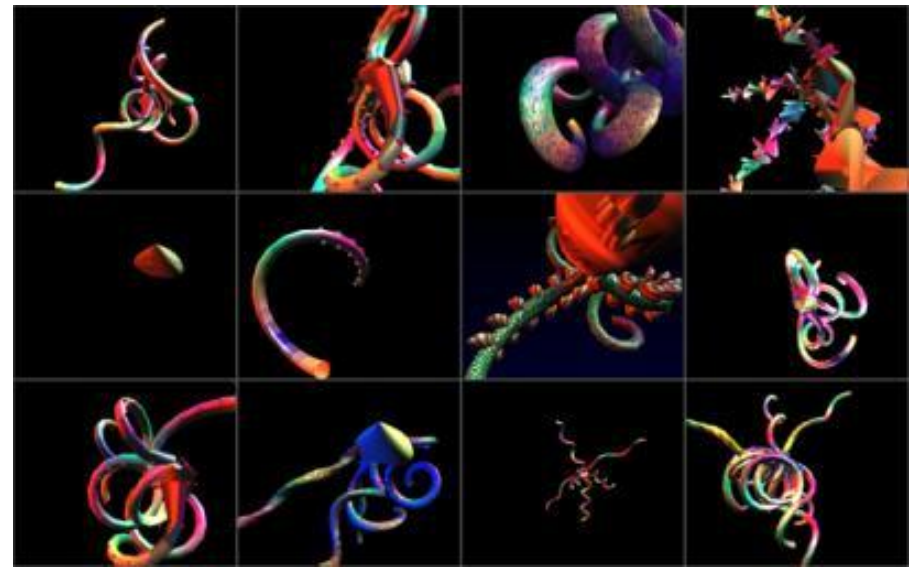


“Panspermia” (1990)

“Tori” (1991)



“Galapagos” (1997)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Karl Sims (1962, USA): simulated evolution



“Galapagos” (1997)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Natalie Bookchin (1962, USA): gaming
 - John Klima (1971, USA): gaming

“Train” (2003)



“Metapet” (2003)



The Age of Globalization

- Multimedia Installation
 - Pierre Huyghe (1962, France)

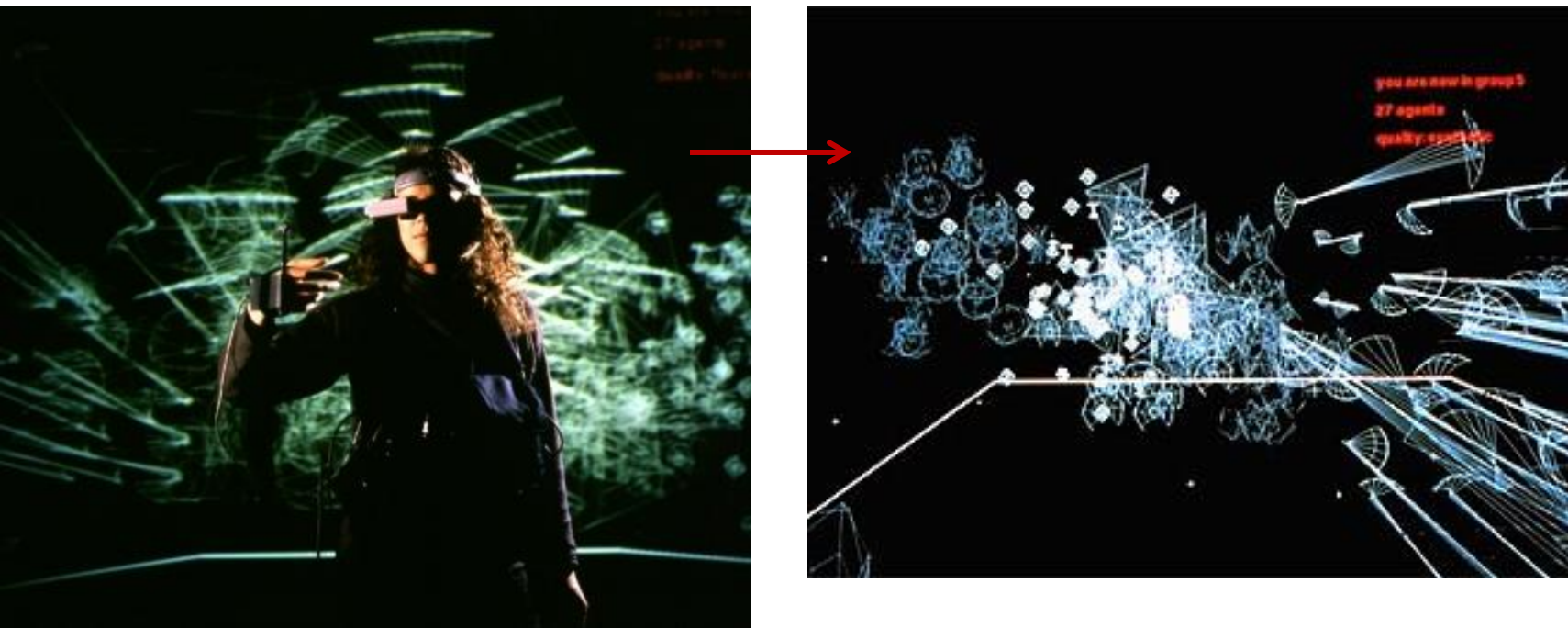


“L'Expédition Scintillante”
(2002) - on three stages



The Age of Globalization

- Multimedia Installation/ Interactive
 - Knowbotic Research (Switzerland, founded 1991):
Yvonne Wilhelm (1962), Christian Huebler (1962),
Alexander Tuchacek (1962)

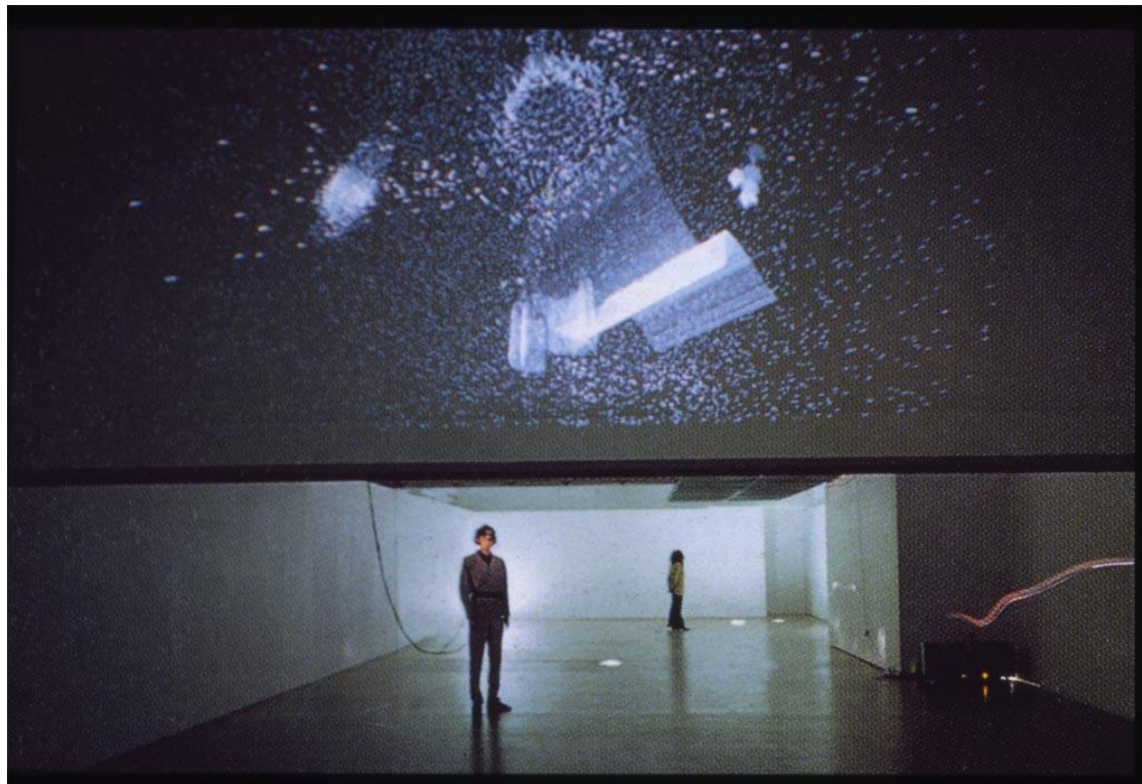


“Simulation Mosaik Data Klaenge” (1993)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Knowbotic Research

“Dialogue with the Knowbotic South” (1994)



The Age of Globalization

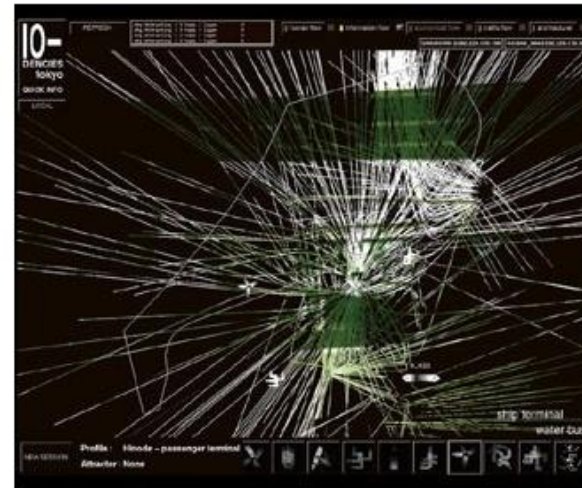
- Multimedia Installation/ Interactive
 - Knowbotic Research



“Anonymous Muttering” (1996)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Knowbotic Research



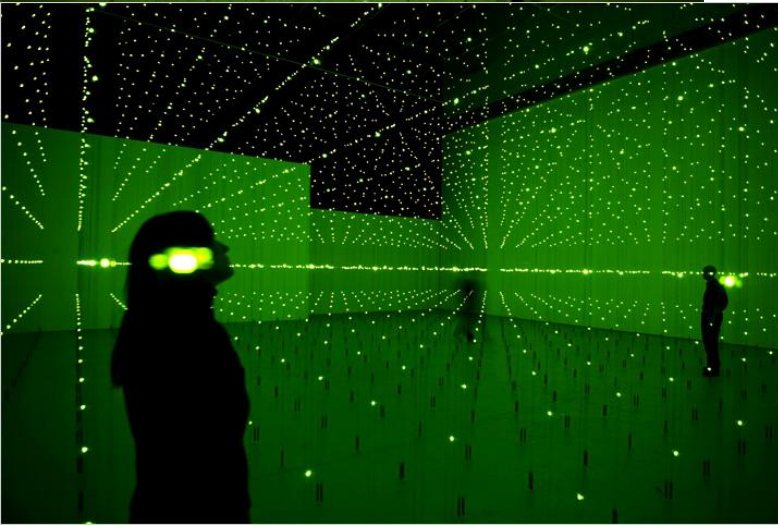
"IO_dencies" (1997)

The Age of Globalization

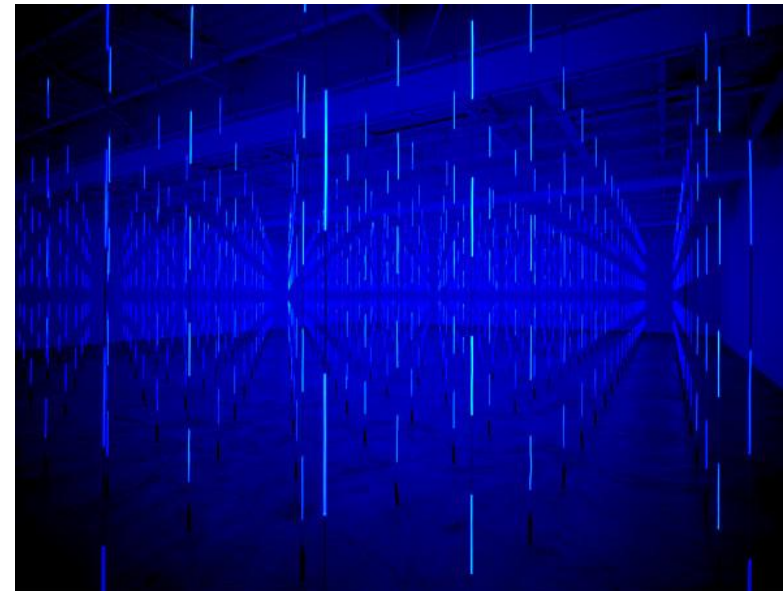
- Multimedia Installation
 - Erwin Redl (1963, Austria) : LED matrix installations



“Matrix II”
(2000)



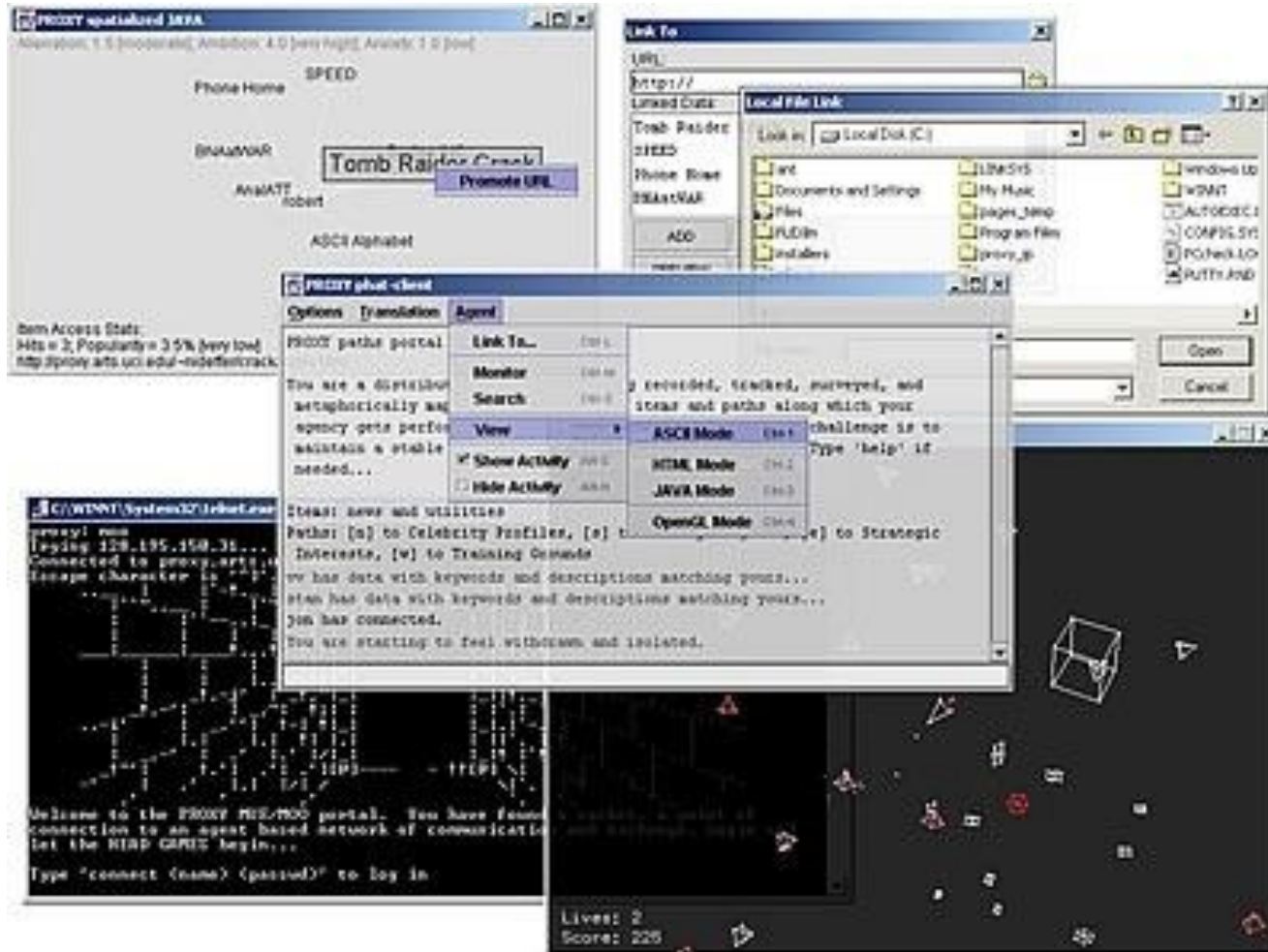
“Fade I”
(2004)



“Matrix XV”
(2007)

The Age of Globalization

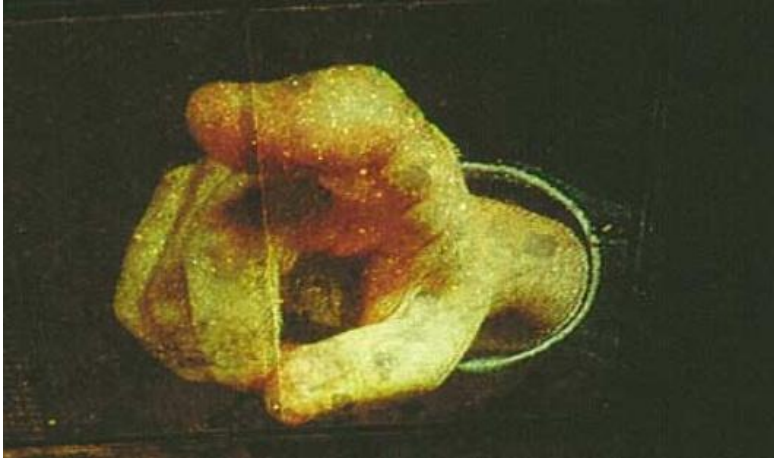
- Multimedia Installation/ Interactive
 - Robert Nideffer (1964, USA)



“Proxy” (1998)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Susan Collins (1964, Britain)



“Audiozone” (1994)

“Pedestrian Gestures” (1994)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France): simulated evolution

“A-Volve” (1994)



“Interactive Plant Growing” (1992)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France)



“Mobile Feelings” (2002),
devices that allow users
feel each other’s heartbeat



“Living Room” (2001),
immersive environment

The Age of Globalization

- Multimedia Installation/ Interactive
 - Christa Sommerer (1964, Austria) & Laurent Mignonneau (1967, France)



“Phototropy” (1995),
simulated evolution



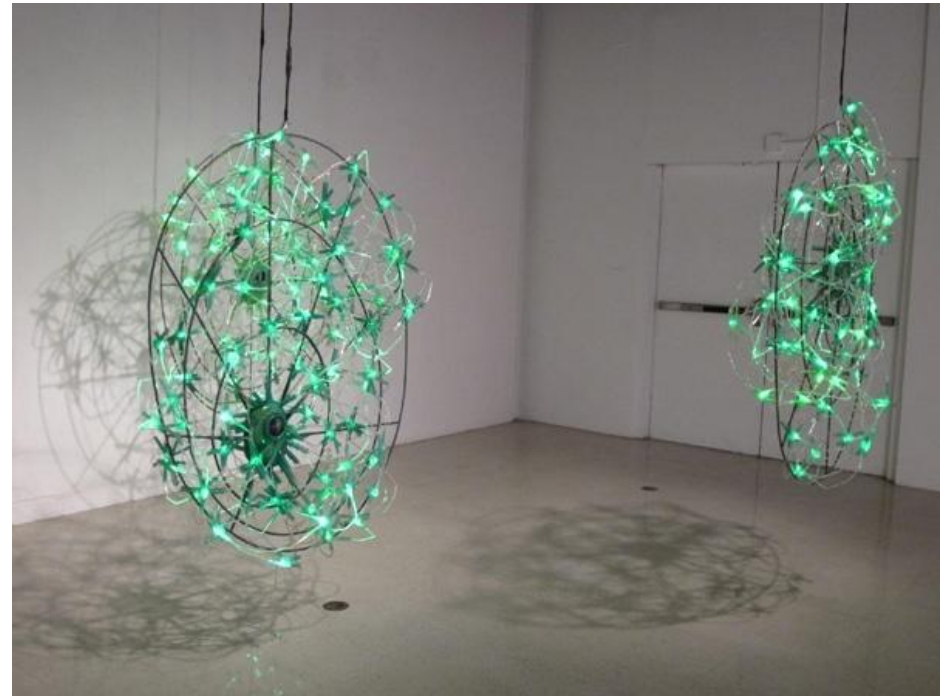
“Riding the Net” (2000),
immersive environment

The Age of Globalization

- Multimedia Installation
 - Deborah Aschheim (1964, USA)



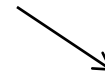
“Earworm” (2008)



“June 10” (2007)

The Age of Globalization

- Multimedia Installation
 - Jane Prophet (1964, Britain)



"TechnoSphere" (1995), VR

The Age of Globalization

- Multimedia Installation/ Interactive
 - Agnes Hegedus (1964, Hungary)

“Handsight” (1992)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Agnes Hegedus (1964, Hungary)

Virtual world “Memory Theater” (1997)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Ulrike Gabriel (1964, Germany)

"Terrain 01" (1993), simulated evolution



"Perceptual Arena" (1993), VR



The Age of Globalization

- Multimedia Installation/ Interactive
 - Stahl Stenslie (1965, Norway)



"Inter_skin" (1994), suit for tactile communication

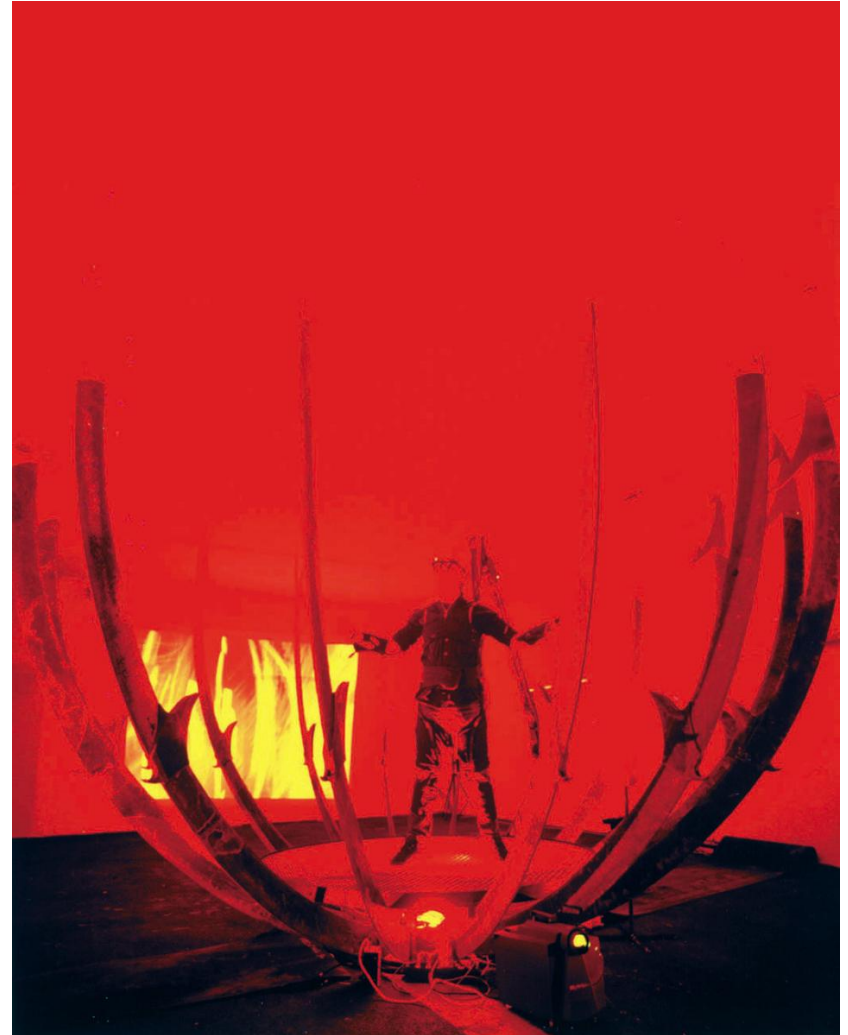


"CyberSM" (1993), real-time, visual, auditory, and tactile tele-haptic communication system

"Solve et Coagula (1997), cyborganism

The Age of Globalization

- Multimedia Installation/ Interactive
 - Stahl Stenslie (1965, Norway)



"Solve et Coagula (1997), cyborganism

The Age of Globalization

- Multimedia Installation/ Interactive
 - Kazuhiko Hachiya (1966, Japan)



“Inter Dis-communication Machine” (1993),
interconnected virtual reality

The Age of Globalization

- Multimedia Installation/ Interactive
 - Darij Kreuh (1966, Slovenia) and Davide Grassi (1970, Italy)



"Brainscore" (2000) for eye scans and brain scans

The Age of Globalization

- Multimedia Installation/ Interactive
 - Mark Tribe (1966, USA)



“Apparitions” (1994), VR

The Age of Globalization

- Multimedia Installation/ Interactive
 - Darij Kreuh (1966, Slovenia) and Davide Grassi (1970, Italy)



"Brainscore" (2000) for eye scans and brain scans

The Age of Globalization

- Multimedia Installation/ Interactive
 - Feng Mengbo (1966, China): retro gaming



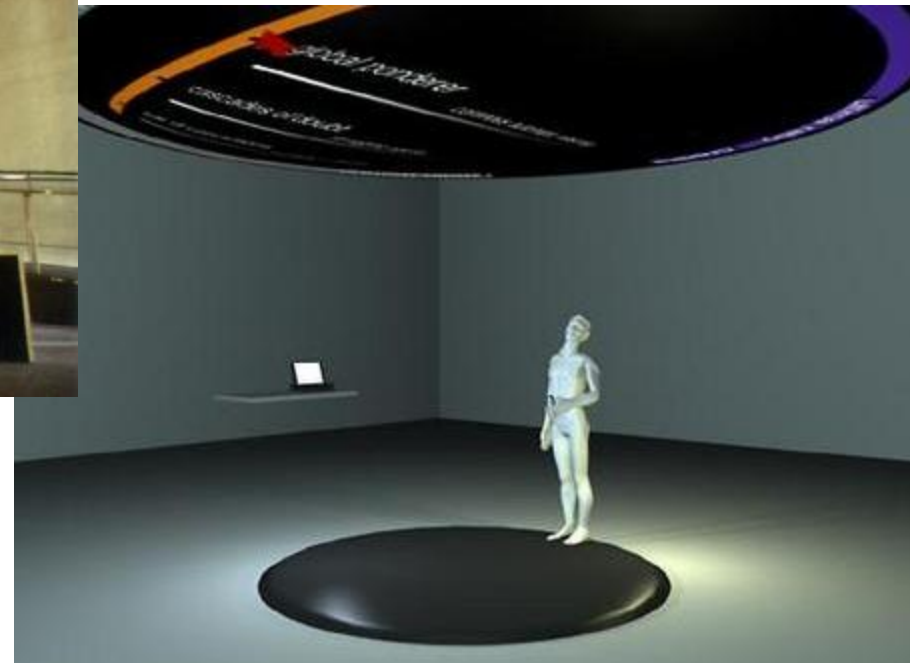
“Q4U” (2001)

“Long March: Restart” (2008)



The Age of Globalization

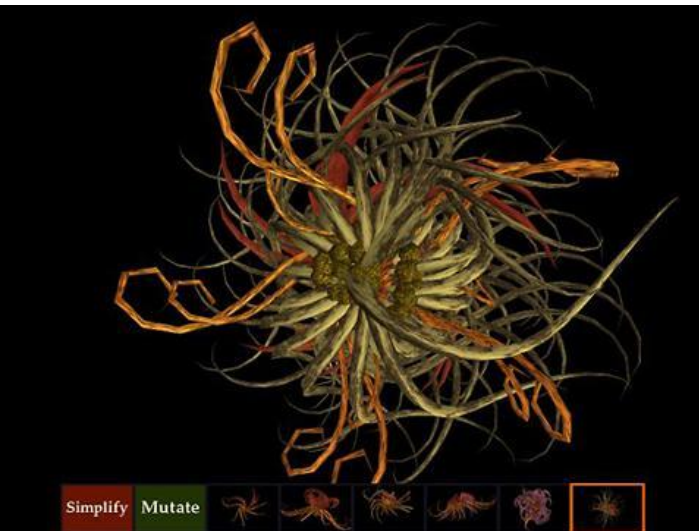
- Multimedia Installation/ Interactive
 - Daniela Alina Plewe (1966, Germany)



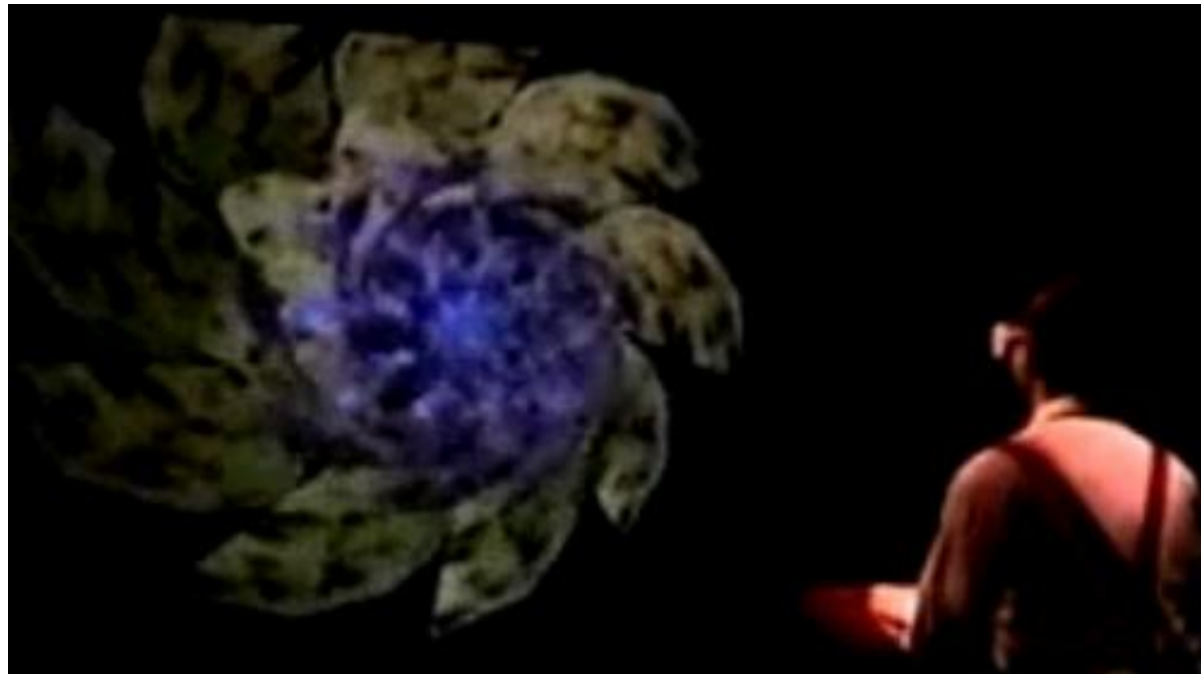
"Ultima Ratio" (1998)

The Age of Globalization

- Multimedia installations/ Interactive
 - Bernd Lintermann (1967, Germany): simulated evolution



"Morphogenesis" (1997)



"Sonomorphis" (1998)

The Age of Globalization

- Multimedia installations
 - Olafur Eliasson (1967, Denmark)



“The Forked Forest Path” (1998)

“Your Strange Certainty
Still Kept” (1996)



The Age of Globalization

- Multimedia installation
 - Olafur Eliasson (1967, Denmark)



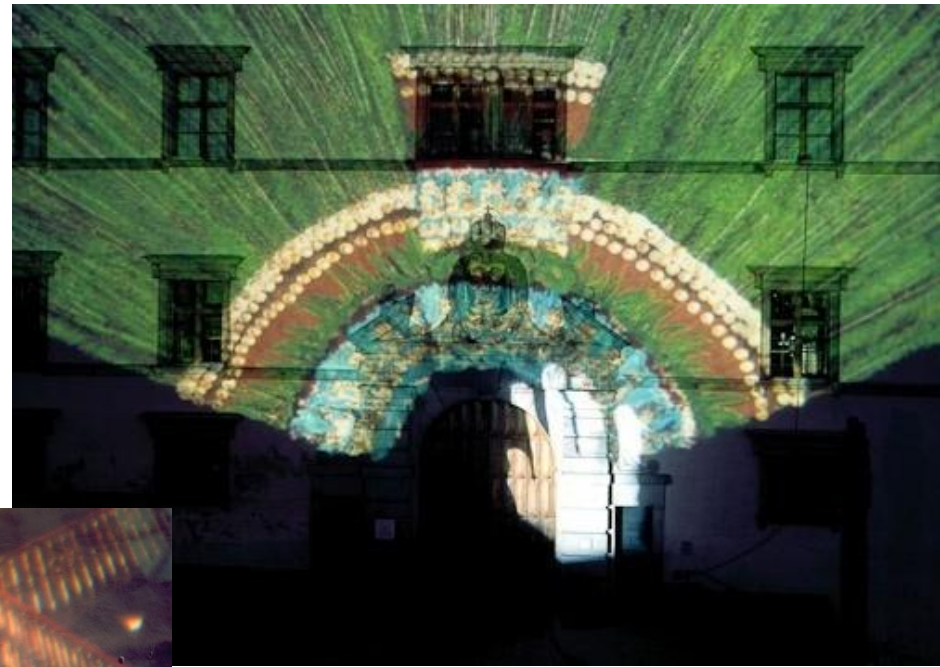
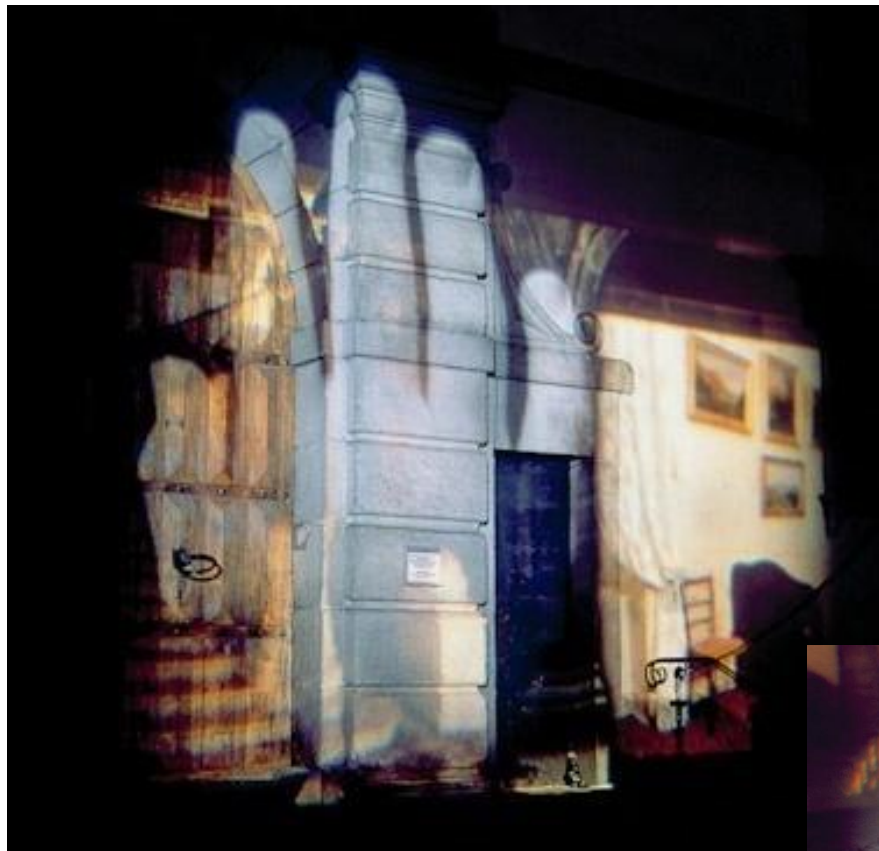
“One-way colour tunnel” (2007)

“Your Mobile Expectations” (2007)



The Age of Globalization

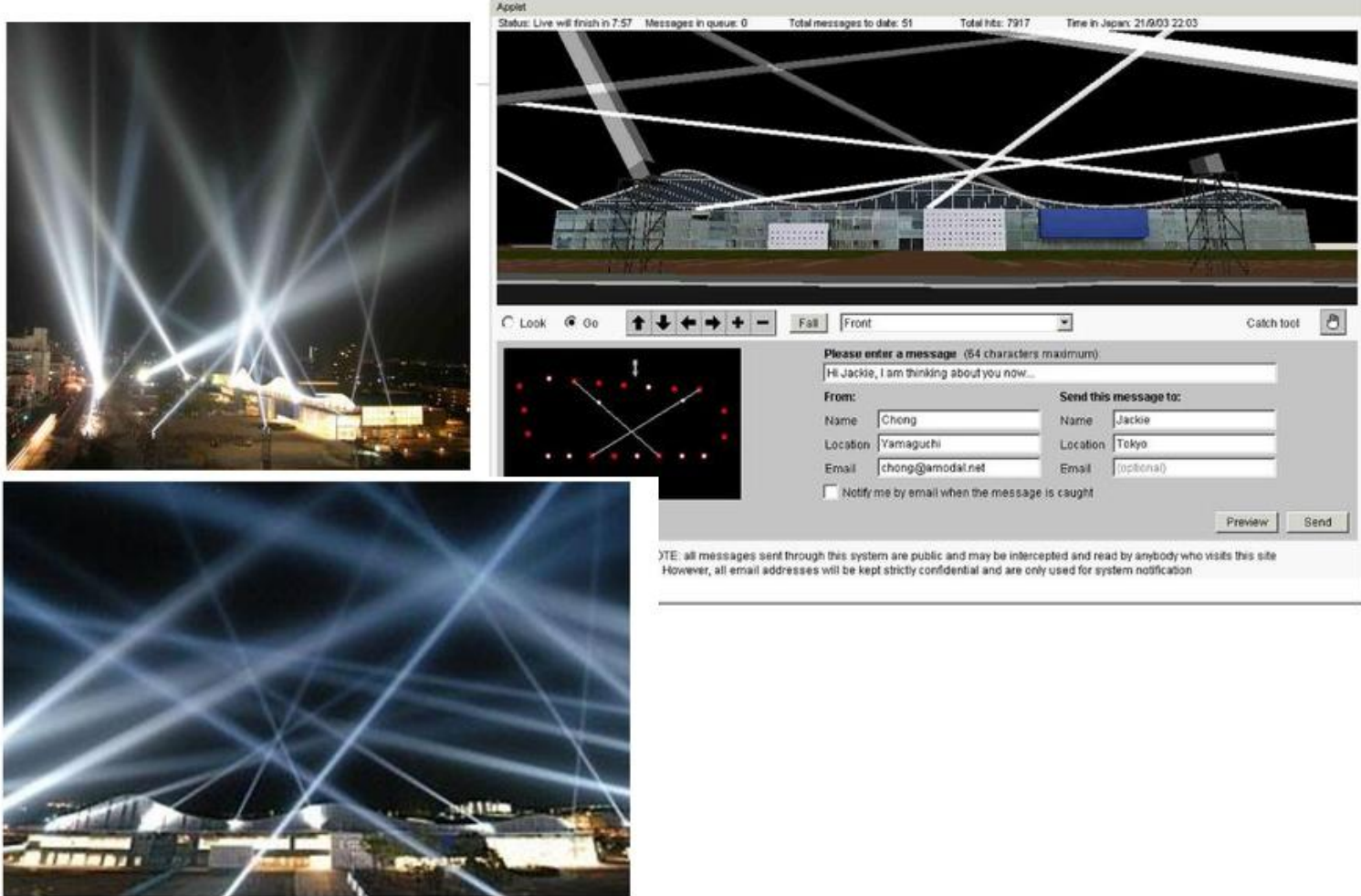
- Multimedia Installation
 - Rafael Lozano-Hemmer (1967, Canada)



“Displaced Emperors
Relational Architecture 2” (1997)

The Age of Globalization

- Multimedia Installation
 - Rafael Lozano-Hemmer (1967, Canada)



“Amodal Suspension, Relational Architecture 8” (2003)

The Age of Globalization

- Immersive
 - Mariko Mori (1967, Japan)



"Wave UFO" (2003),
with a brainwave-
reading dream pod



"White Hole" (2010)



"The Beginning of
the End" (2000)

The Age of Globalization

- Multimedia Installation
 - Jennifer McCoy (1968) and Kevin McCoy (1967)



“Every Shot Every Episode”
(2001), a database of 10000 shots
from episodes of a tv soap opera

“201 - a space algorithm” (2001)
allows the viewer/user to re-edit
Kubrick’ “2001 Space Odyssey”

The Age of Globalization

- Multimedia Installation
 - Robert Henke (1969, Germany)



"Fragile Territories" (2012)

"Lumiere" (2013)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Scott Snibbe (1969, USA)



"Boundary Functions" (1998)

"Deep Walls" (2002)



The Age of Globalization

- Multimedia Installation
 - Jacob Dahlgren (1970, Sweden)

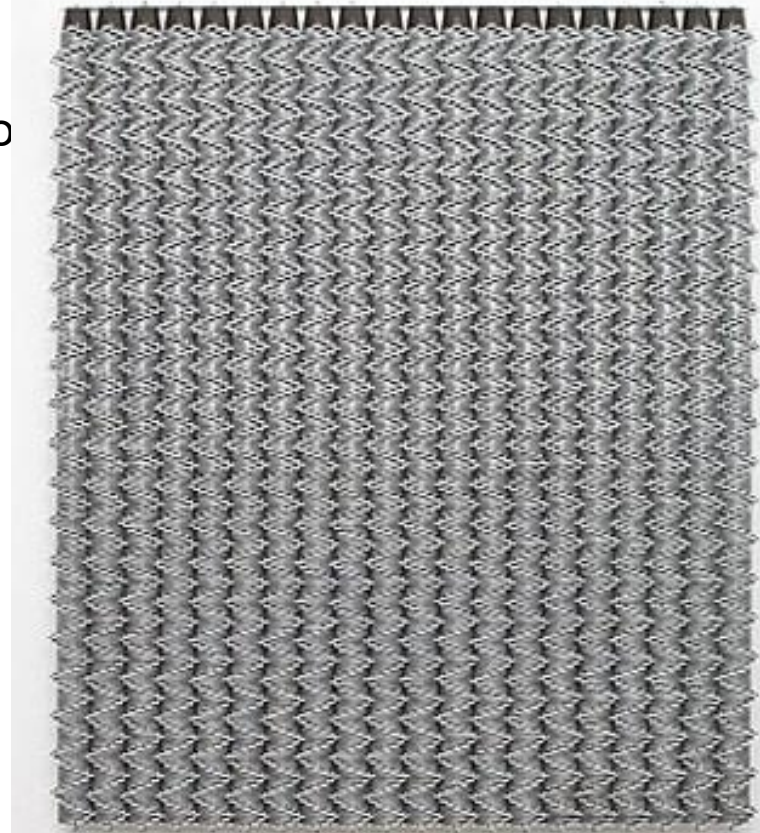


“The Wonderful World of Abstraction” (2006)



“I, the world, things, life”

“Sydney 2006 for coffee mugs and aluminium” (2008)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Marnix de Nijs (1970, Netherlands)



“Exploded Views 2.0” (2002)



“Run Motherfucker Run” (2005)

The Age of Globalization

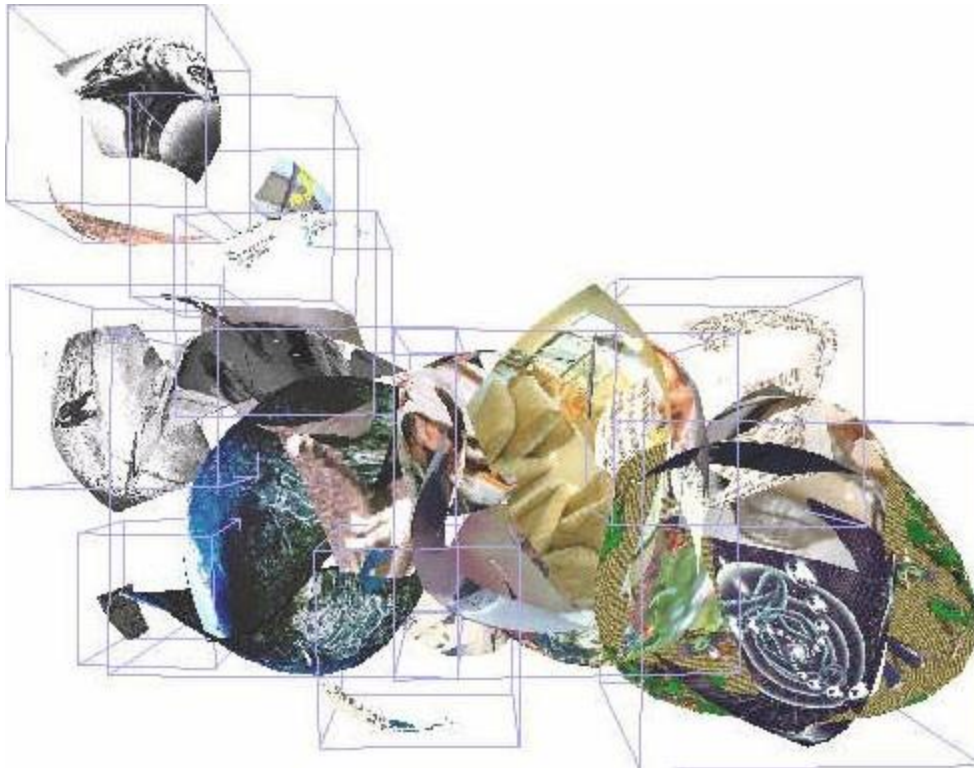
- Multimedia Installation/ Interactive
 - Marnix de Nijs (1970, Holland)



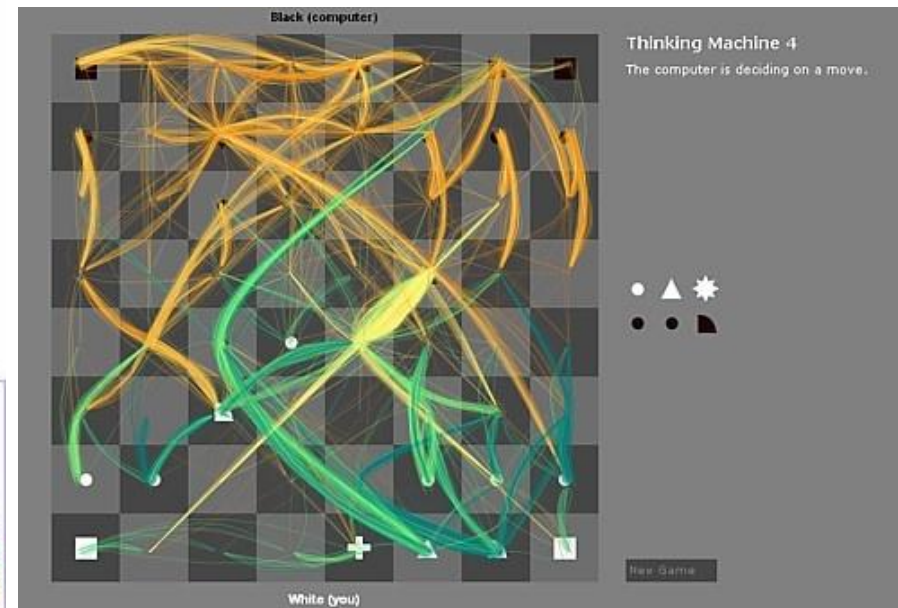
"Physiognomic Scrutinizer" (2008)
for face-recognition software

The Age of Globalization

- Multimedia Installation/ Interactive
 - Martin Wattenberg (1970, USA) & Marek Walczak



"Apartment" (2000): a memory theater



"Thinking Machine" (2003):
the singularity

The Age of Globalization

- Multimedia Installation/ Interactive
 - Camille Utterback (1970, USA)

“Text Rain” (1999)



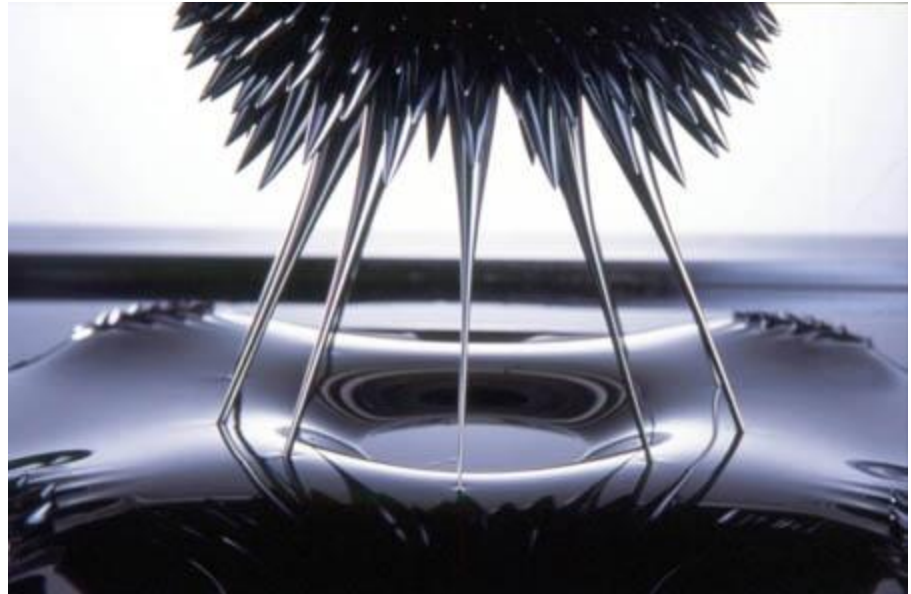
“Abundance” (2007)

“Aurora Organ” (2009)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Sachiko Kodama (1970, Japan)

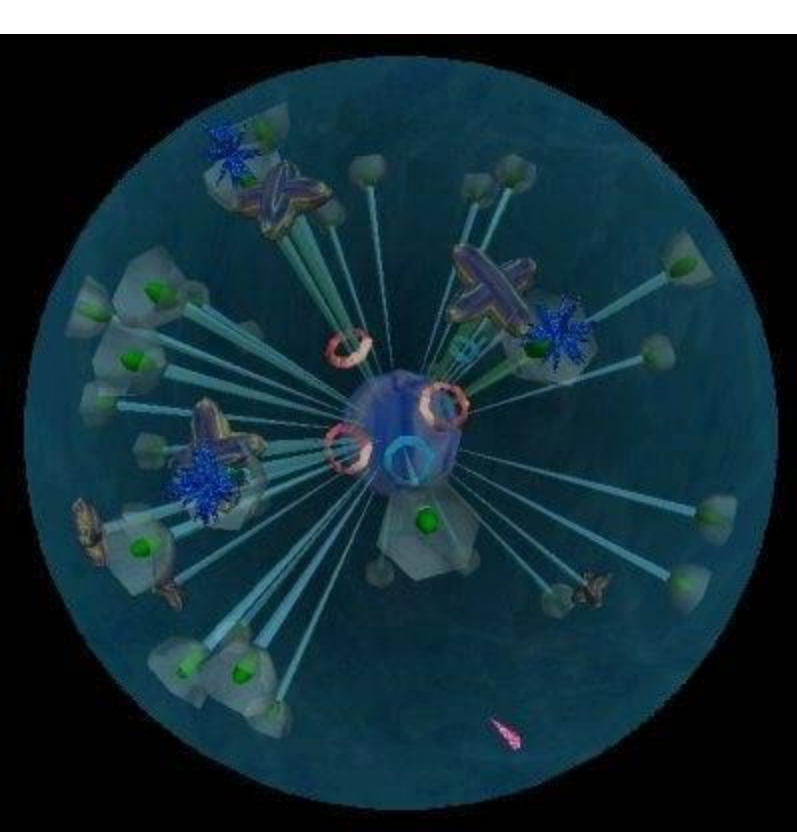


“Protrude, Flow” (2000)

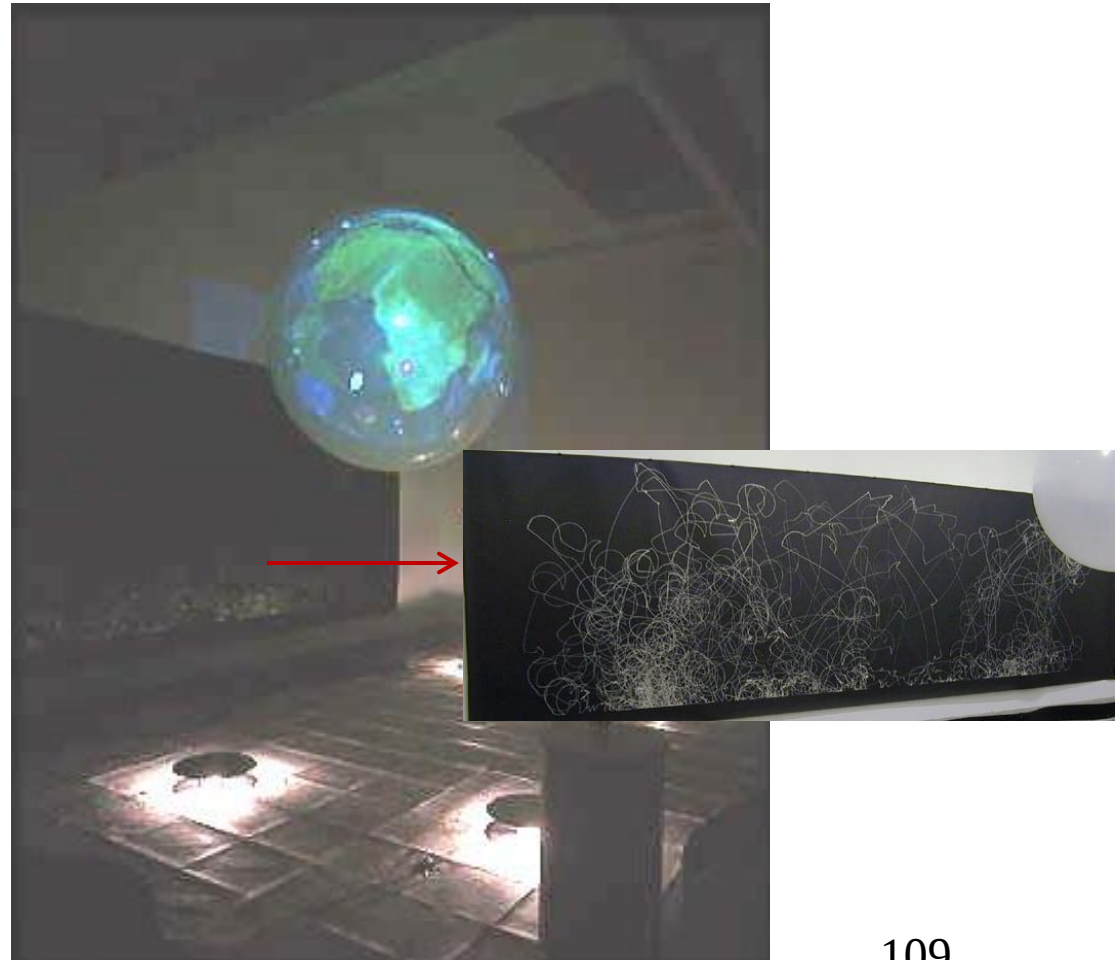


The Age of Globalization

- Multimedia Installation/ Interactive
 - John Klima (1971, USA): virtual reality



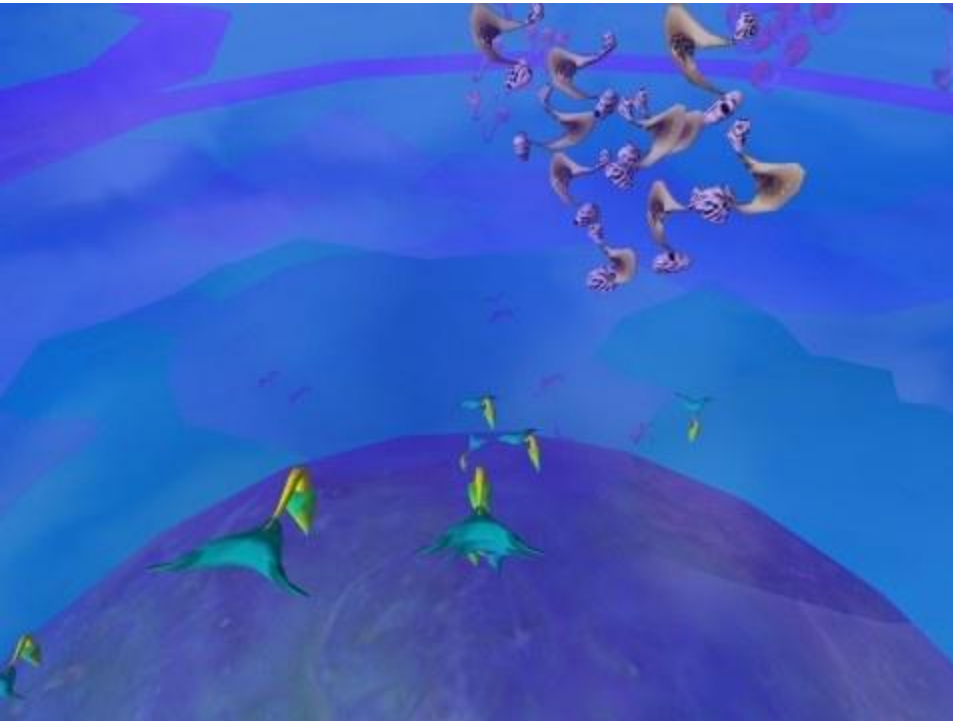
“Glasbead” (2000)



“Go” (2000)

The Age of Globalization

- Multimedia Installation/ Interactive
 - John Klima (1971, USA): virtual reality



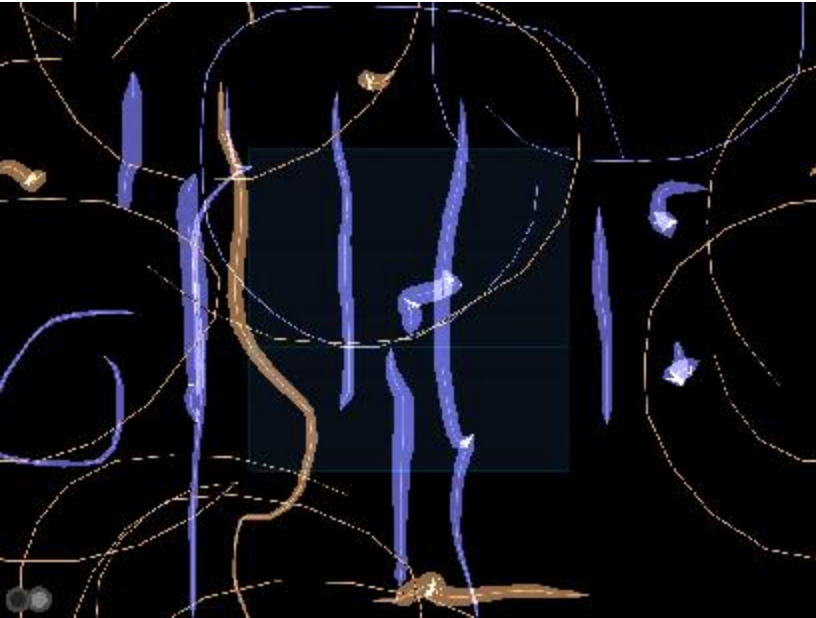
"Ecosystem" (2000), data visualization

"The Great Game" (2001)



The Age of Globalization

- Multimedia Installation/ Interactive
 - Golan Levin (1972, USA)



"Yellowtail" (1998)

"Dialtones - A Telesymphony." (2001)
for the audience's mobile phones



The Age of Globalization

- Multimedia Installation/ Interactive
 - Julian Oliver (1973, New Zealand)

"Newstweek" (2011), reality distorting device



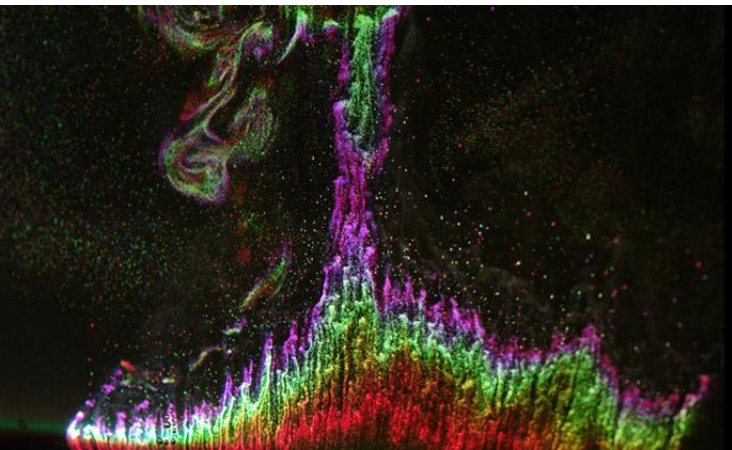
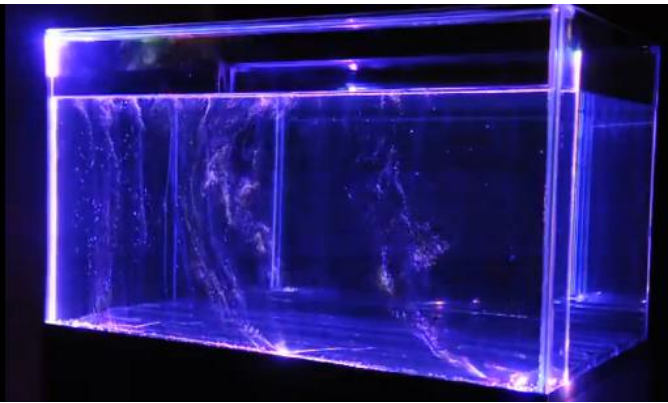
"LevelHead" (2008), gaming



The Age of Globalization

- Immersive/interactive
 - Dmitry Gelfand (1974, Russia) and Evelina Domnitch (1972, Belarus): ephemeral art-science

"Camera Lucida" (2005)



"Hydrogeny" (2011)

The Age of Globalization

- Immersive/interactive
 - Sun Yuan (1972, China) and Peng Yu (1974, China)



"Old People's Home" (2007)



"Can't Help Myself" (2016),
spitting and cleaning robot

The Age of Globalization

- Multimedia Installation/ Interactive
 - Chris Milk (1975, USA)



"The Treachery of Sanctuary" (2012)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Chris Milk (1975, USA)



Clouds over Sidra (2015), 360-degree video
set in a camp for Syrian refugees

The Age of Globalization

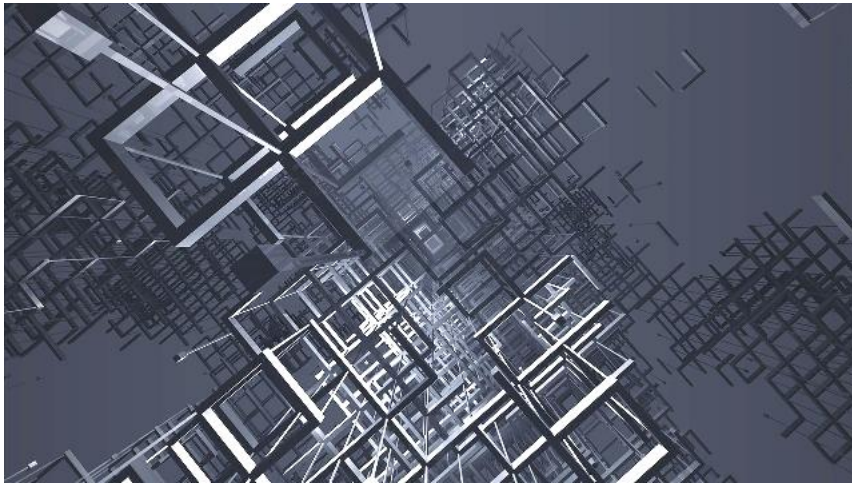
- Multimedia Installation/ Interactive
 - Hisako Yamakawa (1977, Japan)



“Kodama” (2005): by monitoring the audience, the forest appears to “collect” their voices by converting sound waves into images reminiscent of large air bubbles

The Age of Globalization

- Multimedia Installation/ Interactive
 - Onformative - Julia Laub (1980, Germany) and Cedric Kiefer



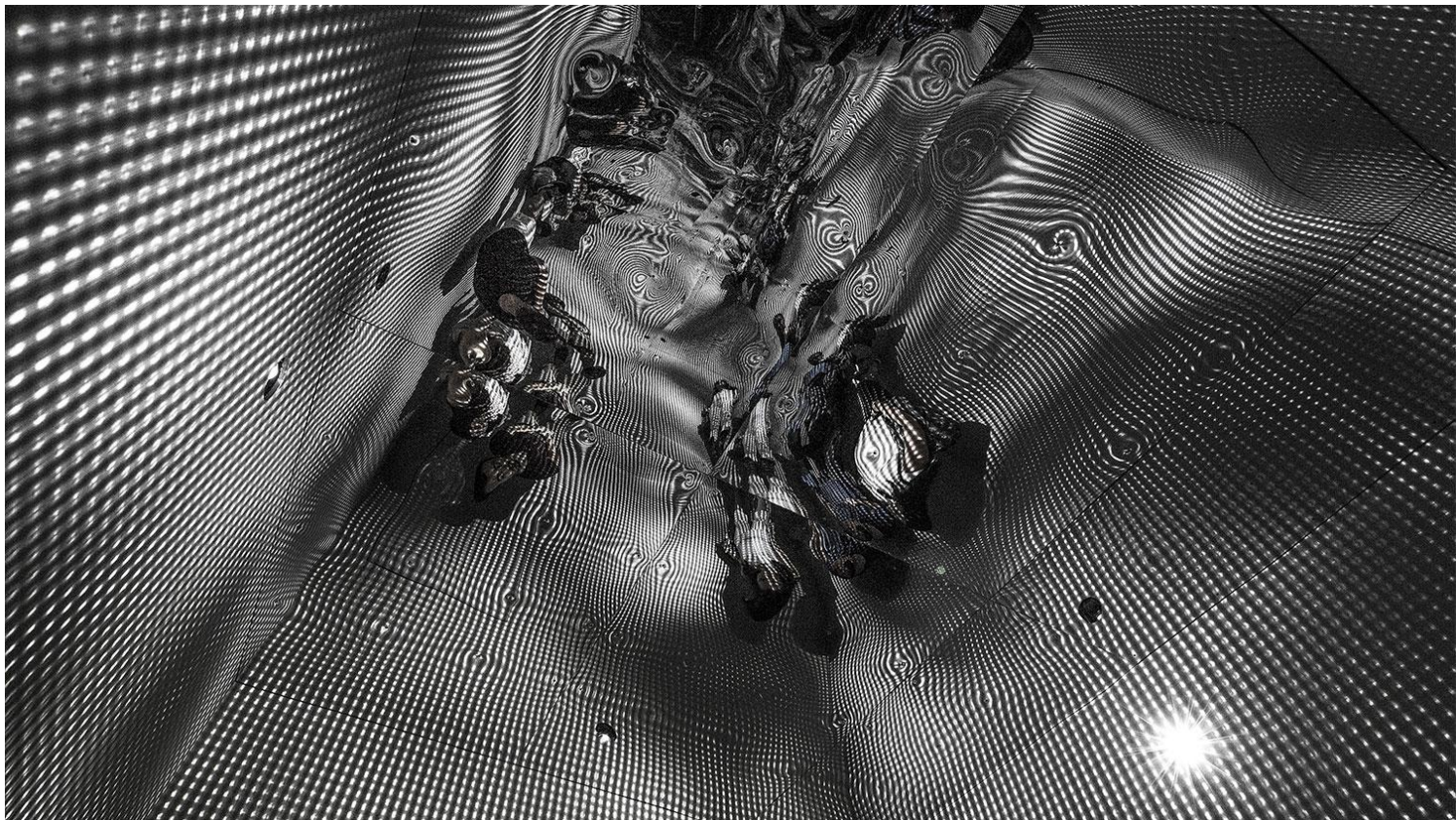
"MakeOurMark" (2013), user-generated data sculpture



"Anima Iki" (2015), light and sound sculpture that changes as it reacts to the viewers

The Age of Globalization

- Immersive/interactive
 - Refik Anadol (1985, Turkey)



“Infinity Room” (2015)

The Age of Globalization

- Immersive/interactive
 - Hayoun Kwon (1981, South Korea)



"The Bird Lady" (2017), VR

The Age of Globalization

- Immersive/interactive
 - Ian Cheng (1984, USA)



"Emissaries Trilogy" (2015-17), live simulation works created using a video game engine

The Age of Globalization

- Immersive/interactive
 - Rachel Rossin (1987, USA)



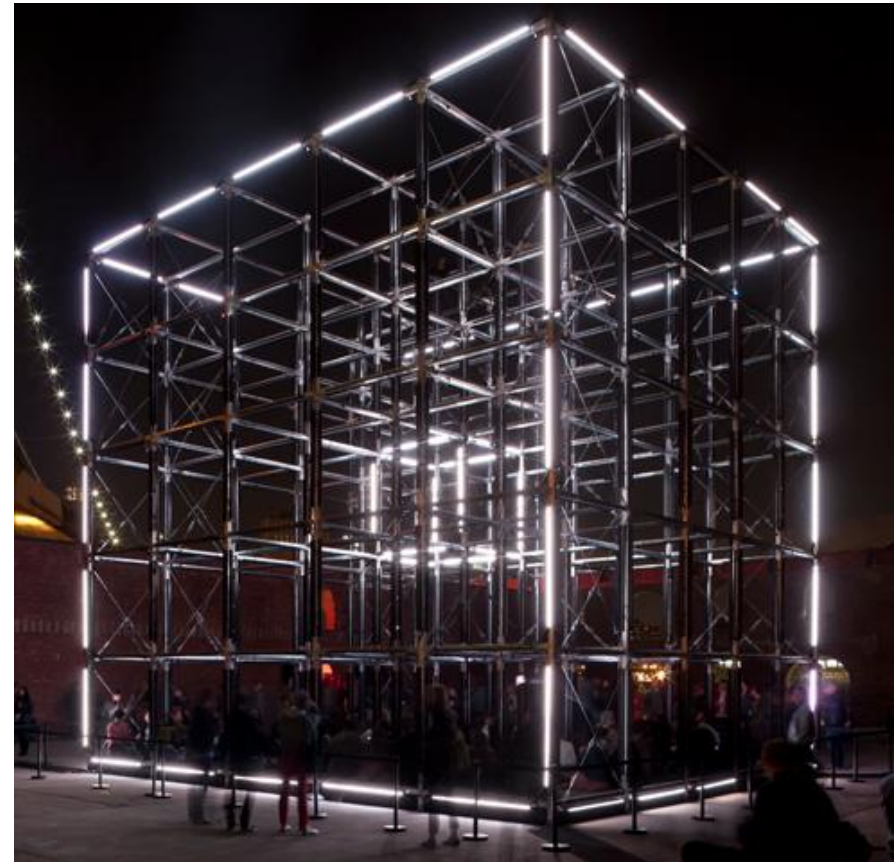
"I Came and Went as a Ghost Hand" (2015), VR

The Age of Globalization

- Multimedia Installation
 - Ben Goldman's United Visual Arts (founded 2003):
LED matrix installations



“Speed of Light” (2010)

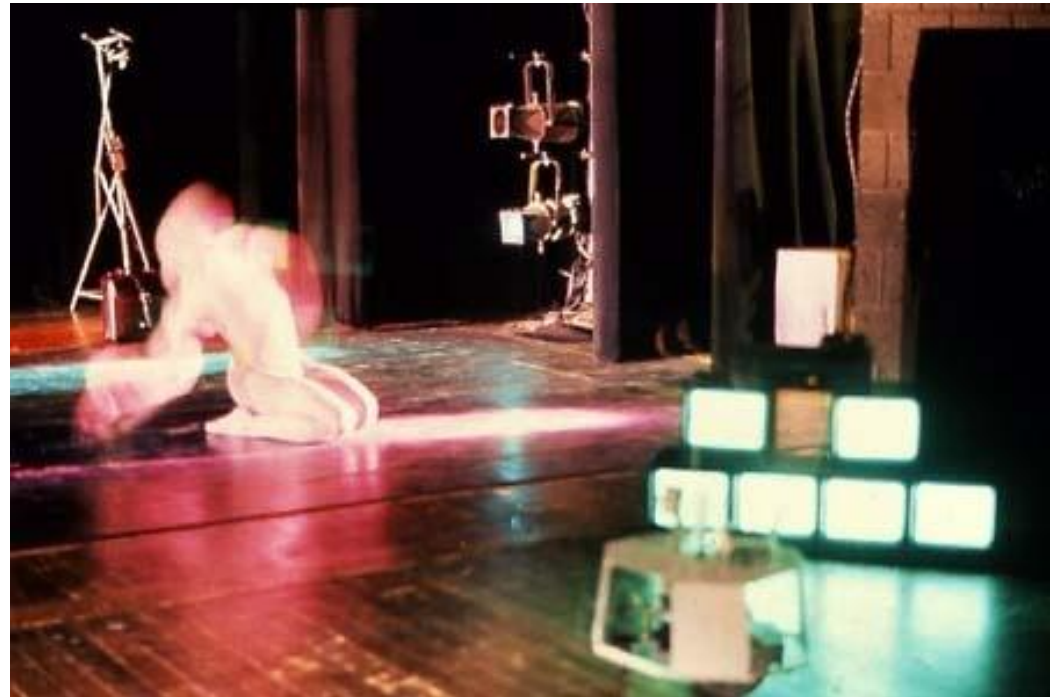


“Origin” (2011)

The Age of Globalization

- Multimedia Installation/ Telerobotics
 - Adrienne Wortzel (1941)

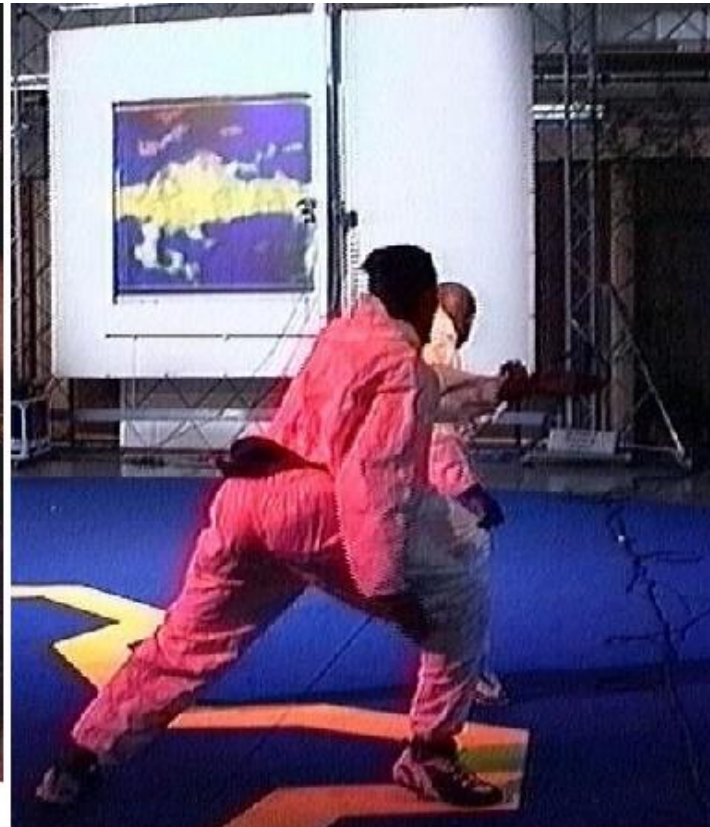
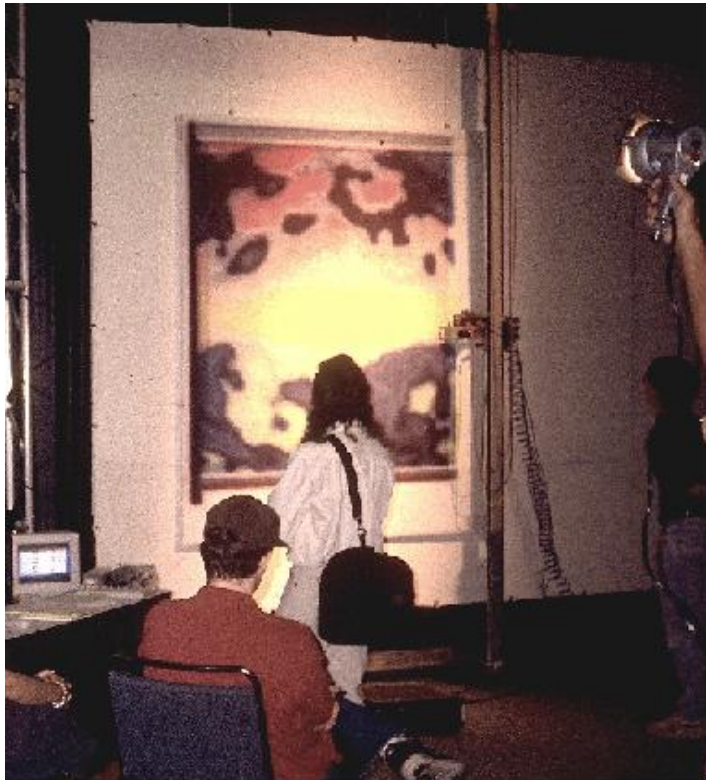
“Camouflage Town” (2001)



“Sayonara Diorama” (1998), theater for humans and robots

The Age of Globalization

- Multimedia Installation/ Telerobotics
 - Jean-Paul Longavesne (1945, France)



"Longaves" (1995), live performance at Siggraph of a networking painting machine receiving data from a satellite about the cosmic background radiation

The Age of Globalization

- Multimedia Installation/ Telerobotics
 - Joel Slayton (1954, USA)



"Telepresent Surveillance" (1996)

The Age of Globalization

- Multimedia Installation/ Interactive
 - Eduardo Kac (1962, Brazil): telerobotics



“Rara Avis” (1996), telerobotics and telecasting

The Age of Globalization

- Multimedia Installation/ Telerobotics
 - Ken Goldberg (1961, USA)
 - Shawn Brixey (1961, USA) & Richard Rinehart



"Telegarden" (1995)



"Chimera Obscura" (2002)

The Age of Globalization

- Multimedia Installation/ Telerobotics
 - Eric Paulos (1969) and John Canny (1959)



“PRoP0” (1997)

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