Suggested References for Digital Art

This is a collaborative resource building document for NetNarr 2018 Contributors are asked to add any open article, blog post, video about the genre of digital art, collections, artists themselves, and best examples that demonstrate this kind of art . These should be resources outside of the ones listed as class readings (but those are good places to find related ones. This will eventually be published as a public reference; see full details and suggestions for sources at http://netnarr.arganee.world/referencium/

To start, request access to edit this document if you have not previously been invited). Then add anything you suggest in the format below. Place under relevant headings below (if present, otherwise suggest new ones)

Title of work (author, source)
URL
Short description and relevance to this topic. Maybe a few sentences. Include at the end your twitter name (@contributor).

--| *please don't edit above the line* |--

What is Digital Art?

What is Digital Art?
https://study.com/academy/lesson/what-is-digital-art-definition-history-examples.html
In modern times it means exploring creativity, like video technology, television and computers. It can be made using technology or can be viewed using technology materials. Digital art can be hand drawn and scan onto a computer and fixed using a computer software program. The term digital art was first used in the 1980's but they started to explore it in 1965. Digital art only can about when they created the very first computer for the military in 1940. (@blaquebeauty_30)

The Impact of Digital Technology on Art and Artists (Mohamed Zaher, MidanMasr.com)
http://www.midanmasr.com/en/article.aspx?ArticleID=200
Zaher writes about the history of the relationship between art and artist, and comments on the new dynamic that digital technology has brought to the artistic world. Although digital technology has certainly enhanced people's abilities to produce different kinds of art, Zaher notes the bitter underbelly that "faced with myriad options, the artist may be overwhelmed, confused and puzzled and these emotions are immediately reflected in his works." In hopes that this will not happen, Zaher says that artists must work all that much harder to truly master the massive power of the tools available in the Digital Age.
(@rissacandiloro)

Where Wonder Lives Online: Why Instagram Is the New Cabinet of Curiosities *(Amber Sparks, The Fanzine)*
http://thefanzine.com/where-wonder-lives-online-why-instagram-is-the-new-cabinet-of-curiosities/

This article talks about the tradition of the "wunderkammer" or "cabinet of curiosities," the creative and artistic purposes it served/serves, and how the Internet, particularly Instagram, can be viewed as a modern extension of this tradition. ~ (@KMarzinsky)

Gigaom | When is an Animated GIF Better Than a Video (Liz Shannon Miller)
https://gigaom.com/2011/03/06/when-is-an-animated-gif-better-than-a-video/
Liz Miller goes into detail about how people would rather be more interested in a GIF then look at a long video that is embedded. GIFs tend to be eye-catching. GIFs have become a lot easier to make over the years and has also become smaller in file size to upload then a video. There many more advantages to catching a reader's attention with a GIF then a video as explained in this article. (@tiffsanto)

The Year Of The Animated GIF (Paddy Johnson)
http://artfcity.com/2010/10/07/the-year-of-the-animated-gif/
Johnson mentions how the year of the GIF was in 2010 and what all the hype was about. It also discusses what was "popular" and what wasn't. It talks about how GIFs were broken down into two categories which are found and carefully handmade. Johnson also touches upon why people stopped searching certain due to the fact that some sites couldn't hold the file format of a GIF. They explained the solution to the problem in the article. (@tiffsanto)

Why Millenials Are Making Memes About Wanting to Die? (Deirdre Olsen, *Salon*)
https://www.salon.com/2018/02/10/why-millennials-are-making-memes-about-wanting-to-die/
In this article, the author explores the social and artistic implications of the contemporary meme, relating its significance to the Dada movement of the early 20th century, suggesting that memes are a kind of Neo-Dadaism, rising up in response to the current absurdity our world appears to have descended into. At times, the article is rather flippant and light-hearted but I think the comparison is worth considering and, at heart, this is a thoughtful reflection on contemporary meme culture. (@helterskelliter)

Are Selfies Digital Art?

Art at Arm's Length: A History of the Selfie (Jerry Saltz, *Vulture*)
http://www.vulture.com/2014/01/history-of-the-selfie.html
A *very* in-depth article that explores the complexity of the selfie and its history, comparing different aspects of its plight to other works and times in art history. Mainly, the focus seems to be on, "the shift of the photograph [from] memorial function to a communication device." (@helterskelliter)

Selfies Are Art (Noah Berlatsky, *The Atlantic*)
https://www.theatlantic.com/entertainment/archive/2013/11/selfies-are-art/281772/

"The selfie is a deliberate, aesthetic expression—it's a self-portrait, which is an artistic genre with an extremely long pedigree. There can be bad self-portraits and good self-portraits, but the self-portrait isn't bad or good in itself. Like any art, it depends on what you do with it." In this article, selfies are affirmed as not only art but as means through which advocacy can be promoted as well. The empowering nature of the selfie is explored as well as the surrounding criticism of this emerging genre of digital art. (@helterskelliter)

Do Selfies Constitute Art? This New Exhibition Says Yes (Kate Samuelson, *Time*)
http://time.com/4718143/selfie-exhibition-saatchi-gallery-london/
"Selfies are easily the most expansionist form of visual communication that any of us have experienced for generations, which makes them noteworthy in their own right. We can't ignore them as a cultural institution." This article discusses the selfie phenomenon in light of a selfie exhibition opening at a gallery later in the year (2017). According to the curators, any medium can be art so long as there exists conviction and coherence behind the work. What do you think? (@helterskelliter)

Narcissistic, Maybe. But Is There More to the Art of The Selfie? (NPR)
https://www.npr.org/sections/alltechconsidered/2015/07/27/425681152/narcissistic-maybe-but-is-there-more-to-the-art-of-the-selfie
In this combined article and podcast, the "selfie" and it's artistic aspect is discussed. Why some people edit their selfies and why some people choose not to, is also explored, along with whether or not that really matters. Digital artist Molly Soda further explains why the selfie shouldn't be labelled as purely an expression of vanity. Soda compares the selfie to a self-portrait. More, she compares it to an expression of self-love, something we could also use a little more of these days~ (@helterskelliter)

The Art of the Selfie (The Art Assignment, *Youtube*)
https://www.youtube.com/watch?v=JfoPJnVrBNM&index=7&list=PLdGqz6dgvIzZlgSGtCMrwxPJVEoPkYwiT
In this short video, the historical precedent of the selfie is explored along with the many functions the self-portrait has served art and the world over the years. (@helterskelliter)

https://www.youtube.com/watch?v=KjKDXkIxXfE
How to take the perfect selfie--perfecting the art form (@eniasebiomo)

https://www.youtube.com/watch?v=6Ef83_k4vYE
The first video I posted explores one aspect of composing the perfect selfie, while this video emphasizes that more goes into a selfie than merely capturing the image, the editing and "cleaning" of the image is equally important.(@eniasebiomo)

'Art Can Be For Everyone': Behind the Scenes at the Museum of Selfies (Nadja Sayeji, *The Guardian*)

Networked Narratives Referencium: Collaborative Resource Building
Topic: Digital Art
Editors: @stryii & @helterskelliter

https://www.theguardian.com/artanddesign/2018/jan/23/museum-of-selfies-los-angeles-interview

In this article, Sayeji is welcoming the reader into what's to come on the Museum of Selfies that opened this month in Los Angeles. It will be showing all kinds of selfies from different period of times and will be welcoming selfies from visitors. What a great place to go to when visiting L.A! (@nessacastrii)

Concerns About Digital Art and the Means of Digital Creation?

Facial Recognition Is Accurate, if You're a White Guy (Steve Lohr)
https://www.nytimes.com/2018/02/09/technology/facial-recognition-race-artificial-intelligence.html?partner=rss&emc=rss&smid=tw-nytimes&smtyp=cur

This article discusses how facial recognition softwares only recognize you more if you are white. The darker someone skin tone is the harder it is for the software to recognize the persons face. It talks about how it is not fair and how changes need to be made. (@tiffsanto)

The House That Spied on Me (Kashmir Hill and Surya Mattu)
https://gizmodo.com/the-house-that-spied-on-me-1822429852
Are smart homes the new thing or such a great idea? Well this article discusses what happened to these two individuals who connected everything to the internet and how it turned on them. It gives you insight on whether or not this is a good idea to do. Also mentions the pros and cons. (@tiffsanto)

Is Digital Art "Real" Art? (Monika Zagrobelna)
https://design.tutsplus.com/articles/is-digital-art-real-art-facts-and-myths-about-digital-creating--cms-22010
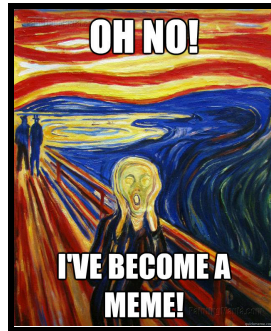This article discusses the skepticism in digital art being considered "real" art. The author gives a detailed explanation into how similar skills & effort are put into both mediums of art, and ways to make digital art accessible to new users. Ultimately, the article tries to express how it is the person, not the tools, that create the art, but how digital art could have some aesthetic & accessible advantages over more "traditional" styles. (@stryii)

Great Examples of Digital Art?

Classical Art Memes (Twitter)
https://twitter.com/ClassicArtMeme
I don't know if I'd call any of these great examples of digital art but they are *great*. (@helterskelliter)

Medieval Reactions (Twitter)
https://twitter.com/MedievalReacts
I always found this Twitter fascinating because it's equal parts creative and hilarious. Some pictures are less than ideal for discussion but then again that describes a lot of things during medieval times. (@Justinsightfuls)

deviantART
http://www.deviantart.com/
Website where anyone can share their digital (and physical) art, which can range from drawings, vectors, photo manipulations, sculptures, pixels, and even writing. Allows peers to comment and critique others art, and tries to promote a positive and encouraging community for artists of every type. Also is a great channel for fans to upload art of their favorite shows & interests, as to show their appreciation and passion via creative outlets. (@stryii)

10 Hilarious Memes About Being Sleep Deprived From Reading (T.A Maclagan, *BookBub Blog*)
https://media.bookbub.com/blog/2016/12/26/hilarious-memes-about-being-sleep-deprived-from-reading/
As the title mentions, this blog shows 10 relatable memes about being extremely sleepy or tired but not too much to let go of a book or of an interesting chapter that you must finish before hitting the hay. Goes to show that memes add laughter to every situation. (@nessacastrii)

https://www.hansoninc.com/memes-community-and-the-evolution-of-communication/#gref
 An explanation of memes , and insight as to whether or not and HOW they are a form of communication (@eniasebiomo)

FanFiction.net
http://www.fanfiction.net/
FanFiction.net is a website that was founded in 1998 and is still actively used to post stories based on T.V. shows, books, movies, anime, and every kind of media that one might imagine. Fanfiction has been considered hugely important to writers who got their start by creating stories in the universes of their favorite pre-existing media. According to Wikipedia, it is the largest and

most popular fan fiction website in the world. Although the concept of fanmade media is not new, FanFiction.net, much like deviantART, gave writers a place to house their work and share it with other fans across the world. (@rissacandiloro)

AO3: Archive of Our Own
https://archiveofourown.org/
Like FanFiction.Net, AO3 is a website where users can share stories written about or inspired by TV shows, anime + manga, books, cartoons, essentially any kind of media or pop culture you can think of. Again, this platform gives writers, particularly younger writers, a place to share their creations with fans across the world. Some people prefer the tagging system on AO3 to other fanfic sites because, in some ways, in has more search parameters. That said, it's chronological search features tend to leave less to be desired. #themoreyouknow (@helterskelliter)

NaNoWriMo
https://nanowrimo.org/dashboard
National Novel Writing Month (or NaNoWriMo for short) is a community that has been in existence since 2000, dedicated to dedicating every November to encourage people to create a novel (or at least the first 50.000 words) in the span of that time frame. Outside of November it is active throughout the year, hosting a forum where people can ask for advice on their novel anytime, and hosts events and sessions related to writing, including a "boot camp" in July. (@Justinsightfuls)

Microscopic Art Hides Inside Computer Chips (Dylan Tweney, *Wired*)
https://www.wired.com/2011/04/gallery-silicon-art/
Aside from just appearing in digital mediums, sometimes art IS the digital medium. This collection of images and associated article show/discuss the microscopic pieces of art engineers sometimes hide on electronic circuit boards. (@KMarzinsky)

Webcomics Web Archive (Library of Congress)
https://www.loc.gov/collections/webcomics-web-archive/
An archive of some of the most notable webcomics published online since the advent of the Internet. Each one has its own artistic style, storytelling method, and uses different digital tools in the making of the webcomic, which makes it a great place to view a variety of digital art and to give individuals new to the artform a taste of what is possible for the genre. (@stryii)

To Illustrate A Concept (Pixabay Image by Stocksnap)
http://gif.arganee.world/39/
This provides an example of a GIF from a game that shows how a GIF can be used to show an idea or how to do something. In this case, it shows how to parallel park using a mathematical concept. (@tiffsanto)

These Incredible Animated GIFs Are More Than 150 Years Old (Liz Stinson)
https://www.wired.com/2013/12/these-150-year-old-gifs-are-insane/

GIFs are something that have been around for years. Granted it was created using different tools, it was still a moving image. In the past zoetropes, phenakistoscopes, thaumatropes and other tools were used. This articles talks about when the oldest GIF was created. There wasn't photoshop or social media but people were still fascinated by making images move. (@tiffsanto)

10 Emerging GIF Artists Who Prove Motion Photography Has No Limits (Katherine Brooks)
https://www.huffingtonpost.com/2014/04/24/motion-photography-prize_n_5201131.html
This is a fascinating article with examples of GIFs that can easily be considered an art form. I find it to be so interesting GIFs can be both a funny reaction to send to a friend, and a breathtaking piece of art. The GIFs in this gallary are amazing and the winners featured, along with a few other finalists, had their work featured in the Saatchi Gallery, a social media museum in London. (@rissacandiloro)

New Talent: GIF artist Kate Bones on combining analogue and digital technology
(Sponsored Content)
https://www.creativereview.co.uk/gif-artist-kate-bones/
This is a really cool article about the artist Kate Bones, who creates 3D GIF portraits, that need to be seen to be appreciated in their full glory. The process is incredibly complex, as noted in the article: "Bones shoots on film then develops, hand scans and grades, retouches the images before creating the GIF animations. Another technique involves looping movements shot with video and adding hand drawn elements frame by frame to create a smooth continuous animation." Understandable, this art took Bones a long time to master, but her craft has taken her around the world to work with a variety of interesting people. (@rissacandiloro)

This Gif Can Stop Your Anxiety (Robert Duff, *Duff The Psych*)
https://www.duffthepsych.com/stopanxiety/
This website shows a gif that has helped people control their anxiety. The way the gif works is when the designs start evolving and growing, you breathe in and when it shrinks you breathe out. (@nessacastrii)

This Article Guaranteed To Relieve Stress (Cory Dye, *Odyssey*)
https://www.theodysseyonline.com/relax-and-calm-down-with-these-gifs
Gifs are so awesome that it has multiple articles with examples on how it relieves stress. It gives you a couple of different GIFs and a little description about it and how just watching them it can be soozing.

Tools for Creating & Sharing Digital Art

Giphy
https://giphy.com/
This is a really simple and easy to use interface for creating gifs. You can search for pre-created gifs or you can upload a (short) video from somewhere like Youtube and create your own gif

from a snippet of that video. Then, you can overlay text if you want. You can share your gifs on other platforms as well by using the URL you are provided. Creating an account allows you to save your creations for use at another time. (@helterskelliter)

Meme Generator
https://imgflip.com/memegenerator
Another really simple and easy to use interface that allows you to make memes. You can choose from a selection of pre-existing images or you can upload. Then, you can add the words that will bring your meme to life. Again, it's really easy to share your creations and embed them in your blogs. (@helterskelliter)

Tumblr
https://www.tumblr.com/dashboard
Tumblr is a great tool to create digital art, it has programs and tools within it that allow you to be as expressive as you need by assisting with GIF, meme, and photo editing creations (@eniasebiomo)

Google Arts & Culture (App)
https://www.wonderoftech.com/google-arts-culture-face-match/
Not so much a tool to create art but it combines current tech with older art, specifically self-portraits. By downloading this app, you can upload a selfie and it will match your face to a historical self-portrait. You can easily tweet out the results. *Is it a match?* (@helterskelliter)
**Worth noting is that people of color are noticeably under-represented and poorly matched, see https://techcrunch.com/2018/01/21/why-inclusion-in-the-google-arts-culture-selfie-feature-matters/ some articles in issue call the app racist. (@cogdog)

GIMP
https://www.gimp.org/
Free software that lets you create, manipulate, & explore your creative genius. GIMP has paint & pencil tools, layering, photo manipulation tools, and much more. It takes a little getting used to, and you may need a drawing tablet if you want to draw & paint, but it's a free program that many digital artists use. You are able to save and export your work into many different files, so that you can share it with the world. (@stryii) GIMP is pretty awesome, it does many things that

Photoshop does, like alpha masks and layers. Also quite good is pixlr http://pixlr.com which works in a web browser (and app) (@cogdog)

XPS Posing Studio
http://www.core-design.com/community_xps.html
This free software primarily focuses on the manipulation and editing of 3D models. It has several options for editing, including lighting and animation, and can even be used to create custom animations and designs for preexisting 3D models, such as those in video games or CG animations. (@justinsightfuls)

piq
http://piq.codeus.net/draw
Free pixel art site that allows the user to create & share their pixelated work. Offers a more precise grid and a variety of tools (more advanced than creating on Paint) for the artist to enhance their pixel art. Also has a gallery for users to observe & enjoy other users' art. (@stryii)

Four Websites Where Kids Can Create Digital Art (Susan Stephenson, *Scholastic*)
http://www.scholastic.com/parents/blogs/scholastic-parents-learning-toolkit/4-websites-where-kids-can-create-digital-art
This website gives advice and programs for children to explore digital art in an early age. Scholastic posted 4 to 5 websites or apps and the website gives a description about each one. It shows the tools and the differences they all have. (@nessacastrii)

Image-to-Image/Pix-2-Pix
https://affinelayer.com/pixsrv/
"The pix2pix model works by training on pairs of images such as building facade labels to building facades, and then attempts to generate the corresponding output image from any input image you give it." Essentially, this website allows you to draw the vague shape of a cat or building or handbag or a shoe which it then translates into an image that it generates from a bank of many stored images. Sometimes the results are less than accurate--even a little scary, especially when it comes to the cats!--but it's a pretty simple way to create digital content. There's the added fun of the "unexpected." (@helterskelliter)

How To Create GIFs in iOS 11 With Live Photos
https://mashable.com/2017/09/19/ios11-livephoto-into-gif/#.TUmehPOEOqK
A lot of people with iPhones don't seem to realize that you've been able to create GIFs with your phone for the last few months. This article goes into pretty good detail regarding just how to do that, including all the fun different features that you could add while creating the GIF as well. Best of all, most Live Photo GIFs can be easily reversed; your actual photos aren't altered in the process. (@Justinsightfuls)

Video Crop- Crop and Resize Video
https://itunes.apple.com/us/app/video-crop-crop-and-resize-video/id1155649867?mt=8

A free app for iPhone that allows you to crop and loop saved videos, quite useful in GIF creation. I've used this a few times in the GIFs I used in my blog post. (@Justinsightfuls)

Profiles of Digital Artists & Creators

Ben Heine (Digital Circlism, Flickr)
https://www.flickr.com/photos/benheine/sets/72157623553428960//#
Heine's art combines Pop Art and Pointillism (Neo-Pointilism?) using digital tools to create an end result that is "trippy" to say the least but also rather moving in its harmony. Each pieces is first painted digitally and then the circles are rendered. Here's a video of him creating a picture of Elvis Presley. To be honest, I could stare at these paintings for hours. (@helterskelliter)

8 Inspiring Digital Art Portfolios And Why They Work (Tony May, *Creative Bloq*)
https://www.creativebloq.com/inspiration/8-inspiring-digital-art-portfolios-and-why-they-work
Tony May educates the readers by showing them 8 great examples of how digital artists should promote their work by keeping a very organized and intriguing kind of profile. Sometimes, Instagram, and Facebook is not enough, he pretty much wants his digital artist readers to step up the notch. (@nessacastrii)

Ray Caesar (Digital Surrealism)
http://www.raycaesar.com/recent-work.html
Caesar is a digital surrealist artist who creates creates models using a 3D modeling software called Maya and then covers the models with painted and manipulated photography textures. Be warned, some of his work is a bit provocative~ (@helterskelliter)

Emilio Vavarella
http://emiliovavarella.com/
A digital artist who will be a guest for a studio visit on February 13, Emilio's art centers on the tension between humans and technology power, often misusing technology platforms to reveal it's hidden agendas. He is a PhD candidate in Film and Visual Studies and Critical Media Practice at Harvard University. (@cogdog)

Jonathan Harris
http://number27.org/
A computer scientist and network artist, Harris explores how we use technology to experience life, and especially how they may have the power to alter human belief. Among his works are Network Effect, We Feel Fine, and the storytelling community Cowbird. (@cogdog)

James Fauer Walker
http://www.jamesfaurewalker.com/painting_gallery_1980_to_1989.html

Digital art from the 1980's. According to his website, "Critics have commented on the lyricism and exuberant colour of James Faure Walker's paintings, surprising given that since the eighties computer graphics has been central to his work, alongside oil paint and watercolour." (@blaquebeauty_30)

Paracosm
http://africandigitalart.com/2018/02/the-surrealist-digital-art-of-paracosm/
Contemporary digital art from 2018. Another digital surrealist artist gaining popularity through social media. Check them out on their Instagram. (@blaquebeauty_30)

Dain Fagerholm
https://dainfagerholm.blogspot.co.uk/
A digital artist who blends traditional ink and marker drawing with the digital gif form to create a new kind of combine, animated art. His gifs make use of the contrasts created by his traditional ink technique, lights and darks sometimes flickering in concert with the movement of the animation, making his work appear to move is discordant harmony. It's kind of trippy, to be

honest, but wholly captivating and compelling at times. His work could either be described as a nightmare or a daydream brought to life. (@helterskelliter)

Noah Norman

https://www.wired.com/brandlab/2016/07/noah-norman-digital-artist-creator-technologist/
(@eniasebiomo)