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art in the age of the internet 1989 to today is the first major thematic group exhibition in the united states to examine the radical impact of internet culture on visual art featuring 60 artists collaborations and collectives the exhibition is comprised of over 70 works across a variety of mediums including painting performance photography sculpture video web based projects and virtual reality the exhibition is divided into five sections that explore themes such as emergent ideas of the body and notions of human enhancement the internet as a site of both surveillance and resistance the circulation and control of images and information the possibilities for exploring identity and community afforded by virtual domains and new economies of visibility accelerated by social media throughout the work in the exhibition addresses the internet age democratization of culture that comprises our current moment the earliest work in the exhibition is from 1989 the year that tim berners lee invented the world wide this development and others that followed in quick succession modernized the internet and in the process radically changed our way of life from how we access and generate information make friends and share experiences to how we imagine our future bodies and how nations police national security 1989 also marked a watershed moment across the globe with significant shifts in politics geographies and economies events such as the fall of the berlin wall and protests in tiananmen square signaled the beginning of our current globalized age which cannot be imagined without the internet during the last decade virtual reality vr has emerged from the realm of science fiction fantasies to be experienced by thousands of people the development of hardware and software support for vr also has led to ahuge expansion in the number of applications supported by the medium the collection of state of the art developments presented in this volume explores the principal application areas of vr systems and addresses some of the main issues for potential users application areas covered include medicine and surgery engineering and simulation systems development and modeling televirtuality art and education human factors issues in vr are also discussed explores the principal application areas of vr systems and addresses the central issues discusses human factors in vr covers vr applications in medicine engineering system modeling art and education contributors are renowned experts in the vr

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2018-01-23

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Art in the Age of the Internet

2018-01-01

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