



Contents

- 6 Preface
- 10 What Is Digital Art?
- 16 Digital Art in the News
- 46 Roots and Randomness—
a Perspective on the Beginnings of Digital Art
- 52 Computer Graphics
- 70 Flatland, Pixels, and Plotting—Why?
- 86 The Collage as a Deliberate Stylistic Device
- 88 Animations and 3D in Art
- 104 Virtual Reality
- 124 The Whole World Is a Stage—
Art on Virtual Platforms
- 128 Net Art
- 146 Rhizome.org
- 154 etoy—Corporate Identity on the Net
- 158 Software Art
- 164 My View
- 176 Processing
- 192 Low-Tech as a Means of Design—ASCII Art

194 Backlist

- 208 Game Modifications: Computer Games Become Art
- 224 Net Art—Ten Years Later
- 228 Interactive Objects and Art in Public Space
- 244 CAVE—a Virtual Environment
- 246 When Reality and Virtuality Become One
- 266 Media Facades—Light Sculptures
in an Urban Environment
- 268 Outlook
- 270 Digital Art in Art Museums!

- 274 Glossary
- 279 Index of Persons
- 282 Bibliography
- 284 Websites
- 286 Thank you!
- 288 Picture credits/Imprint

Image on p. 2: Jean Pierre Hilbert, F-USA, Element Terre (detail),
2003, platter drawing on paper, 123 x 94 cm, (cf. p. 94)