

# Interactive Art 1

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Blog Archive

## Web Art Trends

Over the past several weeks that I've been exploring the contents of Rhizome.org, I've noticed some trends that seem to be fairly common areas of interest in the present Web Art scene. Since I am talking about art for the internet, I wanted to select one trend, actually a "tag", that I have seen on many of the artworks on rhizome.org and that "tag" is "Artificial life". The artworks that have been tagged with Artificial life seem to deal with modifying genetics or transforming biological life into a digital world. The digital setting almost seems to let the artist take on the roll of God, without actually causing any real damage or harm to biological beings. A few artworks that follow this trend are:

Debra Swack's "My Perfect Child"

<http://rhizome.org/object.php?47075>

and her "Animal Patterning Project"

<http://rhizome.org/object.php?47081>

Chris Joseph's "Eisenstein's Monster"

<http://rhizome.org/object.php?47030>

Another trend that I've noticed in digital art or web art, is Interactive art. Artwork that the viewer can become part of or change an aspect

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of the peice seems to be a big part of the current digital art scene.

Being able to "touch" artwork throws the traditional museum rule of

"don't touch" out the door and opens up a whole new world, an

iterative art world. Here are some examples:

Alan Bigelow's "Because you asked"

<http://rhizome.org/object.php?47096>

Chris Sugrue's "Delicate Boundries"

<http://rhizome.org/object.php?46944>

Posted by Corey Richardson at 11:06 AM

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