The_Digital_Image_Task 12.

Which artist from presentation 1 belongs to the important early digital artists and should be mentioned here as well regarding the digital image?

After reviewing the artists in the presentation 1 I would say these artists below should belong to the important early digital artists and sound be mentioned here as well:

Myron Krueger
Timo Arnall
Golan Levin
Jaap Blonk
Raphael Lozano Hemmer

One of Myron Krueger's work, *Videoplace,* is also a digital image work which belongs to the early interactive art as well. Time Arnall: *Robot readable world,* the world is shown or read in a perspective from a robotic artwork. Golan Levin and Jaap Blonk perform in their interactive work *Mesa di voceI* with the digital images behind together. The work *Underscan* from Raphael Lozano Hemmer is an interactive video projection project, which viewers can have kind of interact with the digital image/videos appears in their shadows.

Describe the significance of the work for the digital image.

After reading this presentation and some researches on that I think the definition of digital image art could be quite board. Art work that using digital images or its representation has something related to digital image work. Important is the ideas behind can be interpreted through digital images or even transferred into another dimension. And through digital editing, images become a series, which means they create more completed and deeper meanings and connect to each other, they visualize the ideas together. For example the artwork *Around and About* from Gary Hill, in this work the story, the concept is fully explained through the series of all the images. And image doesn't only mean image anymore here. They can be animation, footages, texts and so many different things. So I feel like digital image is just really rough description bases on what they should be or look like. But way how artists arrange them and put life into them (life means concept and ideas here) is the most important things of course. It's especially interesting viewing all these work in this presentation. It's like watching magicians (artists) doing magic (their works).

Which (not in the presentation) work by David Rokeby was groundbreaking and belongs in the canon of media art?

I am not sure if I found the right one, but one of David Rokeby's work in his early years *very nervous System (1982-1991)* plays a pioneering roll in the field of media art. In this work the physical gestures can be transferred into real-time interactive sound environments. Many digital art work, interactive art work or digital work they all kind of base on this canon. Invisible things can be visualized or be heard. Also his work *very nervous system* has been presented in the Venice Biennale and was awarded the 1st Petro-Canada Award for Media Arts in 1988 and Austria's Prix Ars Electronica Award of Distinction for Interactive Art in 1991.