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## **The Digital Image**

Digital art has developed with computer technology since the 1960s as an art work and its creative act utilizing digital technology as a key element in the process of creation and expression. Since the 1990s, the expansion of computers and the emergence of the World Wide Web have expanded the realm of digital art. Widely included in the new media art, digital art is divided into five sub-genres: computer art, digital transformation photography, web art, interactive art and virtual reality.

I think all the artists mentioned in the presentation are important.

From early media art and until now, the most important topic is diversity.

Also, the work of experimental and diverse subjects deals with various philosophical and social issues.

Distortion or transformation of images through audiovisual work combining sound and images, or images inspired by nature or the city, talk about specific topics.

Various attempts at early media art contributed greatly to breaking down or merging boundaries within art.

What's important about digital image art is that you can extend the meaning of digital, not just the media or the machine, to reflect on the essential sense and consciousness of human beings. Just as the same event shows different positions depending on the viewer's perspective and view, digital images can ask questions about the perspective of the times, regions, and problems through these two-sided or multifaceted images.

Rokeby's works are deal with digital surveillance issues. Besides his surveillance art, other works critically examine the differences between humans and artificial intelligence. "Can one ever really be a distanced, disengaged and disembodied viewer? Is one's recognition of a universal, a priori object of vision an illusion? Does even a contemplative aesthetic experience imply an integrated system between myself as subject and my object of vision? Is interactive art significant in that it makes more evident or visible the fact that one is always part of an integrated system: even at this moment while I am writing and you are reading?"

Digital images and art are not just works but activities.

It is to project living thoughts so that I can interact and reason continuously in relation to my typing environment.