

TASK 8 // The Digital Image

The artist from presentation 1 that belongs to the important early digital artists is, in my opinion, Myron Krueger and his *Videoplace - Responsive Environment*.

I believe its importance consists in creating an environment composed of images and its distortions in which the visitor can fully immerse him/herself.

This new idea was fundamental I think for the development of this field, because though time the technology evolved, but the core principle stayed the same: working on perception through technology and seeing how these two concepts can interpenetrate and create a successful art work.

The groundbreaking work by David Rokeby which belongs to the canon of media art is *n-chant*. Here, the interaction with the visitors triggers a stimuli in the computers, and their state of mind changes. The computers are linked by a network and function as a community, and when there is no external stimulus, they interact with each other.