Apologies for cross-postings
RARE OPPORTUNITY to meet and hear from leading net artist Andy Deck, at the Science Museum's Dana Centre, informal cafe-bar.
Wednesday March 8, 2006. Two part event:
5:30 - 6:30pm: Informal opportunity to meet the artist, with the curators of his forthcoming HTTP Gallery exhibition, Ruth Catlow and Marc Garrett, and interact live with key online works.

7 - 8:30pm: Artist's presentation.
Free but BOOKING ESSENTIAL as numbers limited. Call 020 7942 4040.
www.danacentre.org.uk
The Science Museum's Dana Centre.
165 Queen's Gate, South Kensington, London, SW7 5HD.
A collaboration between HTTP Gallery and Science Museum Arts Programme.

Andy Deck has been making art software, public art for the internet, since 1990. Deck's collaborative drawing spaces, game-like search engines, problematic interfaces and informative art resist generic categorisation: he uses the internet, the gallery and public space to challenge corporate control over communication, tools and software, and by extension the social imagination. Deck works with the web using the sites: artcontext.net, andyland.net

He has received online commissions from New Radio and Performing Arts, Rhizome.org, the Whitney Artport and the Tate, and exhibited internationally at: Machida City Museum, ZKM, PS1, Museum of Contemporary Art Barcelona, Walker Art Center and Ars Electronica.

Andy Deck's solo show, 'Open Vice/Virtue: The Online Art Context' runs at HTTP Gallery from 9 March - 22 April 2006.
Preview: Thursday 9 March 7 - 9pm.
http://http.uk.net/

Part of the NODE.London season of media arts. www.nodel.org

Works on display at the Dana Centre include:

Open Studio
Open Studio is an online graphic software which allows for public contributions. Visitors can go online, create a drawing, and have the option to save the drawing. The website acts as a databank for all contributions, which can be seen animated on the site.

Imprimatur
Imprimatur consists of online 'groupware' for poster illustration and layout accessible through a computer workstation installed in the gallery space. This piece provides a framework for visitors/participants to launch a personal poster campaign based on their own social and political concerns. Visitors can use the software to create their own poster in collaboration with their online counterparts.

Icontext
Icontext is a free space on the Web that presents visitors with an open-ended interplay of words and pictures. What you do with your keyboard and mouse determines what appears on the screen and what subsequent visitors see and read. It sets up a fluid correspondence between keystrokes and blocks of colour. For example, when you type "dog," the word "dog" appears, and so does a series of three colour blocks. Icontext also works on other levels, allowing visitors to collaborate with each other and to upload, archive, and reconfigure "icontexts."

glyphiti
Glyphiti is an online collaborative drawing project. A large-scale projection forms an evolving graffiti wall and visitors to the space are invited to edit and add graphical units or 'glyphs', which compose the image, in real time. The marks made by each person combine with others and are shown as a time-lapse image stream.

Unlike most image software available on the Internet, Glyphiti functions through most corporate firewalls by using standard Web server requests. For the artist, penetrating firewalls acts as a metaphor to graffiti making: both activities necessitate the appropriation of privatised space for visual play.

Hannah Redler
Science Museum Arts Programme

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