

neural

Critical digital culture and media arts · Since 1993

NEWS REVIEWS REPORTS PRINTED MAGAZINE NEURAL ARCHIVE

SUBSCRIBE TO NEURAL



CURRENT ISSUE BACK ISSUES
FIND NEURAL IN STORES

NEURAL ARCHIVE

The Neural Archive is a repository of publications collected by us during the years. Browse our collection here.

NEGATEC

Author
Luis Camnitzer, Patricia Hakim
Year
2007
Publisher/Label
Espacio Fundación Telefónica
Country
Argentina

Self-Tracking

Author
Gina Neff, Dawn Nafus
Year
2016
Publisher/Label
Mit Press
Country
USA

MICROPOSTS

Sometimes the online world reveals unsuspected parallel dimensions. This is an unknown restyle of Neural independently (and secretly as we never knew about it) made by NY-based Motion and Graphic Designer, Clarke Blackham. Very nicely made, perhaps only a bit glossier for the magazine's line, it testifies once more how even your most familiar outcomes can have another life somewhere else.

24 NOV

The value of craft after software sounds rampant sometimes, expressing the freedom of escaping repetitive taps and clicks to accomplish some assumed tasks. Mixing media, electricity, electronics, mechanics and inert objects Graham Dunning has realised a structured track/performance/open script in his "Mechanical Techno: Ghost in the Machine Music." More than a proof of concept a machine music declination.

02 JUL

Isn't ASCII Art a perfect form of "graffiti" in 2010s? The 8-bit aesthetics is among the strongest visual references connecting the analogue recent past with the omni-digital present, so why not adopt it to finally have some public art embedded in the present? In Varberg, Sweden, 2016, the GOTO80 crew (feat: Karin Andersson) did it, choosing (not by accident) the Mo Soul Amiga-font.

30 JUN

YesNo by Timo Kahlen feels like "traditional" net art, a well crafted stuck webpage for the user's aural and clickable enjoyment.

29 JUN

The relationship between Andy Warhol and personal computers (becoming quite popular during his last years) has been only partially investigated beyond his Amiga works. In November 2015, Sotheby's sold his "Apple (from Ads)" (acrylic and silkscreen ink on canvas) for 910.000 USD, and in catalogue's notes Warhol tells about his meeting with Steve Jobs insisting to give him one and showing him how to draw (even if still in black and white): "we went into Sean [John Lennon's son]'s bedroom-and there was a kid there setting up the Apple computer that Sean had gotten as a present, the Macintosh model. I said that once some man had been calling me a lot wanting to give me one, but that I'd never called him back or something, and then the kid looked up and said, 'Yeah, that was me. I'm Steve Jobs.' And he looked so young, like a college guy. And he told me that he would still send me one now. And then he gave me a lesson on drawing with it. It only comes in black and white now, but they'll make it soon in color...I felt so old and out of it with this young whiz guy right there who helped invent it."

29 FEB

Harsh Noise Wally, is a sophisticated mashup mixing strips of Wally, the lazy and cynic colleague of Dilbert with some epic noise music extreme attitudes. Well conceived and assembled.

10 JAN

Minority Report comes closer... Three huge screens at Birmingham New Street railway station are scanning passers-by and play advertisements accordingly.
<http://www.birminghammail.co.uk/news/midlands-news/new-street-station-advertising-screens-9920400>

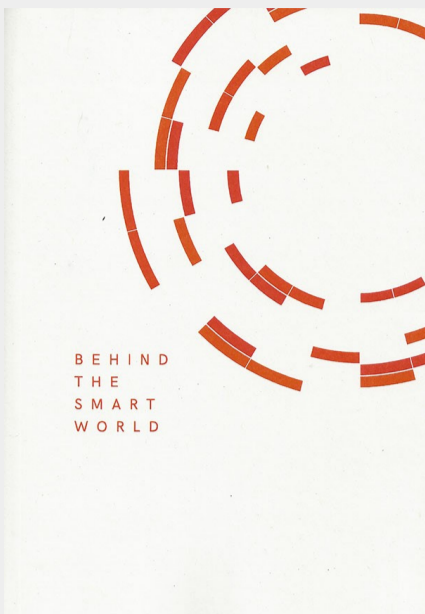
29 AUG

GoPro ancestors in the 1960s and 1970s, mainly sport and movie persons like F1 driver Jackie Stewart, Bob Sinclair and Steve McQueen.

08 JUL

BOOK HACKTIVISM

edited by Linda Kronman, Andreas Zingerle – Behind the Smart World



SERVUS.AT, ISBN-13: 978-3950420005, ENGLISH, 160 PAGES, 2015, AUSTRIA

The current trajectories of digital data are appropriately summarized in the editors' introduction: we have simply "lost control" of our digital data. Nevertheless this book is anything but unruly, and articulated in three sections (saving, deleting and resurfacing). Each starts with a theoretical text and follows with artists presenting their respective works, spanning from an investigation of data centers (Veermäe), to "data funeral" performances (Samson). The specific aspect of this collection is the informative balance between speculative theory and artistic intervention. While maintaining a radical perspective towards the topic,

it defines the processes in clear terms, such as when Marloes de Valk suggests that "our data bodies are morbidly obese." That perspective is crystallized in the recurrent suggestion of the enormous amount of data contained in a multitude of discarded, eventually malfunctioning, trashed storage devices that can "resurface" if properly handled, with unpredictable consequences. Instead of simply pushing the creepy privacy argument or the apocalyptic e-waste perspective, the authors manage to have a consistent, unifying view centered on the personal production of digital data. From there they depart to the long list of consequences enabled by this simple gesture. The resulting scenario is not obscure, but carefully assembled through the lenses of theory and art. It thoroughly defines the ambiguous temporality of data and its singular duality as both ephemeral and ubiquitous.

AURELIO CIANCIOTTA 28 DEC 2016
GOLFOFORM, THE SOUND OF IRON-BASED MICRO-DYN...

- 3D ABSTRACT ACOUSTIC
- ACOUSTIC/DIGITAL ACTIVISM
- AMBIENT ART AUDIO ART
- AUDIO-VIDEO BASTARD POP BIG DATA
- BIOTECH BOOK BOOK + OTHER MEDIA
- BOOKS BOOKSHOP BREAKCORE
- CD OR OTHER PORTABLE MEDIA
- CIRCUIT BENDING CODE COPYRIGHT
- DRONE DVD &/OR DVD VIDEO
- DVD VIDEO ELECTRONIC DANCE
- ELECTRONICA EMUSIC ETHNIC
- EXPERIMENTAL EXTRA
- FIELD RECORDINGS FOLKTRONICA
- FREE FORM GLITCHNCUTS HACKING
- HACKTIVISM IMPRO INDUSTRIAL
- INTERACTIVE LAPTOP LITERATURE
- MAGAZINE MASHUP MEDIA
- MICROSOUND MINIMAL MOBILE
- MUSIC NET NEURAL NEW ISSUE
- NEW MEDIA NEW MEDIA ART NOISE
- PERFORMANCE PLAGIARISM
- PLAYLIST PLUNDERPHONICS
- POST ROCK PRESERVATION PRIVACY
- PSYCHOGEOGRAPHY RADIO REPORTS
- ROBOT SCIENCE SITE-SPECIFIC
- SOFTWARE SOUND SOUND ART
- SOUNDSCAPES SURVEILLANCE
- TECHNO THEATRE TV VIDEO
- VIDEOGAME VISUAL WEARABLE

PROJECTS

- Sonic Genoma
- Suoni Futuri Digitali
- Wicked Style
- nordIC (Dissonanze)
- Tecnologie di Liberazione (2001)
- Virtual Light (1995)
- Internet Underground Guide (1995)

COLOPHON

CHIEF EDITOR
Alessandro Ludovico

ASSISTANT EDITOR
Aurelio Cianciotta Mendizza

CONTRIBUTORS
Josephine Bosma
Chiara Ciociola
Daphne Dragona
Matteo Marangoni
Rachel O'Dwyer
Paolo Pedercini
Paul Prudence
Benedetta Sabatini

SPECIAL PROJECTS
Ivan Iusco
Chiara Ciociola

TITLE POET
Nat Muller

ENGLISH EDITOR
Rachel O'Dwyer

ADVERTISING & PR MANAGER
Benedetta Sabatini

PRODUCTION MANAGER AND DIGITAL ARCHIVIST
Cristina Piga

TECHNICAL CONSULTING
Paolo Mangraviti

FRIENDS

- AHA
- Amazon Noir
- GWEI
- Interferenze Festival
- Networked Performance
- Runme.org
- uCan
- We Make Money not Art

NEURAL

About
Contact
RSS Feeds

SECTIONS

News
Reports
Reviews

SOCIAL

Facebook
Twitter
Google Plus
Youtube
Flickr

PRINTED MAGAZINE

Current Issue
Back Issues
Subscribe to Neural
Find Neural in stores

NEURAL ARCHIVE

Browse
Search the Archive
Random publication

LEGAL

Neural, registered in the Bari Court 728/2009. This weblog is licensed under a Creative Commons License.



DESIGN

Manufatura Indpendente