INTERACTIVE DIGITAL ART

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The computer has developing and affecting the other technologies throughout the years. Therefore, the computer itself has been an important for the development of digital art and also digital printmaking techniques. The artist and programmers developing techniques in his/her work, and often finds new techniques during the practice.

Computer art is a young activity still in its early stages of development. The artist using a computer depends on the hardware and software accessible for technological, scientific and commercial uses. The developments industry and the technology with computer led to increased digital art, which in turn influenced contemporary printings during this time.

As time passed and especially in 1960's, during the time of Modernism's criticizes, a new character was found which the philosopher-artist is and also the new concepts in art were found. In these new concepts, the criticizing of these similarities between the cultures can clearly be seen.

The socio-political situation has had a decisive influence on developments in the fields of science, technology and art. In a capitalist society, material and immaterial goods are priced according to their utility value. This is why computer graphics and animation are developed with a view to commercial applications and not for artistic reasons.

Whether one welcomes or regrets this fact, the artist is always free to use methods supplied from other sources. It does imply that art is not a material but rather an intellectual process. The use of computers in art leads to a compatibility of the instruments - to a closer link between the different art forms which, owing to the different classical methods and instruments, have been separated and taught in different institutions. Particularly the computer is becoming increasingly important: the new possibilities of expression provided by the instruments as a new form of art. Therefore, the artists are using the computer as an art material. They use the computer programming in Video art, Happening, Fluxus, Installations and in the contemporary art.

Today everybody believes that the computer offers something radically new to the artists explore something experienced. They can be learning the programming and making digital works by it easily. The artist with the programmers are looking at the sophistication and affordability of current software and realizing that much of their programming effort could be re-inventing the wheel.

The computer might equally well have been invented as an instrument of art. In the most general sense of the digital art can be regarded as a special form of communication. It is the task of the artist to provide a message, which in this particular case is also subject to certain esthetic considerations.

Thanks to the computer, which can be used in many different ways, artists they are free to choose and even to combine the different media. Formerly, colors, sounds and tones were regarded as the raw material of art; today they would be considered information carriers the visual arts in all their combinations and variations the most sophisticated areas of artistic activity, which are included lots of materials.

Computers and programs are extremely useful, though the output devices currently available are inadequate. For example, an artistic form of realization in the monitor does not always correspond to the quality of conventional forms of artistic presentation. It can be expected that output devices specially designed for esthetic productions will be developed in the future. It seems important to obtain an idea of future forms of expression as early as possible for a future perspective. Today, it can be regarded.
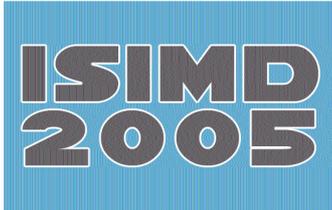
Contemporary artist can be make creative works and exploring far greater possibilities than traditional graphic artists, painters, stage designers or camera operators.

Artists working with computers focus their attention on entirely different things. When they construct imaginary landscapes or utopian visions are to be created, the artistic creativity will become even more important. The digital artist does not use the computer to create a specific image. They don't need to use supplies a program that permits the activation of different image variants and sequence. Because of they are use to their many latent images. Therefore it is applied to imaginary landscapes or spaces. The spectators embark upon something like a journey of exploration, when they are see the artist designed. Although the use of sophisticated illusion technology, it being part of the scene with the real world. It seems that has already been demonstrated. The use of computer technology entails another element.

Of course the computer technology is interest to art, and the same time the possibility of interactive communication. It already has a dialog systems and that is offer users a chance to carry on a conversation. Everybody could be found in it the different answer, but sometimes it could be corrects or mistakes, etc.

This is due to the fact that the use of language is a creative process that presupposes an understanding of semantic context. It can be expected, however, that literature, too, will be included in the digital electronic system, particularly through the use of artificial intelligence. Present-day linguists are interested mainly in the detailed structures of texts as well as in the determining courses of action.

The computer might open up new perspectives. It is quite possible to have a plot that instead of being linear is ramified-the actual plot is determined by the reader. This method will lead to a new way of dealing with literary subjects. It will be involved plot narration and the creation of actual images. Hence that connection established between visual arts, music and literature will demand a new type of artist.

The artist can be used in other art forms. Therefore works create a sense of alienation can be very effective and should not be showed for commercial or entertainment purposes alone; rather their enormous artistic potential should be exploited fully.

Digital art is still in its initial stages of development, for it has been in existence but a short time and the underlying technology is not yet fully mature. In its final stage of development, might also be able to include elements of art and to develop through interaction, can be a part of communication.

When we concerning the future developments in communications, we can agree on that will become increasingly relevant for art. It will be possible with the computer programming further to developed speeds and storage capacities by several orders of magnitude.

If the monitor resulting higher resolution, like of a high-resolution television standard anticipated, the size of an image is a decisive factor in terms of its realism. It has a perfect simulation of reality is linked only marginally to the problems of art.

In the future, a combination of computer graphics and holography can also be expected.

As a conclusion, the computer technology has been affected art and always developed in a reciprocal relation to one another. The relationship between fine art movements in the 20th century and the pioneers of digital art from 1956 to 1986 are too much important for the contemporary art. Therefore, the digital art is getting important new techniques of printmaking. While computer art became mainstream art movements, The digital art and printing are common interest, even when these are separated by some decades.