



Net Art Project

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Fall 2022-ART2602C-Intro to Digital Media



Description

This project uses multiple words from different news articles to make a randomly generated prompt. The prompt will be followed and represented through multiple web pages that will act as a piece of net art.



Citations

Fawcett, Eliza. “The Pandemic Generation Goes to College. It Has Not Been Easy.” *The New York Times*, 1 Nov. 2022, <https://www.nytimes.com/2022/11/01/us/covid-college-students.html>. Accessed 1 Nov. 2022.

Lukpat, Alyssa. “Elon Musk Hints at \$8 Monthly Subscription for Twitter’s Verified Users”. *Wall Street Journal*, 1 Nov. 2022, https://www.wsj.com/articles/elon-musk-hints-at-8-monthly-subscription-for-twitters-verified-users-11667316378?mod=hp_lead_pos5. Accessed 1 Nov. 2022.

Telford, Taylor. “U.S. workers have gotten way less productive. No one is sure why”. *The Washington Post*, 31 Oct. 2022, <https://www.washingtonpost.com/business/2022/10/31/productivity-down-employers-worried-recession/>. Accessed 1 Nov. 2022.



Phrase/Sentence

Perplexing stream waves forced another signaled plunge

Images

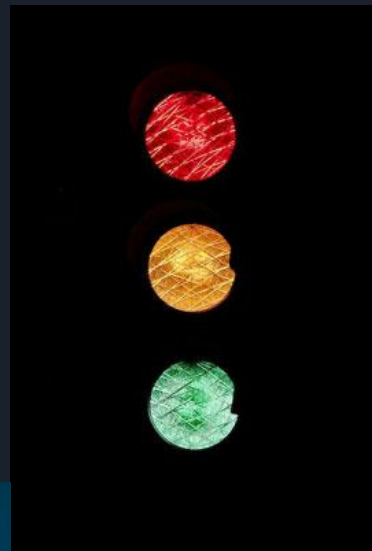




Image Links

- t1stop.jpeg- <https://www.pexels.com/photo/low-angle-shot-of-a-traffic-sign-7823268/>
- smallred.jpeg-
<https://www.pexels.com/photo/a-set-of-traffic-lights-on-posts-10743140/>
- alto.jpeg- <https://www.pexels.com/photo/alto-road-signage-2214770/>
- pare.jpeg- <https://www.pexels.com/photo/close-up-photo-of-a-stop-sign-8120536/>
- redcirc.jpeg- <https://www.pexels.com/photo/light-road-red-yellow-46287/>
- glass.jpeg-
<https://www.pexels.com/photo/reflection-from-glass-on-black-background-4913385/>
- blstop.jpeg- <https://www.pexels.com/photo/close-up-of-stop-sign-5411576/>
- redtall.jpeg-
<https://www.pexels.com/photo/gleaming-red-traffic-light-against-cloudy-night-sky-6942432/>

Images





Image Links

- Pool.jpeg- <https://www.pexels.com/photo/blue-water-3621556/>
- Walk.jpeg/walkdown.jpeg- <https://www.pexels.com/photo/signs-near-a-metal-fence-10474324/>
- Up.jpeg/down.jpeg- <https://www.pexels.com/photo/green-and-white-male-gender-rest-room-signage-134065/>

Images

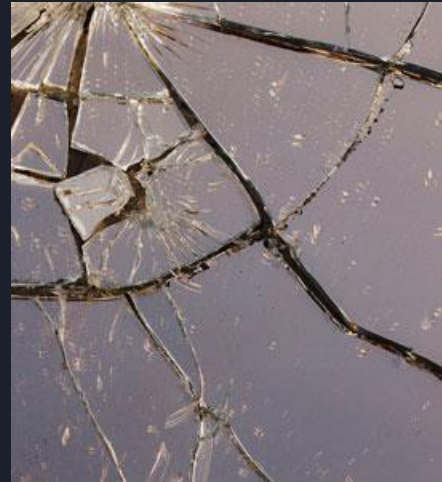
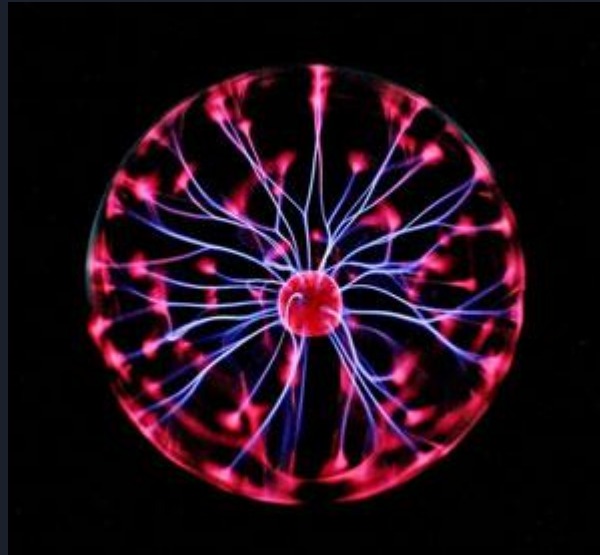




Image Links

- Signal.jpeg- <https://www.pexels.com/photo/dark-vintage-technology-blur-9504092/>
- Plasma.jpeg- <https://www.pexels.com/photo/plasma-ball-illustration-414860/>
- Crack.jpeg- <https://www.pexels.com/photo/brocken-glass-10164374/>
- Exit.jpeg- <https://www.pexels.com/photo/exit-sign-hanging-on-ceiling-in-public-area-3861798/>

Images





Image Links

- Darkwaves.jpeg- <https://www.pexels.com/photo/grayscale-photo-of-body-of-waves-1536304/>
- Water.jpeg- <https://www.pexels.com/photo/body-of-water-photography-734973/>
- Telly.jpeg- <https://www.pexels.com/photo/classic-yellow-tv-with-blank-screen-6976094/>
- Power.jpeg- <https://www.pexels.com/photo/person-holding-black-remote-control-959427/>

Images

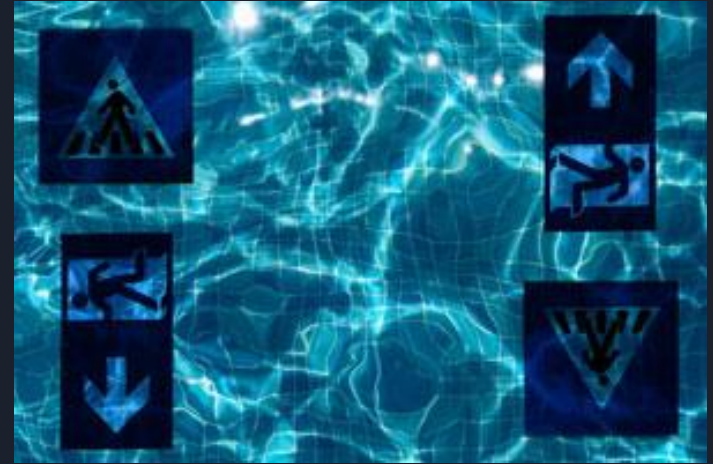




Image Links

- Over.jpeg- <https://www.pexels.com/photo/yellow-and-black-wooden-cabinet-4835429/>
- Static.jpeg- <https://www.pexels.com/photo/man-in-brown-button-up-shirt-wearing-black-sunglasses-4842659/>
- Light.jpeg- <https://www.pexels.com/photo/turned-on-light-bulb-712490/>
- Waves.jpeg- <https://www.pexels.com/photo/ocean-waves-1646311/>
- Fish.jpeg- <https://www.pexels.com/photo/freshly-caught-fish-with-silver-scales-on-blue-background-3796761/>

Draft Compositions



Draft Compositions





Page 1- Enjoy the Show!

This page shows a television sitting in a running stream of water. The screen has static and shows an image of dark waves. This makes the viewer question why the television is sitting in water, as that is not a normal place for a television. The viewer will most likely be drawn towards the screen of the television, which is intentional. This is to show part of the theme that entertainment prevails over the rising water.

Process 1

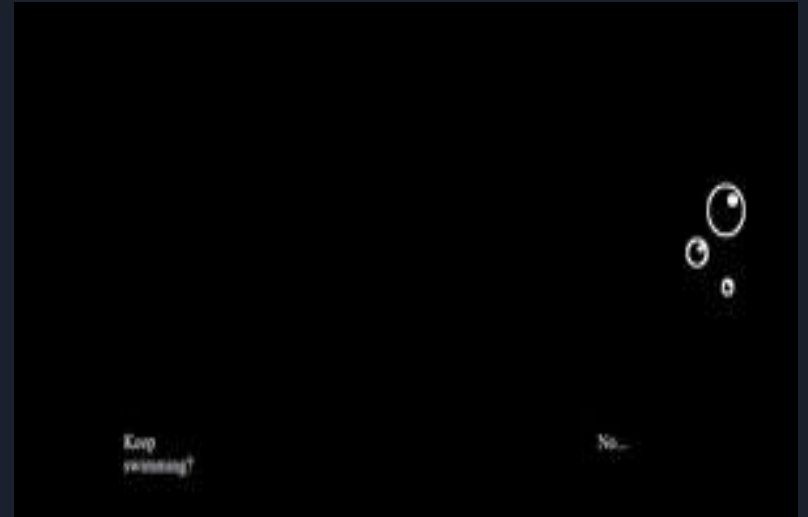




Page 2- The Show

This page shows a larger image of the dark waves, along with the static from the screen. The page invites the viewer to scroll downwards and “take a plunge”. As the viewer scrolls, they are met with bubbles and two options. These two options allow the viewer to “keep swimming” or to answer “no”. These two options lead to two different pages.

Process 2





Page 3- Swimming

This page shows an image of water in a pool and several directional signs. The text in the center states that “directions can be quite perplexing underwater”. The page allows the viewer to choose which direction they would like to go in, which could lead the viewer in circles. The idea of a pool also plays along with the theme of entertainment, but is also tied to the theme of water.

Process 3

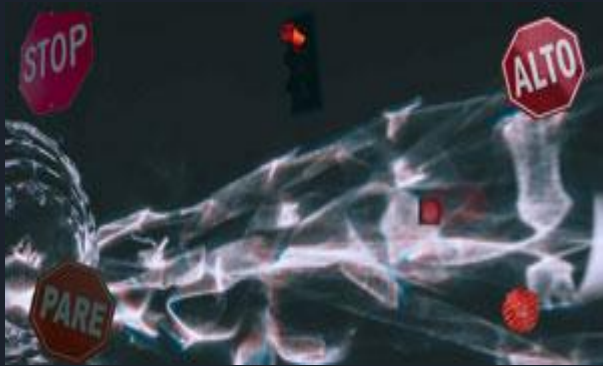




Page 4- The Signals

This page shows a background of an odd reflection and several stop signs and traffic lights. This makes the viewer confused and curious as to why the word “stop” is repeated so many times, especially in a couple of other languages. This is meant to instill a sense of urgency. Closer towards the bottom of the page is a large area of repeated stop signs. This also goes along with the feeling of urgency. Below this is some text that reads, “what’s the hold up?...”. The screen is clear for a while after this. Further down the screen, a line of green lights is shown, along with the text “Go! Go! Go!”. This is to show that while there are urgent stops, there are also signs to continue away from the rest of the “crowd”. This is to show the theme and show that many are wanting actions to stop, but some ignore the signs and continue.

Process 4

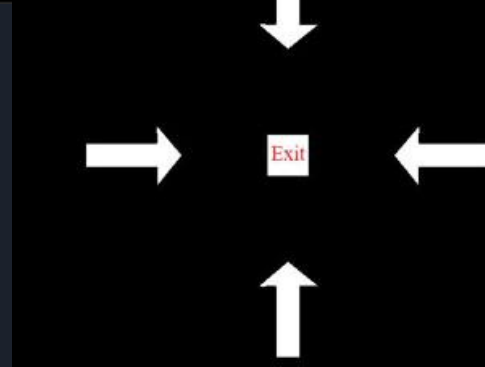




Page 5- Signal Lost

This page shows a large screen with the words “NO SIGNAL”. The screen is cracked and has some static on it. In the bottom of the screen, there is an exit sign. Clicking on this sign will lead the viewer to the “GAME OVER” page, missing the true end of the project. If the viewer continues to scroll, they are met with a sentence of “are you sure you want to keep scrolling?” in an effort to deter the viewer. At the end of scrolling, there are four arrows pointing to a small exit button. Clicking on this button allows the viewer to access the final page of the project, where they can see more of the main theme. Overall, this page shows the damage done and can lead the viewer directly back into the project without the final clue to the theme, or they can find the final page and fully comprehend what is going on.

Process 5





Page 6- GAME OVER

This page shows a blinking light over a neon sign that reads “GAME OVER”. Below the sign is a lot of running water, which is pretty high up. A noise effect is added to make the page fit in with the theme of entertainment a bit more, making it look more like a video game screen. This is also done because of the “GAME OVER” sign. Clicking on the blinking light will redirect the viewer back to the first page of the project. This page signifies the “loss” of the viewer, showing that the project is seemingly over. The rushing water also goes along with the theme of the issue of rising waters.

Process 6



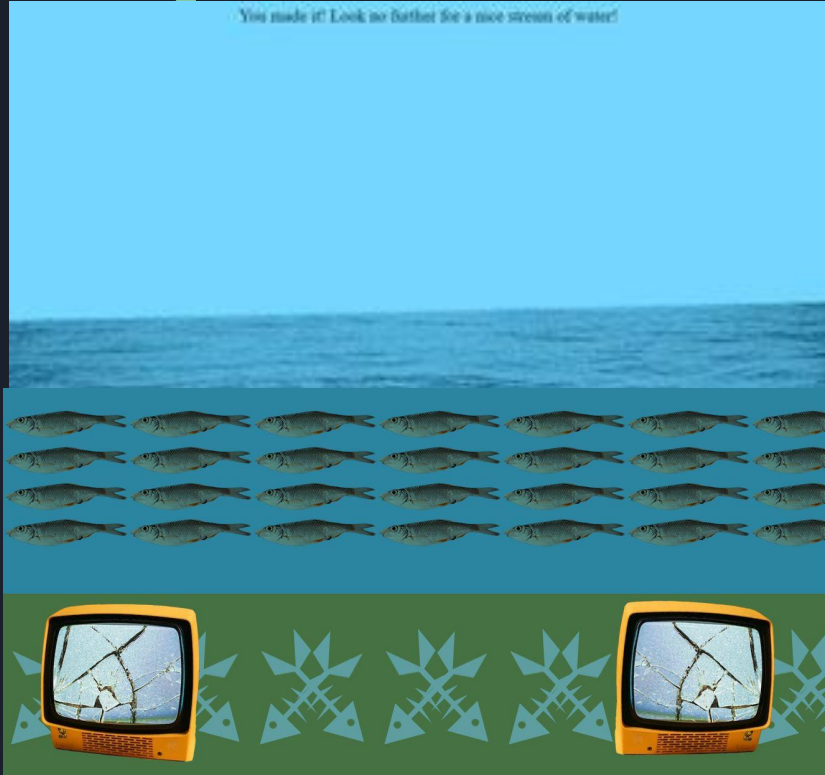


Page 7- A Nice Stream!

This page is the true final page of the project. The viewer is greeted by a light blue screen that displays the text “You made it! Look no further for a nice stream of water!”. Below this is a GIF of a stream of water, similar to the one on the first page of the project. Scrolling down will show a line of fish, broken televisions, and fish bones in the sand. Clicking on one screen leads to the “GAME OVER” page. Clicking on the other screen will cause the fish to disappear. This page puts all of the pieces together for the viewer so that they get a better understanding of what was going on in the other pages.

Process 7

You made it! Look no farther for a nice stream of water!





Artist Statement

This project gave students the task of creating a series of netart based on a sentence or phrase. This sentence or phrase was created by grabbing a paragraph from three different news articles, then mashing them up with a number generator. The phrase that I ended up with was “perplexing stream waves forced another signaled plunge”.

It took me a while to think of what direction to take this project in, but I decided to go towards giving the project an ominous and unsettling feeling. I decided to take a slightly literal approach when interpreting my phrase. I wanted to create a project that was based on water, signals, and “perplexing” elements. I wanted the project to seem a bit like a game, giving the audience randomized choices on what they wanted to happen next. I kept the choices a bit vague so that it could be an added mystery for the audience. This also would add an extra element of interest, as the paths are not revealed immediately. This piece is meant to make the audience feel a sense of uneasiness and urgency in some of the pages. The piece should also keep the audience interested while they are navigating through the pages. While this piece is meant to be entertaining, it also has a bit of a twist. Another interpretation is that people entertain themselves with screens while the waters are rising. This is shown through running water that is in places that should not have water, multiple screens with static and cracks, and broken televisions with fish bones in the bottom of a stream.

I wanted my work to be entertaining and mysterious, while also having a deeper meaning that does not really dawn on the audience until they look closer at the piece. This is done by creating compositions on each page that are interactive, but have two different meanings within the composition. I created a sense of mystery by setting up the pages to have multiple paths that can be chosen, but are not explicitly clear in where they lead to.



Project Reflection

I had a lot of fun while I was working on this project. I had a little bit of a hard time trying to come up with ideas for the project. I had an even harder time trying to set the pages up in a way that would carry out these ideas. While it was tedious, it was fun to watch how each of the pieces came together to form the end product. I learned a lot about HTML and coding during this project. I was able to use the skills I learned in class to give me a good base for HTML coding.

I fought a lot with getting some of the code to show up in the right places. I also had trouble with sizing some of the elements. By working through these issues, I feel that I have gained a better understanding of HTML. It was also very entertaining to have “a-ha!” moments whenever I figured out how to make the code work the way I wanted it to. The skills that I have gained will be very useful in the future, especially as a graphic designer. Creating websites by using HTML is a valuable resource to have, so I am glad that I had the opportunity to learn it.