

Rachel Greene

# Internet Art



Thames & Hudson **world of art**

RACHEL GREENE is Executive Director of Rhizome.org, an online resource and platform for new media art. Educated at the universities of Pennsylvania and Sussex, she is also a former critical studies fellow in the Whitney Museum's Independent Study Program. Greene has been involved with promoting new media art since 1997 and is a frequent contributor to art magazines and catalogues. Currently she is a curatorial fellow at the New Museum of Contemporary Art in New York.

## Thames & Hudson world of art

This famous series provides the widest available range of illustrated books on art in all its aspects.

If you would like to receive a complete list of titles in print please write to:

THAMES & HUDSON  
181A High Holborn  
London WC1V 7QX

In the United States please write to:

THAMES & HUDSON INC.  
500 Fifth Avenue  
New York, New York 10110

Printed in Singapore

Thames & Hudson world of art

147 **Jonah Brucker-Cohen** and **RSG**, *PoliceState*, from *Carnivore*, 2003. In the *PoliceState* client by Brucker-Cohen (using Radical Software Group's *Carnivore* software), information about US terrorism activates radio-controlled police cars. This project is based on FBI surveillance software, which is used to monitor network traffic for terrorist activities.

148 **Yucef Merhi**, *Maximum Security*, 2002. Venezuelan-born Merhi has been hacking into the email account of Venezuelan President Hugo Chávez since 1998, installing the intercepted messages as wallpaper.



**world of art**

ancient and  
classical art  
western art  
modern and  
contemporary art  
world art  
architecture  
design  
graphics  
photography  
decorative arts  
performing arts  
reference

**Internet Art**

Rachel Greene

**An exploration of the exciting and radical ways in which artists have embraced the internet and redefined the conventions of art**

When the internet emerged as a mass global communication network in the mid-1990s, artists immediately recognized the exciting possibilities for creative innovation that came with it. This groundbreaking book considers the many diverse forms of internet art and the tools and equipment used to create them, while discussing the wider cultural context and historical importance of the work.

Covering email art, web sites, artist-designed software and projects that blur the boundaries between art and design, product development, political activism and communication, *Internet Art* shows how artists have employed online technologies to engage with the traditions of art history, to create new forms of art, and to depart into fields of activity normally beyond the artistic realm.

Throughout the book, the views of artists, curators and critics offer an insider's perspective on the subject, while a timeline and glossary provide easy-to-follow guides to the key works, events and technological developments that have taken art into the twenty-first century.

On the cover:  
c a l c (Teresa Alonso Novo,  
Lois Brunner, IDmi  
Scheiderbauer, Malex  
Spiegel, Silke Spom)  
and Johannes Gees,  
communimage,  
1999. Collaborative  
net art project.  
[www.communimage.net](http://www.communimage.net)  
© c a l c and Johannes Gees

Printed in Singapore



**Thames & Hudson world of art**

