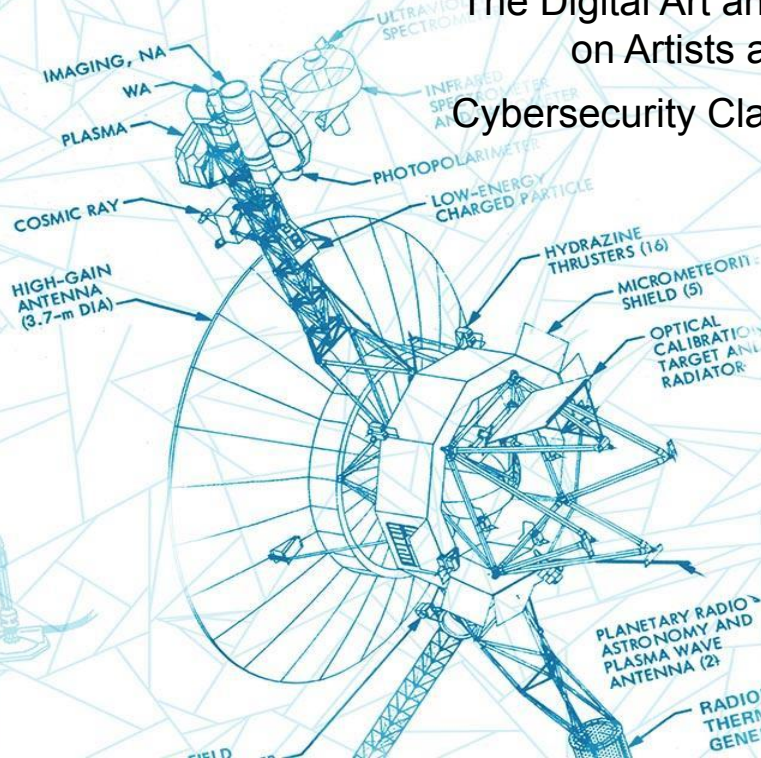


Art

The Digital Art and Impact of Technologies
on Artists and Their Creations
Cybersecurity Classroom Training Program



Module purpose

This module has been created to help students and teachers explore arts through technology. Activity 1 of this module will focus on new technologies and their influence on visual arts.

You may also be interested in activities from other modules with content related to the arts.

English Module: [Story formats](#) | [Activity 5 - Create a visual representation of your character](#)

Social Sciences Module: [Exploring history through your senses](#)

Science Module: Section 3 - Analyze ([1](#)) ([2](#))

“The arts nourish the imagination and develop a sense of beauty, while providing unique ways for students to gain insights into the world around them.” Ontario Curriculum

Module activities

→ [Activity 1](#) - Digital Art Tools



Visual art today

Modern technology has transformed the way artists can produce art. Creative art can be produced in many different ways. These changes in technology have made visual art more accessible to everyone. Most students and artists will study and produce traditional visual art and this is part of the process, but artists are interacting in different ways with their audiences and the technology around them. The job market for artists is pushing forward the need for artists with traditional and contemporary artistic skills.

Digital art, as defined below, has a lot of potential as a career or as a hobby. It certainly has changed over the years.



READING:
[Art Term - Digital Art](#) by [Tate](#)

Types of visual art (Interest)

QUESTION: Do you think video games are “art”?

Like traditional paintings by [famous artists](#), video games become more valuable over time.

READING: [‘Super Mario 64’ Is Now the World’s Most Expensive Video Game](#) by Nora McGreevy

Are cave paintings, the Mona Lisa, and Mario that different? The meaning of art and its beauty comes from each individual's experience and interpretation. So to determine if video games are art, it will be a controversial topic.

An interesting idea is that video game designers can reach if not thousands of people, then millions. Some of the people might find interest in this digital art versus traditional or typical visual art.

Types of visual art (Cont.) (Interest)

This art related YouTube channel explores the question of video games as art in the same way you just did. They present many arguments and examples to support the inclusion of video games as a part of visual arts.

[The Case for Video Games](#)

by The Art Assignment



Did the video present valuable information and strong examples? Could they convince someone against this position?

Art, life, and society

All types of art (dance, music, visual, etc.) can let people express themselves.

READING: [Banksy's latest works tackle technology, surveillance and our crumbling humanity](#)
by T. O'Brien

[Banksy](#), a famous street artist, whose identity is still unknown, shares through his art critical commentary on social and political issues. A few interesting topics he wants his fans to think about are surveillance and tech life.

Banksy is often critical of new technology, but on the other side, he employs them to promote or create his art. This controversial moment was captured live and shared all over the world.

[Sotheby's, October 5th 2018](#)
by banksyfilm

**A few years ago
I secretly built a shredder
into a painting**



Art, life, and society (Cont.)

The shredder Bansky or someone else used and those elements of the painting could be seen as the technology. Otherwise, some may argue that the moment became the art and was perfect to be shared over social media and through contemporary news media. It may have been in reality a very effective marketing strategy.

QUOTE: “Nowadays, artists don’t use technological innovations only as assistants in their creative process. Many artists and art professionals are transforming the art world by leveraging these powerful technology and tools as an art and design medium, allowing them to create striking, immersive, and highly engaging art pieces that are new and multi-disciplinary mixed media art and installations.” [Art Guide - How Technology is Changing the Art World](#)

As the landscape of humanity and technology changes, arts will evolve. Photography is an easy example again in the way that the technology is more accessible and portable with every passing year.

EXAMPLE: Digital camera pictures in low light with telephoto lens: [15 minutes of relaxing Nature POV photography | SONY A7III + 70-200MM F2.8 GM!](#) by TerryWarfield



Arts vs. science

Neil deGrasse Tyson is frustrated by cooler and warmer colours and their temperature. “When they say make this scene cooler they mean get a higher temperature lamp and when they say we want to make this scene warmer it means they want to put in a lower temperature lamp that glows at like 3000 degrees or 2500 degrees and I’m pissed off at this.”

[Neil deGrasse Tyson Explains the Color of Light](#)

by StarTalk



QUESTION: Does this video change your perspective of the different colours and their “temperatures”?

Rights of art

One innovation of crypto currency and tokens are [smart contracts](#). These smart contracts are significant for legal consequences. Another recent innovation within the concept of smart contracts are NFTs (nonfungible tokens).

READING: [No, NFTs aren't copyrights](#) by Harrison Jordan

These smart contract and NFT will enable a transformation of legal ownership of different things. That is why many see these tools as a similar to copyrights, but as the previous article demonstrate they are somewhat different. Most people will associate NFT currently with visual art. Here are a few [NFT examples](#), [Dogecoin GIF](#), [deadmau5 and Mad Dog Jones](#), [MLB player cards](#), and [Kings of Leon album titled When You See Yourself](#).

Elements such as art on the blockchain would then be owned by a single person, the one that holds the token. Currently, this process technically only works with digital art.



Rights of art (Cont.)

NFTs seem to be trending in the news and socially media for the wrong reasons. Obviously the technology has a lot of real world potential, but many people are focused on the speculation and the many marketing stunts of this technology. To imitate Banksy's Girl With Balloon "shredding art" moment, others have tried to do this with another Banksy painting. They then added the art piece digitally to the blockchain as an NFT.

READING: [Fungible Banksy: NFTs, Copyright and Digital Art Collide with the Burning of Morons](#)
by Pillsbury

READING: [Banksy art burned, destroyed and sold as token in 'money-making stunt'](#)
by Cristina Criddle

Unfortunately, this situation is not a good example of a positive innovation in visual arts.

Career in arts

Careers in traditional arts are sometimes hard to imagine as you may not engage with them every day. As for digital art, it is likely that you see, use, interact with images from digital artists all the time.

Experts believe that these fields of work will grow over the coming years.

READING: [How to become a digital artist](#) by Adam Sinicki

EXAMPLE: Freelance illustrator [Art of Mandy Jurgens](#)

QUOTE: “Some of them [digital art] are common in our life, such as 2D Computer Graphics, Digital Photography, Photo-painting, 3D Computer Graphics, Pixel Art, Digital Photography, Digital Collage, 2D Digital Painting, and 3D Digital Painting.”

[The Impact of the Increasing Popularity of Digital Art on the Current Job Market for Artists](#)

by Wang, V. and Wang, D.

Possible Careers

These are examples of jobs or post-secondary study programs from the reference below.

- Interaction Design (web, mobile app, VR, Internet of Things)
- Motion Design (TV, web, film, corporate)
- Visual Development (game, animation, editorial, retail, comic, infographics)
- 3D Game Art (computer, console, mobile, tabletop)
- 2D Animation (game, animation, film, app)

QUESTIONS: Can you identify visual elements from each of the examples from tech devices you often use?

Being a digital artist may have a more technical or practical job. Their work may be limited in creativity that is required. For some students, this lack of freedom may not be what they are looking for.

REFERENCE: [Digital art and design careers](#)

Future jobs (Imagination)

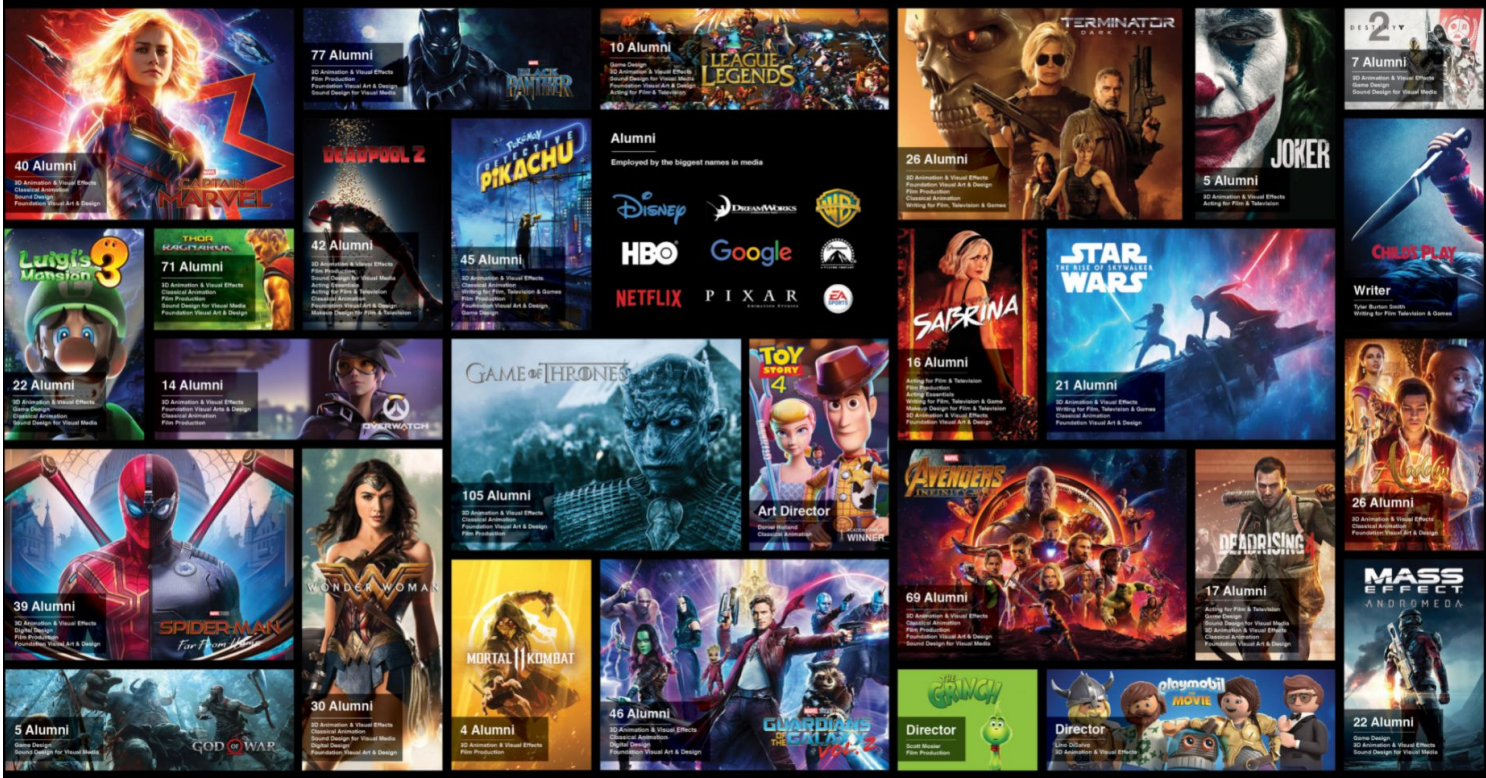
Some opportunities in digital art are still unknown to us. We can try to imagine what those would be. The software developer and YouTuber [@tiffintech](#) made the video below with a few speculative job opportunities of the near future.



The last one still blows my mind 🤔🤖
“Technology will create these 3 future jobs 🤖”
“Hologram Stylist”
“Virtual Couture Designer”



Vancouver Film School - Foundation Visual Art & Design



REFERENCE:
VFS
Alumni Success



Activity 1

SUBJECT: Digital Art Tools (Creating and Presenting)

CONTEXT: Find an application, website, or device to help with a visual arts project. Make sure to study this tool and to understand the way it works. You will need to explain one way of using it and to demonstrate and explain its usefulness.

TASK:

1. Select subject for evaluation and demonstration.
2. Identify a function of the tool you want to demonstrate. Ensure that you can make a link to your art class.
3. Plan and outline your demonstration.
4. Record a video with your explanation, demonstration, and example for your tool.
5. Share your video with your class.

EXAMPLE: [The BEST Keypad for your iPad! \(Or pc\)](#)
by e r g o j o s h

e.g., colour, form, line,
shape, space, texture,
value, balance, contrast,
emphasis, harmony,
movement, proportion,
rhythm and repetition,
unity, and variety



Module Conclusion

As you can see, digital arts are at the very edge of technology and entertainment. There are no doubts that the tools used by artists will keep evolving.

Hopefully, this module will encourage you to explore the impact of arts on our society and to pursue a career in the arts.

Remember that the arts are a vital aspect of creativity and are part of STEM acronym in the format of STEAM (Science, Technology, Engineering, the Arts and Mathematics).

