

Table of Contents

1. State of the Art: Books and Online Sources.....	13
2. Introduction to Interactive Digital Art.....	19
2.1. Digital art and new media art.....	19
2.2. Forms and origins of interactive digital art.....	19
2.3. Origin, meaning and forms of interaction.....	22
2.4. Interfaces as GUI, or as devices and environments equipped with sensors.....	27
2.5. The history of the technology of interactive digital art.....	30
2.5.1. Mechanical calculators, electronic computers.....	30
2.5.2. Software developments.....	32
2.5.3. Inventions in form of devices/equipment	33
3. Introduction to Motifs, Visual Motifs and the Methods for their Research.....	36
3.1. Categories of Visual Motifs.....	43
4. Objective Visual Motifs.....	45
4.1. Human Motifs: Historical Overview.....	45
4.2. Human Motifs in Interactive Digital Art.....	51
4.2.1. Portrait and Bust in Interactive Digital Art.....	53
4.2.2. Author-Visitor-Portrait and Visitor-Portrait.....	55
4.2.2.1. The Invitation to be touched and the Touch - Screen.....	55
4.2.3. Interactive Video-Portrait and Interactive Bust.....	61
4.2.3.1. Interactive Self-portrait.....	63
4.2.4. Driving through human body and exhibiting live within human body	67
4.2.5. Body Parts.....	75
4.2.5.1. Dancing sculptures of legs.....	75
4.2.5.2. “Talking” virtual hands and “real” third hand.....	78
4.3. Animals or Plants as Motifs: Historical Overview.....	83
4.4. Animals and Plants as Motifs in Interactive Digital Art.....	89
4.4.1. Evolutionary Designed Biological Motifs	91
4.4.2. Animals as a Symbol or as an Entertaining-Motif: the Motif of Butterfly.....	103
4.4.3. Animal as Data Input or as Interactive Sculpture: the Motif of Bird	109
4.4.4. Aquatic Creatures imitating the Rules of Life, or Fish as Relaxing Native Motif.....	118
4.4.5. Virtual Pets send E-mails or play live Games with Visitors.....	123
4.5. Places, or Architecture as Motifs: Historical Overview	129
4.5.1. Landscape.....	129
4.5.2. Architecture (included interiors) as motif in historic art.....	131
4.5.3. Architecture or Environment as Motifs in Media Art.....	134

4.6. Places, or Architecture as Motifs in Interactive Digital Art	135
4.6.1. Naturalistic Virtual Immersive Public Places	137
4.6.2. Abstracted Real Cities: Back-Curating Flight and Visitors as Tramway-Driver.....	144
4.6.3. Realistically Represented Virtual Interiors: Visiting Historic Interiors and “Revealing” Historic Interiors.....	150
4.6.4. Abstract Spaces.....	154
5. Abstract Visual Motifs: Historical Overview.....	158
5.1. Geometric Motifs.....	158
5.2. Amorphous Motifs.....	161
6. Abstract Visual Motifs in Interactive Digital Art.....	162
6.1. Motion, Traces, Detections – Linear Constructive Motifs or Amorphous and Geometric Shapes.....	163
6.2. Liquid Shapes as Motifs.....	172
6.3. Fractals as Motifs.....	175
7. General Conclusion and Further Trends in the Representation of Visual Motifs.....	179
8. Bibliography.....	183