

## **Christine Schöpf**

### **Prix Ars Electronica • Cyberarts 99**

It is not long now until the year 2000, the year that is regarded even today as a metaphor for the future. With the year 2000 the Ars Electronica Festival, celebrating its 20th anniversary in the year 1999, will enter the third decade of its existence. For over 20 years Ars Electronica has not only provided an analysis and commentary on the discourses revolving around the digital transformation taking place at tremendous speed, but has also, especially in its pioneering role, repeatedly introduced provocations and thus impulses for further development.

One of the qualitative cornerstone of the Ars Electronica Festival ist the Prix Ars Electronica. Since it was inaugurated in 1987 by the Austrian Broadcasting Corporation, Upper Austrian Regional Studio it has united the creative forces that formulate the principles of the digital transformation and make them accessible to a wider audience through their work.

From the beginning, the intention of the Prix Ars Electronica has been to provide an open forum and to extend an invitation to artists, researchers and creative people from various disciplines, yet as a competition it is also open for new trends and developments in digital media. Whereas the Prix Ars Electronica 1987 started with the competition categories Computer Graphics, Computer Animation and Computer Music, the section Interactive Art was added in 1990, and in 1995 the category Computer Graphics was replaced by one for the Internet. In keeping with continuing developments, the category Computer Animation was expanded in 1998 into the category for Computer Animation and Visual Effects with double awards. In addition, the Prix Ars Electronica opened up another field for young talent in the same year with the new section "cybergeneration–u19 freestyle computing."

Since its inception the Prix Ars Electronica has become a regular focal point every year for artists, designers, researchers and developers around the world. Again and again, its results represent the current state of digital media creativity independent of industrial norms. 1999 heralds a redefinition of the music category, as illustrated by the new designation "Digital Musics." Invitations to take part in the competition were extended to representatives from the fields of electronica (Noise, HipHop, Drum&Bass, Techno, DJ Culture, Ambient etc.), Sound and Media and computer compositions.

They say scheduled revolutions never happen, but those that are hoped for, obviously do. It is apparent that revolutionary changes in the area of digital musics do not take place in secret. There are several reasons why the results of the Prix Ars Electronica in the category "digital musics" are worthy of the attribute revolutionary. For the first time, the award-winning artists do not come from areas associated with universities, but rather from the creative environment around record producers, from small, independent groups of artists. For the first time, the pioneering role of classical electro-acoustic with works conserved on tape has been superseded by live performances with technosound, Drum&Bass, noise and remixes. And for the first time, an Austrian label that has long since achieved international recognition, is among the winners.

### **Prix Ars Electronica– Cyberarts 99**

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**Golden Nica**

Linus Torvalds–Linux

### **Distinctions**

Jean-Marc Philippe–KEO  
Willy Henshall / Matt Moller–Res Rocket

### **Honorary Mentions**

David P. Anderson–SETI@home  
Joanna Berzowska–Computational Expressionism  
CAAD / Eidgenössische Technische Hochschule Zürich–phase(x)**3**  
Help B92 Coalition–Free B92  
Eric Loyer–The Lair of the Marrow Monkey  
Daniel Julià Lundgren–REaCT  
Fumio Matsumoto / Shoei Matsukawa–Ginga  
Mark Napier–The Shredder  
Nick Philip–Nowhere.com  
Ramana Rao / Inxight–Hyperbolic Tree  
Christa Sommerer / Laurent Mignonneau–Verbarium  
Martin Wattenberg / Joon Yu–Map of the Market

### **Interactive Art**

#### **Golden Nica**

Lynn Hershman / Construct Internet Design–Difference Engine #3

### **Distinctions**

Luc Courchesne–Landscape One  
Perry Hoberman–Systems Maintenance

### **Honorary Mentions**

Joachim Blank / Karl Heinz Jeron–Scanner++  
Christoph Ebener / Frank Fietzek / Uli Winters–Hamster–Symbiotic Exchange of Hoarded Energy  
Kouichirou Eto / Canon ARTLAB–Sound Creatures  
F.A.B.R.I.CATORS / K-Team–Robots & Avatars Dealing with Virtual Illusions  
Beate Garmer–Descartes oder die Einsamkeit der interaktiven Skulptur  
Bill Keays / Ron MacNeil–metaField Maze  
Russet Lederman–NYC Thought Pictures: Memories of Place  
Eric Paulos–Dispersion  
Simon Penny–Traces  
Daniel Rozin–Easel  
Stefan Schemat / Michael Joyce / Hiroki Maekawa / Dominica Freyer / Burki Carstens / Mike Felsmann / Isabella Bordoni / Roberto Paci Dalò–Augmented Reality Fiction  
Christa Sommerer / Laurent Mignonneau–HAZE Express

## **Computer Animation / Visual Effects**

### **Golden Nica / Computer Animation**

Chris Wegde–Bunny

### **Distinctions / Computer Animation**

John Lasseter / Andrew Stanton / Pixar–A Bug's Life  
Bob Sabiston / Tommy Pallotta / Flat Black Films–Snack and Drink

### **Honorary Mentions Computer Animation**

Jun Asakawa / Toshifumi Kawahara / Polygon Pictures–Polygon Family  
Erwin Charrier / Heure Exquise–Un Temps Pour Elle  
Paul Kaiser / Shelley Eshkar / Bill T. Jones–Ghostcatching  
Christopher Landreth / Alias|Wavefront–Bingo  
William Le Henanff–Ultima Forsan  
Patrice Mugnier / Heure Exquise–En Dérive  
Didi Offenhuber / AEC FutureLab–Bike  
Bruce Pukema / Ronin Inc.–Ronin Romance Classics  
Daniel Robichaud / Digital Domain–Tightrope  
Christian Sawade-Meyer–Stationen  
Seiji Shiota / Tohru Patrick Awa / Polygon Pictures–The FlyBand!  
Lev Yilmaz / Emre Yilmaz / Protozoa–Bad Night

### **Golden Nica / Visual Effects**

Vincent Ward / Stephen Simon / Barnet  
Bain / Mass.illusions / POP / Digital Domain–What Dreams May Come

### **Distinctions / Visual Effects**

CFC–Computer Film Company–Guinness "Surfer"  
Alain Escalle–A Viagem

### **Honorary Mentions / Visual Effects**

Manuel Horrillo Fernandez / Daiquiri / Spainbox–Alaris "Aliens"  
Fuel–Peter Miles / Damon Murray / Stephen Sorrell–Original Copies  
Ray Giarratana / Digital Domain–Photoreal Digital Cars: Metal Desert & Metal City  
Geoffrey Guiot / Bruno Lardé / Jérôme Maillot / Heure Exquise–No Way  
Juan Tomicic Muller / Daiquiri/Spainbox–Lottery "Fantasy"  
Phil Tippett / Craig Hayes / Tippett Studio–Virus

### **Digital Musics**

### **Golden Nica**

Aphex Twin (Richard D. James) / Chris Cunningham–Come To Daddy

## **Distinctions**

Mego: Christian Fennesz / Peter Rehberg aka Pita–hotel paral.le. / Seven Tons For Free  
Ikue Mori–Birthday

## **Honorary Mentions**

Stefan Betke–CD 2  
Paul DeMarinis–Fireflies Alight on the Abacus of Al-Farabi II  
Rose Dodd / Stephen Connolly–Kinderspiel  
John Duncan / Francisco López–NAV  
Bernhard Günter–the ant moves / the black & yellow carcass / a little closer  
Richard Hawtin aka Plastikman–Consumed  
MAZK / Zbigniew Karkowski / Masami Akita–Metabolic Speed Perception  
Mouse on Mars–Autoditacker  
Terre Thaemlitz–Superbonus  
[The User] / local area network orchestra–Symphony for Dot Matrix Printers  
Tone Rec / Gaëtan Collet / Noëlle Collet / Claude Pailliot / Vincent Thierion–Ten  
Ralf L. Wehowsky (RLW)–Tulpas

## **Cybergeneration–u19**

### **Golden Nica**

(conspirat).

## **Distinctions**

Alexander Fischl / Gregor Koschicek–Von Ignoranten, Betriebssystemen und Atomraketen  
Phil E. Haindl–Safer Reality

## **Honorary Mentions**

Franz Berger–Webpage der HTL Braunau  
Sebastian Endt–Schweineherde  
Simon Gaßner–Matura-CD der 8a und 8c  
Alexander Kvasnicka–Good Morning  
Stefanie Mitter–Clown  
Takuya Nimmerrichter–Unser Tag  
Simon Oberhammer–Projekt Leben  
Benedikt Schalk–Mia topo  
Markus Strahlhofer–Area 51–Back to the Surface  
Patrick Toifl–The Tortoise and the Rabbit  
Stefan Trischler–Scream  
Armin Weibold–SOS–Simple Security Online

Selected works of the Prix Ars Electronica are being presented in the Cyberarts 99 exhibition at the O.K. Centrum für Gegenwartskunst. You will find a detailed description of the projects in the Prix Ars Electronica book *Cyberarts 99 International Compendium Prix Ars Electronica* (H. Leopoldseder / C. Schöpf, eds.) Springer Wien — New York 1999

