

**Chicago New Media 1973-1992**  
**November 1 – December 15, 2018**  
**Gallery 400, University of Illinois at Chicago**

**Web Exhibition Checklist**

Film Set for a Silent Western Featuring Broncho Billy at Essanay Film Studio, produced by  
Essanay Studio

1910

Photograph

Courtesy the Chicago History Museum

Documentation of Live Computer Video Performance Electronic Visualization Event 2 in Chicago  
by Clark Dodsworth

1976

Reproductions of photographs

Courtesy UIC's Electronic Visualization Lab

View of Generative Systems Classroom, School of the Art Institute of Chicago  
Colored slide, photographer unknown

1976

Sonia Landy Sheridan Manipulating the Cromemco Z-2D system with EASEL Software by John  
Dunn (Time Arts Inc.), photographer unknown

1982

Both reproductions of 35mm photographic slides

Both courtesy of the Daniel Langlois Foundation

**Vitrine 1:**

Curriculum and Admissions Booklet, The School of Design in Chicago, 1938

Curriculum and Admissions Booklet, The School of Design in Chicago, 1948

Photographs of László Moholy-Nagy, the School of Design's Dearborn, Prairie and Ontario  
Classrooms and Art Exhibitions, photographer(s) unknown

Circa 1938-56

"New Approach to Design and Institute Combines Art and Technology," *St. Louis Post Dispatch*

1951

Newspaper articles, reproductions

All courtesy IIT Paul V. Galvin Library

**Anna Anthropy**

*Triad*, 2013

Video game

Courtesy the artist

**Bally**

The Bally Astrocade, 1977

Console

Courtesy Dan Sandin

**Natalie Bookchin**

*The Intruder*, 1998

Screen recording of video game

Courtesy the artist

**Nick Britz**

*Apple Computers*, 2013

Video, 31 minutes 22 seconds.

Courtesy the artist

**Cardboard Computer**

*Farout*

Screen capture of a .wrangle 3D model

2016

**Cardboard Computer (Jake Elliott, Tamas Kemenczy and Ben Babbitt)**

*Un Pueblo de Nada (Kentucky Route Zero interlude)*, 2018

Video game

Courtesy the artist

**Essanay Studio**

*His New Job*, written and directed by Charlie Chaplin, 1915

Film converted to video, 31 mins.

Private Collection

**Jeffery Daniels**

*Lift*, 2018

Video game

Courtesy the artist

**Tom Defanti, Dave Nutting Associates**

*Datamax UV-1*

Circa 1977

Courtesy the Electronic Visualization Lab

**Tiffany Funk (interactive visualization) with Jon Cates and Jonathan Kinkley (data compilation)**

*Chicago New Media Interactive Timeline*

Data visualization

2018

**Steve Heminover**

*Control Panel*

Virtual reality control device

1988

Courtesy the Electronic Visualization Lab

**Jackbox Game**

*You Don't Know Jack*, 1995-2014

Video game

Courtesy Jackbox Games

**Sara Ludy**

*OTHA*, 2011

Video, 3 minutes 40 seconds

Courtesy the artist

*Sky Canyon*, 2018

Video, 6 min.

Courtesy the artist

**Midway**

*Mortal Kombat II*, 1993

Arcade video game

Courtesy George Spanos

**Phil Morton**

*Arts Electronica*, 1992

Video Installation

Courtesy Phil Morton Memorial Research Archive

*General Motors*, 1976

Video, 1 hour

Courtesy the artist

**Murray Consulting: Dan Sandin, Drew Browning, Glen Murray, Greg Dawe, Maggie Rawlings**

*Wanda*

Virtual reality control device

1999

**Stereographics Inc.**

*CrystalEyes*

Virtual reality control device

1992

*Both courtesy the Electronic Visualization Lab*

**National Center for Supercomputing Applications**

*Mosaic Web Browser*, 1993

Screenshot taken in 1997 of Mosaic browser

Courtesy National Center for Supercomputing Applications at the University of Illinois Urbana-Champaign and the Board of Trustees of the University of Illinois

**Jason Salavon**

*Emblem (2001: A Space Odyssey)*, 2003

Digital C-print

Courtesy the artist

*Everything, All at Once (Part III)*, 2005

Live broadcast television, computer program, computer, audio, projector, monitor

Courtesy the Carl & Marilyn Thoma Art Foundation

**Sony**

Automatic Editing Control Unit

Date unknown

Courtesy the Electronic Visualization Lab

**Dan Sandin**

*Image Processor*, 1971

Analog computer  
Courtesy the artist

*Looking for Water, 2001-2005*  
Video documentation  
Courtesy the artist

*Five-Minute Romp Through the IP, 1973*  
Video, 5 min.  
Courtesy Phil Morton Memorial Archive

**Dan Sandin, Tom DeFanti, Richard Sayre**  
*Sayre Glove, 1977*  
Electronics, glove  
Courtesy Dan Sandin

**Dan Sandin, Tom DeFanti, Carolina Cruz-Neira, with Greg Dawl (Industrial Design) and everyone at EVL**  
*CAVE, 1991- present*  
Game  
Courtesy the EVL UIC

**Dan Sandin (virtual environment), Tom DeFanti (electronic visualization partner), Dick Ainsworth (kayaking partner), Laurie Spiegel (sound)**  
*From Death's Door to the Garden Peninsula*  
Video documentation  
1999  
Courtesy the Dan Sandin

**Dan Sandin, Josephine Anstey, Annette Barbier and Dan Neveu, Geoffrey Allen Baum, Drew Browning, Beth Cerny Patiño, Margaret Dolinsky, Petra Gemeinboeck, Marientina Gotsis, Alex Hill, Ya Lu Lin, Josephine Lipuma, Brenda Lopez Silva, Todd Margolis, Keith Miller, Dave Pape, Tim Portlock, Joseph Tremonti**  
*EVL Alive on the Grid, 2001*  
Video documentation  
Courtesy the artists

**Daniel J. Sandin, Robert Kooima, Thomas A. DeFanti, Laurie Spiegel**  
*Particle Dreams in Spherical Harmonics*  
Video documentation

2011

Courtesy the artists

**Sabrina Raaf**

*Translator II: Growler*, 2004

Installation

Courtesy the artist

**Ellen Sandor and (art)n: Diana Torres and Azadeh Gholizadeh William Robertson, Co-Founder/CTO Digital Museum of Digital Art**

**Special Thanks to Janine Fron Voice over by Rachel Bronson, President and CEO of the Bulletin of the Atomic Scientists In Memory of Martyl (Inventor of the Doomsday Clock)**

***Have a Nice Day II: VR Tour Through the Doomsday Clock, 1947-2017***

2017

Virtual Reality (Unity for Oculus Rift)

Courtesy Ellen Sandor

**John Hart**

**Ellen Sandor and (art)n: Stephan Meyers, Janine Fron and Craig Ahmer**

*Fractal Forest*, 1991

Virtual Photograph/PHSCologram: Cibachrome, Kodalith, Plexiglas

Details from John Hart's Fractal Forest animation shown at the SIGGRAPH '91 Electronic Theatre

**Jane Veeder**

*Montana*, 1982

Video, 3 min.

Courtesy the artist

**Siebren Versteeg**

*Emergency*, 2002

Real-time rendering computer program

Courtesy the artist

**Williams**

*Defender*, 1981

Arcade video game cabinet with refurbished stenciling by This Old Game

Courtesy George Spanos