“The virtual art of worlds like Second Life is a frontier not unlike the American West in the 18th century. It is uncharted territory, waiting to be defined.”

Ludica (www.ludica.org) wishes to thank LindenLabs for their support of The New West show.
Categories: Architecture

In Kenzo
MetaManor Nano Home

Octal Khan
Gregory Ain House, Mar Vista CA

DanCoyote Antonelli
Museum of Hyperformalism

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Selaras Partridge
Aqua Architecture

Osprey Therian
Filigree Pavilion

Dedric Mauriac
Circular Mood Building

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Baron Grayson
Irish Cottage

Telador Island Group
Telador Garden

Giovanni Tweak
Light Path

Categories: Architecture

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Furniture & Images

Sky Everett
Sky Lounge

Beyonder Domela
Rib Cage Throne

Molly Montale
The Birth Of Molly

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Categories: Fashion &

Ravenna Eponym
RayDiance Head Pieces

Queue Marlow
SolarFly Costume

Little Ming
Flare Armor
Objects of Virtual Desire

Left Bank Designs
Lynuor Richelieu
Brass Dragon &
Ammillary Globe

Little Ming
Phoeniz Blade

Osprey Therian
Interactive Books

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Categories:  Sculpture

Beyonder Domela
Hal Lock 2

Marla Truss
Marla’s Sculpture #3NB

Stella Costello
Evolution of a Prim

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Seifert Surface
Negative Curvature Fractal 4

Seifert Surface
Logarithmic Spiral “S”

Bruno Ecgebung
Immersive Art
Curators & Visitors

Curator ChingALing
Bling with visitor
ISEA Fremont in their
ZeroOne Tee Shirts
made by artist Molly Montale

Curator Artemesia
Sandgrain

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Maps & Overview

The Brilliant sim during the week of The New West show

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Publicity

SECOND LIFE ART NEWS
NEWS ABOUT THE ARTS FOR SECOND LIFERS. IF YOU HAVE SECOND LIFE ART NEWS TO ADD TO THE BLOG, IM ENJAH MYSTERIO OR AMALTHEA BLANC INWORLD!

TUESDAY, AUGUST 08, 2006
My Consciousness Will Never Be The Same

If you have never seen DanCoyote Antonelli's Zero G Skydancers, you have not lived in SL....scratch that, you have not lived, period. A combination of mystical atmosphere stemming from the background music of Mic Mahoney and the elegant dance of the sky performers unites in creating a totally new experience of the virtual space.

The show starts by a lowering of the client-side light intensity to the midnight setting. Then, on the soft notes of a beautiful melody that inspires awe and mystery, the dancers enter into view, wearing wings made from DanCoyote's fine art paintings. The graceful movement in the dark, enhanced by flexies and local lighting, produces a poetic atmosphere.

Ama insists that technology will save the day, but I'm convinced that it will be communication and networking that keeps us bound this life together. We share ManorMeta, a home for new innovation and research on Better World Island with my partner, Common Curo.

Music machinima features and sneak previews will be shown here as available. Enjoy!

Cancelled opening the page
The Search For BDSM In a Lag-Free Sim, And Oh Yeah Art

The New West ISEA 2006 Art Show

By Orilie Omegamu

ISEA 2006 is a major electronic art symposium happening right now IRL in San Jose, and they have nearly a whole sim dedicated to an in-world exhibition in Brilliant.

The show runs from August 7th through the 13th, so I thought it odd that today, smack in the middle of the show, I’d find the sim completely empty. My theory was that the artists are all at the RL exhibition in San Jose. I ran that idea by a very nice avatar named Nina Raymond who happened along, and she had another idea-- that art was not very popular in SL, and you’d need something like a BDSM display to bring residents in.

There you have it. I think she is right. Package it as art and potentially limit your audience to the artistic and the pretentious.

As I wandered around I found a fractal sculpture, “home of the future” displays, and some really beautiful architecture that puts most SL buildings to shame.
Second Life Gets ZeroOne Art Exhibit (simone) We’ve previously discussed San Jose’s ZeroOne art/interactive festival a couple of times, and now Alice at the Wonderland blog points out a Second Life-related art exhibit being shown as part of the event. More specifically, the ‘New West’ themed exhibit will be shown at the San Jose Museum Of Art (we’ve been there, it’s nice!) from August 7th to 13th. Here’s the portentous-ish concept beyond the show: “The theme “New West” is highlights ISEA06’s location in San Jose, and both celebrates and critiques the western United States as a symbol of the pioneering spirit in design and technological innovation. Second Life, a player-created “metaverse,” or open-ended persistent online virtual world, is very much like a “new west,” with equal measures of innovation, resourcefulness, chaos, experimentation, lawlessness, and entrepreneurship.” Like the New West, huh? So it’s a bit like Deadwood, only with more girly goth raver costumes - oh, and the brothels have more furries

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alina_stefanescu.typepad.com

http://www.omidyar.net/user/u704983394/news/43/

http://traumwerk.stanford.edu/LifeSquared/2006/05/zeroone_second_life_1.html


http://www.selectparks.net/modules.php?name=News&file=article&sid=497

http://taotakashi.wordpress.com/2006/08/12/art/

And lots of show images at http://skydeas.smugmug.com/gallery/1779243
On August 7th, a joint effort between InterSociety of Electronic Arts and ZeroOne arts and technology festival at the San Jose Art Museum is opening its doors to a wealth of art, including an exhibition of creations from Second Life. ChingALing Bling of Ludica is heading the organizational efforts for the installation work on Brilliant and for the real world exhibit space. Together with Artemesia Sandgrain and other Ludica members, they have selected a group of 30 SL artists from nearly 70 submissions.
Farewell the fleeting art, ephemeral bubbles in the fading void, the sparks that light our days on earth! And all hail to those that make such wonders.