

## **NEW MEDIA RESOURCES**

*Compiled by Kevin Hamilton – updated 2007*

### **OUTLETS FOR INFORMATION AND EXCHANGE**

In order to support your practice, you'll need to develop a habit of keeping up with a collection of sources about developments, debates, and opportunities in New Media. By no means should you limit what you look at to "New Media" resources - as a citizen, artist, or designer, you'll need to learn about other areas as well, in order to keep your work vital.

Within New Media, here are some of the sources you might start with - this is of course not comprehensive.

#### **BLOGS + NEWS**

Turbulence's Networked Performance Blog  
<http://transition.turbulence.org/blog/>

Eyebeam's Reblog  
<http://www.eyebeam.org/reblog/>

Rhizome  
<http://rhizome.org/>

We-Make-Money-Not-Art  
<http://www.we-make-money-not-art.com/>

Boing-Boing  
<http://www.boingboing.net/>

Engadget  
<http://www.engadget.com>

Slashdot  
<http://slashdot.org/>

#### **PRINT MAGAZINES**

Leonardo  
Leonardo Music Journal  
Wired  
Technology Review (MIT)  
Wire  
Mute  
Make  
PAJ Journal of Performance and Art  
Computer Music Journal  
Neural

#### **WEBSITES + EJOURNALS**

Shift  
<http://www.shift.jp.org/>

C-theory  
<http://www.ctheory.net/>

Horizon Zero  
<http://www.horizonzero.ca/>

Mediamatic  
<http://www.mediamatic.net/>

New Media Fix  
<http://newmediafix.net/>

Institute of Networked Cultures  
<http://www.networkcultures.org/portal/>

M/C  
<http://journal.media-culture.org.au/>

Furthertext  
<http://www.furthertext.org/>

Vectors  
<http://vectors.iml.annenberg.edu/>

Art Deadlines List  
<http://artdeadlineslist.com/>

Fibreculture  
<http://www.fibreculture.org/>

Electronic Book Review  
<http://www.electronicbookreview.com/>

Metamute  
<http://www.metamute.org>

## **LISTSERVS**

Rhizome  
<http://rhizome.org/subscribe.php>

Nettime  
<http://www.nettime.org/>

IDC  
<https://lists.thing.net/cgi-bin/mailman/listinfo/idc>

empyre  
<http://www.subtle.net/empyre/>

Frameworks  
<http://www.hi-beam.net/fw.html>

spectre  
<http://coredump.buug.de/cgi-bin/mailman/listinfo/spectre>

Crumb  
<http://www.crumbweb.org/>

ASCI  
<http://asci.org/>

## **INSTITUTIONS (some duplication here from previous pages)**

ZKM  
Rhizome.org  
Ars Electronica  
Transmediale  
Leonardo (Journal)  
Bitforms  
Center for Advanced Visual Studies, MIT  
Bauhaus  
MIT Media Lab  
ISEA  
IDEO  
XEROX/PARC  
Siggraph  
V2\_ (Rotterdam)  
Waag Society for Old and New Media (Amsterdam)  
Bell Labs  
STEIM  
IRCAM  
Eyebeam  
Association for Computing Machinery (ACM)  
Nettime  
Wired magazine  
The Well  
Sarai New Media Initiative  
Turbulence  
Institute for Network Cultures

	<b>AREAS OF PRACTICE</b>	<b>INSTITUTIONS</b>	<b>SUSTAINING YOURSELF</b>
<b>FINE ARTS</b>	<ul style="list-style-type: none"> <li>production</li> <li>curation</li> <li>sales</li> <li>exhibition</li> <li>collection, archiving</li> <li>publicity, promotion</li> <li>criticism</li> <li>education</li> <li>commissioning</li> <li>theory</li> <li>history</li> <li>policy/advocacy</li> </ul>	<ul style="list-style-type: none"> <li>museums</li> <li>commercial galleries</li> <li>non-commercial galleries</li> <li>magazines, journals, web</li> <li>private collections</li> <li>civic arts offices</li> <li>universities, schools</li> <li>professional organizations</li> </ul>	<ul style="list-style-type: none"> <li>making and selling your work</li> <li>making work for others</li> <li>selling others' work</li> <li>curator</li> <li>writer / critic</li> <li>installer</li> <li>archivist / restorer</li> <li>in-house editor/designer</li> <li>artist's assistant</li> <li>teacher</li> <li>public relations</li> <li>nonprofit worker (alternative spaces)</li> <li>administrative support</li> <li>fundraising / sponsorship</li> <li>unrelated day-job</li> <li>technician</li> <li>commissions</li> <li>residencies</li> <li>grants</li> </ul>
<b>DESIGN</b>	<ul style="list-style-type: none"> <li>interaction design</li> <li>information design</li> <li>information visualization</li> <li>game design</li> <li>web design</li> <li>print design</li> <li>type design</li> <li>motion graphics</li> <li>criticism</li> <li>publicity, promotion</li> <li>copywriting</li> <li>education</li> <li>architectural design</li> <li>display, merchandising</li> <li>branding</li> <li>multimedia author, editor</li> <li>public screens</li> <li>product design</li> <li>nonprofit design, advocacy</li> <li>healthcare</li> <li>fashion</li> </ul>	<ul style="list-style-type: none"> <li>design firms</li> <li>civic institutions</li> <li>publications - mags + web</li> <li>in-house design offices</li> <li>funded research centers</li> <li>universities</li> <li>print shops</li> <li>technology companies</li> <li>telecom companies</li> <li>professional organizations</li> </ul>	<ul style="list-style-type: none"> <li>freelance design</li> <li>image research and preparation</li> <li>games: scenic artist, character artist</li> <li>work for a design firm/agency</li> <li>in-house designer</li> <li>copywriter</li> <li>teacher</li> <li>design and sell typefaces</li> <li>illustrator/renderer</li> <li>website administrator</li> <li>unrelated day-job</li> <li>video editor</li> <li>design and sell designed objects/crafts</li> <li>visual merchandiser</li> <li>stylist</li> <li>designer's assistant</li> <li>prototyping</li> <li>model-building</li> </ul>
<b>CINEMA</b>	<ul style="list-style-type: none"> <li>animation</li> <li>television production</li> <li>writing</li> <li>independent production</li> <li>studio production</li> <li>platform migration / distribution</li> <li>publicity and promotion</li> <li>history</li> <li>special effects</li> <li>postproduction</li> <li>documentary practice</li> <li>technology research</li> <li>sound design</li> <li>archiving and collection</li> </ul>	<ul style="list-style-type: none"> <li>cinema archives</li> <li>distribution houses</li> <li>festivals</li> <li>media corporations</li> <li>co-ops and collectives</li> <li>journals, magazines, web</li> <li>advertising agencies</li> <li>production houses</li> <li>technology companies</li> <li>professional organizations</li> <li>schools</li> </ul>	<ul style="list-style-type: none"> <li>film editor</li> <li>freelance animator</li> <li>freelance videographer</li> <li>in-house video, sound producer</li> <li>archivist, restorer</li> <li>curator</li> <li>commissioned artist</li> <li>sell DVDs</li> <li>grants</li> <li>residencies</li> <li>teacher</li> <li>work for a tv network</li> <li>in-house animator</li> </ul>

<p><b>PUBLICATION / JOURNALISM</b></p>	<p>radio production          blogging          newspaper publishing          photojournalism          reporting (sound/video/print)          independent book publishing          comics          website editing          journals and magazines          public relations          indymedia</p>	<p>radio stations          newspapers          websites          universities          magazines          publishers          bookshops          book fairs          professional organizations          conferences          podcasts          schools          festivals/competitions</p>	<p>website administrator          sound editor          interviewer          producer          copywriter          produce and sell your own work          sell/distribute other people's work          edit or curate          fundraise to support yourself          dayjob          teach          sell ad space in your work          grants</p>
<p><b>POLICY, ACTIVISM, NONPROFIT</b></p>	<p>community media production          media access          frequency allocation policy          intellectual property          copyright law          education          lobbying          public relations          media-watchdog groups          public domain archiving          agitprop          campaigning</p>	<p>indymedia network          public access media          Political Action Committees          law firms          grassroots organizations</p>	<p>fundraise to support yourself          work for a political party          civil service jobs          teach          dayjob</p>
<p><b>EDUCATION</b></p>	<p>Elementary School education          Secondary School education          College Education          Educational media production          Technical instruction/certification          distance education          adult learning          "How-To" or DIY networks</p>	<p>Universities          colleges          public schools          private schools          textbook publishers          technical publishers          libraries</p>	<p>librarian          teacher          media producer          technician or A/V support          private lessons          write textbooks or manuals</p>
<p><b>PERFORMANCE</b></p>	<p>stage design          solo performance          dance          traditional theater          musical theater          costume design          sound design          multimedia authoring          interactive performance          instrument design          sound concerts - music</p>	<p>theater companies          performance venues          community theaters          universities - drama depts          concert venues          festivals          competitions          websites</p>	<p>lighting designer          documentarian          design effects - sound and video          commissioned performances          teach          grants          residencies          sell tickets to your performances          sell/distribute your work</p>
<p><b>RESEARCH</b></p>	<p>user-testing. Human Factors          display and graphics          telecommunications          image and sound acquisition          Digital Humanities</p>	<p>University Labs          corporate labs          state-sponsored labs          scientist collectives          peer-reviewed journals          conferences          universities</p>	<p>Virtual Reality / CAVE author          prepare presentations for scientists          grants          Academic-Professional positions          earn your PhD</p>

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### **PLATFORMS**

The following is a breakdown of common tools and platforms for working in New Media. This is a rough list of currently available and often-used platforms. Some of these are more used than others, some on their way out but still limping along with dedicated followers. You would do well to look into the history of these, to learn about what tools are no longer used but very influential, what new tools may be on the horizon.

Within each category, programs run from free to expensive, widely-used to cultish, amateur/consumer to professional. The School of Art and Design does not provide access to ALL of these.

On another note - these platforms are almost all dependent upon the ability to save and transfer files in particular formats (ie, jpeg, gif, aiff, wav). Many of these formats are proprietary, licensed and competitive. So there is another level of competition beneath even this array of options.

#### **Computer Operating Systems**

*Most all other software listed in this index is dependent upon these operating systems. Not all software is compatible with all Operating Systems. Not all Operating Systems are compatible with all computer hardware.*

Macintosh OS (ie, Leopard, Tiger)

Windows OS (ie, Vista)

Linux

#### **Image Sorting and Manipulation**

Aperture (Apple)

Adobe Photoshop Elements

Adobe Photoshop Lightroom

iPhoto (Apple)

Picasa (Google)

iView MediaPro / Microsoft Expression Media

#### **Raster Graphics Editing**

Adobe Photoshop

GIMP

Corel Painter

Adobe Imageready

#### **Vector Graphics**

Adobe Fireworks

Adobe Illustrator

Adobe Freehand

Corel Draw

Adobe Flash

Inkscape

#### **Layout / Desktop Publishing**

Adobe Indesign

QuarkXPress

Pages (Apple)

Microsoft Publisher

#### **Sound Editing**

Audacity

Ardour

Adobe Audition

Sound Forge

Adobe Soundbooth

Peak

ProTools

Cubase

Cakewalk Sonar

Logic Pro/ Logic Express

#### **Sound Synthesis / Sequencing**

Ableton Live

Cakewalk Sonar

Reason

Sony Acid

Garageband

Cubase

MAX/MSP

PureData

#### **Video Editing**

iMovie

Final Cut Pro / Express

Media 100

Adobe Premiere

Avid

Windows Movie Maker

Pinnacle Studio

**DVD authoring**

Apple DVD Studio Pro  
iDVD  
Roxio Toast  
Adobe Encore

**Compositing**

*(Post-production / Screen Animation)*

Adobe After Effects  
Apple Motion  
Apple Shake  
Autodesk Combustion  
Adobe Flash

**Web: Client-side authoring**

*(HTML/CSS/Javascript)*

Adobe Dreamweaver  
Adobe GoLive (pretty much gone)  
Microsoft Expression Web  
Aptana  
BBEdit  
TextWrangler  
Bluefish  
CoffeeCup  
Amaya  
NVU

**Interactivity (Screen-based)**

Flash / Actionscript  
Director / Lingo  
Proce55ing  
MAX/MSP/Jitter  
Scratch  
Keyworx  
PureData

**CAD, 3-D Modeling/Animation**

SketchUp  
AutoCad  
3Ds Max  
form-Z  
Lightwave 3D  
Maya  
Blender  
Cinema 4D  
Poser  
Bryce  
Softimage XSI

**Presentation Software**

Apple Keynote  
Microsoft Powerpoint

**Physical Computing Software**

MAX/MSP/Jitter  
PureData  
Proce55ing  
Flash

**Physical Computing Hardware**

*(Microprocessor-Sensor-Actuator sets)*

Basic Stamps (Parallax)  
Making Things: Makeboard  
EZIO board  
Arduino  
Freeduino  
Wiring (Proce55ing)  
Phidgets  
Lego Mindstorms

**Database Management and Server Coding**

PHP/MySQL  
Ruby  
Python  
Coldfusion  
ASP.NET  
Perl  
Microsoft Access  
Filemaker Pro