Digital Artists Handbook

www.digitalartistshandbook.org

folly has announced the completion of the first edition of an important new project, the **Digital Artists Handbook**: www.digitalartistshandbook.org

The **Digital Artists Handbook** is a new, up to date, reliable and accessible source of information that introduces artists to different tools, resources and ways of working related to digital art. The touchstone of this new compendium is free/libre open source software (**FLOSS**) and technologies.

The Handbook has been edited by *Marloes de Valk* and *Aymeric Mansoux* of *GOTO10*, a collective of international artists and programmers.

Creative Director **Kathryn Lambert** said "*folly are very excited to announce our Digital Artists Handbook, which we hope will be an indispensable resource for artists seeking an introduction to the world of free and open source technologies. folly strongly believe that FLOSS is an empowering, cost-effective and democratic way to introduce digital art technologies to artists*".

Building on the collaborative and accumulative nature of the web, the **Digital Artists Handbook** will always be a work-in-progress, with new articles being commissioned on an ongoing basis, and new fields explored.

The goal of the Handbook is to be a signpost, a source of practical information and content that bridges the gap between new users and the platforms and resources that are available, but not always very accessible. The Handbook will be slowly filled with articles written by invited artists and specialists, talking about their tools and ways of working.

Kathryn Lambert said "*We're especially pleased that folly has worked with a range of international artists and specialists who have shared insight into their areas of expertise*".

The **digital artist handbook** is brought to you by **folly** and has developed out of ongoing consultation with artists working with technology, which has shown a need for removing the barriers for artists to use digital tools.

The artists and practitioners who participated in the first stage of writing the Handbook are: **Kristina Andersen,   Frank Barknecht,   Tom Betts,   Florian Cramer,   Phil Chandler,   Olga Goriunova,   Kathryn Lambert,   Olivier Laruelle,   Thor Magnusson,   Nicolas Malevé,   Aymeric Mansoux,   Iman Moradi,   Jon Phillips, Tom Schouten,   Marloes de Valk,   Peter Westenberg,** and **Simon Yuill.**

folly

Leading digital culture

folly is a leading digital arts organisation developing and delivering an inclusive programme of online work, live events, presentations, learning, research and consultancy work, offering rich and engaging arts content to artists and audiences in North West England and online.

We are specialists in the creative use of technology and arts participation online, and seek to explore how society makes sense of the world through art and technology. We showcase excellence in web based work, software art, networked art, still and moving digital image, sound, animation and a range of new and emerging media such as GPS, moblogging and more.

folly has an unswerving commitment to artistic excellence and innovation and is continually evolving and growing as it delivers its mission to deliver high quality innovative creative projects for all.

folly believes that the use of new technologies in art offers fantastic opportunities for work to be created, experienced and appreciated and as such folly wishes to support work that enriches lives and encourages people to engage with digital arts through projects that place great emphasis on process, production and participation.

folly deliver an ambitious and engaging programme of work at the leading edge of technology through new and experimental means of distribution.

folly are leaders in the advocacy and development of the creative use of Free and Open Source (FOSS) software in the UK and we passionately believe in the potential of open source software to democratise the arts.

*The **digital artist handbook** is brought to you by folly and has developed out of our ongoing consultation with artists working with technology, which has shown a need for removing the barriers for artists to use digital tools.*

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folly *wishes to support work that enriches lives and encourages people to engage with Media Arts activity through projects that place great emphasis on process, production and participation.*

We believe in the power of networks and communal thinking and take a collaborative approach to developing projects.
Kathryn Lambert, Creative Director, July 2006

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http://www.folly.co.uk