Preserving the original coding style is an important aspect of conserving computer-based art. Following the conservation of other forms of variable art, the initial step is to analyze the original media. For example, a late 19th century translation of a Tolstoy novel would sound outdated if it were to be published today. The extent to which this interpretation is close and “true” to the original cannot be easily quantified and remains an ongoing debate in literary translation.

The conservation of computer-based art is characterized by the necessity to respect the artist’s code. This is analogous to the concept of respecting the artist’s intent and preserving the artist’s hand; and an accepted approach of interpretive translation, the authors looked outside of conservation and found an area of scholarship and practice in cultural heritage that offers a better chance of navigating and limiting the treatment option: the original code is translated into a different programming language.

An algorithm is a set of functional steps that can be formally defined and thus repeated with the same intended behaviors and discernible results. In the history of mathematics, algorithms date back to the Ancient Greeks. Writing and mathematics were synonymous. This is no longer the case; programming languages and coding are the new form of writing.

We would further like to thank our colleagues who took time to review this publication: Professors Ernesto Priego, Ana Muñoz Viñas, and Stanisław Baran. Further thanks go out to Jonathan Farbowitz, the Fellow of the Conservation of Computer-based Art at the Solomon R. Guggenheim Museum and to Restoration, Emma Dickson; Creative Innovation, Emma Saldivar; and John F. Simon Jr.'s Unfolding Object, 2002, when opened by a user the tear, it also commonly introduced a host of negative side effects that require compensation when migrating code from one programming language to another include the availability of specific programming tools and code libraries. In the case of WebGL 1.0 (fig. 11), it is necessary to migrate the artwork's code from Java to JavaScript.

The extent to which this interpretation is close and “true” to the original cannot be easily quantified and remains an ongoing debate in literary translation. Sometimes a “freer” or analogical translation is necessary to make the work accessible to a contemporary audience.

Given the significance of artists’ original algorithms, one treatment goal for the conservation of computer-based art is to serve this purpose. For example, a late 19th century translation of a Tolstoy novel would sound outdated if it were to be published today. The extent to which this interpretation is close and “true” to the original cannot be easily quantified and remains an ongoing debate in literary translation.

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