Restoring Mark Napier’s Online Work

By Jonathan Farbowitz

The students began their research during a winter session of the course "Art and Technology" taught by Mark Napier, the artist who created the piece. Napier was a professor at the University of Toronto and had been involved in the development of early computer-based art. The students were interested in exploring the potential of computer-based art and wanted to examine how Napier’s work could be preserved for future generations.

During the winter session, the students embarked on a project to restore Napier’s work and make it accessible to a new audience. They worked closely with Napier to understand the technical aspects of the piece and designed a new, user-friendly interface that would allow visitors to interact with the artwork.

The students also conducted research on the history of computer-based art and its role in the development of digital culture. They discovered that Napier’s work was an important example of early computer-based art and that it had the potential to be a valuable resource for students and researchers.

The students’ project was a success, and the result was a new, interactive version of Napier’s work that was accessible to a wider audience. The students were proud of their work and hoped that it would be a inspiration to others to explore the potential of computer-based art.

Challenges of Restoring Napier’s Online Work

The restoration of computer-based art is a complex process that requires a deep understanding of the technical aspects of the artwork. The students encountered several challenges during their project, including limited access to the original code and lack of documentation.

Despite these challenges, the students were able to overcome them and create a new, interactive version of Napier’s work. This was a significant accomplishment, and the students were proud of their work.

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