Indian Digital Art History

Tripti Singh

Design Discipline, PDPM IIITDM Jabalpur, INDIA

Abstract:

Indian Digital Art does not limit only to traditional forms of art, but including such mediums transforms digital techniques. It has developed entirely new forms of art, such as net art, software art, and digital installation and more, which have emerged form experimentations. Computer mixed with traditional media offers many advantages such as it can be quicker to employ, easier to mix with compatible media, like oils and watercolours and so on. Its ability to correct mistakes leads to a bolder and more tentative style. Also, since the output is actually significantly independent of the creation process, it is possible to choose things like the size of the work and the media in which it is printed on. Digital technology has revolutionised the way in which art is created and it is experienced. In this paper the digital art concept with reference to Indian digital art been incorporated. in addition to it the artist's work and their views been documented.

Keywords: Indian Digital Art, Indian Art, Contemporary Art, Computer Art, Generative Art

Introduction:

From the mid-1960s there was a strong current of Art and Technology in the UK, which was supported by developments elsewhere such as the American group Experiments in Art and Technology (EAT) [1]. In this phase, Computer Art was but one aspect of this more general artistic interest in the potentials for technology.

Much of this work did not take place in traditional art spaces, indeed, these artists tended to be associated with new groups such as the Slade School's Department of Experimental and Electronic Art [2].

Definition and Areas Covered in Computer Art [4]

Computer fine art may be defined as a form of art in which computer or digital technology has been used in some or total part of the artistic process. This is a very broad definition. The term digital medium artist is used to describe an artist who makes use of digital technologies in the production of art. for creating Digital Art the digital medium artists make use of computer graphics software, digital photography and computer-assisted painting self-expression in the form of art.

Computer Art
1950-1975

The first experiments and references have been taken notice in the early 1950s. At those time when the devices like plotters and teletypewriters were commonly used. The earliest examples of ASCII art can be found in RTTY [5] art. in this artworks the pictures were created by amateur radio enthusiasts with teleprinters using the Baudot code.

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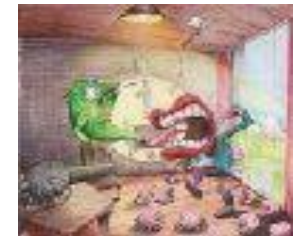
Tajmahal by unknown	Title: Gandhi A Girl Pixel Artist: sedgemonkey from India	Image from Shilpa Gup- model animation film Bandwidth "LOOP". Medium of project 2003 (net art)	Conceptual arts for the ta's Blessed
	(Level 10 Pixel Artist: Master Sniper: Pesty 37471 points) **Posted:** 4/27/2004 10:07:10 AM 2/4/2006	(Level 1 Jukyu: 207 points) Posted: 11:00:45 AM Palette: 20 colours	drawing: colour pencils. They tried our best to achieve the
		lighting & feel of the sketch, on even better. Sunday, July 29, 2007	art. I think the films' quiet close to the

1975- 2000
The text artists began experimentation this new level of flexibility than the existing medium of **ASCII art.** Now they can add colours to their text-based art and also they were able to create motion by animating their art by manipulating the cursor control codes. So now they were creating **"ANSI art".**

2000-2008:

Pixel art [7]:
In 1982 the term pixel art was first used by Adele Goldberg and Robert Flegal who was working for Xerox Palo Alto Research Centre. It was for the first time when of raster graphics software were used. It was named as Pixel Art, which is 2D digital art.

To understand it's working, it can be said that was some way it was similar to some traditional art forms, such as cross-stitch, mosaic and beadwork as pixel art been created by constructing pictures out of small coloured units analogous to the pixels of modern digital computing.

Pixel art is 2D digital art which has insistence upon manual creating the works of art e.g. pixel-level editing, without the application of radially given image filters, automatic antialiasing or special rendering modes, at close magnification. So that "each pixel placed carefully" to achieve the desired result.

Internet art (often called net art) is art or cultural production which uses the Internet as its primary medium to inspire people through its subject or idea. Artists who are inspiring their thoughts to the audience through the internet are sometimes called net artists.

There are other art forms like video art, which uses video as its medium. It is but much about video only. Some artist who work on culture, their artwork showcased on the Internet which was termed as "net art" or net.art to a pun, a recapitulation of the consumerist ideals of Pop Art.

Internet art is a part of new media art as well as a part of electronic art. A few sub-genres of Internet art are software art, generative art, net-poetry and networked narrative.

Software art

Software art refers to the software created by the artist. It is concepts which from software, as they are designed to fulfil the artistic needs, for example, software applications which are created by artists are intended as a form of artworks. video games can be conceded as software art and interactive game design. Since the late 1990s, software art has imaged as an artistic discipline that has attained growing attention of the world audience.

Indian Digital Art:

Digital art most commonly refers to art created using digital tools for human expressions. "Digital art" [11] is a term which is applied to the new contemporary art form that uses the methods of mass production or digital media for expressing the thoughts, ideas, and messages.

Digital techniques Indian Digital Art is created by using purely computer for example fractals, and algorithmic art or it can be manipulation of scanned photographs, or image is drawn using vector graphics created by using the software using a mouse or graphics tablet. The term can be applied to the art which is partially created by using traditional media or hand processes but further modified by digitising them.

Mixed media artworks considered as a digital painting by mixing non-digital paintings, which are modified by using the software on a computer platform. They may be digitally outputted to the final image on a screen or they can be printed on canvas. The popularity of photograph manipulation software has been widely practiced, experienced and accepted as creative liberty for highly modified images.

3 Dimensional Graphics:

The digital medium has also the possibility of used 3D graphics. These 3dimensional graphics can be created using the process of designing complex imagery from geometric shapes, CAD software or NURBS [9] curves. These objects and scenes can be used in various media such as film, television, print, rapid prototyping and special visual effects. There are many software programs for creating these types of artworks.

In movies, making is heavily using computer-generated graphics, the term known as computergenerated imagery (CGI) [10] which started in the 1980s and early 2000s. CGI is now advanced enough that it is possible to create a realistic 3D computer animation.

The creative commons:

The technology has enabled the collaboration to share and to augment upon by a creative effort similar to the open source movement such as the creative commons in which any or desired users can collaborate in a project to create unique pieces of art.

Digital photography and digital printing is an acceptable medium of creation and it has been the presence in major art museums and art galleries. The work of Indian Digital Artists is gaining ground

through interaction art which are robotic installation, net art, impressive virtual reality, and software art. But the work of artists who produce digital paintings and digital printmakers is also been sold and

it is broadening the market by increasing the output capabilities and quality has been increasing. Many museums are now open to collect Indian Digital Art, to name few the Modern art Gallery[12], New Delhi, India, San Jose Museum of Art and the Victoria and Albert Museum. They have created a digital print department which has a reasonable collection of Indian Digital Art. Now in the digital era, where digital technologies are a novelty in the art world, in the words of Marshall McLuhan" the medium is the message"[13], digital tools have now become an integral part of the process of making art. As silicon-dry digital media converges with wet biological systems, Roy Ascott has pointed to the emergence of a "moistmedia" [14] substrate for 21stcentury art.

The early events held in India. Indian Digital Event Timeline

Date/Place	Event Description
1972 New Delhi	Michael Noll (see appendix for his detailed work) "Computer Art." National Gallery of Modern Art, New Delhi, India
1991 Mumbai.	A Group Show Included Akbar Padamsee The First Computer-art exhibition in India, State of Art in Mumbai.
1996	Dhruv Mistry, who had exhibited his works on the net.
1995-1996 Chandigarh	Group Show: Alternative Realities: Australian Artists working with Technology, Ian Potter Gallery, Univ of Melbourne, University of Science and Technology, Hong Kong, Zhu Qizhan Gallery, Shanghai, Wang Fun Art Gallery, Beijing, Gallery Artbeam, Seoul, Korea, Pacific Cultural Centre, Taipei, Taiwan, Tamsui Centre of Art, Tamsui, Taiwan, Mountain Art Gallery, Kaohsiung, Taiwan, Karnataka Chitrakala Parishath Gallery, Bangalore, India, Government Museum & Art Gallery, Chandigarh, India.
August 97, Vadodara ART underground [15]	First Indian Digital Art Workshop for Young Artists. A 3-week workshop to introduce children to painting with computers. Only a mouse and a monitor. Software: MS win 3.1 paintbrush & Metacreations' art dabbler 2.1

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| 1997
New Delhi | Gasworks Studios, London, UK Khoj International Artists [16]
UNESCO-ASHBERG Bursaries for artists hosted by InIVA, Gasworks Studios, London, UK Khoj International Artists Exhibition, British Council, New Delhi, India (exh. cat.) |

Date/Place	Event Description
August 97, Vadodara ART underground	Dabbling with digital art an orientation to the digital environment as a medium for creative expression. Softwares: Adobe Photoshop & filters hardware like scanner, printers and filters hardware like scanner, printers and digital pen.
December 97, Vadodara ART underground	Classroom with difference digital orientation workshops for art teachers, and children, digital artists from underground.
1997	Group Show "50 years of Art in Mumbai" - National Gallery of Modern Art, Mumbai
1998	Group Show Curated by Anupa Mehta **New Millennium**, New Media, Jehangir Art Gallery, Mumbai, India
1998	"Harmony" - Nehru Centre, Mumbai Sponsored by Reliance Industries
July 98, Vadodara	Pixels of Pride A six weeks digital art workshop for amateur women artists.
April-June 99, Bangalore, Surat Ahmedabad ART underground	Intel-Epson digital art Workshop for Children by ARTunderground 150 children participated in this 15-day workshop. Intel provided scholarships to deserving children. Participants included 30 disadvantaged children. Epson presented portfolios of their creation to the children. Outstanding Creation and Excellence awards were also given.
July 1999	Subba Ghosh "Art & Cyberspace", Essay, Art India Magazine.
1999	Baiju Parthon- Interactive Digital Installation 'BRAHMA'S HOMEPAGE' at Lakeeren Contemporary Art Gallery, Mumbai.
December 11-17 1999	Jaideep Mahrotra, Ankur Gupta, Samit Madan, Yogi Chopra, Gaurish Savant. The First India International Digital Art Show was held at Oxford Bookstore Gallery, Calcutta.
1- 7 February 2000	Artworks of Larry Carlson, Ankur Gupta, Brent Brumfield and Yogi Chopra were displayed on the Pavement Gallery "ARTFEST 2000"1st solely organised exhibition by Yoart, which we called 'Infinite Visions' to promote Digital Art in India.

11- 12 April, 2000 Mumbai	The exhibition showcased the works of eminent Digital artists Akbar Padamsee and Jaideep Mehrotra as also Rodney Chang, Gregory Hoose, Venantius Pinto and Larry Carlson from USA, Linda Martin from Australia, Catherine Yakovina from Russia, Ansgard Thomson from Canada, Kolja Tatic from Yugoslavia, Atsuro Seto from Japan and Gaurish Savant, Yogi Chopra, Shailesh Veera, Samit Madan and Ankur Gupta from India. Afternoon Despatch & Courier Hi -Tech Art digital art Show at Nehru Centre
April-May 2000, Vadodara ART underground	Playing God, digitally learning to create image in the third dimension using 3D softwares Metacreations' Bryce and Poser. children were introduced to morphing & transformation of forms using self-portraits. Hallucination F/X Focusing on imagining the impossible.

Date/Place	Event Description

September 2000 New Delhi	Explorations in Digital Imagining By Nitin Donde, Ashim Ghosh, Atul Sharma, Pavan Burogohain,Tina Rajan Kashyap, Sanjay Kothari, Rohit Bhatiya, Ravi Pasricha, Bharat Mirchandani, Kitty Hazurio, Karamjeet Singh, Arun Jethmalani, Nilanjan Das, Pradeep Das Gupta, Shilpa Gulatee, Sophie Gaur, Anando Dutta and Shankar Barua.
1992-2001 Mumbai	Bhupen Khakhar Navjot Altaf, Vivan Sundaram, Rummana Hussain, Nalini Malani Century City: Art and Culture in the Modern Metropolis
2000 Online	Shilpa Gupta **Diamonds and You.com** Shilpa Gupta made her first 'net art scribbles'
2000 Many Places	Jeebesh Bagchi, Monica Narula & Shuddhabrata Sengupta Raqs Media Collective (Jeebesh Bagchi, Monica Narula & Shuddhabrata Sengupta) have been variously described as artists, media practitioners, curators, researchers, editors and catalysts of cultural processes. They live and work in Delhi, based at Sarai, the Centre for the Study of Developing Societies (www.sarai.net), an initiative they co-founded in 2000. They are members of the editorial collective of the Sarai Reader series.
2000 New Delhi	Millennium Group Show "COMBINE" National Gallery of Modern Art, New Delhi
2000 Mumbai	Baiju Parthon Interactive Digital Installation 'Necessary Illusions With 24 Cups of Coffee' at Lakeeren Contemporary Art Gallery, Mumbai.
2000 Mumbai	Millennium Group Show "EMBARKATIONS" Sakshi Art Gallery, Mumbai.

2000 Mumbai	Baiju Parthon Interactive Digital Installation 'CODE' at National Gallery of Modern Art Mumbai.
2000 Mumbai	Hema Upadhyay and Chintan Upadhyay 'Objects of Desire, collaboration with Hema Upadhyay, 'Art and Technology', Ideas and Images II, NGMA – Mumbai, India.
2001 New Delhi	Cruated by Amit Mukopadaya. Print et.com, Max Muller Bhawan, New Delhi, India
2001 Delhi	Workshop Internet Art, workshop with SARAi [17] New media Initiative, Delhi
2001 Mumbai	Baiju Parthon Interactive Digital Installation 'Asystole'- A Diary of the Inner Cyborg Version-0.1 The Fine Art Company Gallery, Mumbai
New Delhi March 714, 2001	Hina Bhaff, Jyoti Bhatt (Painter, Printmaker & Photographer), Asokan Poduval (Sculptor, MSU) Hina Bhatt (Muralist & Painter, MSU) Deepak John Mathew (Print Maker, MSU) Amitabh Gandhi (Graphic Designer) Ramesh Mulye (2D digital artist, Mumbai) Nandini Gandhi (Graphic Designer, NID) Biswabandhu Mohanto (Painter, Shantiniketan), Rashmimala Devi (Painter, MSU). ART FOR ALL FOR ART [18] An exhibition of digital art prints by ARTunderground at India international Centre.
August 1-15,2001 Vadodara	Amit Ambalal, Amitabh Gandhi, Bhupen Khakhar, Chelna Desai, Dashrath Patel, Dhruva Mistry, Gulam Sheikh, Jeram Patel, Joejo, Jyoti Bhatt, Jyotsna Bhatt, Manjunath Kamath, Nandini Gandhi, Nataraj Sharma, P.D.Dhumal, Navjot Altaf, Rahul Gajjar, Ramesh Mulye, Rekha Rodwittiya, Surendran Nair, Suresh B.V., V.S.Patel'The Aesthetic Experience: An Experimental Workshop in New Media Art'.

Date/Place	Event Description
2001 Vadodara	Yogini and Ankur Patel Computer Paintings Exhibition Yogini and Ankur Patel's paintings are on show at the Shrishti Gallery at Hotel WelcomGroup. Ankur studied Applied Arts at MS University's Fine Arts Faculty.
2001 On-line	Shilpa Gupta Sentiment.Express.com
2002 New Delhi	Group Show The Gallery Apeejay Media Gallery of New Delhi showcases experimental work in new media and emerging technologies from India.

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24 Jan 2002 Chandigarh	Sukhinder A poet-painter's creations, 0331 hrs IST, Vandana Shukla, TNN, and Chandigarh: a poet and a new media designer, Canada-based Sukhinder, his first show of paintings at Punjab Bhawan, Delhi.
2002	**Shilpa Gupta Blessed Canvases** For this work, created at a time of increased fundamentalist activity, Shilpa Gupta went on a pilgrimage with her parents, carrying a blank canvas to each of the holy people they visited, requesting they 'please bless this canvas in such a way that it brings peace and happiness to wherever it stands.'
June 28, 2002 Advertisement given in Times of India.	Academy of digital arts and Communication, Killick Estate, Baji Pasalkar Marg, Chandivali, Andheri (E) Mumbai-400072, Academy of digital arts and Communication, A, Basement, Commercial Union House, Wallace Street, Behind New Excelsior Cinema, Fort, Mumbai-400001
25 Feb 2002, 2128 hrs IST, TNN	Amit Balchandani Digital magic: His art is a vibrant combination of colours and technology. Amit Balchandani's 2D digital art happened as a result of being fascinated with technology from a very young age. Being hearing impaired too furthered his introspective nature, and drew him into the world of computers. www.amitbalchandani.com.
2001/2002	Monica Narula, Jeebesh Bagchi and Shuddhabrata Sengupta. The Raqs Media Collective is Monica Narula, Jeebesh Bagchi and Shuddhabrata Sengupta. Raqs Media Collective [19] is a group of media practitioners and artists working in new and old media, installations, video, sound, photography and text. The collective is based in Delhi, India. Together with Ravi Sundaram and Ravi Vasudevan, Raqs cofounded, Sarai (www.sarai.net) at the Centre for the Study of Developing Societies, Delhi.
24-12-02 Vadodara	Keta Patel Artistic Touch: Paintings, digital prints, mono-prints and etches by a young artist Keta Patel organised at Sarjan Art Gallery.
21-10-02 Vadodara	Rahul Gajjar Rahul Gajjar At Nazar: Rahul Gajjar's exhibition of digital prints on watercolour paper and canvas was shown at Nazar Art Gallery Works from this exhibition travelled to the 1st Festival de I'Image Numerique, an exhibition of 2D digital art organised by Fuji Films and the City Council, Roanne, France, and later as a multimedia presentation at the Festival of Light, Scarborough, England. www.vadodara.com/co/rahulgajjar.htm
December 21 to 31- 02 Vadodara	Jayesh Kansara Digital Canvases: Baroda graphic designer Jayesh Kansara is showing his digital canvases titled 'The Supreme Power of Aum' at the Kirti Mandir Hall from October 12 to 20, 8 a.m. to 8 p.m. Jayesh and his wife, both graduates from MSU's Faculty of Fine Arts, run art classes for children and also train professionals in the applied arts.

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Date/Place	Event Description
09-08-02 Vadodara	Computer Course Computer Course For Seniors: The Academy of 2D digital arts & Communications conducts a free one-month course in basic computer education for senior citizens. 1st floor, B Wing, Manubhai Towers, Sayajigunj. Ph: 224639.
2002-03	Peter Callas 'Asialink' toured Peter Callas: Anti-Terrain, a major solo exhibition of Callas' video and photo media print works, the National Gallery of Modern Art, Mumbai, India,
March 23 to 30-03 Vadodara	Group Show / Workshop Digital Illuminations: Art Underground, the city-based Digital Gallery and Workshop, organised Digital illuminations, an Art Mart, at the Citibank premises, Race Course.
March 3 to 9,03 Vadodara	Digital Images By Preyas Mehta: An exhibition of digital images titled 'Emerging Layers' by Preyas Mehta have been organised at Abhivyakti Sanskruti Sthal, Kedareshwar Mandir, and Near Kirti Mandir.
February 21 to February 28 -03 Vadodara	Tota Vaikuntham, Suhas Roy, Shyamal Dutta Ray, Shanti Dave, F.N. Souza, Jeram Patel, Jyoti Bhatt, K.G. Subramanyan, Manu and Madhvi Parikh, Bhupen Khakhar, Jayshree Chakravarty, Jatin Das, Aparna Caur, Aelay Laxman, Rekha Rodwittiya, Suresh Jayaram and Shibu Natesan. 'Reflections' At Sarjan: Sarjan Art Gallery have organised a major group show featuring some of India's eminent contemporary artists
18-04-03 Vadodara	Sushomita Das Digital art Workshops: Art Underground, the digital art gallery, have organised two workshops in May on the various ways in which to create portraits and landscapes with the help of the digital medium. Sushomita Das, who studied painting at Shantiniketan and then took training in digital art, conducted the workshops. The workshop was of two weeks' duration.
2003 Bangalore	Baiju Parthon FEED- What You See Is What You Get- Interactive video data projection-Khoj International artists camp, Bangalore, India
2003	Shilpa Gupta Blessed Bandwidth have received financial assistance from the Daniel Langlois foundation for Art, Science and Technology.
2003 New Delhi	Renu Iyer Exhibited Digital Installation, titled, 'Platform No 12' at the Interface Zone at Sarai (www.sarai.net),
2004-03 Banglore, New Delhi	Group Show "Dots and Pixels" Digital media, Sumukha Art Gallery, Banglore. Gallery Espace, New Delhi.
18th to 31st January – 04 Vadodra	Jyoti Bhatt Graphic Prints Exhibition: An exhibition of over 100 original graphic prints by Jyoti Bhatt used a digital camera, computer and software such as the Photoshop.

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2004,	Group Show /Workshop "Digital Print" at American Cultural Centre, New Delhi.
2004-2005	Ved Nayar, Gogi Saroj Pal, Anupam Sud and Dattatrey Apte Anupam Sud Hemant Bhatnagar, Ajit Seal, K.S. Viswambara, Pramjeet Singh, Kavita Shah, Jyoti M. Bhatt, Kavita Nayar, K.R. Sibbanna and Hema Guha. The American artists include Richard Lubell, Barbara Yoshida, Frederick Mershimer, Carolyn Sheehan, Gwenn Thomas, Judith Heath and Susanna Bergtold, Bharti Kher, Jyoti Bhatt, Nataraj Sharma, Ravi Kashi, Gulammohammed Sheikh and Shukla Sawant Printmaking Multiple Encounters.
2005	Group Show Experimenta 2005, British Council auditorium in Mumbai and New Delhi, India

Date/Place	Event Description
January 2006	First exclusive art magazine from India Launched in, **www.mattersofart.net** have been the first exclusive art magazine from India. Updated on the 5th and 20 th of every month. the **www.mattersofart.net** endeavour to keep inform the reader with fastmoving world of contemporary Indian Art.
2006 Delhi	Vishal Dar and Abhishek Hazra India Habitat Centre and Art India Magazine presented the Promising Artist Award 2006 - Special Commendations. **Vishal K Dar** is an artist/designer who uses digital animation software, prototyping technology and new media to produce archi-sculptures and art installations. His name features in CGI, a book on computer generated imagery as the art of the 21st century. **Abhishek Hazra** graduated as a Graphic Designer from the Srishti College of Art, Design in 2002. He held his first solo exhibition in 2006 at Gallery SKE, Bangalore.
September 11,2006	Participated Artists were Anju Dodiya, Surendran Nair and Shibu Natesan. Dinesh Vazirani, Atul Dodiya and Jittish Kallat, Reena Saini Kallat, Justin Ponmany, Sudhanshu Sutar, Manish Pushkale, G R Iranna and Jagannath Panda. Chittrovanu Mazumdar, Surendran Nair, Jayashree Chakravarty, G R Iranna, Jagannath Panda and Anju Dodiya." F N Souza, M F Husain S H Raza and Akbar Padamsee K G Subramanayam Rumkumar. Prakash Kormakar, Ambadas, K S Kulkarni and Laxman Pai. On Line Auction**:** Kishore Singh for Business Standard. Saffronart site opened for bids artist.
September 06,2006 Mumbai	Artist Baiju Parthan explores existentialism in today's digital world. A User's Manual authored by art critic and poet Ranjit Hoskote. Renuka Rane for Newspaper Mumbai Mirror. Titled as 'Source Code'.

July 10-28, 2006 Ahmedabad	Graduate Students New Media Art [NMA] at the National Institute of Design [NID] exhibition is a culmination of a three-week workshop for New Media Design graduate students at NID in Ahmedabad, India.
27- 29 Jan 2006	Group Show India International Centre and Academy Of Electronic Arts presented the Carnival of Electronic Creativity and Change Agents Conclave before the people during the last week of January this year from.
February 25 - 26, 2006 Kolkata	The exhibition have an exclusive display of digital artwork of over 100 Arena students. The Chief Guest for the event is the distinguished painter Mr. Samir Aich. Arena Multimedia organises digital at exhibition in Kolkata Kolkata Arena Multimedia, Asia's leading multimedia training institute, is organising digital at Exhibition - FX 2006, at Indian Museum, Ashutosh Birth Centenary Hall, Kolkata.
29-12-06 Vadodara	Rakesh Agrawal, Managing Director of ABS Lanxess Ltd., New Art Centre: Rakesh Agrawal setting up a modern art centre at a farmhouse in Jaspur, 20 kilometres from Baroda. It was expected to be ready by March 2007. Equipped with five major studios - for digital at, painting, sculpture, printmaking and ceramics - it will have 10 residential airconditional cottages and a central dining facility.
2006	Namrata Sneha Digital Print Exhibition at ABS Gallery, Baroda.

Date/Place	Event Description
April 11- 24, 2007 Panjim, Goa	Including Digital arts of Dayanita Singh (New Delhi/ Saligao), the painter and intermedia artist Baiju Parthan (Bombay), and the digitalmedia artist and painter Vidya Kamat (Bombay). Aparanta, a major group show curetted by eminent writer and art historian Ranjit Hoskote at GMC Complex, Panjim, Goa it was a major art event where 268 works of 26 artists were on display.
Jan 26 2007 Mumbai	'Illusions' is the name for a virtual reality park, with French artist Miguel Chevalier projecting a special interactive wall mural. Chevalier is known internationally as one of the pioneers of virtual and digital art. Robotics, dinosaur, virtual art at IIT Mumbai "techfest".

2007 New Delhi.	Group Show CeC & CaC [20] 2007 being the 2nd Carnival of eCreativity & Change-agents Conclave ~ a public global incident played out through February 9-10-11, 2007, in New Delhi, India.
2007 New Delhi: October 12th, 2007 – November 11th, 2007	Tomoaki Ishihara, Ishihara, Yukio Nakagawa, Atsuko Tanaka, Mitsuko Miwa, Hirakawa, Takehito Koganezawa, Saburo Muraoka.NGMA Presents Vanishing Points: Contemporary Japanese Art.

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Date/Place	Event Description
Jan 15 2007	Various Artist "Edge of Desire" brought to India by the National Gallery of Modern Art (NGMA) and the Asia Society India Centre (ASIC), this exhibition had travelled to various locations, starting from Perth in Australia, to New York, Mexico City, Monterrey, Berkeley and New Delhi and puts into perspective the visual art practices of Indian artists' from1993 to the present.
16 Sept. 2006 Tate University	The speakers include Girish Shahane, Rahul Srivastava, Sudhir Patwardhan, Shai Heredia and Ashok Sukumaran. The symposium on mapping Mumbai Ashok Sukumaran is a media artist and architect based in Mumbai. His work explores the interactions of digital technologies and physical spaces, bringing together current and historical research, as well as low- and hi-tech approaches.
24-09-2008 to 27-09-2008 Delhi	Joshe De LaBarra of Peru, Andre Raputo of Kazakhstan, Dane Willers From Botswana, Anthony Okello of Kenya, Seherish khan form Pakisthan, and Irena Shklover of Canada Mint Green -Global Digital Prints Art Show Venue: The Attic, New Delhi.
2008	Art Submit 2008 India Art Summit 2008, India's modern and contemporary art fair on contemporary paintings, sculpture, photography, mix media, digital prints and more.
2008 New Delhi	Group Show, Sharad Kumar Kawre explores the representational through the digital medium of printmaking. Contemporary Art Exhibition, New Delhi, India.
1 Dec 2008 New Delhi	Journal for Art, Sex and Mathematics, The Visual Arts Gallery, India Habitat Centre and Pro Helvetia, the Swiss Arts Council, New Delhi, presented the exhibition.Visual artists Barbara Ellmerer and writer Nils Röller are now contributing to the Journal from their residencies at New Delhi's Sanskriti Kendra.
Date/Place	Event Description
Thursday 4 December 2008	Barbara Ellmerer is a Swiss Austrian painter and drawer, educated at the Academy of Art and Design in Zürich and at the University of Arts in Berlin. Nils Röller is Professor for Media Theory at the Academy of Art in Zürich. He teaches and writes on the impact of modern technology on artistic production. Yves Netzhammer lives and works in Zürich. His works are shown worldwide. Latest shows include: Furniture of ProportionsA workshop on 'Time Machines' - Workshop on Media Arts Palm Court Conference Room, India Habitat Centre The workshop explores the special situation of today's Media Arts in Switzerland.

Some of the other artists in the Indian contingent who are well known in world art scenario have tried digital art tools in early years of its growth are Ajit Seal, K.S. Viswambara, Pramjeet Singh, Kavita

Shah, Jyoti M. Bhatt, Kavita Nayar, K.R. Sibbanna and Hema Guha. The American artists include who came to India and showcased their works of art in early years were, Richard Lubell, Barbara

Yoshida, Frederick Mershimer, Carolyn Sheehan, Gwenn Thomas, Judith Heath, and Susanna Bergtold.

Conclusion:

With the expanding art market, artists were exploring new options for their visual expressions. Most Indian the artists used this medium as art from the end of the ninetieth century. Many established artists used digital tools for their profession but later used those tools for creation and selfexpression. Even though there was no profound antipathy toward printmaking as an art medium, most artists, due to lack of public demand, tend to produce experimental prints and only in small editions.

There has been cultural pluralism in the country for ages ago. With the application of digital tools, countless varieties and options are available to artists. Digital art has brought a huge change to for art creation processes. India has established herself as a major digital art. practiced nation with the technical advancement in the process of art creation.

References:

[1] American group Experiments in Art and Technology (EAT) was a non-profit and tax-exempt organization established to develop collaborations between artists and engineers. The group operated by facilitating person-to-person contacts between artists and engineers, rather than defining a formal process for cooperation. E.A.T.
http://www.fondationlanglois.org/html/e/page.php?NumPage=306

[2] Paul Coldwell, Computer Art & Output the Impressive Line. Cat 2010 London Conference ~ 3rd February https://www.bcs.org/upload/pdf/ewic_ca10_s4paper1.pdf

[3] The Computer Arts Society: The Origins of British Computer Arts 1950-1980 (2008) by Catherine Mason and White Heat Cold Logic: British Computer Art 1960-1980 (2009) by Paul Brown, Catherine Mason, Charlie Gere and Nicholas Lambert. http://computerartssociety.com/cas50

[4] Bruce Wands, Creating Continuity Between Computer Art History and Contemporary Art, CAT 2010 London Conference ~ 3rd February

https://www.bcs.org/upload/pdf/ewic_ca10_s5paper4.pdf   [5]   Don   Royer,   WA6PIR, http://www.rtty.com/gallery/rttyeasy.htm

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