

Jon Satrom

**By: Calista Renfro, Ariana
Roethke, & Kobi
Truesdale**

Bio

- Chicago based “dirty new media”/kludge artist and professor at School of The Art Institute
- Background in video, sound, and new media
- Realtime performer, develops artware, abandonware, video games, renegade computer scripts, and necroware.
- Has his own website <http://jonsatrom.com/> and can be found on Twitter.



In an interview, Jon was
asked:

If you could offer one piece of
advice to new or emerging
digital artists, what would that
be?

- “Don’t be afraid to break things and get dirty.”
- “Many folks think that they don’t know enough or aren’t technical enough to make digital stuff. That’s so unfortunate. There are no true experts; everyone is experimenting.”
- “Often failure is more interesting than success.”

-Jon Satrom

Process

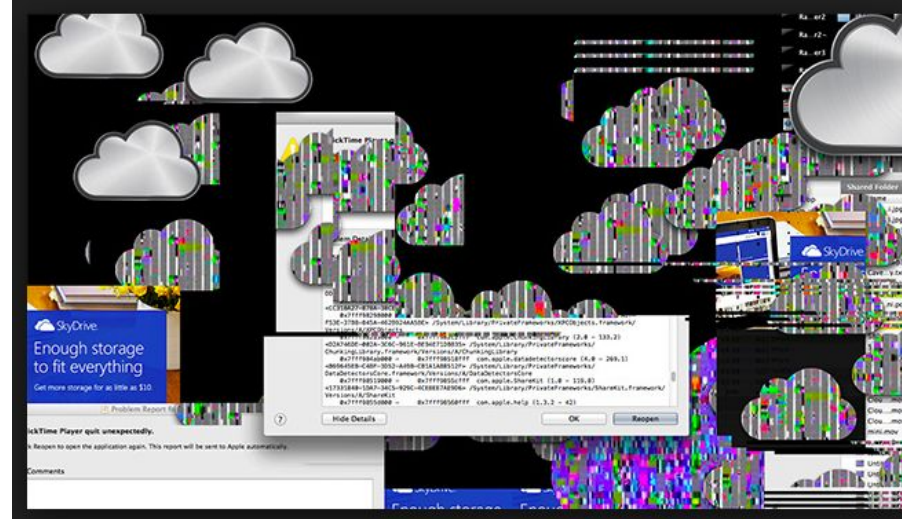
(usually performs in real time with his computer)

- Evolved his process of his work in real time audio video
- Sets up situations and experiments on his computer
- Playing against and with code, animated gifs, videos, icons, and windows
- Approach to his work is often messy, scattered, dirty, and unorganized work that results in clugy work (an elegant solution to a problem)
- “Trick is creating a piece of work that is romantic in the glitch area where you don’t want to fall off the cliff, but you look enough just to see what’s on the other side.”



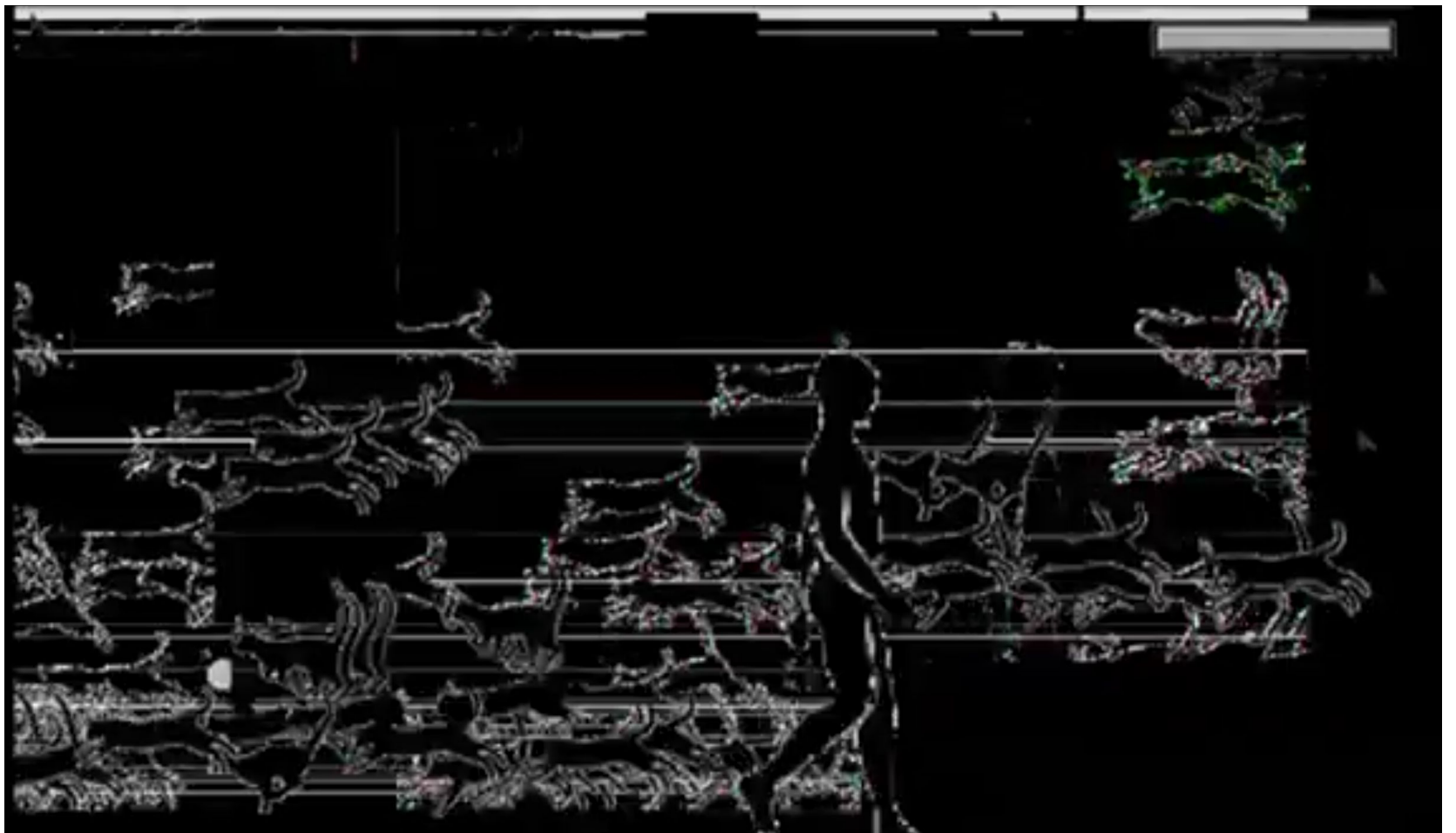
Process cont:

- A “Dirty” New Media starts with the fact that, by using media in the first place (old & new), we are already compromised by the systems/conventions/resolutions of the media. Tagging these genres as simply “New” places one in an uncritical masturbatory state of expectation for the “next”.
- Glitches lurch out any codified system. Glitching requires a certain state of mind and I find it incredibly rewarding to develop participatory contexts and situations that help folks discover, explore and sustain it. Glitching allows us confront our fears about the unknown power of technology.



- “Satromizing, doing it the wrong way, creative problem creating, and inspiration are some ways I can articulate my practice.”

<https://vimeo.com/4161212#t=0m5s>



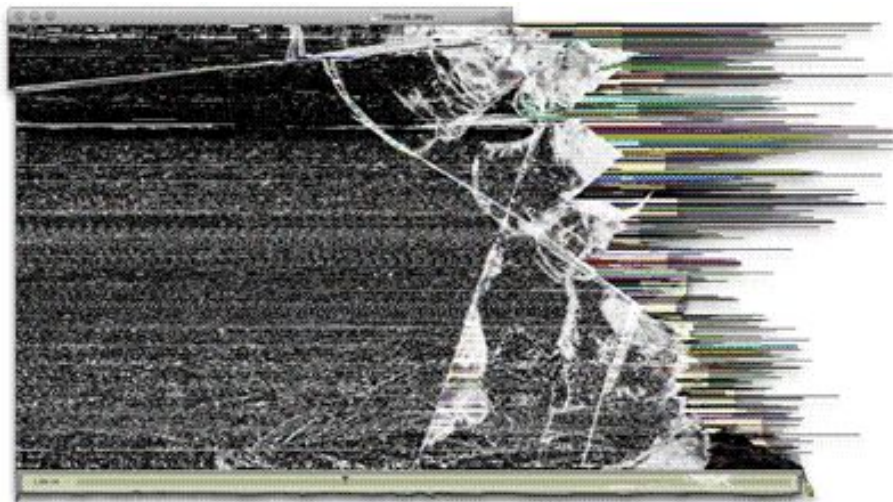
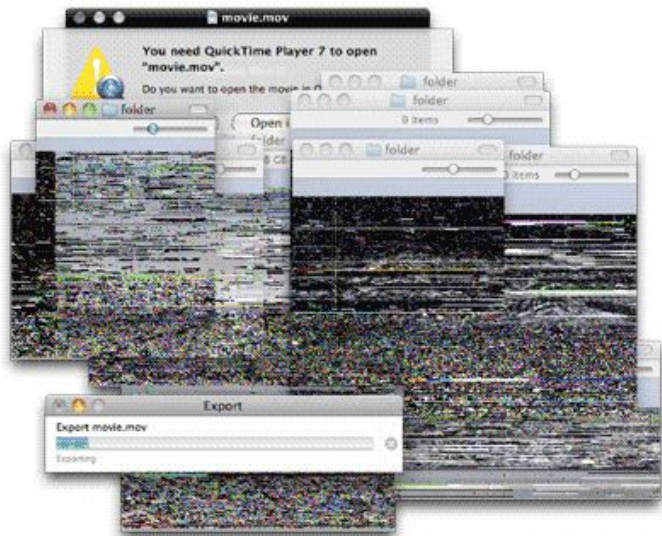
Too Many Cats, Jon Satrom

<http://jonsatrom.com/---/too-many-cats/>

QTZRK

2011

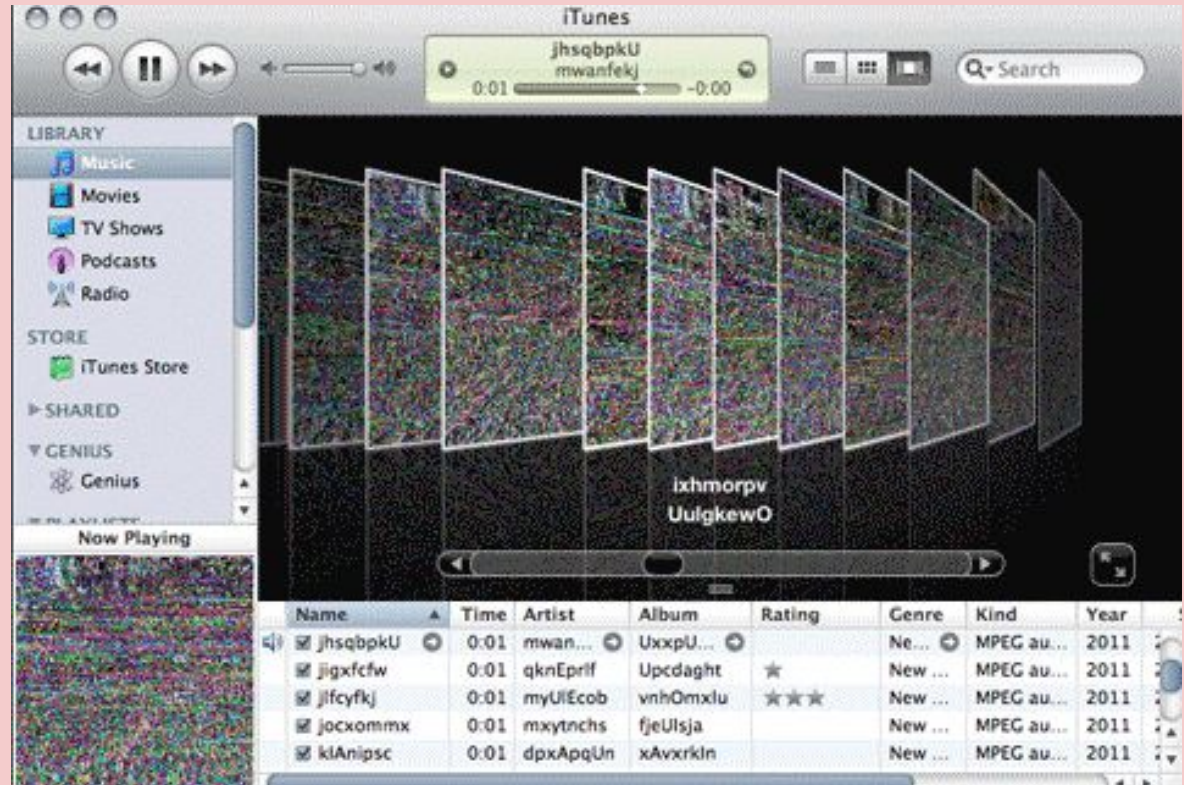
Presented in the Filtering
Failure Show of Planet Art



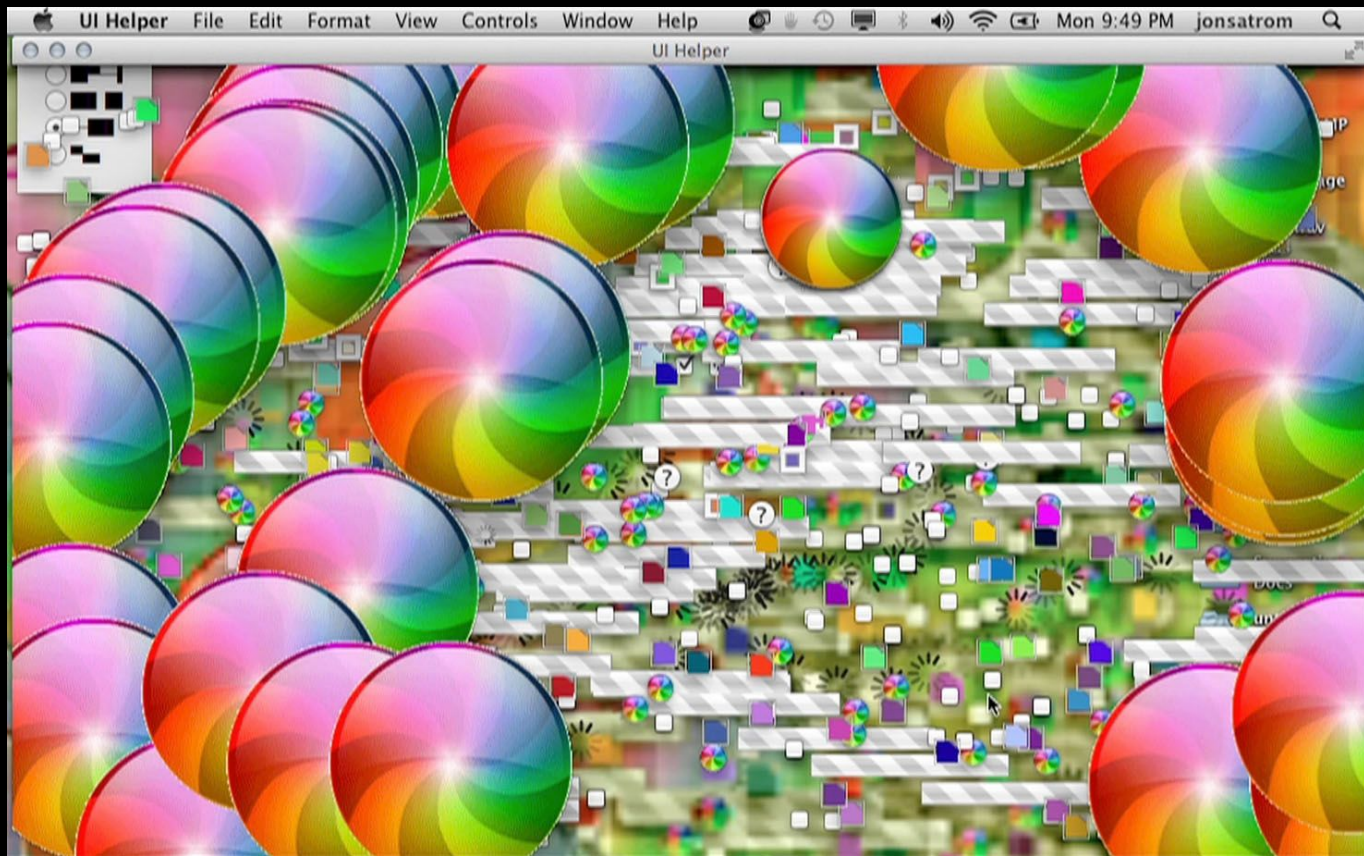
ItunesLib vr. Highly d/Effective

-Uses iTunes and corrupted music files to create a composition

<https://www.youtube.com/watch?v=NT6yYU3qd7Q#t=0m18s>



Plugin Beachball Success



<https://www.youtube.com/watch?v=6jr45AK-yA#t=9m19s>

MEHOH-VR1A

- Uses Data Moshing
 - Video manipulation and compression
 - Info contained in I- frames and P-frames(Delta Frames)
 - Used to reduce file size



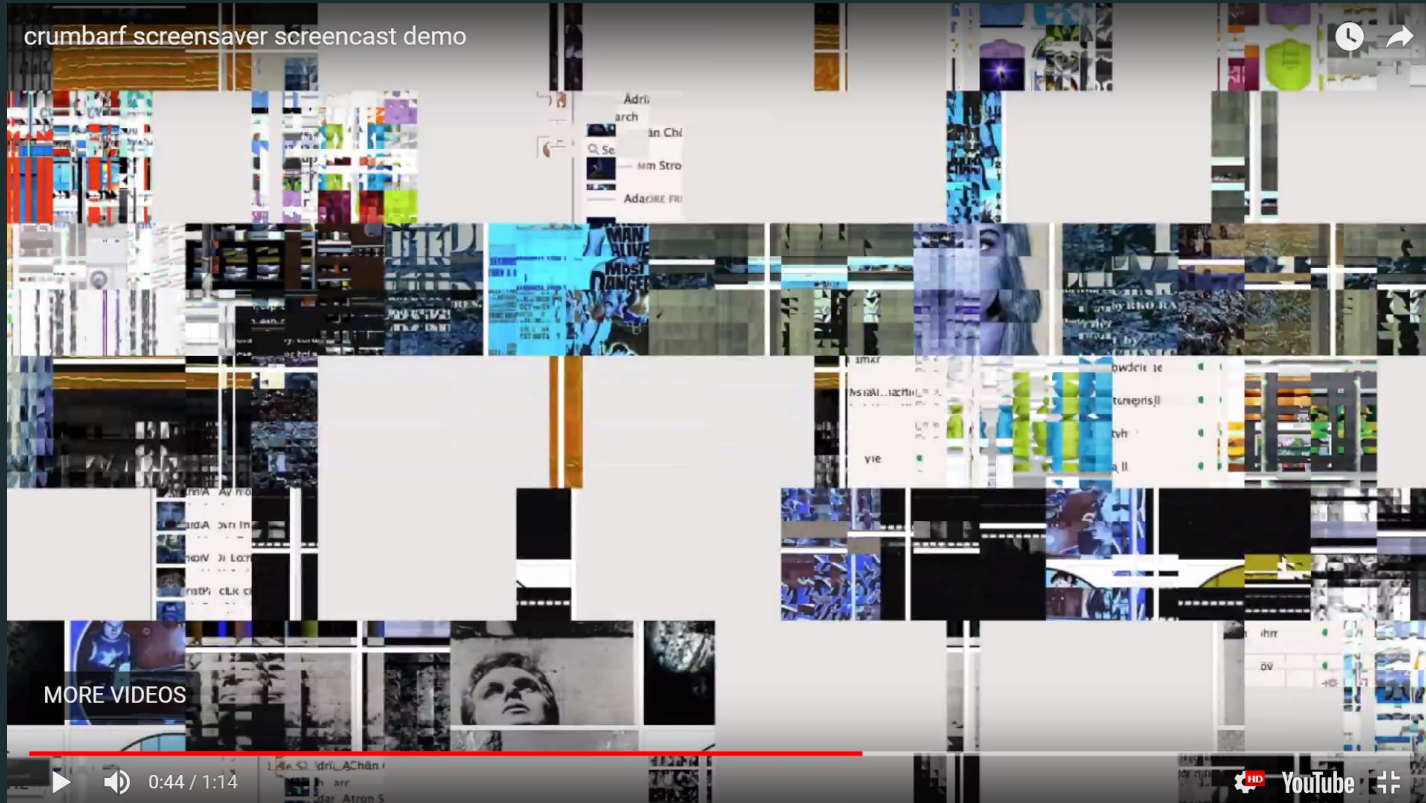
<https://vimeo.com/3763089#t=0m22s>



John Satrom's Trends

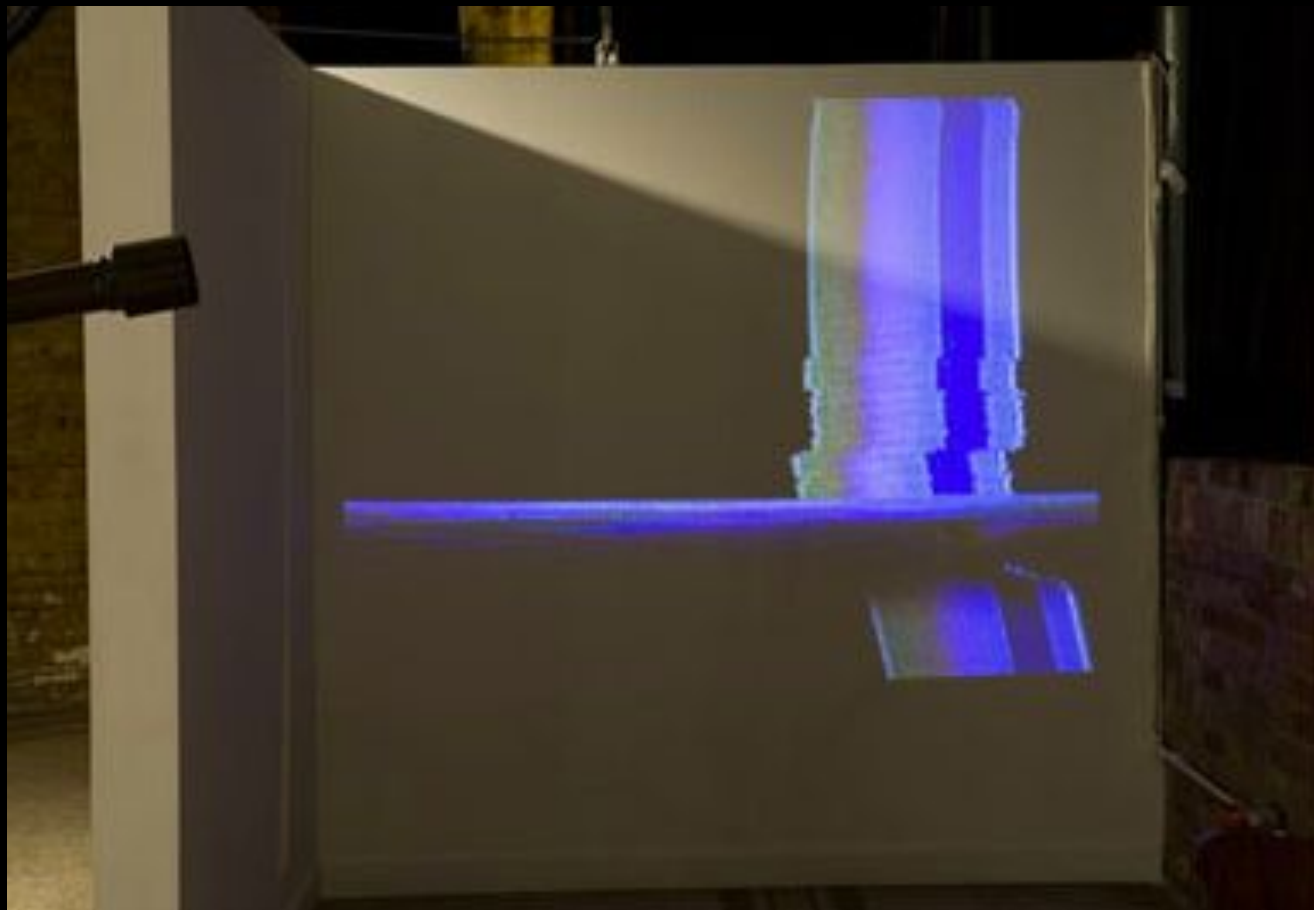
An installation with a collection of pictures from Google Trends.

CRUMBARF (Screen Saver)



“Chews up”
image caches
from Safari &
“Barfs” them
into video RAM.

Created for the
Super Modern Art
Museum(SPAMM)

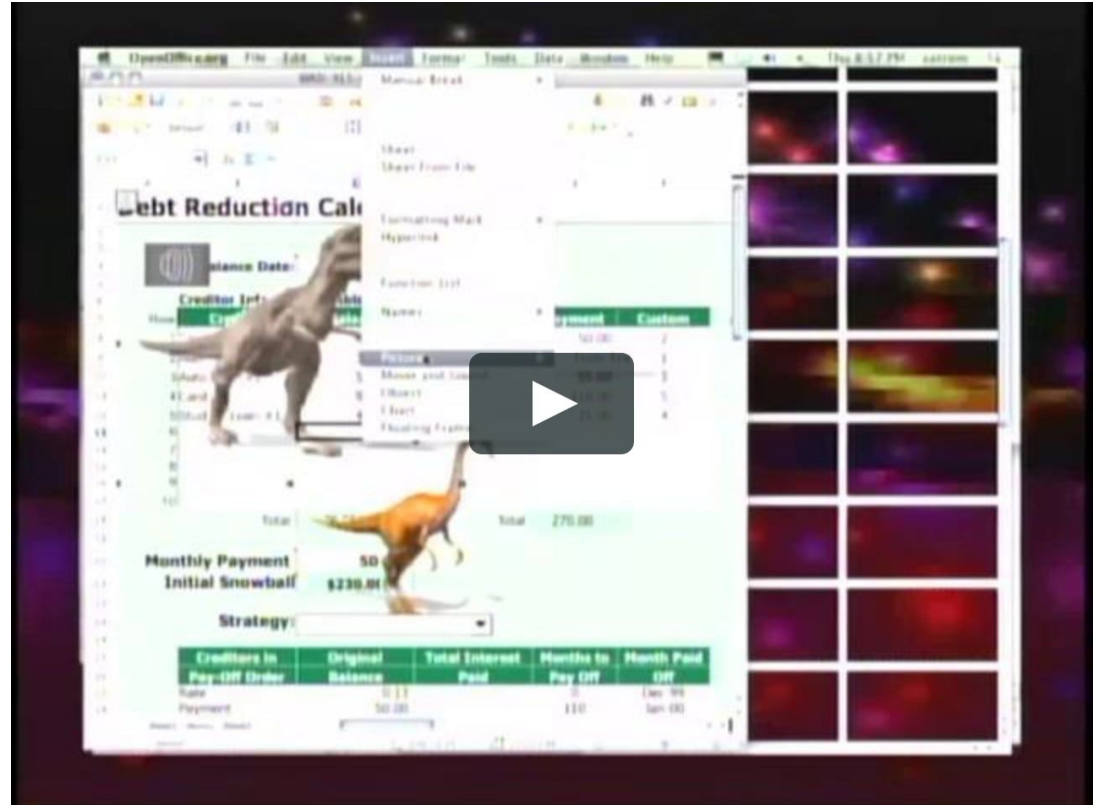


PSTXTICS - 2009

WINDOWS

RAINBOWS & DINOS

- **Windows, Rainbows, & Dinos** was a part of the CAA 2010 Live Cinema Summit at Columbia College in Chicago.
- He used his abilities to break down the visual interface of what we have come to accept as the access portal to the functions of 'easy-to-use' domestic consumer digital software.
- The act of interfering with this visual language rose up all kinds of issues relating to the power of software companies such as Apple and Microsoft.





Yuppster Video- video by Jon Satrom, audio by Yuppster

<https://www.youtube.com/watch?v=S04xvnspDIM#t=0m48s>



LNDSQRPS

<http://selectall.org/---/projx/LNDSQRPS/>

Citations

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[https://en.wikipedia.org/wiki/Video_compression_picture_types#Predicted_frames/slices \(P-frames/slices\)](https://en.wikipedia.org/wiki/Video_compression_picture_types#Predicted_frames/slices_(P-frames/slices))

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