

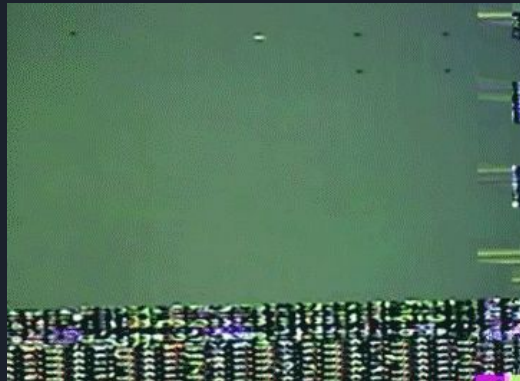
Jon Satrom



Glitch, Video & Sound Artist

Artist Bio

- **Chicago based** artist who **graduated from** the sound & video department of School of the Art Institute of Chicago in 2003 (About Jon Satrom).
- The idea of “Dirty New Media” has become a phrase that rallies artist alike to misuse technology (Regine).
- Teaches workshops & does glitch performances.





Artist Process & Ideas

- Utilizes code, GIFs, video, iconography
- Current work includes real time audio/video glitches
- One of his goals is to show a scene of instability just before the screen would turn off or overload.
- He often uses his works to reveal something more about the topic it relates to.
- Uses screens / windows that are often very ubiquitous and hacks them or changes them in a way that brings the focus to what is happening, not what it's happening to.

(About Jon Satrom)



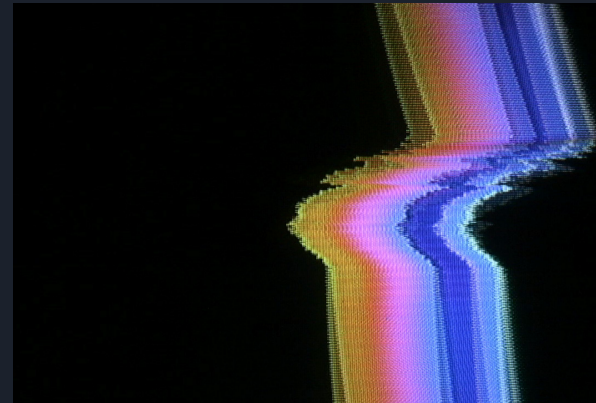
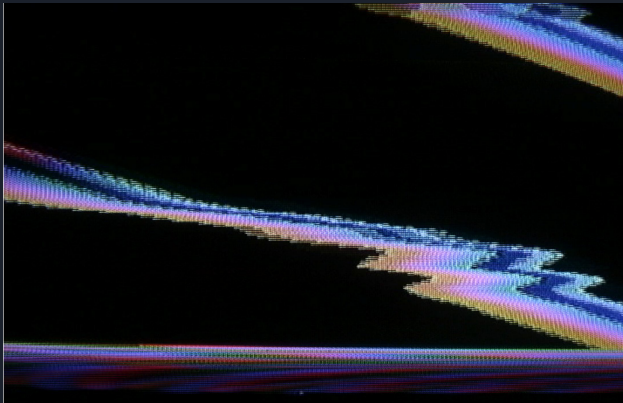
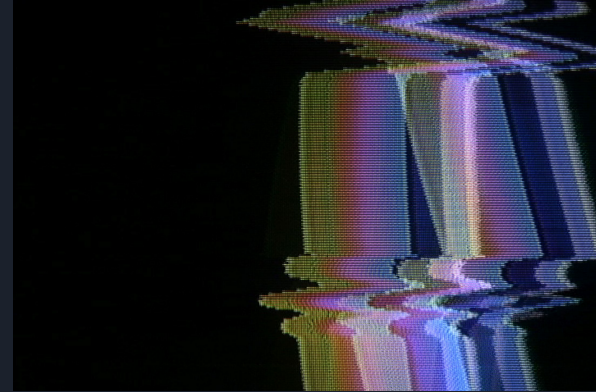
Glitch Movement

- “Highly saturated rainbow stripes and white noise chopping up an image, pixelated video streams in which the subjects' words don't match up with the audio, shimmering and twitching spots in video games”
- “Humans subject themselves to technology and exert control over it to a greater or lesser extent to produce a piece of artwork that is a product of both the creator’s intention and the device’s whims”
- 2002: when artists started to pick up the glitch movement, but it just recently became a serious medium
- Many ways to create glitch art, but no anyone can just claim themselves as an glitch artist. “Some processes are much more intentional and labor-intensive than others, making the glitch manipulation itself into something of an art”

PSTXTICS

PSTXTICS - 2009

- Piece was part of a show titled, "The End of Analog"
- Uncertainty & absence of materiality now that everything is transmitted digitally (PSTXTICS).



RipZipRARLANd

- Statement about how piracy is actually nothing new
- This piece explores how the digital realm changes the cultural idea of copying as a form of production.
- The work itself is ripped from the web and altered (Interweb netlog).

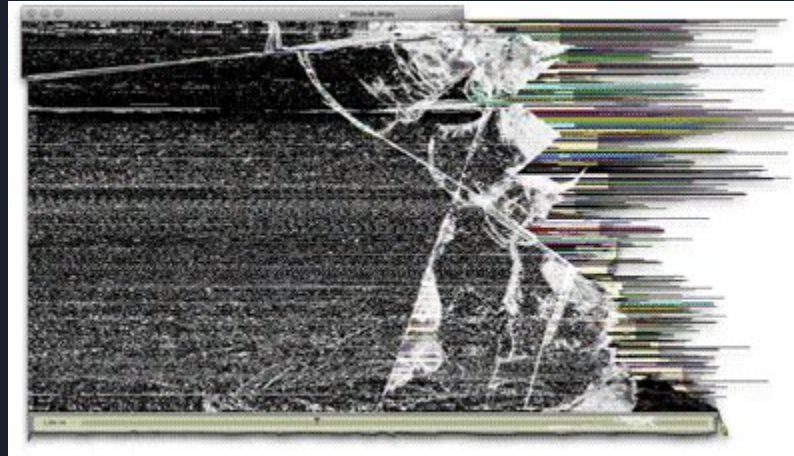
RipZipRARLANd - 2014



QTzrk

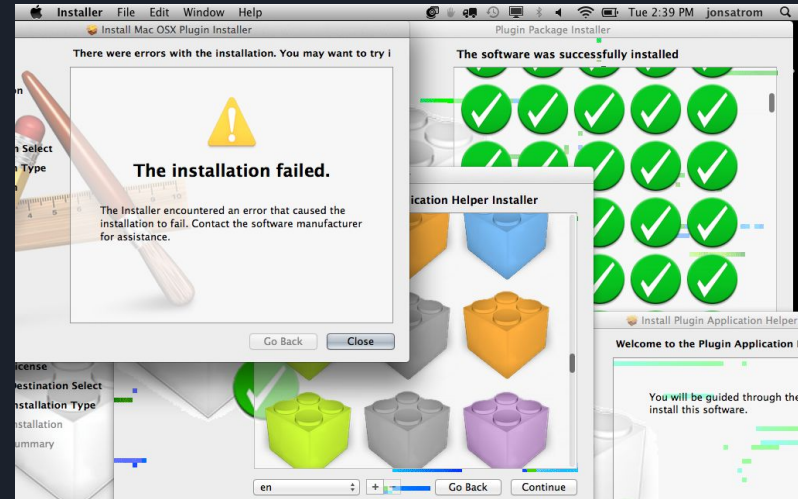
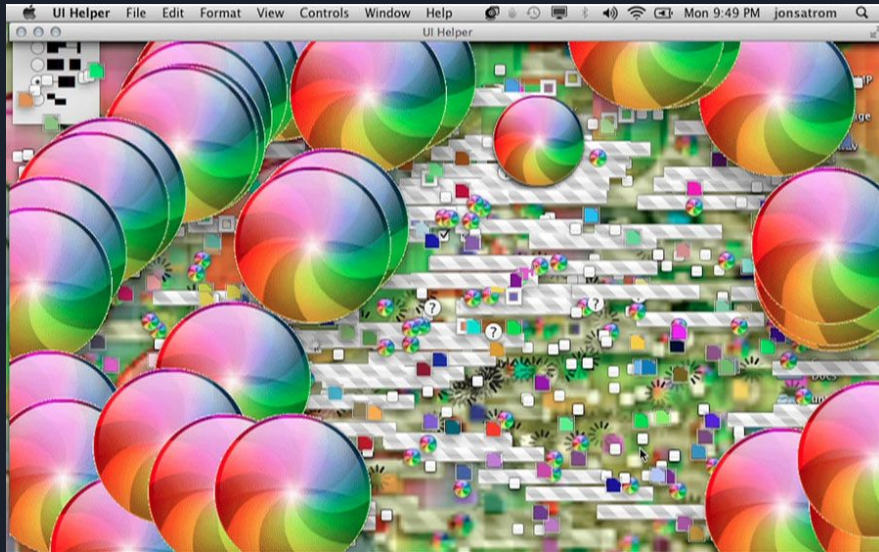
- Loop video made by using a Quicktime technique that is now outdated.
- Seeks to interpret how the words and ideas of “filtering” and “failure” exist together.

QTzrk - 2011



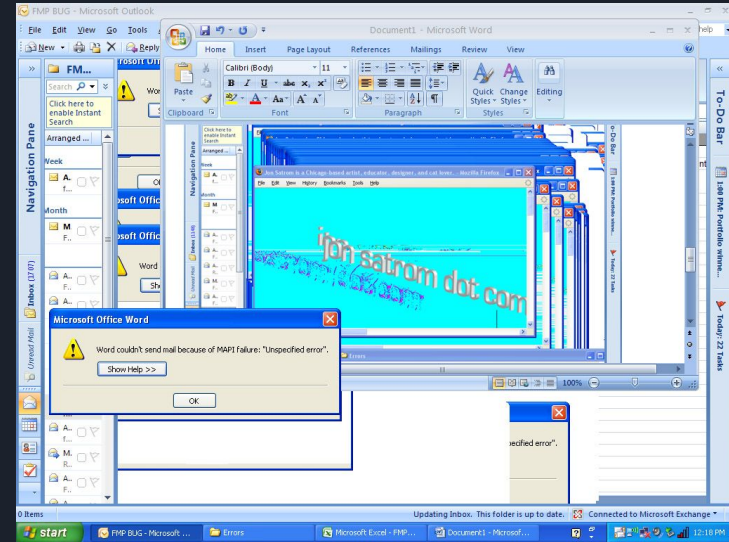
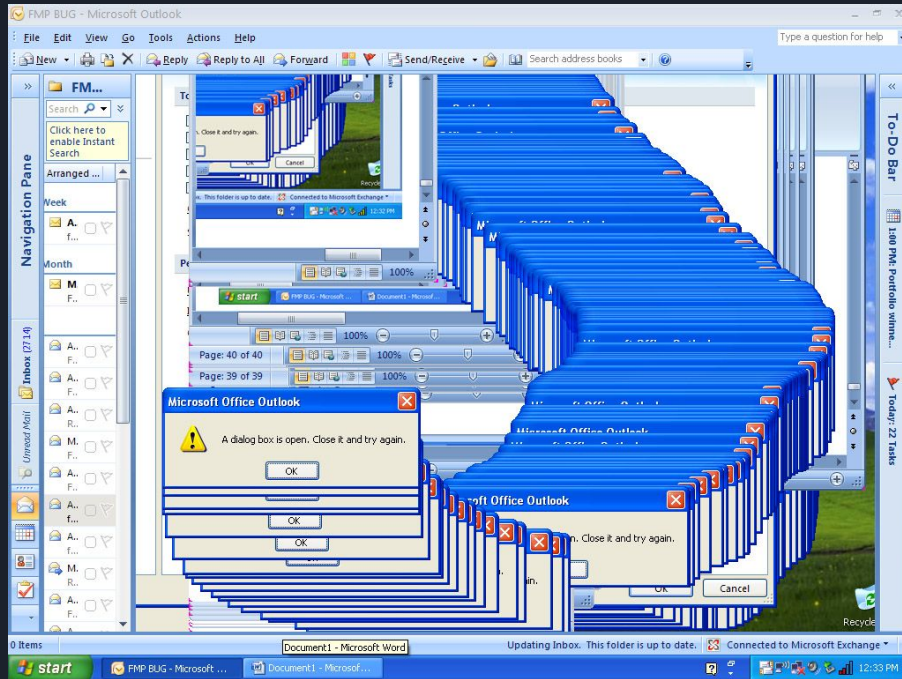
<https://vimeo.com/20967400>

Plugin Beachball Success (2012)

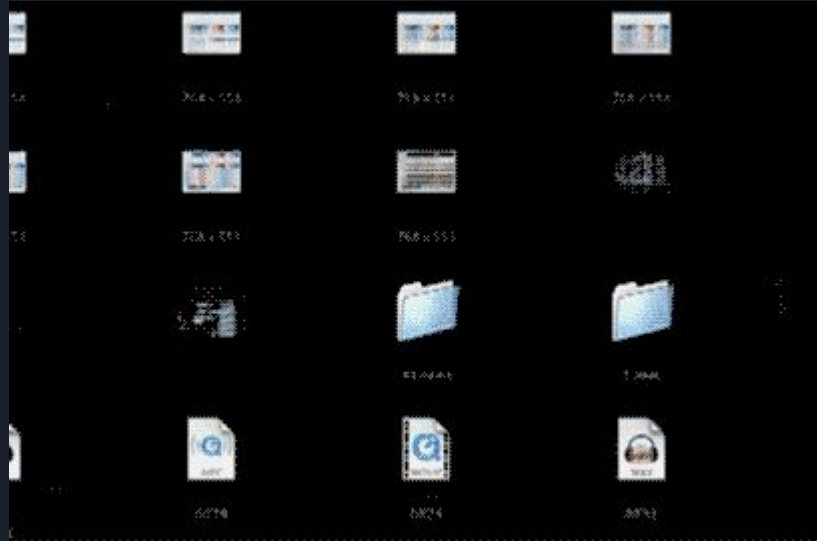


Prepared desktop, performed at *Transmediale 2k+12*

Doc1 (2008)



ROM0 (2007)



Databending collage, <https://youtu.be/D7-XNWcl0xg>

100 FORCE QUIT NOISE CANCEL CALCULATORS (2013)

-This was a prepared desktop performance by Satrom in 2013

-Uses: Calculator app, SoundSoap 2, and other applications to manipulate what is on screen

-For the performance, Satrom used his computer to make sounds, loop them, and re-record them through additional apps

-Experimental



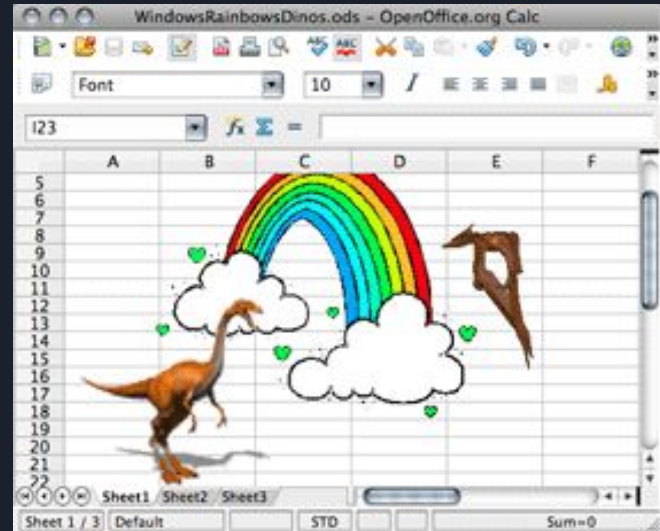
Windows Rainbows & Dinos (2010)

-Performance at CAA 2010 Live Cinema Summit

-Shows the deconstruction of Mac OSX interface and Microsoft software packages

-Critique and parody of our day-to-day technology struggles with technology

-”in the end, it’s all futile because a new function, software variation or re-design will be created to confuse, commoditize and add complexity to the process of getting simple tasks done.”



Trends (2010)

- Installation in Chicago, IL
- Utilizes searches from Google Trends
- Highlights the infinite possibilities/faults with technology
- "positioning both user and viewer to be enveloped by the infinite body of knowledge found in contemporary information systems."



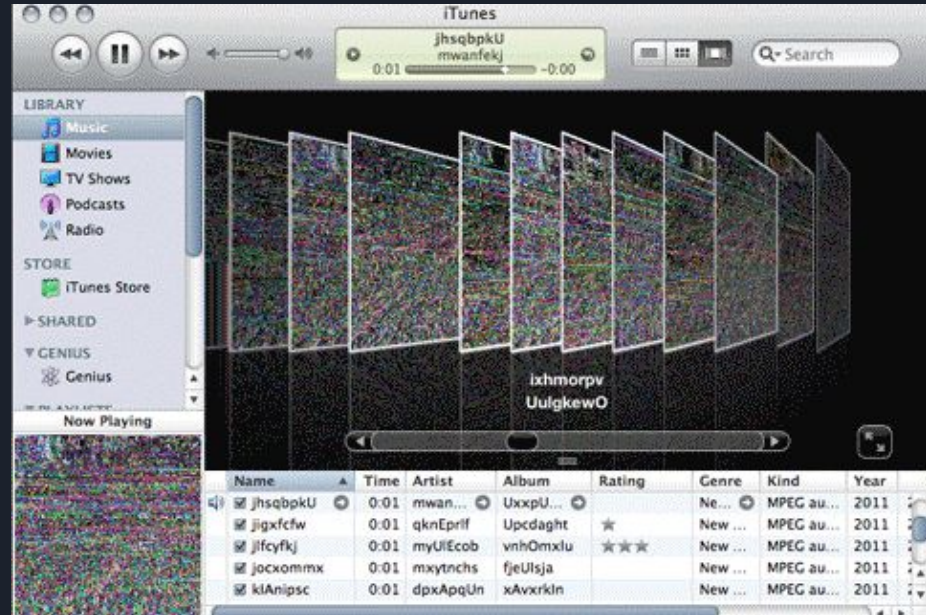
“Prepared Desktop” Explorations

TITLE: iTunesLib vr. Highly d/Effective

DIMENSIONS: variable

MATERIALS: iTunes 9.2 (61), corrupt music library, raw data, snippets of The Seven Habits of Highly Effective People by Dr. Stephen R. Covey

YEAR: 2011



Summary

- Jon uses his works to reveal something more about the topic it relates to.
- Uses screens / windows that are often very ubiquitous and hacks them or changes them in a way that brings the focus to what is happening, not what it's happening to.

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