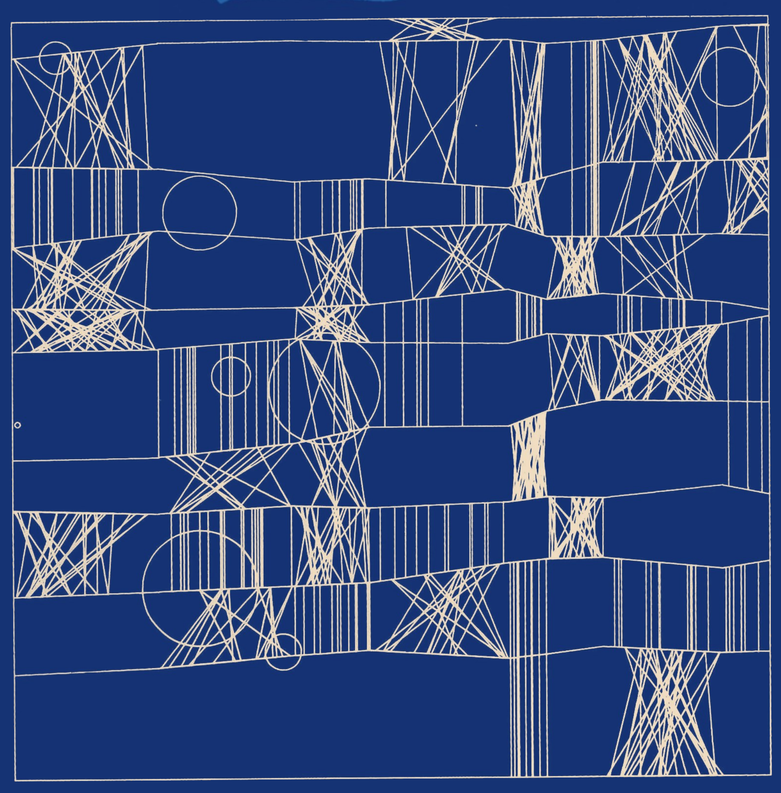
A MICRO-COMPUTER NETWORK BAND:



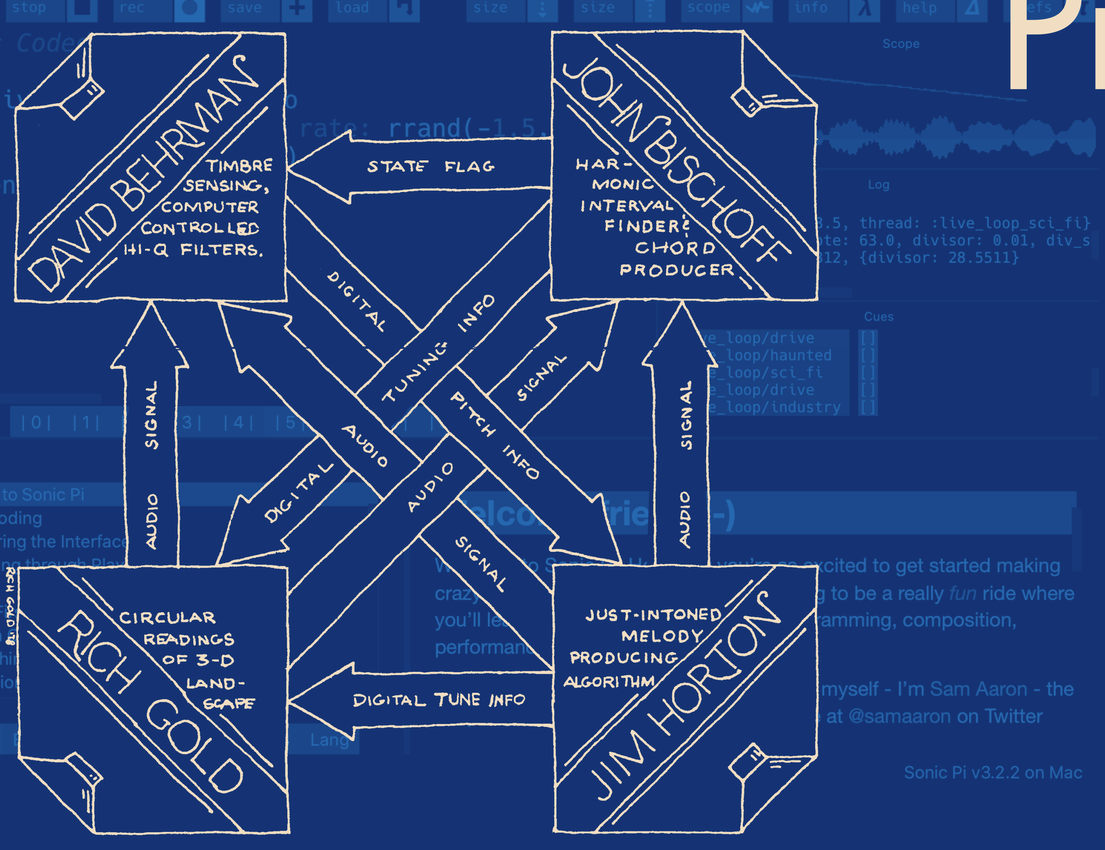
1965 — First two exhibitions of computer-generated art by Frieder Nake in Stuttgart and Michael A. Noll in New York

Computer art pioneers used machine code and FORTRAN to write programs to algorithmically generate patterns printed using a plotter.

Nake explored randomness in "Homage to Paul Klee" but he also did not want computers to become "a source of pictures for galleries".

Programming remains focused on writing code for an algorithm.

Programming and computer art



1978 — The League of Automatic Music Composers used a network of KIM-1 microcomputers as a musical instrument.

Each player's microcomputer played its own composition and reacted to information from other microcomputers and human players tuning the system.

Computers turn into pre-programmed music instruments.

2000 — First live coded music performances are performed by writing and executing code on-the-fly.

Live coders believe that code should be seen as well as heard, algorithms are thoughts, and programs are instruments that can change themselves.

Live coding came to clubs with the first Algorave event organized in 2011 and into the classroom with the Sonic Pi live coding environment in 2012.

Program code becomes a live musical instrument.