



N25P

BIOGRAPHY

The Radical Software Group (RSG) forms the heart of the *Carnivore* production team. Founded in 2000 by Alexander R. Galloway, the RSG is an all-star collective of computer artists, hand-selected from cities around the world. Continually in flux, RSG membership expands and contracts to accommodate the task at hand. Collaborators are selected according to their unique area of expertise such that advanced production in several genres of contemporary computer art is possible, including network environments and interface design.

Selected Biographies:



Interface Artist

Mark Daggett (Los Angeles)

Specialty—Shockwave, game design

Mark Daggett is an artist and graphic designer. His work has been shown at the Center for Art and Media (ZKM), the Whitney Museum's "Artport," and PS1 in New York.



Producer &
Server Artist

Alexander R. Galloway (New York)

Specialty—Perl, Linux, network environments

Alex Galloway is an artist and programmer. His work has been exhibited at the Center for Art and Media (ZKM), Ars Electronica, and the New Museum. He is currently working on art work for the Nintendo GameBoy.



Hardware
Artist

Paul Johnson (New York)

Specialty—Hardware

Paul Johnson is both a hardware and software artist. His unique machines have been shown at PS1 and Rare Gallery in New York.



Interface Artist

Mark Napier (New York)

Specialty—Java, network environments

Mark Napier is an artist and programmer. His work has been shown at the Whitney Museum in New York, and he is the creator of *Net Flag*, a new commission for the Guggenheim Museum.

Additional services:

Graphic design by Ryan McGinness; hardware donation by Mark Tribe.

Support for Carnivore provided by:

Eyebeam, Rhizome.org.