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Disciplina	006.8
Soggetti	User interfaces (Computer systems) Arts Multimedia systems Application software Computers and civilization Computer graphics Realitat augmentada Art per ordinador User Interfaces and Human Computer Interaction Media Design Computer Appl. in Arts and Humanities Computers and Society Computer Graphics Llibres electrònics
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Part I: Emerging Augmented Reality Technology and the Birth of Augmented Reality Art -- Augmented Reality Activism -- Critical Interventions into Canonical Spaces: Augmented Reality at the 2011 Venice and Istanbul Biennials -- ART for Art: Augmented Reality Taxonomy for Art and Cultural Heritage -- Beyond the Virtual Public Square: Ubiquitous Computing and the New Politics of Well-Being -- Augmented Interventions: Redefining Urban Interventions with AR and Open Data -- Part II: Augmented Reality as a Novel Artistic Medium --

The Aesthetics of Liminality: Augmentation as an Art Form --
Augmented Reality in Art: Aesthetics and Material for Expression --
Digital Borders and the Virtual Gallery -- Immersive Art in Augmented
Reality -- Skin to Skin: Performing Augmented Reality -- Augmented
Reality Painting and Sculpture: From Experimental Artworks to Art for
Sale -- Augmented Reality Graffiti and Street Art -- Part III: Cultural,
Social, Spatial and Cognitive Facets of Augmented Reality Art -- Why
We Might Augment Reality: Art's Role in the Development of Cognition
-- Augmenting Wilderness: Points of Interest in Pre-Connected Worlds
-- An Emotional Compass: Emotions on Social Networks and a New
Experience of Cities -- A Fractal Augmentation of the Archaeological
Record: The Time Maps Project -- Wearable Apocalypses: Enabling
Technologies for Aspiring Destroyers of Worlds -- Part IV: Living,
Acting and Expressing Yourself in Augmented Worlds -- User
Engagement Continuum: Art Engagement and Exploration with
Augmented Reality -- Living and Acting in Augmented Worlds: How Be
Your Own Robot? -- Post-Human Narrativity and Expressive Sites:
Mobile Art as Software Assemblage Really Fake or Faking Reality? The
Riot Grrrls Project -- Concluding Remarks: Today's Vision of an Art
Form of the Future. .

Sommario/riassunto

This is the second edition of the first ever book to explore the exciting new field of augmented reality art and its enabling technologies. The new edition has been thoroughly revised and updated, and contains 5 new chapters. As well as investigating augmented reality as a novel artistic medium the book covers cultural, social, spatial and cognitive facets of augmented reality art. Intended as a starting point for exploring this new fascinating area of research and creative practice it will be essential reading not only for artists, researchers and technology developers, but also for students (graduates and undergraduates) and all those interested in emerging augmented reality technology and its current and future applications in art.
