

1. Record Nr.	UNINA9910401939103321
<b>Titolo</b>	Screen space reconfigured // editors, Susanne O. Soether, Synne T. Bull
<b>Pubbl/distr/stampa</b>	Baltimore, Maryland : , : Project Muse, , 2020 Baltimore, Md. : , : Project MUSE, , 2020 ©2020
<b>ISBN</b>	9789048529056 9048529050
<b>Edizione</b>	[1st ed.]
<b>Descrizione fisica</b>	1 online resource (332 pages) : illustrations (some color)
<b>Collana</b>	MediaMatters
<b>Disciplina</b>	791
<b>Soggetti</b>	Video art Touch screens 3-D films Motion picture projection
<b>Lingua di pubblicazione</b>	Inglese
<b>Formato</b>	Materiale a stampa
<b>Livello bibliografico</b>	Monografia
<b>Nota di bibliografia</b>	Includes bibliographical references and index.
<b>Nota di contenuto</b>	Preface / Susanne O. Saether and Synne T. Bull -- Introduction : screen space reconfigured / Susanne O. Saether and Synne T. Bull -- Surface tension, screen space / Giuliana Bruno -- Knowing not what to believe : digital space and entanglement in <i>Life of Pi</i> , <i>Gravity</i> , and <i>Interstellar</i> / William Brown -- Digital 3D, parallax effects, and the construction of film space in <i>Tangled</i> 3D and <i>Cave of Forgotten Dreams</i> 3D / Kristen Whissel -- Reconfigurations of screen borders : the new or not-so-new aspect ratios / Miriam Ross -- Face, frame, fragment : refiguring space in found-footage cinema / Allan Cameron -- Looking up, looking down : a new vision in motion / Jennifer Pranolo -- Surface explorations : 3D moving images as cartographies of time / Nanna Verhoeff -- Touch/space : the haptic in 21st-century video art / Susanne O. Saether -- Screenic (re)orientations : desktop, tabletop, tablet, booklet, touchscreen , etc. / Miriam De Rosa and Wanda Strauven -- 'Nothing will have taken place -- except place' : the unsettling nature of camera movement / Tom Gunning -- The phantasmagoric dispositif : an assembly of bodies and images in real time and space / Noam M. Elcott.

## Sommario/riassunto

Screen Space Reconfigured is the first edited volume that critically and theoretically examines the many novel renderings of space brought to us by 21st century screens. Exploring key cases such as post-perspectival space, 3D, vertical framing, haptics, and layering, this volume takes stock of emerging forms of screen space and spatialities as they move from the margins to the centre of contemporary media practice. Recent years have seen a marked scholarly interest in spatial dimensions and conceptions of moving image culture, with some theorists claiming that a 'spatial turn' has taken place in media studies and screen practices alike. Yet this is the first book-length study dedicated to on-screen spatiality as such. Spanning mainstream cinema, experimental film, video art, mobile screens, and stadium entertainment, the volume includes contributions from such acclaimed authors as Giuliana Bruno and Tom Gunning as well as a younger generation of scholars.

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