Record Nr. UNINA9910454612703321 Autore Murray Timothy Titolo Digital baroque [[electronic resource]]: new media art and cinematic folds / / Timothy Murray Minneapolis, : University of Minnesota Press, c2008 Pubbl/distr/stampa **ISBN** 0-8166-6620-2 Descrizione fisica 1 online resource (330 p.) Collana Electronic mediations; ; v. 26 709.22 Disciplina 791.4 Soggetti Civilization, Baroque Digital video Installations (Art) Video recordings Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references (p. 261-290) and index. Digital Baroque: Performative Passage from Hatoum to Viola -- Et in Nota di contenuto Arcadia Video: Poussin' the Image of Culture with Thierry Kuntzel and Louis Marin -- The Crisis of Cinema in the Age of New World-Memory: The Baroque Legacy of Jean-Luc Godard -- You Are How You Read: Baroque Chao-Errancy in Greenaway and Deleuze -- Digitality and the Memory of Cinema: Bearing the Losses of the Digital Code -- Wounds of Repetition in the Age of the Digital: Chris Marker's Cinematic Ghosts -- Philosophical Toys and Kaleidoscopes of the Unfamiliar: The Haunting Voices of Toni Dove and Zoe Beloff -- Digital Incompossibility: Cruising the Aesthetic Haze of New Media -- Psychic Scansion: The Marker of the Digital In-Between -- Time @ Cinema's Future: New Media Art and the Thought of Temporality. Sommario/riassunto In this intellectually groundbreaking work, Timothy Murray investigates a paradox embodied in the book's title: What is the relationship between digital, in the form of new media art, and baroque, a highly developed early modern philosophy of art? Making an exquisite and unexpected connection between the old and the new, Digital Baroque

analyzes the philosophical paradigms that inform contemporary screen

arts. Examining a wide range of art forms, Murray reflects on the rhetorical, emotive, and social forces inherent in the screen arts' dialogue with early modern concepts. Among the works discu