

1. Record Nr.	UNINA9910783944403321
Autore	Darley Andrew
Titolo	Visual digital culture : surface play and spectacle in new media genres / / Andrew Darley
Pubbl/distr/stampa	London ; ; New York : , : Routledge, , 2000
ISBN	1-134-70836-X 1-134-70837-8 1-280-32848-7 0-203-13520-2 0-203-17181-0
Descrizione fisica	1 online resource (241 p.)
Collana	Sussex studies in culture and communication
Disciplina	306.4/87
Soggetti	Video games - Social aspects Video recordings - Social aspects
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. 207-215) and index.
Nota di contenuto	Book Cover; Title; Contents; List of illustrations; Acknowledgements; Introduction; History; A back story: realism, simulation, interaction; Genealogy and tradition: mechanised spectacle as popular entertainment; Shaping tradition: the contemporary context; Aesthetics; Simulation and hyperrealism: computer animation and TV advertisements; The waning of narrative: new spectacle cinema and music video; The digital image in 'the age of the signifier'; Spectators; Games and rides: surfing the image; Surface play and spaces of consumption; Active spectators?; Exhibiting spectacle (and style) ConclusionNotes; Bibliography; Author index; Subject index
Sommario/riassunto	Digital entertainment, from video games to simulation rides, is now a central feature of popular culture. Computer-based or digital technologies are supplanting the traditional production methods of television, film and video, provoking intense speculation about their impact on the character of art. Examining the digital imaging techniques across a wide range of media, including film, music video, computer games, theme parks and simulation rides, Visual Digital Culture explores the relationship between evolving digital technologies

and existing media and considers the effect of these
