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Titolo	Digital art // Christiane Paul
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Edizione	[Third edition.]
Descrizione fisica	1 online resource (272 pages) : illustrations
Collana	World of art
Disciplina	709.04
Soggetti	Computer art New media art Art and technology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Previous edition: 2008.
Nota di bibliografia	Includes bibliographical references (pages 264-265) and index.
Nota di contenuto	Cover Page -- Title Page -- About the author -- Other titles of interest -- Dedication -- Acknowledgments -- Contents -- Image -- Introduction -- A short history of technology and art -- The presentation, collection, and preservation of digital art -- Chapter 1 Digital Technologies as a Tool -- Digital imaging: photography and print -- Sculpture -- Chapter 2 Digital Technologies as a Medium -- Forms of digital art -- Installation -- Film, video, and animation -- Internet art and networked art -- Software art -- Virtual reality -- Sound and music -- Chapter 3 Themes in Digital Art -- Artificial life -- Artificial intelligence -- Telepresence and telerobotics -- Body and identity -- Database aesthetics and data visualization -- Beyond the book: Narrative environments -- Gaming -- Tactical media, activism, and hacktivism -- Technologies of the future -- Redefining public space: Locative media and public interactives -- Augmenting the real: Augmented reality and mixed reality -- Social media and the Web 2.0 era -- Glossary -- Artists' websites and online art projects -- Digital arts organizations and networks, museums, and galleries -- Digital art festivals -- Select new media art exhibitions -- Select bibliography -- List of illustrations -- Index -- Copyright Page.
Sommario/riassunto	Digital technology has revolutionized the way we produce and experience art today. Not only have traditional forms of art such as

printing, painting, photography and sculpture been transformed by digital techniques and media, but entirely new forms such as internet art, software art, digital installation and virtual reality have emerged as recognized artistic practices. Christiane Paul surveys the developments in digital art from its appearance in the 1980s to the present day and looks ahead to what the future may hold. Drawing a distinction between work that uses digital technology as a tool to produce traditional forms and work that uses it as a medium to create new types of art, she discusses the key artists and works. The book explores themes addressed and raised by these artworks, such as viewer interaction, artificial life and intelligence, political and social activism, networks and telepresence, and issues surrounding the collection, presentation and preservation of digital art. This third, expanded edition investigates key areas of digital art practice that have gained in prominence in recent years, including the emergence and impact of locative media, interactive public installation, augmentive and mixed reality, social networking, and file-sharing and tablet technologies.

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