

1. Record Nr.	UNINA9911074951303321
Titolo	Elizabeth Jean Clarke. July 26, 1951. -- Committed to the Committee of the Whole House and ordered to be printed
Pubbl/distr/stampa	[Washington, D.C.] : , : [U.S. Government Printing Office], , 1951
Descrizione fisica	1 online resource (2 pages)
Collana	House report / 82nd Congress, 1st session. House ; ; no. 759 [United States congressional serial set] ; ; [serial no. 11497]
Altri autori (Persone)	WalterFrancis E <1894-1963> (Francis Eugene), (Democrat (PA))
Soggetti	Adoption Claims Germans Immigrants Legislative materials.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Batch processed record: Metadata reviewed, not verified. Some fields updated by batch processes. FDLP item number not assigned.

2. Record Nr.	UNINA9911147312803321
Autore	Mealing Stuart
Titolo	Computers and art
Pubbl/distr/stampa	Bristol, : Intellect, 2007
ISBN	978058520246X 0-585-20246-X
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (161 p.)
Disciplina	700.105 702.85
Soggetti	Art and technology Computer art Digital art
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Front Cover; Preliminaries; Contents; Introduction; On drawing a circle; Why use computers to make drawings?; Representing representation: artificial intelligence and drawing; Some trends in computer graphic art; Fatal attraction: print meets computer; A year and a day on the road to Omniana; The art of interactivity: interactive installation from gallery to street; Networks and artworks: the failure of the user-friendly interface; Virtual reality and art; Visual technology and the poetics of knowledge Post-modern art, or: Virtual reality as Trojan donkey, or: Horsetail tartan literature groin artArtificial consciousness - artificial art; Back Cover
Sommario/riassunto	Insightful perspectives on the use of the computer as a tool for artists. The approaches taken vary from its historical, philosophical and practical implications to the use of computer technology in art practice. The contributors include an art critic, an educator, a practicing artist and a researcher. The Editor's contribution will look at the potential for future developments in the field, looking at both the artistic and the computational aspects of the field. This collection seeks to bring together the latest theories and advances in the use of computers in art as well as looking in a prac

