

1. Record Nr.	UNINA99111143444803321
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Titolo	Bodies in Code : Interfaces with Digital Media
Pubbl/distr/stampa	Hoboken, : Taylor and Francis, 2012
ISBN	0-203-94239-6 9786611136055 1-135-87886-2 1-281-13605-0 1-283-64335-9 1-135-87887-0 9780203942390
Descrizione fisica	1 online resource (330 p.)
Disciplina	006.8
Soggetti	Body schema Human figure in art Virtual reality in art Philosophy Philosophy & Religion Speculative Philosophy
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; Bodies in Code; Copyright Page; Contents; The Author; Preface; Introduction: From the Image to the Power of Imaging:Virtual Reality and the "Originary" Specularity ofEmbodiment; 1. All Reality Is Mixed Reality; 2. The Power of Imaging and the Privilege of the Operational; 3. Virtual Reality as Embodied Power of Imaging; Part I: Toward a Technics of the Flesh; 1. Bodies in Code, or How Primordial Tactility Introjects Technics into Human Life; 1. "Make Use of What Nature Has Given Us!"; 2. Body Schema As Potentiality; 3. Technics and the Dissolution of the Body Image 4. Specularitybeyond the Mirror-Image5. All Exteriorizations Are Exteriorizations of the Skin; 6. Primordial Tactility; 7. Seeing through the Hand; 8. Worldskin; 9. The Tele-Absent Body; Part II: Locating the

Virtual in Contemporary Culture; 2. Embodying Virtual Reality: Tactility and Self-Movement in the Work of Char Davies; 1. The Primacy of Self-Movement in Conferring Reality on Perception; 2. Beyond the Body-Image: Embodying Psychasthenia; 3. Digitizing the Racialized Body, or the Politics of Common Impropropriety; 1. Beyond Symbolic Interpellation: Understanding Digital Performativity
2. Beyond Visibility: the Generalization of Passing
3. "Corporeal Malediction" and the "Racial- Epidermal Schema"; 4. From Negrophobia to Negrophilia; 5. Mobilizing Affectivity beyond the Image; 6. Forging the Affection-Body; 4. Wearable Space; 1. Encountering the Blur; 2. The Architectural Body; 3. The "Interiority" of Architecture; 4. Internal Resonance; 5. A New Organicism; 6. Wearing the Blur; 5. The Digital Topography of House of Leaves; 1. The Digital; 2. Media; 3. Body; Notes; References; Bibliography; Index

Sommario/riassunto

Bodies in Code explores how our bodies experience and adapt to digital environments. Cyberculture theorists have tended to overlook biological reality when talking about virtual reality, and Mark B. N. Hansen's book shows what they've been missing. Cyberspace is anchored in the body, he argues, and it's the body--not high-tech computer graphics--that allows a person to feel like they are really ""moving"" through virtual reality. Of course these virtual experiences are also profoundly affecting our very understanding of what it means to live as embodied beings. Hansen draws up
