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	Autore	Bauchau, Henry
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	Collana	Belgica
	Altri autori (Persone)	Santangelo, Giovanni Saverio
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	Livello bibliografico	Monografia
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2.	Record Nr.	UNINA9911022167203321
	Autore	Ho Amic G
	Titolo	Bridging Art and Design with Technology : Selected Proceedings of the International Conference of Art, Design & Technology (ICADT 2024) / / edited by Amic G. Ho
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	Descrizione fisica	1 online resource (531 pages)
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Nota di contenuto	Exploring the Role of Artificial Intelligence in Enhancing Interactive Creative Expression -- Visible Routes: Innovative Methodology for the Role of Cultural Identity of Painting through Eye Tracking -- Television and Contemporary Art: The Application of Broadcast TV and Streaming Technology in the Art of Moving Images -- AI in Creative Processes: Enhancing Artistic Expression and Exploring Human-AI Collaboration -- Study on the Intermedial Transformations of Painting Language in the Digital Age.
Sommario/riassunto	<p>This book explores the intersection of art, design, and technology, revealing how new technological innovations are transforming creative practices and opening up new artistic expressions. The book offers a broad context of the ethical and social ramifications of technology-enhanced art and design, addressing issues of privacy and responsible application of interdisciplinary technology in the creative process. It also discusses how artists and designers use technology as part of their response to social and political challenges and as their opinion on current social change. Consisting of selected proceedings papers from the International Conference of Art, Design and Technology (ICADT 2024), the volume begins by examining the historical context of art and technology, detailing key developments that have shaped contemporary creative practices. It also investigates how digital tools and techniques are altering traditional art forms, such as painting, sculpture, and photography. The authors use case studies and deep analysis to portray how technology has encouraged artistic expression to flourish, resulting in entirely new art forms and mediums. In design, the book describes how technology has been channelled into design thinking and problem-solving, with computer-aided design software making design processes more complex. It also discusses how new materials, 3D printing, and parametric design push the boundaries of possibility in product design, industrial design, and architecture. Interactive experiences and immersive environments can transform anything, with VR, AR, and mixed reality turning storytelling and exhibition design on their head. The book provides a valuable aesthetic computing resource for future artists, designers, educators, researchers, and anyone interested in the profound impact of technology on the realm of creativity.</p>