

Digital Currents Art In The Electronic Age

Carinna Parraman, Maria V. Ortiz Segovia

Digital Currents Art In The Electronic Age:

Digital Currents Margot Lovejoy, 2004 Digital Currents Margot Lovejoy, 2004-08-02 Digital Currents explores the growing impact of digital technologies on aesthetic experience and examines the major changes taking place in the role of the artist as social communicator Margot Lovejoy recounts the early histories of electronic media for art making video computer the internet in this richly illustrated book She provides a context for the works of major artists in each media describes their projects and discusses the issues and theoretical implications of each to create a foundation for understanding this developing field Digital Currents fills a major gap in our understanding of the relationship between art and technology and the exciting new cultural conditions we are experiencing It will be ideal reading for students taking courses in digital art and also for anyone seeking to understand these new creative forms Handbook of Research on Digital Media and Creative Technologies Harrison, Dew, 2015-03-31 Emerging technologies enable a wide variety of creative expression from music and video to innovations in visual art These aesthetics when properly explored can enable enhanced communication between all kinds of people and cultures The Handbook of Research on Digital Media and Creative Technologies considers the latest research in education communication and creative social expression using digital technologies By exploring advances in art and culture across national and sociological borders this handbook serves to provide artists theorists information communication specialists and researchers with the tools they need to effectively disseminate their ideas across the digital plane <u>Digital Arts</u> Cat Hope, John Charles Ryan, 2014-06-19 Digital Arts presents an introduction to new media art through key debates and theories The volume begins with the historical contexts of the digital arts discusses contemporary forms and concludes with current and future trends in distribution and archival processes Considering the imperative of artists to adopt new technologies the chapters of the book progressively present a study of the impact of the digital on art as well as the exhibition distribution and archiving of artworks Alongside case studies that illustrate contemporary research in the fields of digital arts reflections and questions provide opportunities for readers to explore relevant terms theories and examples Consistent with the other volumes in the New Media series a bullet point summary and a further reading section enhance the introductory focus of each chapter **Analyzing Art, Culture, and Design in the Digital Age** Mura, Gianluca, 2015-09-23 Technological advancements have influenced many fields of study and the visual arts are no exception With the development of new creative software and computer programs artists and designers are free to create in a digital context equipped with precision and efficiency Analyzing Art Culture and Design in the Digital Age brings together a collection of chapters on the digital tools and processes impacting the fields of art and design as well as related cultural experiences in the digital sphere Including the latest scholarly research on the application of technology to the study implementation and culture of creative practice this publication is an essential reference source for researchers academicians and professionals interested in the influence of technology on art design and culture This

publication features timely research based chapters discussing the connections between art and technology including but not limited to virtual art and design the metaverse 3D creative design environments cultural communication and creative social processes Scale in Contemporary Sculpture Rachel Wells,2017-07-05 The first book to devote serious attention to questions of scale in contemporary sculpture this study considers the phenomenon within the interlinked cultural and socio historical framework of the legacies of postmodern theory and the growth of global capitalism In particular the book traces the impact of postmodern theory on concepts of measurement and exaggeration and analyses the relationship between this philosophy and the sculptural trend that has developed since the early 1990s Rachel Wells examines the arresting international trend of sculpture exploring scale including American precedents from the 1970s and 1980s and work by the Young British Artists Noting that the emergence of this sculptural trend coincides with the end of the Cold War Wells suggests a similarity between the quantitative ratio of scale and the growth of global capitalism that has replaced the former status quo of qualitatively opposed systems This study also claims the allegorical nature of scale in contemporary sculpture outlining its potential for critique or complicity in a system dominated by quantitative criteria of value In a period characterised by uncertainty and incommensurability Wells demonstrates that scale in contemporary sculpture can suggest the possibility of and even an unashamed reliance upon comparison and external difference in the construction of meaning

Computational Solutions for Knowledge, Art, and Entertainment: Information Exchange Beyond Text Ursyn, Anna, 2013-10-31 As interactive application software such as apps installations and multimedia presentations have become pervasive in everyday life more and more computer scientists engineers and technology experts acknowledge the influence that exists beyond visual explanations Computational Solutions for Knowledge Art and Entertainment Information Exchange Beyond Text focuses on the methods of depicting knowledge based concepts in order to assert power beyond a visual explanation of scientific and computational notions This book combines formal descriptions with graphical presentations and encourages readers to interact by creating visual solutions for science related concepts and presenting data This reference is essential for researchers computer scientists and academics focusing on the integration of science technology computing art and mathematics for visual problem solving **Digital Think** Nora Paul, 2005-11 Ken Feingold Selected Works 1978 - 2007 Ken Feingold Studio, 2015-02-21 Catalog and essays on the artwork of Ken Feingold Ken Feingold USA 1952 is a contemporary American artist based in New York He has been exhibiting his work in video drawing film sculpture and installations since 1974 He has received a Guggenheim Fellowship 2004 and a Rockefeller Foundation Media Arts Fellowship 2003 and has taught at Princeton University and Cooper Union for the Advancement of Art and Science among others His works have been shown at the Museum of Modern Art NY Centre Georges Pompidou Paris Tate Liverpool the Whitney Museum of American Art New York and many other museums Digital Culture and E-Tourism: Technologies. Applications and Management Approaches Lytras, Miltiadis, Ordóñez de Pablos, Patricia, Damiani, Ernesto, Diaz,

Lily,2010-11-30 This edition fosters multidisciplinary discussion and research on the adoption of information and communication technologies ICT in the contexts of culture and tourism investigating how emerging technologies and new managerial models and strategies can promote sustainable development for culture and tourism Provided by publisher

The Digital Media Handbook Andrew Dewdney, Peter Ride, 2013-10-30 The new edition of The Digital Media Handbook presents an essential guide to the historical and theoretical development of digital media emphasising cultural continuity alongside technological change and highlighting the emergence of new forms of communication in contemporary networked culture Andrew Dewdney and Peter Ride present detailed critical commentary and descriptive historical accounts as well as a series of interviews from a range of digital media practitioners including producers developers curators and artists The Digital Media Handbook highlights key concerns of today's practitioners analysing how they develop projects interact and solve problems within the context of networked communication The Digital Media Handbook includes Essays on the history and theory of digital media Essays on contemporary issues and debates Interviews with digital media professionals A glossary of technical acronyms and key terms 2.5D Printing Carinna Parraman, Maria V. Ortiz Segovia, 2018-08-15 A guide that examines the history and current state of 2 5D printing and explores the relationship between two and three dimensions 2 5D Printing Bridging the Gap Between 2D and 3D Applications examines the relationship between two and three dimensional printing and explores the current ideas methods and applications It provides insights about the diversity of our material culture and heritage and how this knowledge can be used to design and develop new methods for texture printing The authors review the evolving research and interest in working towards developing methods to capture measure and model the surface qualities of 3D and 2D objects represent the appearance of surface material and textural qualities and print or reproduce the material and textural qualities. The text reflects information on the topic from a broad range of fields including science technology art design conservation perception and computer modelling 2 5D Printing Bridging the Gap Between 2D and 3D Applications provides a survey of traditional methods of capturing 2 5D through painting and sculpture and how the human perception is able to judge and compare differences This important text Bridges the gap between the technical and perceptual domains of 2D and 3D printing Discusses perceptual texture color illusion and visual impact to offer a unique perspective Explores how to print a convincing rendering of texture that integrates the synthesis of texture in fine art paintings with digital deposition printing Describes contemporary methods for capturing surface qualities and methods for modelling and measuring and ways that it is currently being used Considers the impact of 2 5D for future technologies 2 5D Printing is a hands on guide that provides visual inspiration comparisons between traditional and digital technologies case studies and a wealth of references to the world of texture printing Please visit the companion website at www wiley com New Media Kelli Fuery, 2017-09-16 New media is becoming integral to our lives But for how long can we go bridging2d3d refer to emerging media as new in this fast moving digital age What makes it new And what problems do interactive media

create for us as cultural beings This book investigates the culture and context of new media Exploring and critiquing debates drawn from media and cultural theory Fuery clearly explores and defines the concepts of new media and interactivity With a clear and structured approach the book questions existing ideas about digital culture and explains the problems that emerging technologies can present to our culture from issues of surveillance and power to the digitalisation of the body In particular the book includes A variety of perspectives and approaches to the idea of the new Consideration and evaluation of work from key media theorists from Foucault to Bourdieu Relevant and innovative examples that bring the complexities of new media to life A glossary for quick reference and explanation of complex concepts New Media Culture and Image interrogates the key concepts models and approaches surrounding the formation and evolution of new media It will encourage all students of Cultural Studies and Media Studies to question and reconsider their ideas about media and cultural **Worlds in Transition** Joseph Camilleri, Jim Falk, 2009-01-01 We are living through a unique moment of transition marked by a frenetic cycle of invention construction consumption and destruction However there is more to this transition than globalization argue the authors of this unique and penetrating study In their highly innovative approach they set this transition against a broader evolutionary canvas with the emphasis on the evolution of governance The book s detailed analysis of five strategic sectors economy environment health information and security points to an intricate and rapidly evolving interplay of geopolitical cultural an Confronting the Machine Boris Magrini, 2017-03-20 Artists who work with new media generally adopt a critical media approach in contrast to artists who work with traditional art media Where does the difference lie between media artists and artists who produce modern art Which key art objects illustrate this trend The author investigates the relationship between art and technology on the basis of work produced by Edward Ihnatowicz and Harald Cohen and on the basis of the pioneering computer art exhibition at Dokumenta X in 1997 His line of argument counters the generally held view that computer art straddles the gap between art and technology Instead he is seeking a genuine interpretation of the origin of media art and to develop new perspectives for it The SAGE Encyclopedia of Educational Technology J. Michael Spector, 2015-01-29 The SAGE Encyclopedia of Educational Technology examines information on leveraging the power of technology to support teaching and learning While using innovative technology to educate individuals is certainly not a new topic how it is approached adapted and used toward the services of achieving real gains in student performance is extremely pertinent This two volume encyclopedia explores such issues focusing on core topics and issues that will retain relevance in the face of perpetually evolving devices services and specific techniques As technology evolves and becomes even more low cost easy to use and more accessible the education sector will evolve alongside it For instance issues surrounding reasoning behind how one study has shown students retain information better in traditional print formats are a topic explored within the pages of this new encyclopedia Features A collection of 300 350 entries are organized in A to Z fashion in 2 volumes available in a choice of print or electronic formats Entries authored by

key figures in the field conclude with cross references and further readings A detailed index the Reader's Guide themes and cross references combine for search and browse in the electronic version This reference encyclopedia is a reliable and precise source on educational technology and a must have reference for all academic libraries **Video Art Historicized** Malin Hedlin Hayden, 2016-03-03 Video art emerged as an art form that from the 1960s and onwards challenged the concept of art hence art historical practices From the perspective of artists critics and scholars engaged with this new medium art was seen as too limiting a notion Important issues were to re think art as a means for critical investigations and a demand for visual reconsiderations Likewise art history was argued to be in crisis and in need of adapting its theories and methods in order to produce interpretations and thereby establish historical sense for moving images as fine art Yet as this book argues video art history has evolved into a discourse clinging to traditional concepts ideologies and narrative structures manifested in an increasing body of texts Video Art Historicized provides a novel insightful and also challenging re interpretation of this field by examining the discourse and its own premises It takes a firm conceptual approach to the material examining the conceptual theoretical and methodological implications that are simultaneously contested by both artists and authors yet intertwined in both the legitimizing and the historicizing processes of video as art By engaging art history s most debated concepts canon art and history this study provides an in depth investigation of the mechanisms of the historiography of video art Scrutinizing various narratives on video art the book emphasizes the profound and widespread hesitations towards but also the efforts to negotiate traditional concepts and practices By focusing on the politics of this discourse theoretical issues of gender nationality and particular themes in video art Malin Hedlin Hayden contests the presumptions that inform video art and its history The Art and Science of Interface and Interaction Design (Vol. 1) Christa Sommerer, Laurent Mignonneau, 2008-09-08 Artists and creators in interactive art and interaction design have long been conducting research on human machine interaction Through artistic conceptual social and critical projects they have shown how interactive digital processes are essential elements for their artistic creations Resulting prototypes have often reached beyond the art arena into areas such as mobile computing intelligent ambiences intelligent architecture fashionable technologies ubiquitous computing and pervasive gaming Many of the early artist developed interactive technologies have influenced new design practices products and services of today s media society This book brings together key theoreticians and practitioners of this field It shows how historically relevant the issues of interaction and interface design are as they can be analyzed not only from an engineering point of view but from a social artistic and conceptual and even commercial angle as well Education with Digital Technology Michael Anderson, David Cameron, John Carroll, 2011-10-20 Drama Education with Digital Technology explores the rapidly evolving intersections between drama digital gaming technology and teaching It documents the praxis practice and research that move beyond anecdotal discussion of approaches and design The contributors explore the realities of teaching an ancient aesthetic form in classrooms full of technologically able students It

also examines cases from classroom practice to present teaching with approaches and understandings that are based on evidence and supported by cutting edge learning theory from educational leaders in drama and technology **Aesthetics** and the Iconoclasm of Contemporary Art Žarko Paić,2021-08-25 The main themes and aims of this book are understanding aesthetics contemporary art and the end of the avant garde not from the traditional viewpoint of the metaphysics of the beautiful and the sublime but rather thru close connection to the technologies of virtual worlds This book tackles problems in contemporary art theory such as the body in space and time of digital technologies along with other issues in visual studies and image science Further intentions exhibit the fundamental reasons for the disappearance of the picture in the era of virtual reality starting from the notion of contemporary art as realized iconoclasm art has no world for its image The author argues that the iconoclasm of contemporary art has severe consequences This text appeals to philosophers of art and those interested in contemporary art theory

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