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The Oxford Handbook of Interactive Audio Karen Collins 2014 What does it mean to interact with sound? How does interactivity alter our experience as creators and listeners? What does the future hold for interactive musical and sonic experiences? This book answers these questions with newly-commissioned chapters that explore the full range of interactive audio in games, performance, design, and practice.

Lumia Keely Orgeman 2017-04-11 A long-overdue publication that restores Wilfred to the art-historical canon Lumia presents a long-overdue reevaluation of the groundbreaking artist Thomas Wilfred (1889-1968), whose unprecedented works prefigured light art in America. As early as 1919, many years before the advent of consumer television and video technology, Wilfred began experimenting with light as his primary artistic medium, developing the means to control and project unique compositions of colorful, undulating light forms, which he referred to collectively as lumia. Manifested as both live performances on a cinematic scale and self-contained structures, Wilfred's innovative displays captivated audiences and influenced generations of artists to come. This publication, the first dedicated to Wilfred in over forty years, draws on the artist's personal archives and includes a number of insightful essays that trace the development of his work and its relation to his cultural milieu. Featuring a foreword by the celebrated artist James Turrell, Lumia helps to secure Wilfred's rightful place within the canon of modern art.

The Art of Light + Space Jan Butterfield 1993 Provides an overview of Light and

Space art in the larger context of modern art and profiles ten artists and their work

Performance Design Dorita Hannah 2008 This book gathers together a group of international artists, architects, scenographers, performers, and theorists to establish Performance Design as a fluid and emerging field, which explores the speculative and projective acts of designing performance and performing design. The theoretical essays and realised projects offer a lively and stimulating range of performative expressions across disciplines, where design artefacts -- objects, gestures, images, occasions and environments -- are aligned to performance through notions of embodiment, action and event. Performance Design is presented as an aesthetic practice that harnesses and orchestrates the dynamic forces of the lived world, as well as the participatory role of a co-creative audience, to provide a critical tool for reflecting, confronting and realigning worldviews.

Dance, Space and Subjectivity V. Briginshaw 2016-01-08 This book contains readings of American, British and European postmodern dances informed by feminist, postcolonialist, queer and poststructuralist theories. It explores the roles dance and space play in constructing subjectivity. By focusing on site-specific dance, the mutual construction of bodies and spaces, body-space interfaces and 'in-between spaces', the dances and dance films are read 'against the grain' to reveal their potential for troubling conventional notions of subjectivity associated with a white, Western, heterosexual able-bodied, male norm.

Independent Theatre in Contemporary Europe Manfred Brauneck 2017-03-31 Over the past 20 years European theatre underwent fundamental changes in terms of aesthetic focus, institutional structure and in its position in society. The impetus for these changes was provided by a new generation in the independent theatre scene. This book brings together studies on the state of independent theatre in different European countries, focusing on the fields of dance and performance, children and youth theatre, theatre and migration and post-migrant theatre. Additionally, it includes essays on experimental musical theatre and different cultural policies for independent theatre scenes in a range of European countries.

Interactive Installation Art & Design Wang Chen 2019-02-27 -Includes a cross-section of projects from outstanding global design agencies such as teamLab, Dem, and Random International, which provide a comprehensive introduction to interactive installation art -Comes with a CD, to further help the reader's understanding of how technology and art intermingle in interactive installations -Combining theory and case studies, this book analyses the methodology behind developing installation art with contemporary materials and technology Interactive installation art is an important medium of artistic expression, generated alongside the development of technology and art throughout the 21st century. This book includes a number of interactive installation projects, dedicating particular attention to how designers convey

their message. Instead of accepting information passively, in an interactive installation the audience is encouraged to communicate directly with the art. This book is divided into three parts: immersive installation (environment), experimental installation (technology), and feedback installation (engagement). Featuring examples drawn from 3D-rendered images, photographs and video projects, this book will explain the relationship between art and technology, and explores some of the ways these fields can be combined. It is a high-quality and practical guidebook, to accompany any interactive installation art exhibition. This book includes a cross-section of projects from outstanding global design agencies such as teamLab, Dem, and Random International. When placed in conjunction with testaments from practicing designers, these examples provide a comprehensive introduction to interactive installation art.

Digital Performance Steve Dixon 2015-01-30 The historical roots, key practitioners, and artistic, theoretical, and technological trends in the incorporation of new media into the performing arts. The past decade has seen an extraordinarily intense period of experimentation with computer technology within the performing arts. Digital media has been increasingly incorporated into live theater and dance, and new forms of interactive performance have emerged in participatory installations, on CD-ROM, and on the Web. In *Digital Performance*, Steve Dixon traces the evolution of these practices, presents detailed accounts of key practitioners and performances, and analyzes the theoretical, artistic, and technological contexts of this form of new media art. Dixon finds precursors to today's digital performances in past forms of theatrical technology that range from the deus ex machina of classical Greek drama to Wagner's Gesamtkunstwerk (concept of the total artwork), and draws parallels between contemporary work and the theories and practices of Constructivism, Dada, Surrealism, Expressionism, Futurism, and multimedia pioneers of the twentieth century. For a theoretical perspective on digital performance, Dixon draws on the work of Philip Auslander, Walter Benjamin, Roland Barthes, Jean Baudrillard, and others. To document and analyze contemporary digital performance practice, Dixon considers changes in the representation of the body, space, and time. He considers virtual bodies, avatars, and digital doubles, as well as performances by artists including Stelarc, Robert Lepage, Merce Cunningham, Laurie Anderson, Blast Theory, and Eduardo Kac. He investigates new media's novel approaches to creating theatrical spectacle, including virtual reality and robot performance work, telematic performances in which remote locations are linked in real time, Webcams, and online drama communities, and considers the "extratemporal" illusion created by some technological theater works. Finally, he defines categories of interactivity, from navigational to participatory and collaborative. Dixon challenges dominant theoretical approaches to digital performance—including what he calls postmodernism's denial of the new—and offers a series of boldly original arguments in their place.

Active Materials Peter Fratzl 2021-12-20 What are active materials? This book aims to introduce and redefine conceptions of matter by considering materials as entities that 'sense' and respond to their environment. By examining the

modeling of, the experiments on, and the construction of these materials, and by developing a theory of their structure, their collective activity, and their functionality, this volume identifies and develops a novel scientific approach to active materials. Moreover, essays on the history and philosophy of metallurgy, chemistry, biology, and materials science provide these various approaches to active materials with a historical and cultural context. The interviews with experts from the natural sciences included in this volume develop new understandings of 'active matter' and active materials in relation to a range of research objects and from the perspective of different scientific disciplines, including biology, physics, chemistry, and materials science. These insights are complemented by contributions on the activity of matter and materials from the humanities and the design field. Discusses the mechanisms of active materials and their various conceptualizations in materials science. Redefines conceptions of active materials through interviews with experts from the natural sciences. Contextualizes, historicizes, and reflects on different notions of matter/materials and activity through contributions from the humanities. A highly interdisciplinary approach to a cutting-edge research topic, with contributions from both the sciences and the humanities.

Installation Art Claire Bishop 2005 Presents an examination of installation art through case studies of artists and individual works.

Evergreen Architecture gestalten 2021-06-08 Nature and architecture have never been more intertwined. As more of the earth's surface is swallowed up by the built environment, architects are increasingly up to the task of integrating flora and greenery into their creations. There are many ways to express this: green roofs, living walls, indoor courtyards and entire facades filled with plants. But where these are posed as solutions there are yet more questions. How does a skyscraper uphold the weight of hundreds of trees? How do residents keep moss-covered walls alive? *Jungle Architecture* explores this, and much more.

Lust for Light Hannah Stouffer 2018-01-30 Whether it glows lustrously from neon, emanates purely from LEDs or radiates with intensity from lasers, this elemental medium, light, fascinates artists and viewers alike. *Lust for Light* selects works by artists who have used light as a primary or catalyzing agent in the featured pieces. Taking a dynamic approach in its curation, the book features the use of illumination in more traditional gallery forms as well as in three dimensional and large-scale installation pieces. Many of the featured artists are skilled fabricators who have been honing their light-inspired works for years, while others have made stunning pieces through collaborations and daring forays, cross-pollinating their artistic visions with new technologies in the process. Featured artists include Yayoi Kusama, Ivan Navarro, Jennifer Steinkamp, Laddie John Dill, Joanie Lemercier, Massimo Uberti, Barry Underwood, Miguel Chevalier, James Clar, Liz West and more.

The Tale of Tomorrow Sofia Borges 2016 The retro-futuristic epoch is one of the most visually spectacular in architecture's history. The utopian buildings of

the 1960s and 1970s never go out of style. This book compiles radical ideas and visionary structures. The notion of utopia proves as diverse as it does universal. From exuberant master plans to singular architectural expressions, the rise of the utopian architectural movement in the 1960s and 1970s represents a critical shift in ideology away from mid-century traditionalism. This period shakes off the conformity and conventions of the 1950s in favor of a more experimental post-war agenda. Marked by groundbreaking reinterpretations of both the single family house as well as more large scale developments, the embrace of utopian and generally progressive thinking mirrored the cultural revolution of the times. These daring, charming, futuristic, and hopeful designs were not isolated to a particular part of the world. Visionary voices longing for a fresh approach to architecture began appearing across France, Japan, the United States, and beyond. *The Tale of Tomorrow* documents this prolific era in architecture--a time when anything felt possible as architects began to think further and further outside the box. *The Tale of Tomorrow* focuses exclusively on built manifestations of utopian ideas. Rather than mixing together abstract theorists with practitioners, this book focuses on the tangible embodiments of such forward thinking. Highlighting well-known projects as well as the more obscure and offbeat, the collection of utopian approaches compiled here maintain their visual power and infectious optimism nearly half a century later. These experimental structures, both large and small, appear in everyday places in stark contrast to their far-from-utopian contexts. In addition to featuring a range of whimsical architectural gestures, *The Tale of Tomorrow* also explores more brutalist styles of utopian thinking. This bold and iconic class of projects not only inspires a sense of awe and reverence towards one's surroundings but also demonstrates the broad spectrum of deeply personal solutions at play as each architect began to craft their ideal world. Whether an organically shaped residence or a towering sculptural complex, the projects in this book stand as poignant suggestions of what might have been and, perhaps what could still be.

Architectonics of Game Spaces Andri Gerber 2020-03-31 What consequences does the design of the virtual yield for architecture and to what extent can the nature of architecture be used productively to turn game-worlds into sustainable places - over here, in »reality«? This pioneering collection gives an overview of contemporary developments in designing video games and of the relationships such practices have established with the design of architecture. Due to their often simulatory nature, games reveal constructions of reality while positively impacting spatial ability and allowing for alternative avenues to complex topics and processes of negotiation. Granting insight into the merging of the design of real and virtual environments, this volume offers an invaluable platform for further debate.

Interactive Art and Embodiment Nathaniel Stern 2013-08-05 What is interactive art? Is this a genre? A medium? An art movement? Must a work be physically active to be classified as such, or do we interact when we sense and make sense? Is a switch-throw or link-click enough - I do this, and that happens - or must subjects and objects be confused over time? Is interaction multiple in

its engagements (relational), or a one-to-one reaction (programmed)? Are interactive designs somehow more democratic and individualized than others, or is that merely a commercial strategy to sell products and ideas? This book argues that interactive art frames moving-thinking-feeling as embodiment; the body is addressed as it is formed, and in relation. Interactive installations amplify how the body's inscriptions, meanings, and matters unfold out, while the world's sensations, concepts, and matters enfold in. Interactive artwork creates situations that enhance, disrupt, and alter experience and action in ways that call attention to our varied relationships with and as both structure and matter. Nathaniel Stern's inspirational book, *Interactive Art and Embodiment*, outlines how new media has the ability to intervene in, and challenge, not only the construction of bodies and identities, but also the ongoing and emergent processes of embodiment, as they happen. It includes immersive descriptions of a significant number of interactive artworks and over 40 colour images. The theorists, artists, practitioners and curators discussed in this text include Brian Massumi, Christiane Paul, Sarah Cook, Beryl Graham, Kelli Fuery, Theodore Watson, William Kentridge, Char Davies, Stelarc, Janet Cardiff, Carlo Zanni, Tero Saarinen, Karen Barad, Daniel Rozin, Richard Schechner, Nicole Ridgway, Rebecca Schneider, Annie Sprinkle, Karen Finley, VALIE EXPORT, The Guerrilla Girls, Tegan Bristow, Brian Knap, Anna Munster, Zach Lieberman, Golan Levin, Simon Penny, Camille Utterback, Jean-Luc Nancy, The Millefiore Effect, Nick Crossley, Mathieu Briand, Scott Snibbe, David Rokeby, José Gil, Erin Manning, Rafael Lozano-Hemmer, and Norah Zuniga Shaw

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The Senses Ellen Lupton 2018-07-24 A powerful reminder to anyone who thinks design is primarily a visual pursuit, *The Senses* accompanies a major exhibition at the Cooper-Hewitt Smithsonian Design Museum that explores how space, materials, sound, and light affect the mind and body. Learn how contemporary designers, including Petra Blaisse, Bruce Mau, Malin+Goetz and many others, engage sensory experience. Multisensory design can solve problems and enhance life for everyone, including those with sensory disabilities. Featuring thematic essays on topics ranging from design for the table to tactile graphics, tactile sound, and visualizing the senses, this book is a call to action for multisensory design practice. *The Senses: Design Beyond Vision* is mandatory reading for students and professionals working in diverse fields, including products, interiors, graphics, interaction, sound, animation, and data visualization, or anyone seeking the widest possible understanding of design. The book, designed by David Genco with Ellen Lupton, is edited by Lupton and curator Andrea Lipps. Includes essays by Lupton, Lipps, Christopher Brosius, Hansel Bauman, Karen Kraskow, Binglei Yan, and Simon Kinnear.

Entangled Chris Salter 2010 How technologies, from the mechanical to the computational, have transformed artistic performance practices. This ambitious

and comprehensive book explores technology's influence on artistic performance practices in the twentieth and twenty-first centuries. In *Entangled*, Chris Salter shows that technologies, from the mechanical to the computational--from a "ballet of objects and lights" staged by Diaghilev's Ballets Russes in 1917 to contemporary technologically-enabled "responsive environments"--have been entangled with performance across a wide range of disciplines. Salter examines the rich and extensive history of performance experimentation in theater, music, dance, the visual and media arts, architecture, and other fields; explores the political, social, and economic context for the adoption of technological practices in art; and shows that these practices have a set of common histories despite their disciplinary borders. Each chapter in *Entangled* focuses on a different form: theater scenography, architecture, video and image making, music and sound composition, body-based arts, mechanical and robotic art, and interactive environments constructed for research, festivals, and participatory urban spaces. Salter's exhaustive survey and analysis shows that performance traditions have much to teach other emerging practices--in particular in the burgeoning fields of new media. Students of digital art need to master not only electronics and code but also dramaturgy, lighting, sound, and scenography. *Entangled* will serve as an invaluable reference for students, researchers, and artists as well as a handbook for future praxis.

Critical Zones Bruno Latour 2020-10-13 Artists and writers portray the disorientation of a world facing climate change. This monumental volume, drawn from a 2020 exhibition at the ZKM Center for Art and Media, portrays the disorientation of life in world facing climate change. It traces this disorientation to the disconnection between two different definitions of the land on which modernizing humans live: the sovereign nation from which they derive their rights, and another one, hidden, from which they gain their wealth--the land they live on, and the land they live from. Charting the land they will inhabit, they find not a globe, not the iconic "blue marble," but a series of critical zones--patchy, heterogenous, discontinuous. With short pieces, longer essays, and more than 500 illustrations, the contributors explore the new landscape on which it may be possible for humans to land--what it means to be "on Earth," whether the critical zone, the Gaia, or the terrestrial. They consider geopolitical conflicts and tools redesigned for the new "geopolitics of life forms." The "thought exhibition" described in this book can opens a fictional space to explore the new climate regime; the rest of the story is unknown. Contributors include Dipesh Chakrabarty, Pierre Charbonnier, Emanuele Coccia, Vinciane Despret, Jérôme Gaillarde, Donna Haraway, Joseph Leo Koerner, Timothy Lenton, Richard Powers, Simon Schaffer, Isabelle Stengers, Bronislaw Szerszynski, Jan A. Zalasiewicz, Siegfried Zielinski Copublished with ZKM | Center for Art and Media Karlsruhe

Ricardo Bofill Gestalten 2019-03-05 Poetic spaces, surreal structures and dramatic visions. The extraordinary career of Ricardo Bofill is collected in this monograph, which reveals his inspiring approach to architecture, and to life. Ricardo Bofill is one of the 20th century's most unique architects and radical visionaries. With his Taller de Arquitectura he built spaces for

everyday life with otherworldly aesthetics, that have been elevated to iconic status in countless films and images. His visions for urban and communal life - challenged preconceived notions of shared space and proposed alternative styles of living. This monograph explores his revolutionary approach by profiling his greatest projects. Spectacular new photography, texts from experts and from Bofill himself are complemented by working drawings and floor plans. At a time when prevailing styles in architecture are becoming ever more homogenous, Bofill's fantastic creations satisfy a longing for originality, personality and progressive ideals.

Beyond Vision Pavel Florensky 2006-08-15 *Beyond Vision* is the first English-language collection of essays on art by Pavel Florensky (1882–1937), Russian philosopher, priest, linguist, scientist, mathematician – and art historian. In addition to seven essays by Florensky, the book includes a biographical introduction and an examination of Florensky's contribution as an art historian by Nicoletta Misler. *Beyond Vision* reveals Florensky's fundamental attitudes to the vital questions of construction, composition, chronology, function and destination in the fields of painting, sculpture and design. His reputation as a theologian and philosopher is already established in the English-speaking world, but this first collection in English of his art essays (translated by Wendy Salmond) will be a revelation to those in the field. Pavel Florensky was a true polymath: trained in mathematics and philosophy at Moscow University, he rejected a scholarship in advanced mathematics in order to study theology at the Moscow Theological Academy. He was also an expert linguist, scientist and art historian. A victim of the Soviet government's animosity towards religion, he was condemned to a Siberian labor camp in 1933 where he continued his work under increasingly difficult circumstances. He was executed in 1937.

Virtual Art Oliver Grau 2004-09-17 An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Primaporta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 *The Battle of Sedan*, Grau shows how immersion produced emotional responses. He traces immersive cinema through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He

also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.

Tarot Rhonda Waite Moon 2019-08-15 Buy the Paperback Version of this Book and get the Kindle Book version for FREE! Have you ever wondered about the magic of Tarot cards? Have you ever gone to a Tarot reading, and had it been spot on? Does the idea of Tarot cards simply draw you in out of curiosity? Whatever piques your interest, *Tarot: The Ultimate Tarot Reading Guide for Beginners - Includes Tarot Card Meanings and Full Introduction to Numerology and Astrology* is the book for you. This book will guide you through the basics of Tarot so that you will feel enabled and empowered to do your own readings for yourself and others. The act of Tarot reading, as a form of divination, is an eclectic practice, and there are many different ways and paths to take on this journey. This book will help you figure those out! Along with the Tarot, things like numerology and astrology can also play a big part in enhancing a Tarot reading, so a brief introduction to both of these subjects and their use in Tarot are included at the end of this book. All the knowledge that this book can give you is a great starting point and building block for furthering your knowledge and expanding your idea of what the Tarot can be and do for you in your life. What you will learn in this book: The Tarot's occult history and correspondences The modern Tarot deck versus its predecessors Meanings behind each of the 78 Tarot cards What are the Major and Minor Arcanas? What are the Suits? An introduction to Tarot spreads A variation of 3, 4, 5, 6, 7, 8, and 10-card spreads to test your hand The Celtic Cross, the Wheel of the Year, and the Opening of the Key How to set up for a Tarot reading Creating a sacred space physically, mentally, emotionally, and spiritually How to use energetic supplements How to read for yourself What challenges you may face The benefits that come from reading your own Tarot How to read for others Learning how to deliver negative news How to explain the "negative" Tarot cards What to do if a reading does not add up How to be an ethical reader How to set your boundaries How to work with the 5 Components of Circumstance How astrological symbols work with the Tarot Zodiac signs Planetary associations How numerology connects to the Tarot Important numbers and how to determine them Life path number, expression number, Tarot birth card, etc. Scroll the top of the page and select the Buy Now button!

Unexpected Art Jenny Moussa Spring 2015-03-17 Graffiti made from cake icing, man-made clouds floating indoors, a luminous moon resting on water. Collected here are dozens of jaw-dropping artworks—site-specific installations, extraordinary sculptures, and groundbreaking interventions in public spaces—that reveal the exciting things that happen when contemporary artists play with the idea of place. *Unexpected Art* showcases the wonderfully

experimental work of more than 50 innovative artists from around the world in galleries of their most astonishing artworks. An unusual package with three different-colored page edges complements the art inside and makes this tour of the world's most mind-blowing artwork a beautiful and thoughtprovoking gift for anyone interested in the next cool thing.

Toward a Ludic Architecture Steffen P. Walz 2010 "Toward a Ludic Architecture" is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

Mind and Places Anna Anzani 2020-05-12 This book explores the contributions of psychological, neuroscientific and philosophical perspectives to the design of contemporary cities. Pursuing an innovative and multidisciplinary approach, it addresses the need to re-launch knowledge and creativity as major cultural and institutional bases of human communities. Dwelling is a form of knowledge and re-invention of reality that involves both the tangible dimension of physical places and their mental representation. Findings in the neuroscientific field are increasingly opening stimulating perspectives on the design of spaces, and highlight how our ability to understand other people is strongly related to our corporeity. The first part of the book focuses on the contributions of various disciplines that deal with the spatial dimension, and explores the dovetailing roles that science and art can play from a multidisciplinary perspective. In turn, the second part formulates proposals on how to promote greater integration between the aesthetic and cultural dimension in spatial design. Given its scope, the book will benefit all scholars, academics and practitioners who are involved in the process of planning, designing and building places, and will foster an international exchange of research, case studies, and theoretical reflections to confront the challenges of designing conscious places and enable the development of communities.

Inside the White Cube Brian O'Doherty 1999 These essays explicitly confront a particular crisis in postwar art, seeking to examine the assumptions on which the modern commercial and museum gallery was based.

Cine-scapes Richard Koeck 2013 Cine-scapes explores the relationship between urban space, architecture and the moving image. While an impressive amount of research has been done with regards to the way in which architecture is portrayed in film, this book offers a new perspective... What happens if we begin to see the city as a place for an embodied visual consumption; a visual apparatus or, perhaps, a system that is based on movement, light and the body, and which we can explore in kinematic, kinetic, and kinaesthetic ways? Using film as a lens through which we look at urban spaces and places, Richard Koeck reveals the filmic and cinematic phenomena and spatial qualities that are

present in postmodern landscapes, and which are perhaps otherwise disregarded or merely passively consumed. Drawing on the author's extensive knowledge derived from architectural and film practice, *Cine-scapes*: offers insight into architecture and urban debates through the eyes of a practitioner working in the fields of film and architectural design emphasizes how filmic/cinematic tendencies take place or find their way into urban practices can be used as a tool for educators, students and practitioners in architecture and urban design to communicate and discuss design issues with regard to contemporary architecture and cities *Cine-scapes* ignites new ways of seeing, thinking and debating the nature of architecture and urban spaces.

Speculative Everything Anthony Dunne 2013-12-06 How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose “what if” questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

Machine Landscapes 2019-02-11 The most significant architectural spaces in the world are now entirely empty of people. The data centres, telecommunications networks, distribution warehouses, unmanned ports and industrialised agriculture that define the very nature of who we are today are at the same time places we can never visit. Instead they are occupied by server stacks and hard drives, logistics bots and mobile shelving units, autonomous cranes and container ships, robot vacuum cleaners and internet-connected toasters, driverless tractors and taxis. This issue is an atlas of sites, architectures and infrastructures that are not built for us, but whose form, materiality and purpose is configured to anticipate the patterns of machine vision and habitation rather than our own. We are said to be living in a new geological epoch, the Anthropocene, in which humans are the dominant force shaping the planet. This collection of spaces, however, more accurately constitutes an era of the Post-Anthropocene, a period where it is technology and artificial intelligence that now computes, conditions and constructs our world. Marking

the end of human-centred design, the issue turns its attention to the new typologies of the post-human, architecture without people and our endless expanse of Machine Landscapes. Contributors: Rem Koolhaas, Merve Bedir and Jason Hilgefert, Benjamin H Bratton, Ingrid Burrington, Ian Cheng, Cathryn Dwyre, Chris Perry, David Salomon and Kathy Velikov, John Gerrard, Alice Gorman, Adam Harvey, Jesse LeCavalier, Xingzhe Liu, Clare Lyster, Geoff Manaugh, Tim Maughan, Simone C Niquille, Jenny Odell, Trevor Paglen, Ben Roberts. Featured interviews: Deborah Harrison, designer of Microsoft's Cortana; and Paul Inglis, designer of the urban landscapes of Blade Runner 2049.

The Language of New Media Lev Manovich 2002-02-22 A stimulating, eclectic account of new media that finds its origins in old media, particularly the cinema. In this book Lev Manovich offers the first systematic and rigorous theory of new media. He places new media within the histories of visual and media cultures of the last few centuries. He discusses new media's reliance on conventions of old media, such as the rectangular frame and mobile camera, and shows how new media works create the illusion of reality, address the viewer, and represent space. He also analyzes categories and forms unique to new media, such as interface and database. Manovich uses concepts from film theory, art history, literary theory, and computer science and also develops new theoretical constructs, such as cultural interface, spatial montage, and cinegratography. The theory and history of cinema play a particularly important role in the book. Among other topics, Manovich discusses parallels between the histories of cinema and of new media, digital cinema, screen and montage in cinema and in new media, and historical ties between avant-garde film and new media.

Mapping Intermediality in Performance Sarah Bay-Cheng 2010 This insightful book explores the relationship between theater and digital culture. The authors show that the marriage of traditional performance with new technologies leads to an upheaval of the implicit "live" quality of theatre by introducing media interfaces and Internet protocols, all the while blurring the barriers between theater-makers and their audience.

Liquid Spaces Sofia Borges 2015-03 It is not a paradox that today-in the era of digitalization and e-commerce-the creation of tangible spaces is gaining in importance. A personal encounter triggers profound thoughts, strong feelings, and memories that last. In other words, the foundation of a meaningful relationship between artist and audience, museum and visitor, shop and customer, or brands and their communities is based upon an unforgettable experience. Yet all these groups are more discerning than ever before: They want a personalized moment, want to be informed and entertained, pampered, surprised, and inspired. Liquid Spaces shows the many different ways in which this desired effect can be achieved. Galleries, museums, temporary events, pop-up shops, and flagship stores provide the settings for a wide spectrum of unconventional architecture and interior design, where playfully experimental installations or complex productions can be presented. Surprising materials,

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on September 30, 2022 by guest

colors, shapes, and surfaces provide the props, which alongside innovative smells, sounds, and lighting concepts come together in expansive, stage-like gestures with sculptural details. High-end cars are presented like works of art. Art is displayed in laboratories. Workshops become sacred sites of authenticity. The line between art and commerce is fluid; the quality of the experience is all that matters.

Surveillance, Architecture and Control Susan Flynn 2019-01-21 This edited collection examines the culture of surveillance as it is expressed in the built environment. Expanding on discussions from previous collections; *Spaces of Surveillance: States and Selves* (2017) and *Surveillance, Race, Culture* (2018), this book seeks to explore instances of surveillance within and around specific architectural entities, both historical and fictitious, buildings with specific social purposes and those existing in fiction, film, photography, performance and art. Providing new readings of, and expanding on Foucault's work on the panopticon, these essays examine the role of surveillance via disparate fields of enquiry, such as the humanities, social sciences, technological studies, design and environmental disciplines. *Surveillance, Architecture and Control* seeks to engender new debates about the nature of the surveilled environment through detailed analyses of architectural structures and spaces; examining how cultural, geographical and built space buttress and produce power relations. The various essays address the ongoing fascination with contemporary notions of surveillance and control.

Building Better Sven Ehmann 2014 A practical and inspirational guide for anyone who sees sustainability not as limiting, but rather as a creative opportunity. An essential reference for everyone who wants to build a better home.

Ecoscenography Tanja Beer 2021-12-20 This ground-breaking book is the first to bring an ecological focus to theatre and performance design, both in scholarship and in practice. *Ecoscenography* weaves environmental philosophies and practices across genres and fields to provide a captivating vision for the future of sustainable theatre production. The book forefronts leading designers that are driving this emerging field into the mainstream through their relational and reciprocal engagement with place, audiences, materials, and processes. Beyond its radical philosophy and framework, *Ecoscenography* makes a compelling case for pursuing an ecological ethic in theatre and performance design, not only as a moral imperative, but for the extraordinary possibilities that it offers for more-than-human engagement. Based on her personal insights as a leading ecological researcher and practitioner, Beer offers a rich resource for scholars, students and practitioners alike, opening up new processes and aesthetics of theatrical design that enhance the environmental and social advocacy of the field.

The Routledge Companion to Scenography Arnold Aronson 2017-09-11 The Routledge Companion to Scenography is the largest and most comprehensive collection of original essays to survey the historical, conceptual, critical and theoretical aspects of this increasingly important aspect of theatre and performance

studies. Editor and leading scholar Arnold Aronson brings together a uniquely valuable anthology of texts especially commissioned from across the discipline of theatre and performance studies. Establishing a stable terminology for a deeply contested term for the first time, this volume looks at scenography as the totality of all the visual, spatial and sensory aspects of performance. Tracing a line from Aristotle's Poetics down to Brecht and Artaud and into contemporary immersive theatre and digital media, The Routledge Companion to Scenography is a vital addition to every theatre library.

Theatre and Performance Design Jane Collins 2012-10-02 Theatre and Performance Design: A Reader in Scenography is an essential resource for those interested in the visual composition of performance and related scenographic practices. Theatre and performance studies, cultural theory, fine art, philosophy and the social sciences are brought together in one volume to examine the principle forces that inform understanding of theatre and performance design. The volume is organised thematically in five sections: looking, the experience of seeing space and place the designer: the scenographic bodies in space making meaning This major collection of key writings provides a much needed critical and contextual framework for the analysis of theatre and performance design. By locating this study within the broader field of scenography – the term increasingly used to describe a more integrated reading of performance – this unique anthology recognises the role played by all the elements of production in the creation of meaning. Contributors include Josef Svoboda, Richard Foreman, Roland Barthes, Oscar Schlemmer, Maurice Merleau-Ponty, Richard Schechner, Jonathan Crary, Elizabeth Wilson, Henri Lefebvre, Adolph Appia and Herbert Blau.

Culinary Turn Nicolaj van der Meulen 2017-04-30 Kitchen, cooking, nutrition, and eating have become omnipresent cultural topics. They stand at the center of design, gastronomy, nutrition science, and agriculture. Artists have appropriated cooking as an aesthetic practice - in turn, cooks are adapting the staging practices that go with an artistic self-image. This development is accompanied by crisis of eating behaviour and a philosophy of cooking as a speculative cultural technique. This volume investigates the dimensions of a new culinary turn, combining for the very first time contributions from the theory and practice of cooking.

Scenographic Design Drawing Sue Field 2020-12-14 This enlightening study explores the set design drawings for theatre and live performance, highlighting their unique qualities within the greater arena of drawing practice and theory. The latest volume in the Drawing In series, Scenographic Design Drawing encourages an interdisciplinary dialogue in the field of drawing with the inclusion of illustrations throughout. Scenographic design drawings visualize the images in the designer's 'mind's eye' early in the design process. They are the initial design tool in the creative engagement with theatre, opera, dance, and non-text-based performance. It is, in particular, this body of drawings that is unique as both a performative and a theatrical representation of multiple worlds within the 'stage space'. Sue Field illuminates this

illustration process and identifies how these drawings have functioned and developed over time. Scenographic Design Drawing serves to satisfy an emerging global curiosity and a thirst for new knowledge and understanding in relation to the drawings executed by the historical and contemporary scenographer. This work addresses a critical research gap and shows how the scenographic design drawing continues to be a principal site of innovation, subjectivity, originality and authorship in theatre and live performance.

Scenography in Action Magdalena Holdar 2005