Analyzing Art, Culture, and Design in the Digital Age

Part of the Advances in Media, Entertainment, and the Arts (AMEA) Book Series

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Description:
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. This publication includes the latest scholarly research on the application of technology to the study, implementation, and culture of creative practice.

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.

Readers:
This publication is an essential reference source for researchers, academicians, and professionals interested in the influence of technology on art, design, and culture.

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Topics Covered:
- Augmented Reality
- Computer Graphics
- Creative Environments
- Cyber Architecture
- Digital Art
- Social Media
- Virtual Art
- Virtual Heritage

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