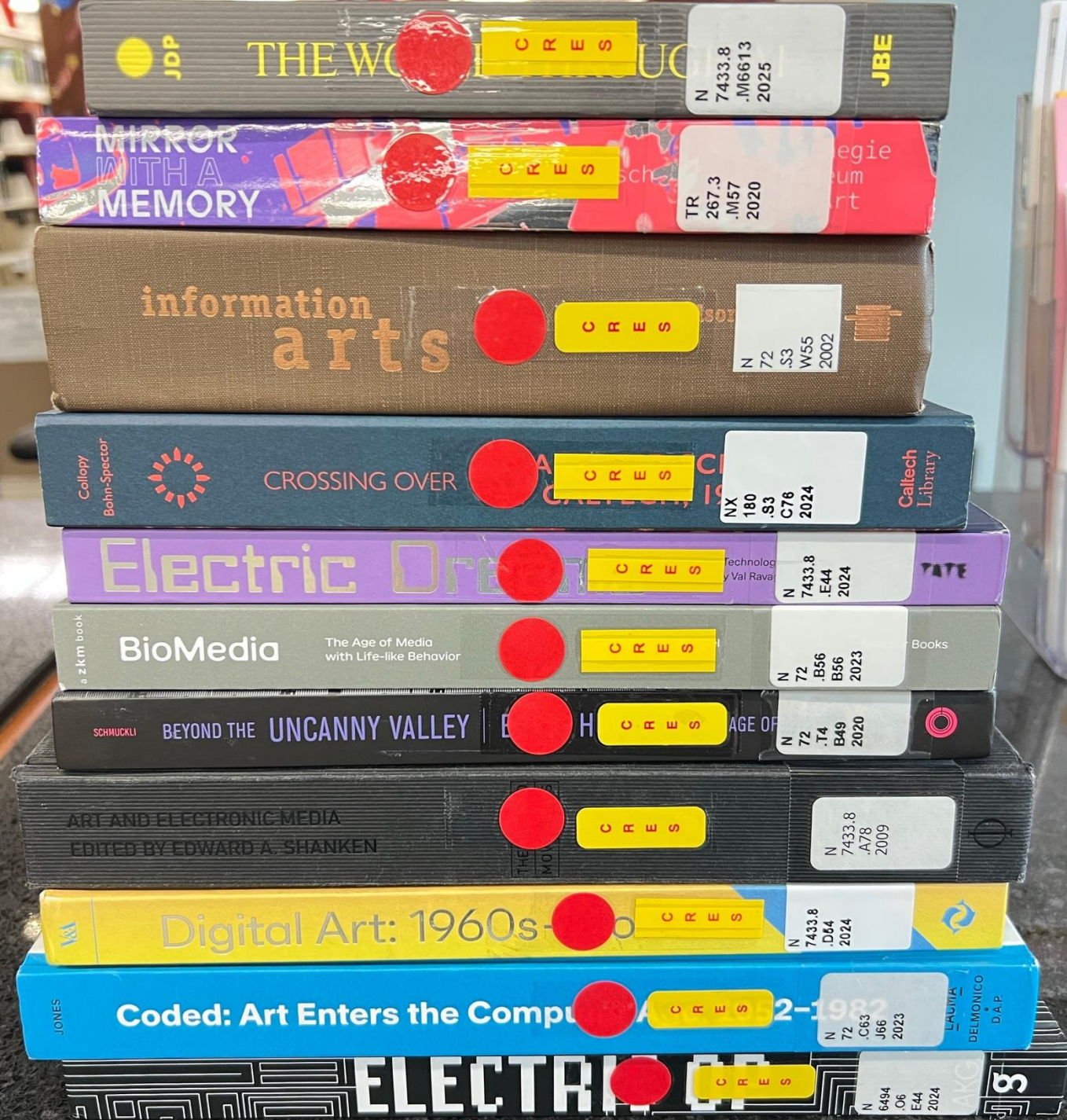
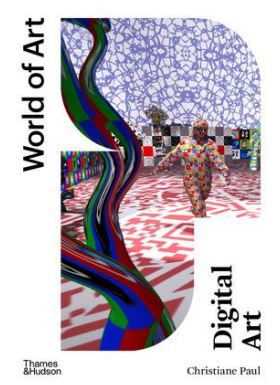
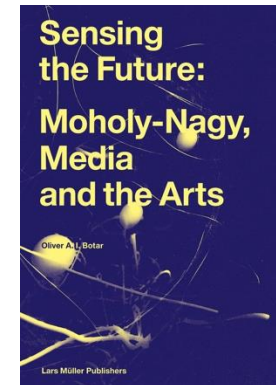
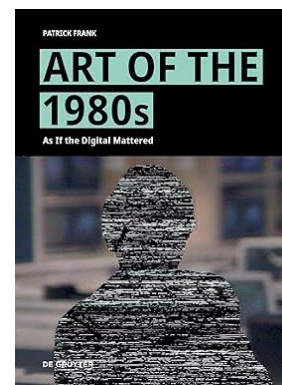
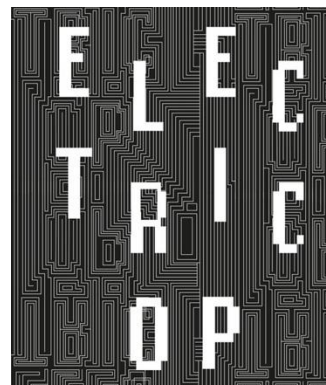
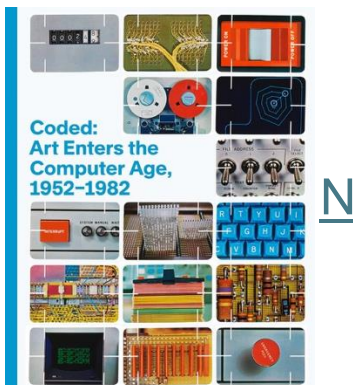
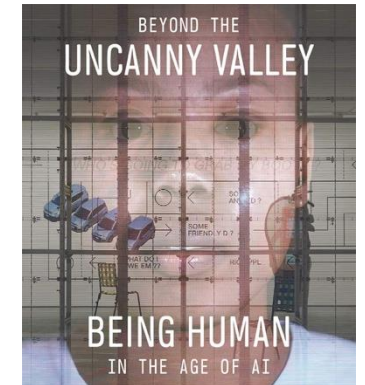
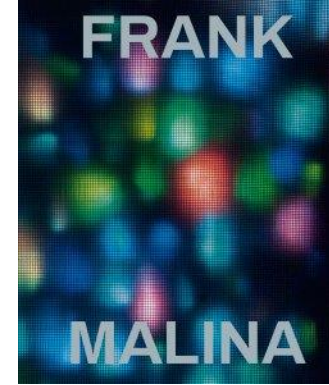
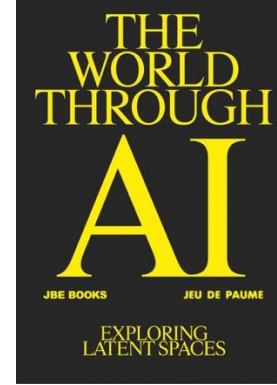
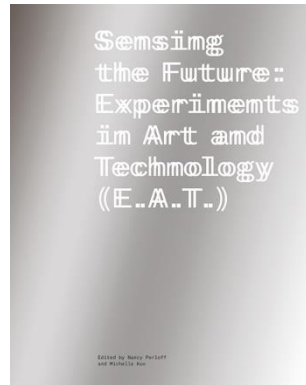
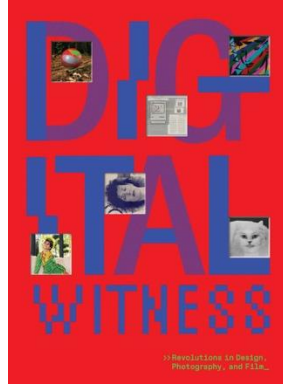
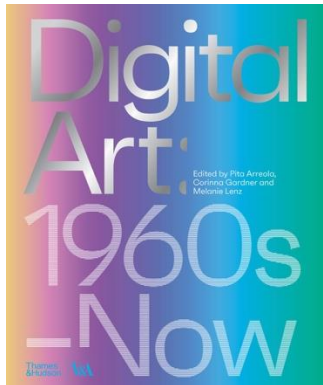
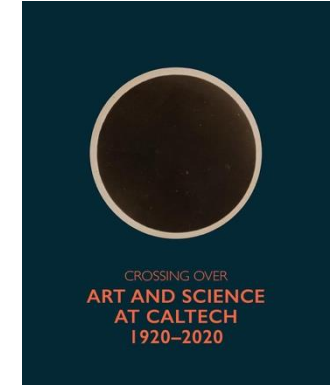
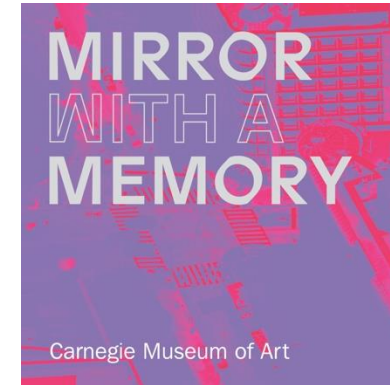
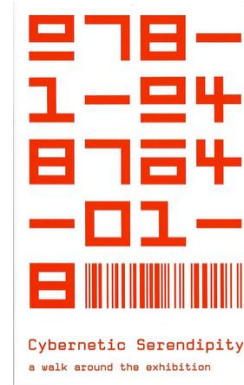
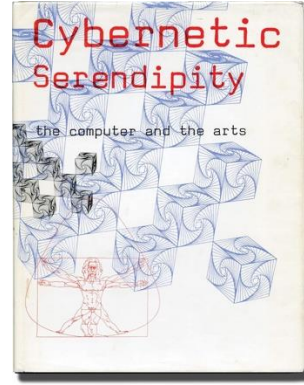
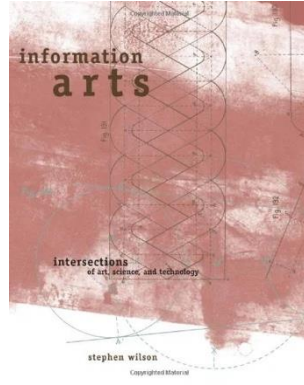
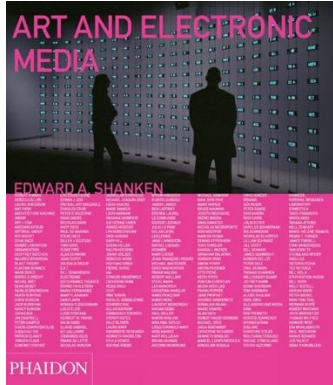




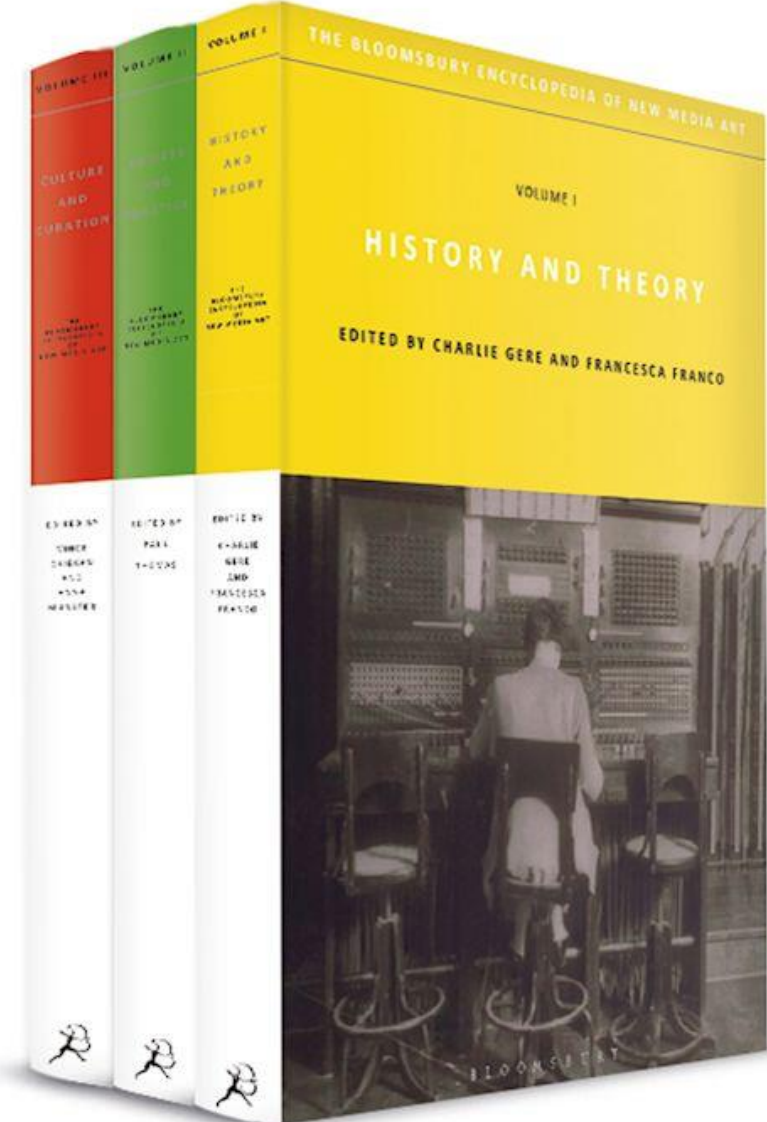
References (Library Resources)



Bloomsbury Encyclopedia of New Media Art

New media art has become a global cultural phenomenon and is now the fastest growing and most challenging form of modern art. Ranging across digital art, film and video, computer graphics, computer animation, virtual art, internet art, interactive art, video games, computer robotics, 3D printing, and art as biotechnology, new media art has revolutionised the role and impact of art in our technological times. ***The Bloomsbury Encyclopedia of New Media Art*** presents the first authoritative reference covering all aspects of new media art, its history, theory, practice, cultural context, and curation.

Volume 1: History and Theory
Volume 2: Artists and Practice
Volume 3: Curation and Culture.
Total page extent: 1,136 pages.



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