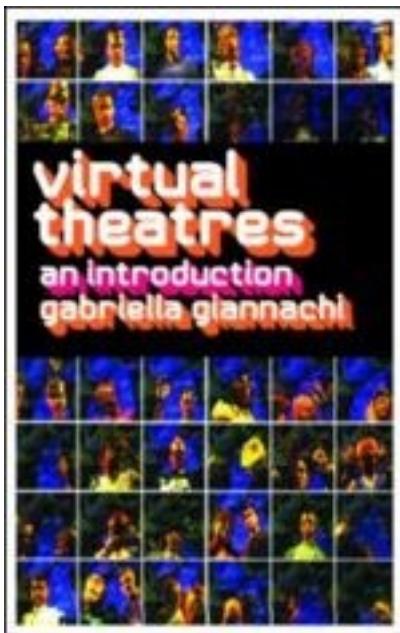


Virtual Theatres



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Virtual Theatres presents the theatre of the twenty-first century in which everything - even the viewer - can be simulated. In this fascinating volume, Gabriella Giannachi analyses the aesthetic concerns of current computer-arts practices through discussion of a variety of artists and performers including *Blast Theory *Merce Cunningham *Eduardo Kac *Forced Entertainment *Lynn Hershman *Jodi Orlan *Guillermo Gmez-Pe?a *Marcel-? Ant.nez Roca *Jeffrey Shaw *Stelarc. This is the first full-length book of its kind to offer an investigation of the interface between theatre, performance and digital arts. Virtual Theatres not only allows for a reinterpretation of what is possible in the world of performance practice, but also demonstrates how 'virtuality' has come to represent a major parameter for our understanding and experience of contemporary art and life.

作者介绍:

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