Gamescenes

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著者:Bittani, Matteo/ Quaranta, Domenico/ Cannon, Rebecca/ Casolari, Pier Luigi/ Engeli, Maia

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"Gamescenes" is a book about Game Art. Game Art is any art in which digital games played a significant role in the creation, production, and/or displayed of the artwork. How can artists make art with videogames? Todd Deutsch takes pictures of game players during exhausting contests; Tobias Bernstrup creates music performances and invents fabulous worlds; Eddo Stern builds fortresses and ships animated by videos; Jon Haddock uses game graphics to reproduce news items; Alison Mealey and Delire re-program the game so as to turn it into a sort of 'automatic painting machine'. This is a unique publication - 32 international artists, over 320 colour pictures and in-depth analysis - the first reference book for all artistic expressions made with and on videogames, an attempt to free videogames from being 'evil machines' and grant them a new recognition as cultural medium. Artists included: AES+F Group, Cory Arcangel, Aram Bartholl, Dave Beck, Tobias Bernstrup, Nick Bertke, John Paul Bichard, Marco Cadioli, Mauro Ceolin, Brody Condon, Joseph DeLappe, Delire, Todd Deutsch, Micah Ganske, Beate Geissler + Oliver Sann, Brent Gustafson, Jon Haddock, Margarete Jahrmann + Max Moswitzer, JODI, Joan Leander, Miltos Manetas, Alison Mealey, Mark

McCarthy, Shusha Niederberger, Nullpointer, Nullsleep, Totto Renna, Radical Software Group (Alex Galloway), Anne-Marie Schleiner, Eddo Stern, Palle Torsson and A bermorgen.com.

作者介绍:

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