

Contents

Part 1

1.	Context	5
2.	Environment	21
3.	Research	39
4.	Collaboration	55
5.	Practice	69

Part 2

6.	Windows to a New Dimension: Bettina Brendel	87
7.	A Million Millennial Medicis: Harold Cohen	91
8.	Structure in Art Practice: Ernest Edmonds	105
9.	Generative Art: Manfred Mohr	111
10.	From Zombies to Cyborg Bodies: Extra Ear, Exoskeleton and Avatars: Stelarc	115
11.	Tears in the Connective Tissue: Joan Truckenbrod	125
12.	Algorithmic Fine Art: Composing a Visual Arts Score: Roman Verostko	131
13.	An Observer's Reflections: The Artist Considered as Expert: Thomas Hewett	137
14.	Realizing Digital Artworks: Colin Machin	145

15.	Being Supportive: André Schappo	153
16.	Working with Artists: Manumaya Uniyal	161
17.	Creating Graspable Water in Three-Dimensional Space: Joan Ashworth	167
18.	The Artist as Digital Explorer: Dave Everitt	173
19.	Hybrid Invention: Beverley Hood	179
20.	Contemporary Totemism: Jean-Pierre Husquinet	185
21.	The Illusion and Simulation of Complex Motion: Fré Ilgen	191
22.	The Computer: An Intrusive Influence: Michael Kidner	197
23.	Switched On: Marlana Novak	205
24.	The Color Organ and Collaboration: Jack Ox	211
25.	Digital Spirituality: Anthony Padgett	219
26.	Integrating Computers as Explorers in Art Practice: Michael Quantrill	225
27.	Deconstructing the Norm: Juliet Robson	231
28.	Shifting Spaces: Esther Rolinson	237
29.	Going Somewhere Else: Ray Ward	243
30.	New Directions for Art and Technology: George Whale	249
31.	Defining Interaction: Linda Candy	261
	Biographical Notes	267
	Bibliography	281
	Index	283
	Colour Plates	289



<http://www.springer.com/978-1-85233-545-8>

Explorations in Art and Technology

Candy, L.; Edmonds, E.

2002, XVI, 304 p., Hardcover

ISBN: 978-1-85233-545-8