

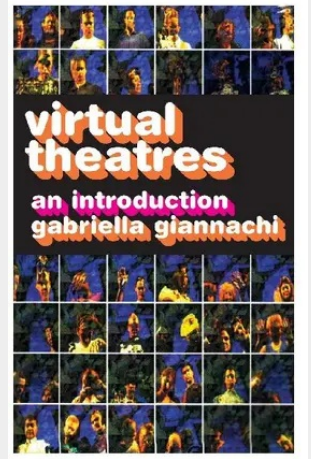
Giannachi

Virtual Theatres

An Introduction

The first full-length book of its kind to offer an investigation of the interface between theatre, performance and digital arts, 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 analyzes 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 Gómez-Peña * Marcel-lí Antúnez Roca * Jeffrey Shaw * Stelarc. 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.

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60,60 €

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