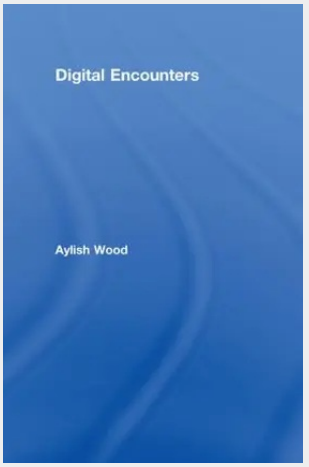
Wood

Digital Encounters

Digital Encounters is a cross media study of digital moving images in animation, cinema, games, and installation art. In a world increasingly marked by proliferating technologies, the way we encounter and understand these story-worlds, game spaces and art works reveals aspects of the ways in which we organize and decode the vast amount of visual material we are bombarded with each day. Working with examples from The Incredibles, The Matrix, Tomb Raider: Legend and Bill Viola's Five Angels for the Millennium, Aylish Wood considers how viewers engage with the diverse interfaces of digital effects cinema, digital games and time-based installations, and argues that technologies alter human engagement, distributing our attention across a network of images and objects.



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