

**Search Catalogue**

[GO](#)

Advanced Search

**Categories**

- Art
- Architecture & Landscape Design
- Fashion & Textiles
- Lifestyle & Popular Culture
- Photography
- Travel
- Performing Arts
- Biography & Literature
- Children's Books
- Reference & Educational
- Natural History, Science & the Environment
- Mind, Body & Spirit
- Archaeology
- History
- World of Art series
- New Horizons series
- Collectors' Editions

- January – June 2015 Catalogue
- July – December 2014 Catalogue
- January – June 2014 Catalogue

- eBooks and Digital
- T&H Worldwide
- Trade Customers
- Press
- Jobs
- Register for newsletters

**Featured Title**



**Mid-Century Modern Complete**

Dominic Bradbury  
*In collating mid-century design, this book does encourage one question - can you imagine life without it?*  
- *Alto Magazine*



**World of Art  
Digital Art**

Christiane Paul



Close



ISBN 9780500203989  
21.00 x 15.00 cm  
Paperback  
256pp  
323 Illustrations, 253 in colour  
First published 2008  
See more books in the [World of Art Series](#)  
£9.95 [Add to Basket](#)

*'Impressive ... readable ... capacious captions accompany many illustrations'*  
- Publishers Weekly

*'Excellent'*  
- Art Monthly

REVISED AND EXPANDED

See the complete [List of Contents](#)

Digital technology has revolutionized the way we produce and experience art. Not only have printing, painting, photography and sculpture been transformed by digital techniques, but entirely new forms such as net art, software art, digital installations and virtual reality have emerged as recognized artistic practices, collected by major museums, institutions and private collectors the world over.

Christiane Paul surveys digital art from its appearance in the 1980s to the present day, and looks ahead to what the future may hold. She discusses the key artists and works, drawing a distinction between work that uses digital technology as a tool to produce traditional forms and work that uses it as a medium to create new types of art.

The book explores themes raised by digital art, such as viewer interaction, artificial life and artificial intelligence, social activism, networks and telepresence, as well as curatorial issues such as the collection, presentation and preservation of digital art.

Delicious [p](#) Digg [h](#) StumbleUpon [o](#) Email this page [e](#) Facebook [n](#) Twitter

Museum of American Art in New York, the director of Intelligent Agent – a service organization and information resource dedicated to digital art – and a lecturer in the Computer Arts department at the School of Visual Arts, New York.

**Also of interest**

[Art of the Digital Age](#)

[Internet Art](#)

[New Media in Late 20th-Century Art](#)

[Art and Science Now: How scientific research and technological innovation are becoming key to 21st-century aesthetics](#)

[SITE MAP](#) | [USA SITE](#) | [FRENCH SITE](#) | [LEGAL NOTICES](#) | [PRIVACY POLICY](#) | [COOKIE POLICY](#) | [TRADE CUSTOMERS](#) | [FAQs](#)

© 1997-2015 Thames & Hudson. - All rights reserved