

Eduardo Kac

# Telepresence & Bio Art



*Networking Humans, Rabbits, & Robots*

Foreword by James Elkins

# Telepresence And Bio Art Networking Humans Rabbits And Robots Studies In Literature And Science

**Jan Stasienko**



## **Telepresence And Bio Art Networking Humans Rabbits And Robots Studies In Literature And Science:**

**Telepresence & Bio Art** Eduardo Kac, 2005 Eduardo Kac's work represents a turning point. What it questions is our current attitudes to creativity taking that word in its most fundamental sense. Edward Lucie-Smith, author of *Visual Arts in the 20th Century*. His works introduce a vital new meaning into what had been known as the creative process while at the same time investing the notion of the artist-inventor with an original social and ethical responsibility. Frank Popper, author of *Origins and Development of Kinetic Art*. Kac's radical approach to the creation and presentation of the body as a wet host for artificial memory and site-specific work raises a variety of important questions that range from the status of memory in digital culture to the ethical dilemmas we are facing in the age of bioengineering and tracking technology. Christiane Paul, Whitney Museum of Art. For nearly two decades, Eduardo Kac has been at the cutting edge of media art, first inventing early online artworks for the web and continuously developing new art forms that involve telecommunications and robotics as a new platform for art. Interest in telepresence, also known as telerobotics, exploded in the 1990s and remains an important development in media art. Since that time, Kac has increasingly moved into the fields of biology and biotechnology. *Telepresence and Bio Art* is the first book to document the evolution of bio art and the aesthetic development of Kac, the creator of the artist's gene as well as the controversial glow-in-the-dark genetically engineered rabbit, Alba. Kac covers a broad range of topics within media art, including telecommunications, media interactive systems and the Internet, telematics and robotics, and the contact between electronic art and biotechnology. Addressing emerging and complex topics, this book will be essential reading for anyone interested in contemporary art.

**Media Technologies and Posthuman Intimacy** Jan Stasienko, 2021-12-16 Constructing a theory of intimacy describing processes occurring between a human subject and information creations, Jan Stasienko shows in what way and in what phases that relationship is built and what its nature is. He discusses technologies and genres related to the construction of a new television message: teleprompter, interactive television, forms appearing both in the analogue and digital eras, composition of the film image and specificity of cinematic technologies, peep show, hybrid animation, digital visual effects. Also, new media technologies and genres will be discussed, for example, aspects relating to computer games and Web portals making video materials available. This diversity is prompted by the desire to show that the building of intimacy protocols is not the domain of the digital era and, on the other hand, that the posthumanism of media apparatus is a wide-ranging problem, i.e. the area encompasses various vehicles findable throughout various historical periods.

**Mapping Michel Serres** Niran Abbas, 2009-12-14 Provides an extremely valuable introduction to the work of Michel Serres for an English-speaking audience as well as offering useful critical approaches for those already familiar with it, outlines Robert Harrison, Stanford University. Blurb from review pending permission. The work of Michel Serres, including the books *Hermes*, *The Parasite*, *The Natural Contract*, *Genesis*, *The Troubadour of Knowledge* and *Conversations on Science, Culture and Time*, has stimulated readers for years as it challenges the boundaries of science.

literature culture language and epistemology The essays in Mapping Michel Serres written by the leading interpreters of his work offer perspectives from a range of disciplinary positions including literature language studies and cultural theory Contributors include Maria Assad Hanjo Berressem Stephen Clucas Steven Connor Andrew Gibson Ren Girard Paul Harris Marcel H naff William Johnsen William Paulson Marjorie Perloff Philipp Schweighauser Isabella Winkler and Julian Yates

**The Bloomsbury Handbook of Electronic Literature** Joseph Tabbi, 2017-11-30 Winner of the 2017 N Katherine Hayles Award for Criticism of Electronic Literature A CHOICE Outstanding Academic Title 2018 The digital age has had a profound impact on literary culture with new technologies opening up opportunities for new forms of literary art from hyperfiction to multi media poetry and narrative driven games Bringing together leading scholars and artists from across the world The Bloomsbury Handbook of Electronic Literature is the first authoritative reference handbook to the field Crossing disciplinary boundaries this book explores the foundational theories of the field contemporary artistic practices debates and controversies surrounding such key concepts as canonicity world systems narrative and the digital humanities and historical developments and new media contexts of contemporary electronic literature Including guides to major publications in the field The Bloomsbury Handbook of Electronic Literature is an essential resource for scholars of contemporary culture in the digital era

*Digital Vision and the Ecological Aesthetic (1968 - 2018)* Lisa FitzGerald, 2020-12-10 Digital technology has transformed the way that we visualise the natural world the art we create and the stories we tell about our environments Exploring contemporary digital art and literature through an ecocritical lens Digital Vision and the Ecological Aesthetic 1968 2018 demonstrates the many ways in which critical ideas of the sublime the pastoral and the picturesque have been renewed and shaped in digital media from electronic literature to music and the visual arts The book goes on to explore the ecological implications of these new forms of cultural representation in the digital age and in so doing makes a profound contribution to our understanding of digital art practice in the 21st century

*Handbook of Research on Technoself: Identity in a Technological Society* Luppigini, Rocci, 2012-10-31 This book provides insights to better enhance the understanding of technology s widespread intertwinement with human identity within an advancing technological society Provided by publisher

*Latin American Technopoetics* Scott Weintraub, 2018-07-17 Latin American Technopoetics Scientific Explorations in New Media analyzes the ways in which poetry and multimedia installations by six prominent poets and artists engage and in turn are engaged by scientific discourses In its innovative readings of contemporary digital media works Latin American Technopoetics is the first book to investigate the powerful dialogue between recent techno cultural phenomena literature and various scientific fields This cutting edge analysis of poetic and artistic experimentation robots that compose and recite poetry algorithms that create visualizations of poetic language or of the connections between everyday language and scientific terminology arrays of multi dimensional poetic spaces and telematic and transgenic art makes a strong case for the increasing viability of a scientific poetics currently gaining prominence in Latin American literary and media studies

digital humanities and science and technology studies      **Japanese Robot Culture** Yuji Sone, 2016-12-17 Japanese Robot Culture examines social robots in Japan those in public domestic and artistic contexts Unlike other studies this book sees the robot in relation to Japanese popular culture and argues that the Japanese affinity for robots is the outcome of a complex loop of representation and social expectation in the context of Japan's continuing struggle with modernity Considering Japanese robot culture from the critical perspectives afforded by theatre and performance studies this book is concerned with representations of robots and their inclusion in social and cultural contexts which science and engineering studies do not address The robot as a performing object generates meaning in staged events and situations that make sense for its Japanese observers and participants This book examines how specific modes of encounter with robots in carefully constructed mises en scene can trigger reflexive culturally specific and often ideologically inflected responses      The Book Review Digest, 2006

Conversations on Science, Culture, and Time Michel Serres, Bruno Latour, 1995 Although elected to the prestigious French Academy in 1990 Michel Serres has long been considered a maverick a provocative thinker whose prolific writings on culture science and philosophy have often baffled more than they have enlightened In these live lively interviews with sociologist Bruno Latour this increasingly important cultural figure sheds light on the ideas that inspire his highly original challenging and trans disciplinary essays      Twenty-First-Century Fiction Peter Boxall, 2013-06-24 This critical introduction examines the formal and thematic features common among twenty first century writers from around the world      **Frontiers of Cyberspace**, 2012-01-01 The content of this volume reflects theoretical and practical discussions on cultural issues influenced by increased adoption of information and communication technologies The penetration of new forms of communication such as online social networking internet video casting and massive online multiplayer gaming the experience and exploration of virtual worlds and the massive adoption of ever emergent ICT technologies are all developments in desperate need of serious examination It is not surprising that these new realities and the questions and issues to which they give rise have drawn increasing attention from academics Those engaging these issues do so from a wide range of academic fields Accordingly the authors contributing to this volume represent an impressive array of academic disciplines and varied perspectives including philosophy sociology religion anthropology digital humanities literature studies film science new media studies and still others Thus the subsequent chapters offer the reader a multidimensional examination of this volume's unifying theme the ways and extent to which current and anticipated cybernetic environments have altered and will continue to shape our understandings of what it means to be human      *ArtsIT, Interactivity and Game Creation* Matthias Wölfel, Johannes Bernhardt, Sonja Thiel, 2022-02-09 This book constitutes the refereed post conference proceedings of the 10th EAI International Conference on ArtsIT Interactivity and Game Creation ArtsIT 2021 which was held in December 2021 Due to COVID 19 pandemic the conference was held virtually The 31 revised full papers presented were carefully selected from 57 submissions The papers are thematically arranged in the following sections Media Arts and Virtual

Reality Games Fusions Collaboration Inclusion and Participation Artificial Intelligence in Art and Culture Approaches and Applications     **Jeff Herman's Guide to Book Publishers, Editors and Literary Agents 2006** Jeff Herman, 2005-10 Now updated for 2008 this annual edition of the classic bestselling directory provides everything working writers need to find the most receptive publishers editors and agents for their work     Northern Sparks Michael Century, 2022-06-28 An episode of light in Canada sparked by Expo 67 when new art forms innovative technologies and novel institutional and policy frameworks emerged together Understanding how experimental art catalyzes technological innovation is often prized yet typically reduced to the magic formula of creativity In Northern Sparks Michael Century emphasizes the role of policy and institutions by showing how novel art forms and media technologies in Canada emerged during a period of political and social reinvention starting in the 1960s with the energies unleashed by Expo 67 Debunking conventional wisdom Century reclaims innovation from both its present day devotees and detractors by revealing how experimental artists critically challenge as well as discover and extend the capacities of new technologies Century offers a series of detailed cross media case studies that illustrate the cross fertilization of art technology and policy These cases span animation music sound art and acoustic ecology cybernetic cinema interactive installation art virtual reality telecommunications art software applications and the emergent metadiscipline of human computer interaction They include Norman McLaren's proto computational film animations projects in which the computer itself became an agent as in computer aided musical composition and choreography an ill fated government foray into interactive networking the videotext system Telidon and the beginnings of virtual reality at the Banff Centre Century shows how Canadian artists approached new media technologies as malleable creative materials while Canada undertook a political reinvention alongside its centennial celebrations Northern Sparks offers a uniquely nuanced account of innovation in art and technology illuminated by critical policy analysis

Mondo Nano Colin Milburn, 2015-04-24 In Mondo Nano Colin Milburn takes his readers on a playful expedition through the emerging landscape of nanotechnology offering a light hearted yet critical account of our high tech world of fun and games This expedition ventures into discussions of the first nanocars the popular video games Second Life Crysis and BioShock international nanosoccer tournaments and utopian nano cities Along the way Milburn shows how the methods dispositions and goals of nanotechnology research converge with video game culture With an emphasis on play scientists and gamers alike are building a new world atom by atom transforming scientific speculations and video game fantasies into reality Milburn suggests that the closing of the gap between bits and atoms entices scientists geeks and gamers to dream of a completely programmable future Welcome to the wild world of Mondo Nano     **Publications of the Modern Language Association of America**, 2009     **Imagining Science** Sean Caulfield, 2008-11-06 Imagining Science brings together internationally recognized artists scientists and social commentators to feature a body of original artwork and essays which explores the complex legal ethical and social concerns about advances in biotechnology such as stem cell research cloning

and genetic testing Many important questions and themes emerge from this exchange highlighting the linkages between scientific and creative research This collaboration also stresses the vital role art can play in critiquing these biomedical technologies particularly as advancements in science begin to challenge our ethical boundaries *Art and Electronic Media* Edward A. Shanken, 2009-02-21 A landmark survey examining the pivotal role of new technologies in recent artistic innovation **Fusing Lab and Gallery** Sarah M. Schlachetzki, 2012 Examines the exchanges between art technology and science taking place in academies museums and research laboratories especially in Japan looking at attempts to localize art within technological and societal change

Immerse yourself in heartwarming tales of love and emotion with Crafted by is touching creation, Experience Loveis Journey in **Telepresence And Bio Art Networking Humans Rabbits And Robots Studies In Literature And Science** . This emotionally charged ebook, available for download in a PDF format ( PDF Size: \*), is a celebration of love in all its forms. Download now and let the warmth of these stories envelop your heart.

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