



Machinima (Paperback)

By Matteo Bittanti (a Cura Di)

Blurb, United States, 2017. Paperback. Condition: New. Language: Italian . Brand New Book ***** Print on Demand *****. MACHINIMA. 32 Conversations on the Art of Video Games is a unique collection of interviews with international artists using digital gaming to make art. Finally available in Italian, these conversations - that took place between 2016 and 2010 - chart a complex phenomenon, providing an essential set of resources for anybody interested in often overlooked, misunderstood or plainly ignored, artistic practices such as machinima and game art. Text in Italian. MACHINIMA. 32 Conversazioni sull'arte del videogioco propone una selezione ragionata di interviste realizzate tra il 2016 e il 2010 con artisti internazionali che utilizzano il videogioco come materia grezza per fare arte. Questi contributi - tutti inediti per l'Italia - forniscono preziosi strumenti critici per illuminare un fenomeno artistico ibrido e mutante, generalmente frainteso, spesso sottovalutato, talvolta completamente ignorato dalla cosiddetta critica istituzionale, quello del machinima e dell'arte videoludica.



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Reviews

Extensive information! Its this type of excellent study. I have read and i am sure that i will gonna go through yet again once more down the road. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Aliyah Mayer**

A must buy book if you need to adding benefit. I am quite late in start reading this one, but better then never. Its been designed in an exceptionally easy way in fact it is only after i finished reading this publication where in fact modified me, alter the way in my opinion.

-- **Prof. London Gerlach**