



Videogames and Art (2nd edition)

By Andy Clarke, Grethe Mitchell

Intellect Books. Paperback. Book Condition: new. BRAND NEW, Videogames and Art (2nd edition), Andy Clarke, Grethe Mitchell, This is the first book on the topic of videogames and art, and remains the only academic book on the subject. It offers a unique perspective on this emerging field, which has been thoroughly updated and expanded upon in this edition. It features artists not included in the first edition, also allows those that were previously featured to comment on how their work and thinking has evolved. It includes new chapters on genres that have grown in significance. Videogames are firmly enmeshed in modern culture. Acknowledging the increasing cultural impact of this rapidly changing industry on artistic and creative practices, "Videogames and Art" features in-depth essays that offer an unparalleled overview of the field. Together, the contributions position videogame art as an interdisciplinary mix of digital technologies and the traditional art forms. Of particular interest in this volume are machinima, game console artwork, politically oriented videogame art, and the production of digital art. The second edition features an extended critical introduction from the editors and updated interviews with the foremost artists in the field. Rounding out the book is a critique of the...



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Reviews

It is an awesome publication which i actually have ever read through. it had been writtern really properly and valuable. I found out this book from my i and dad recommended this pdf to discover.

-- **Doyle Schmeler**

This book is definitely not simple to begin on studying but quite fun to see. I actually have read and that i am sure that i will gonna read through yet again once again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Brennan Koelpin**