

Virtual Theatres An Introduction

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The first full-length book of its kind to offer an investigation of the interface between theatre, performance and digital arts, Virtual Theatres presents the

theatre of the twenty-first century in which everything - even the viewer - can be simulated.

Virtual Cinema Guide: Distributors, Theaters, and More ...

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VIRTUAL THEATRES: AN INTRODUCTION | GABRIELLA GIANNACHI ...

As is the case with all current virtual cinema offerings, ticket prices, length of

rental, and split with the theater are determined by each distributor, but the deep listings promise something to ...

Virtual Theatres: An Introduction - HSTech

Welcome to theatre of the 21st century, in which everything -except for the viewer can be simulated. "Virtual Theatres" is the first full-length book of its kind to offer an investigation of the interface between theatre performance and digital arts.

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Virtual Theatres An Introduction | voucherbadger.co

Technologically, the Geffen continues to have an excellent handle on the possibilities of virtual theater, creating an impressively seamless experience. Unlike Inside the Box , which many audience members treated as a family affair,

Citizen Detective is just as fun to participate in alone, especially since you get to interact directly with a ...

Virtual Theatres An Introduction

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Virtual Theatres: An Introduction: Giannachi, Gabriella ...

Theatre Journal 58.2 (2006) 364-365 Virtual Theatres: An Introduction positions itself as the first full-length investigation of theatre and digital media, analyzing performances that not only ...

Amazon.com: Virtual Theatres: An Introduction eBook ...

"Virtual Theatres" presents the theatre of the 21st century in which everything -

even the viewer - can be simulated. Gabriella Giannachi analyses the aesthetic concerns of current computer-arts practices through discussion of a variety of artists and performers.

Virtual Theatres: An Introduction (review)

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Virtual Theatres: An Introduction: Amazon.co.uk: Giannachi ...

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The first full-length book of its kind to offer an investigation of the interface

between theatre, performance and digital arts, Virtual Theatres presents the theatre of the twenty-first century in which everything – even the viewer – can be simulated. In this fascinating volume, Gabriella Giannachi analyzes the aesthetic concerns of current computer-arts practices through discussion of a variety of artists and performers including: * blast Theory* Merce Cunningham* Eduardo Kac* forced ...

Virtual Theatres : An Introduction by Gabriella Giannachi ...

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Virtual Theatres | An Introduction | Taylor & Francis Group

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“VR Theatre” is one form or subset of digital theatre focusing on utilizing virtual reality immersion in mutual concession with traditional theatre practices (actors, directors, plays, a theatre environment). The group uses image projection and stereoscopic sets as their primary area of digital investigation.

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