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Hyperanimation: Digital Images and Virtual Worlds

Robert Russett

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Hyperanimation offers a critical overview of a new and expanded form of animation that uses advanced digital technologies to create fresh and innovative works of art. Unlike academic texts or popular surveys, Hyperanimation is composed of interviews with the artists themselves?those creative individuals who are actually shaping this new direction and who, in their own words, provide detailed information about their works as well as insights into our contemporary technological culture. A readable collection of individual perspectives accompanied by historical backgrounds, biographical profiles, and lavish illustrations, this volume explores a broad spectrum of groundbreaking animation projects ranging from interactive installations and virtual environments to digital theater and telematic imaging. Included are interviews with pioneers in the field: Paul Kaiser, Karl Sims, Char Davies, Dan Sandin, Jeffrey Shaw, Rebecca Allen, Miroslaw Rogala, Roy Ascott, Paul Glabicki, and others whose seminal works have significantly transformed the art of animation.

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