



## METADATA

**Title:** From complex arts to hypermedia and new virtual-virtual spaces

**Other Titles:** A handbook for the artist working with digital art

**Language:** Greek

**ISBN:** 978-960-603-372-8

**Subject:** HUMANITIES AND ARTS

**Keywords:** Art / Digital Arts / Interactive Arts / Multimedia / Art And Technology

**Bibliographic Reference:** Santorinaios, M., Zoi, S., Dimitriadi, N., Diamantopoulos, T., & Bardakos, G. (2015). From complex arts to hypermedia and new virtual-virtual spaces [Undergraduate textbook]. Kallipos, Open Academic Editions.  
<http://dx.doi.org/10.57713/kallipos-452>

### Abstract

The book introduces the reader to the field of digital art. It attempts to describe the constantly evolving new environment for working, communicating, and exhibiting digital art. It also describes the new tools of artistic expression, as well as the tools of organization, archiving, and communication, which are essential for artistic creation. It is written in such a way as not to be bound by specific software, upgrades or replacements, or by a particular aesthetic (philosophy) that limits the scope of the field and the concepts to which it refers. It is a handbook for a particularly broad and vague field that is constantly evolving. For the above reasons, it mainly attempts to provide an ontological description of digital art, the space in which it appears, and its functions, and to give, as clearly as possible, some methodological guidelines rather than specific techniques linked

to specific software and hardware or aesthetic commitments. The material is divided into two volumes and corresponds to two semesters of teaching: Volume A introduces the reader to the digital environment in which digital artworks are created and presented. It describes the contemporary workshop and the tools of digital art, the space for communication, archiving, and processing, as well as the space in which this particular field of art is presented. Volume B presents and analyzes all the stages of creating a digital work, from the conception of the idea to its organization, preliminary work, and technological and aesthetic issues. It then presents in detail all the stages of production with examples, references, and tables. It analyzes specific cases related to digital art, as well as new environments for collaboration, information, and presentation of digital art works.

