New Media Art Taschen Basic Art Series

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Beyond New Media Art - Domenico Quaranta 2014-08-12
"Beyond New Media Art" is the revised, updated version of a book first published in Italian with the title "Media, New Media, Postmedia" in 2010. Through the circulation of excerpts, reviews and interviews, the book produced some debate outside of Italy, which persuaded the author to release, three years later, this English translation. "Beyond New Media Art" is an attempt to analyze the current positioning of so-called New Media Art in the wider field of contemporary arts, and to explore the historical, sociological and conceptual reasons for its marginal position and under-recognition in recent art history. On the other hand, this book is also an attempt to suggest new critical and curatorial strategies to turn this marginalization into a thing of the past, and to stress the topicality of art addressing the media and the issues of the information age. Domenico Quaranta is an art critic, teacher and curator. He regularly writes for Flash Art and Artpulse.

Video Art - Sylvia Martin 2006
"Moving pictures -- Balkan Baroque / Marina Abramovic -- 3 adaptation studies (1. Blindfolded catching) / Vito Acconci -- Talo/The house / Eija-Liisa Ahtila -- Electric earth / Doug Aitken -- Homeward : bound / Oladélé Ajiboyé Bamgboyé -- Mother + father / Candice Breitz -- Sept visions fugitives / Robert Cahen -- Three transitions / Peter Campus -- The Bordeaux piece / David Claerbout -- Journey into fear / Stan Douglas -- Schnitte. Elemente der Anschauung / Valie Export -- Lock again / Yang Fudong -- Sturm / Dominique Gonzalez-Foerster -- Twenty four hour psycho / Douglas Gordon -- Video piece for two glass office buildings / Dan Graham -- Incidence of catastrophe / Gary Hill -- Impressions / Nan Hoover -- Les incivils / Pierre Huyghe -- Jones Beach piece / Joan Jonas -- Bossy burger / Paul McCarthy -- Again & again / Bjørn Melhus -- Dispersion room / Aernout Mik -- Anthro/Socio / Bruce Nauman -- Fervor / Shirin Neshat -- The idea of Africa / Marcel Odenbach -- Getaway # 2 / Tony Oursler -- Global groove / Nam June Paik -- I'm not the girl who misses much / Pipilotti Rist -- Born to be sold : Martha Rosler reads the strange case of Baby SM / Martha Rosler -- Intervista, finding the words / Anri Sala -- Mouth to mouth / Smith/Stewart -- May you live in interesting times / Fiona Tan -- Home / Steina and Woody Vasulka -- I do not know what it is I am like / Bill Viola -- Broad Street / Gillian Wearing.". -- Library of Congress.

Relive - Sean Cubitt 2013-11-08
Leading historians of the media arts define a new materialist media art history, discussing temporality, geography, ephemerality, and the future. In Relive, leading historians of the media arts grapple with this dilemma: how can we speak of "new media" and at the same time write the histories of these arts? These scholars and practitioners redefine the nature of the field, focusing on the materials of history—the materials through which the past is mediated. Drawing on the tools of media archaeology and the history and philosophy of media, they propose a new materialist media art history. The contributors consider the idea of history and the artwork's moment in time; the intersection of geography and history in regional practice, illustrated by examples from eastern Europe, Australia, and New Zealand; the contradictory scales of evolution, life cycles, and bodily rhythms in bio art; and the history of the future—how the future has been imagined, planned for, and established as a vector throughout the history of new media arts. These essays, written from widely diverse critical perspectives, capture a dynamic field at a moment of productive ferment. Contributors Susan Ballard, Brogan Bunt, Andrés Burbano, Jon Cates, John Conomos, Martin Constable, Sean Cubitt, Francesca Franco, Darko Fritz, Zhang Ga, Monika Gorska-Olesinska, Ross Harley, Jens Hauser, Stephen Jones, Douglas Kahn, Ryszard W. Kluszczynski, Caroline Seck Langill, Leon Marvell, Rudy Rucker, Edward A. Shanken, Stelarc, Adele Tan, Paul Thomas, Darren Tofts, Joanna Walewska

Rivera - Andrea Kettenmann 2000
Looks at the life and works of the Mexican painter.

The Literariness of Media Art - Claudia Benthien 2018-09-21
The beginning of the 20th century saw literary scholars from Russia positing a new definition for the nature of literature. Within the framework of Russian Formalism, the term 'literariness' was coined. The driving force behind this theoretical inquiry was the desire to identify literature—and art in general—as a way of revitalizing human perception, which had been numbed by the automatization of everyday life. The transformative power of 'literariness' is made manifest in many media artworks by renowned artists such as Chantal Akerman, Mona Hatoum, Gary Hill, Jenny Holzer, William Kentridge, Nalini Malani, Bruce Nauman, Martha Rosler, and Lawrence Weiner. The authors use literariness as a tool to analyze the aesthetics of spoken or written language within experimental film, video performance, moving image installations, and other media-based art forms. This volume uses as its foundation the Russian Formalist school of literary theory, with the goal of extending these theories to include contemporary concepts in film and media studies, such as Neoformalism, intermediality, remediation, and postdrama.

Georgia O'Keeffe, 1887-1986 - Britta Benke 2000
Looks at the life, career, and works of the American artist.

Collecting and Conserving Net Art - Annet Dekker 2018-05-08
Collecting and Conserving Net Art explores the qualities and characteristics of net art and its influence on conservation practices. By addressing and answering some of the challenges facing net art and providing an exploration of its intersection with conservation, the book casts a new light on net art, conservation, curating and museum studies. Viewing net art as a process rather than as a fixed object, the book considers how this is influenced by and executed through other systems and users. Arguing that these processes and networks are imbued with ambiguity, the book suggests that this is strategically used to create suspense, obfuscate existing systems and disrupt power structures. The rapid obsolescence of hard and software, the existence of many net artworks within restricted platforms and the fact that artworks often act as assemblages that change or mutate, make net art a challenging case for conservation. Taking the performative and interpretive roles conservators play into account, the book demonstrates how practitioners can make more informed decisions when responding to, critically analysing or working with net art, particularly software-based processes. Collecting and Conserving Net Art is intended for researchers, academics and postgraduate students, especially those engaged in the study of museum studies, conservation and heritage studies, curatorial studies, digital art and art history. The book should also be interesting to professionals who are involved in the conservation and curation of digital arts, performance, media and software.

Video Art Historicized - Malin Hedlin Hayden 2016-03-03
Video art emerged as an art form that from the 1960s and onwards challenged the concept of art - hence, art historical practices. From the perspective of artists, critics, and scholars engaged with this new medium, art was seen as too limiting a notion. Important issues were to re-think art as a means for critical investigations and a demand for visual reconsiderations. Likewise, art history was argued to be in crisis and in need of adapting its theories and methods in order to produce interpretations and thereby establish historical sense for moving images as fine art. Yet, as this book argues, video art history has evolved into a discourse clinging to traditional concepts, ideologies, and narrative structures - manifested in an increasing body of texts. Video Art Historicized provides a novel, insightful and also challenging re-interpretation of this field by examining the discourse and its own premises. It takes a firm conceptual approach to the material, examining the conceptual, theoretical, and methodological implications that are simultaneously contested by both artists and authors, yet intertwined in both the legitimizing and the historicizing processes of video as art. By engaging art history's most debated concepts (canon, art, and history)

this study provides an in-depth investigation of the mechanisms of the historiography of video art. Scrutinizing various narratives on video art, the book emphasizes the profound and widespread hesitations towards, but also the efforts to negotiate, traditional concepts and practices. By focusing on the politics of this discourse, theoretical issues of gender, nationality, and particular themes in video art, Malin Hedlin Hayden contests the presumptions that inform video art and its history.
New Art and Science Affinities - Andrea Grover 2011

New Media Art - Mark Tribe 2009
A valuable overview of artists' use of new technology . . . [this collection offers] an excellent introduction to new media art.--"The Art Book."
M. C. Escher - Maurits Cornelis Escher 2000
Introduction and explanation of each print by the artist.
Interactivity, Game Creation, Design, Learning, and Innovation - Anthony Brooks 2020-07-27
This book constitutes the refereed post-conference proceedings of two conferences: The 8th EAI International Conference on ArtsIT, Interactivity and Game Creation (ArtsIT 2019), and the 4th EAI International Conference on Design, Learning, and Innovation (DLI 2019). Both conferences were hosed in Aalborg, Denmark, and took place November 6-8, 2019. The 61 revised full papers presented were carefully selected from 98 submissions. The papers represent a forum for the dissemination of cutting-edge research results in the area of arts, design and technology, including open related topics like interactivity and game creation.
The Digital Media Handbook - Andrew Dewdney 2013-10-30
The new edition of The Digital Media Handbook presents an essential guide to the historical and theoretical development of digital media, emphasising cultural continuity alongside technological change, and highlighting the emergence of new forms of communication in contemporary networked culture. Andrew Dewdney and Peter Ride present detailed critical commentary and descriptive historical accounts, as well as a series of interviews from a range of digital media practitioners, including producers, developers, curators and artists. The Digital Media Handbook highlights key concerns of today's practitioners, analysing how they develop projects, interact and solve problems within the context of networked communication. The Digital Media Handbook includes: Essays on the history and theory of digital media Essays on contemporary issues and debates Interviews with digital media professionals A glossary of technical acronyms and key terms.
Crisis of Transcendence - J. Sage Elwell 2010-12-23
Through an experimental interpretation of digital art, Sage Elwell offers a critical reflection on how digital technology is changing us and the world we live in at a level of religious significance. Employing a theological aesthetic of digital art, this book seeks to understand how the advent of digital technology as a revolutionary cultural medium is transforming the ways we think about God, the soul, and morality.
Impressionism, 1860-1920: Impressionism in France - Peter Heinz Feist 2019

Reading Contemporary Performance - Gabrielle Cody 2015-09-25
As the nature of contemporary performance continues to expand into new forms, genres and media, it requires an increasingly diverse vocabulary. Reading Contemporary Performance provides students, critics and creators with a rich understanding of the key terms and ideas that are central to any discussion of this evolving theatricality. Specially commissioned entries from a wealth of contributors map out the many and varied ways of discussing performance in all of its forms – from theatrical and site-specific performances to live and New Media art. The book is divided into two sections: Concepts - Key terms and ideas arranged according to the five characteristic elements of performance art: time; space; action; performer; audience. Methodologies and Turning Points - The seminal theories and ways of reading performance, such as postmodernism, epic theatre, feminisms, happenings and animal studies. Case Studies – entries in both sections are accompanied by short studies of specific performances and events, demonstrating creative examples of the ideas and issues in question. Three different introductory essays provide multiple entry points into the discussion of contemporary performance, and cross-references for each entry also allow the plotting of one's own pathway. Reading Contemporary Performance is an invaluable guide, providing not just a solid set of familiarities, but an exploration and contextualisation of this broad and vital field.
Research Handbook on Intellectual Property and Cultural Heritage - Stamatoudi, Irini 2022-07-21

This important Research Handbook offers a comprehensive analysis of the intersections between intellectual property (IP) and cultural heritage law. It explores and compares how both have evolved and sometimes converged over time, how they increased tremendously in significance, as well as in economic value, despite the fact that the former mainly pertains to the private sphere, whilst the latter is considered a 'common good'.
Evolutionary and Biologically Inspired Music, Sound, Art and Design - Penousal Machado 2013-03-14
This book constitutes the refereed proceedings of the Second International Conference on Biologically Inspired Music, Sound, Art and Design, EvoMUSART 2013, held in Vienna, Austria, in March 2013, colocated with the Evo* 2013 events EuroGP, EvoCOP, EvoBIO, and EvoApplications. The 11 revised full papers and 5 poster papers presented were carefully reviewed and selected from 36 submissions. They cover a wide range of topics and application areas, including: generative approaches to music, graphics, game content, and narrative; robot gait creation; music information retrieval; computational aesthetics; the mechanics of interactive evolutionary computation; and the art theory of evolutionary computation.
Titian - Sir Claude Phillips 1898

The Museum in the Digital Age - Régine Bonnefoit 2018-04-18
The current "digital revolution" or "digital era" has affected most of the realms of today's world, particularly the domains of communication and the creation, safeguarding and transmission of knowledge. Museums, whose mission is to be open to the public and to acquire, conserve, research, communicate and exhibit the heritage of humanity, are thus directly concerned by this revolution. This collection highlights the manner in which museums and curators tackle the challenges of digital technology. The contributions are divided into four groups that illustrate the extent of the impact of digital technologies on museums: namely, exhibitions devoted to new media or mounted with the use of new media; the hidden face of the museum and the conservation of digital works of art; cultural mediation and the communication and promotion of museums using digital tools; and the legal aspects of the digitalisation of content, whether for creative purposes or preservation.
Post-Digital, Post-Internet Art and Education - Kevin Tavin 2021-06-28
This open access edited volume provides theoretical, practical, and historical perspectives on art and education in a post-digital, post-internet era. Recently, these terms have been attached to artworks, artists, exhibitions, and educational practices that deal with the relationships between online and offline, digital and physical, and material and immaterial. By taking the current socio-technological conditions of the post-digital and the post-internet seriously, contributors challenge fixed narratives and field-specific ownership of these terms, as well as explore their potential and possible shortcomings when discussing art and education. Chapters also recognize historical forebears of digital art and education while critically assessing art, media, and other realms of engagement. This book encourages readers to explore what kind of educational futures might a post-digital, post-internet era engender.
Edgar Degas, 1834-1917 - Bernd Growe 2001
An introduction to the life and work of nineteenth-century French artist Edgar Degas, discussing his cultural and historical importance, and including a chronology and over one hundred color illustrations with explanatory captions.
Immersive Embodiment - Liam Jarvis 2019-11-15
This book offers a wide-ranging examination of acts of 'virtual embodiment' in performance/gaming/applied contexts that abstract an immersant's sense of physical selfhood by instating a virtual body, body-part or computer-generated avatar. Emergent 'immersive' practices in an increasingly expanding and cross-disciplinary field are coinciding with a wealth of new scientific knowledge in body-ownership and self-attribution. A growing understanding of the way a body constructs its sense of selfhood is intersecting with the historically persistent desire to make an onto-relational link between the body that 'knows' an experience and bodies that cannot know without occupying their unique point of view. The author argues that the desire to empathize with another's ineffable bodily experiences is finding new expression in contexts of particular urgency. For example, patients wishing to communicate their complex physical experiences to their extended networks of support in healthcare, or communities placing policymakers 'inside' vulnerable, marginalized or disenfranchised virtual bodies in an

attempt to prompt personal change. This book is intended for students, academics and practitioner-researchers studying or working in the related fields of immersive theatre/art-making, arts-science and VR in applied performance practices.

Cross-Cultural Computing: An Artist's Journey - Naoko Tosa 2016-03-01
This exciting new book explores the relationship between cultural traditions and computers, looking at how people from very different cultures and backgrounds communicate and how the use of information technologies can support and enhance these dialogues. Historically we developed our understanding of other cultures through traditional means (museums, printed literature, etc.) but the advent of information technologies has allowed us access to a plethora of material. Tosa asks the question "Can we understand other cultures using computers as media to supplement thinking and memorization?" Starting with a survey of art and technology, moving into the area of culture and technology, the book culminates with a vision of a new world based on an understanding of these relationships, allowing cultural creators and viewers the opportunity to reach a better and more profound understanding of the role information technology will play going forward.

The Global Contemporary Art World - Jonathan Harris 2017-10-02
The final installment in the critically-acclaimed trilogy on globalization and art explores the growing dominance of Asian centers of art This book takes readers on a fascinating journey around five Asian centers of contemporary art and its myriad institutions, agents, forms, materials, and languages, while posing vital questions about the political economy of culture and the power of visual art in a multi-polar world. He analyzes the financial powerhouse of Art Basel Hong Kong, new media art in South Korea, the place of the Kochi Biennale within contemporary art in India, transnational art and art education in China, and the geo-politics of art patronage in Palestine, and he develops a highly original synthesis of theoretical perspectives and empirical research. Drawing on detailed case studies and personal insights gained from his extensive experience of the contemporary art scene in Asia, Professor Harris examines the evolving relationship between the western centers of art practice, collection, and validation and the emerging "peripheries" of Asian Tiger societies with burgeoning art centers. And he arrives at the somewhat controversial conclusion that dominance of the art world is rapidly slipping away from Europe and North America. The Global Contemporary Art World is essential reading for undergraduates and postgraduate students in modern and contemporary art, art history, art theory and criticism, cultural studies, the sociology of culture, and globalization studies. It is also a vital resource for research students, academics, and professionals in the art world.

Haring - Alexandra Kolossa 2016-05-23
Keith Haring spent little more than a decade in the spotlight, but in his singular blend of street art, graffiti, a Pop sensibility, and cartoon elements, he created stalwarts of modern pop culture as much as vivid social and political statements. From his first subway drawings through to his Pop Shop in SoHo, this concise introduction explores...

Come as You Are - Alexandra Schwartz 2015-01-02
"Come as You Are: Art of the 1990s is the largest and most ambitious contemporary art exhibition ever to be mounted by the Montclair Art Museum. The exhibition and book spotlight a pivotal moment in the recent history of art. Chronicling the "long" 1990s between 1989 and 2001-from the fall of the Berlin Wall to 9/11-"Come As You Are" examines how the art of this period both reflected and helped shape the dramatic societal events of the era, when the combined forces of new technologies and globalization gave rise to the accelerated international art world that we know today"--

Pop Art - Klaus Honnef 2004
Originating in England in the mid 1950s, Pop Art developed its full potential in the USA in the 1960s. It substitutes the everyday for the splendid; mass-produced articles are assigned the same importance as one-offs; the difference between high culture and popular culture is swept away. Media and advertising are among the preferred contents of Pop Art, which celebrates the consumer society in its own witty fashion. The enthusiasm generated by Pop Art since the first works were exhibited has never died down -- it is greater today than ever before. Book jacket.

Digital Art and Meaning - Roberto Simanowski 2011
How to interpret and critique digital arts, in theory and in practice.

Masterpieces of Western Art - Robert Suckale 2002
This volume traces the history of painting from medieval times to modern times with a focus on each era and its major artists. This volume traces the history of painting from medieval times to modern times with a focus

on each era and its major artists.

The Artist as Inventor - Valentino Catricalà 2021-07-13
This book opens new perspectives on cinema, arts, and the media. It provides a rereading of the past and explains the challenges facing artists today.

American Culture in the 1990s - Colin Harrison 2010-03-31
American Culture in the 1990s focuses on the dramaticcultural transformations of the last decade of the millennium. Lodgedbetween the fall of Communism and the outbreak of the War on Terror, the1990s was witness to America's expanding influence across the world but alsoa period of anxiety and social conflict. National traumas such as the LosAngeles riots, the Oklahoma City bombing and the impeachment of PresidentClinton lend an apocalyptic air to the decade, but the book looks beyondthis to a wider context to identify new voices emerging in the nation.Thisis one of the first attempts to bring together developments taking placeacross a range of different fields: from Microsoft to the Internet, fromblank fiction to gangsta rap, from abject art to new independent cinema,and from postfeminism to posthumanism. Students of American culture andgeneral readers will find this a lively and illuminating introduction to acomplex and immensely varied decade.Key Features*3 case studies per chapterfeaturing key texts, genres, writers and artists*Chronology of 1990sAmerican Culture*Bibliographies for each chapter*18 black and whiteillustrations

Realism - Kerstin Stremmel 2004
Each book in Taschen's Basic Art movement and genre series includes a detailed introduction with approximately 30 photographs, plus a timeline of the most important events (political, cultural, scientific, sporting, etc.) that took place during the time period.

Computer-Aided Architectural Design. Design Imperatives: The Future is Now - David Gerber 2022-03-24
This book constitutes selected papers of the 19th International Conference on Computer-Aided Architectural Design Futures, CAAD Futures 2021, held in Los Angeles, CA, USA, in July 2021. The 33 revised full papers presented were carefully reviewed and selected from 97 submissions. The papers are organized in topical sections on past futures and present futures: research and pedagogy; past futures and present futures: aesthetics and ethics of space; architectural automations and augmentations: design; architectural automations and augmentations: fabrication; architectural automations and augmentations: environment; architectural automations and augmentations: spatial computing.

Minimal Art - Daniel Marzona 2004
The bare minimum Often regarded as a backlash against abstract expressionism, Minimalism was characterized by simplified, stripped-down forms and materials used to express ideas in a direct and impersonal manner. By presenting artworks as simple objects, minimalist artists sought to communicate esthetic ideals without reference to expressive or historical themes. This critical movement, which began in the 1960s and branched out into land art, performance art, and conceptual art, is still a major influence today. This book explains the how, why, where and when of Minimal Art, and the artists who helped define it. Featured artists: Carl Andre, Stephen Antonakos, Jo Baer, Larry Bell, Ronald Bladen, Walter De Maria, Dan Flavin, Robert Grosvenor, Eva Hesse, Donald Judd, Gary Kuehn, Sol LeWitt, Robert Mangold, John McCracken, Robert Morris, Robert Ryman, Fred Sandback, Richard Serra, Tony Smith, Frank Stella, Robert Smithson, Anne Truitt About the Series: Each book in TASCHEN's Basic Genre Series features: a detailed illustrated introduction plus a timeline of the most important political, cultural and social events that took place during that period a selection of the most important works of the epoch, each of which is presented on a 2-page spread with a full-page image and with an interpretation of the respective work, plus a portrait and brief biography of the artist approximately 100 colour illustrations with explanatory captions

Art as Adventure - Rosemary O'Neill 2018-07-26
This volume represents a collection of six essays written by artists and art historians about journeys to places and methods of practice that challenge perceived taxonomies. The artist as traveler has deep historical precedents as contemporary art production today, and has historically followed political, economic, and cultural expansion. The role of the artist as witness, reporter, geographer, collector, and educator exemplifies the significance of mobility, geographic and cultural mediation in the productions of art and visual culture, and the critical questions raised as a result. The book encompasses a variety of perspectives on how artist-travelers have embraced and contextualized the places, people, cultures and overall experiences encountered on their journeys. Each chapter unveils different and unique approaches which

artists have taken in reacting and creating as part of a journey in which they are often the outsiders to the culture and place. Visual mappings conveying geo-locative walking data, recreations of indigenous ritual as installation, participatory video installations uncovering community perspectives, and a reflective diary about walking across lands affected by natural disaster are some of the ways these artists and historians examine the experiences the artists have encountered abroad. Each piece is completely unique, yet united in the act of journey and pursuit of alternative narrative born of the experience.

Polish Media Art in an Expanded Field - Aleksandra Kaminska 2016-01-10
From an Eastern nation on the global periphery to a European neoliberal democracy enmeshed in transnational networks, Poland has experienced a dramatic transformation in the last century. Polish Media Art in an Expanded Field uses the lens – and mirror – of media art to think through the politics of a post-socialist 'New Europe', where artists are negotiating the tension between global cosmopolitanism and national self-enfranchisement. Situating Polish media art practices in the context of Poland's aesthetic traditions and political history, Aleksandra Kaminska provides an important contribution to site-specific histories of media art. Polish Media Art demonstrates how artists are using and reflecting upon technology as a way of entering into larger civic conversations around the politics of identity, place, citizenship, memory and heritage. Building on close readings of artworks that serve as case studies, as well as interviews with leading artists, scholars and curators, this is the first full-length study of Polish media art.

Contemporary Art and the Digitization of Everyday Life - Janet Kraynak 2020-11-10
Digitization is the animating force of everyday life. Rather than defining it as a technology or a medium, Contemporary Art and the Digitization of Everyday Life argues that digitization is a socio-historical process that is contributing to the erosion of democracy and an increase in political inequality, specifically along racial, ethnic, and gender lines. Taking a historical approach, Janet Kraynak finds that the seeds of these developments are paradoxically related to the ideology of digital utopianism that emerged in the late 1960s with the rise of a social model of computing, a set of beliefs furthered by the neo-liberal tech ideology in the 1990s, and the popularization of networked computing. The result of this ongoing cultural worldview, which dovetails with the principles of progressive artistic strategies of the past, is a critical blindness in art historical discourse that ultimately compromises art's historically important role in furthering radical democratic aims.

The Johns Hopkins Guide to Digital Media - Marie-Laure Ryan 2014-04-15
The first systematic, comprehensive reference covering the ideas, genres, and concepts behind digital media. The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

Lichtenstein - Janis Hendrickson 2016-03-31
In the late 50s and 60s, American painter Roy Lichtenstein (1923-1997) became one of the most important exponents of Pop Art. Almost alone among artists, he pursued the question of how an image becomes a work of art.