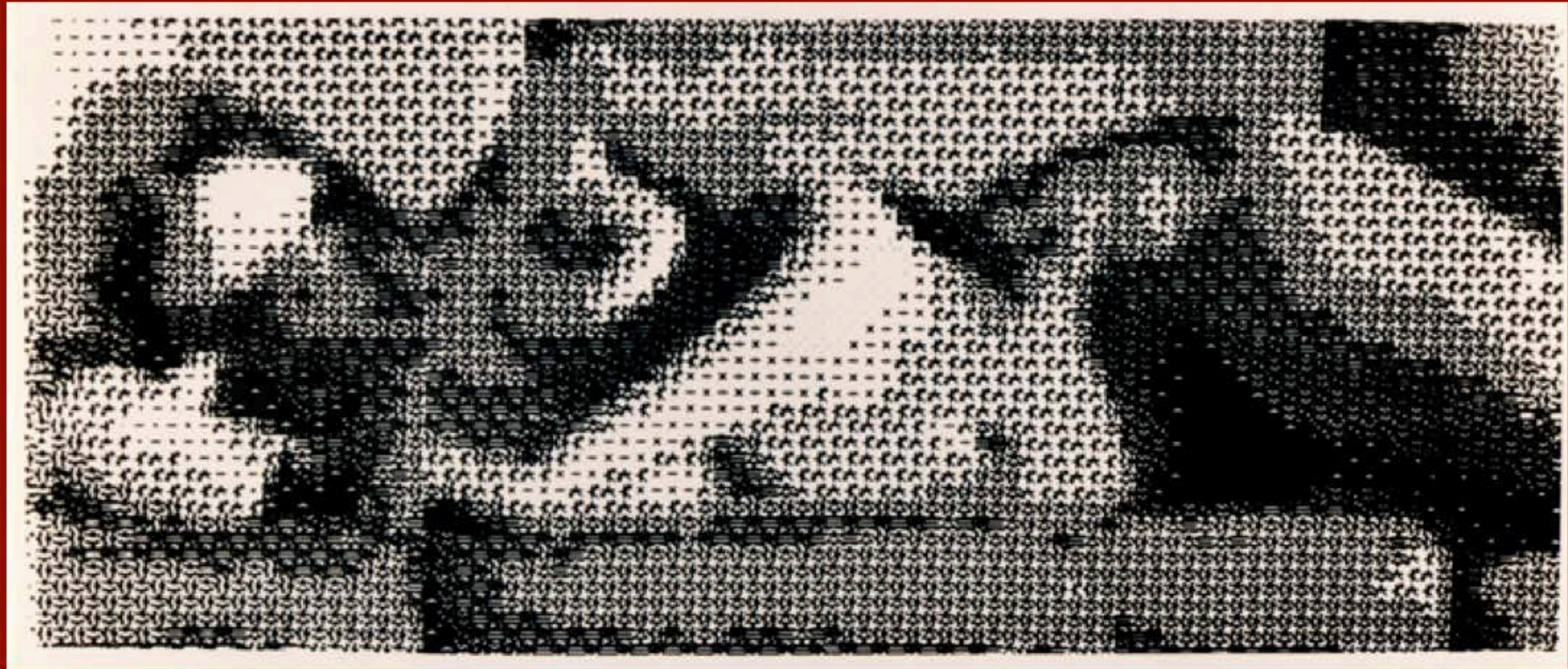
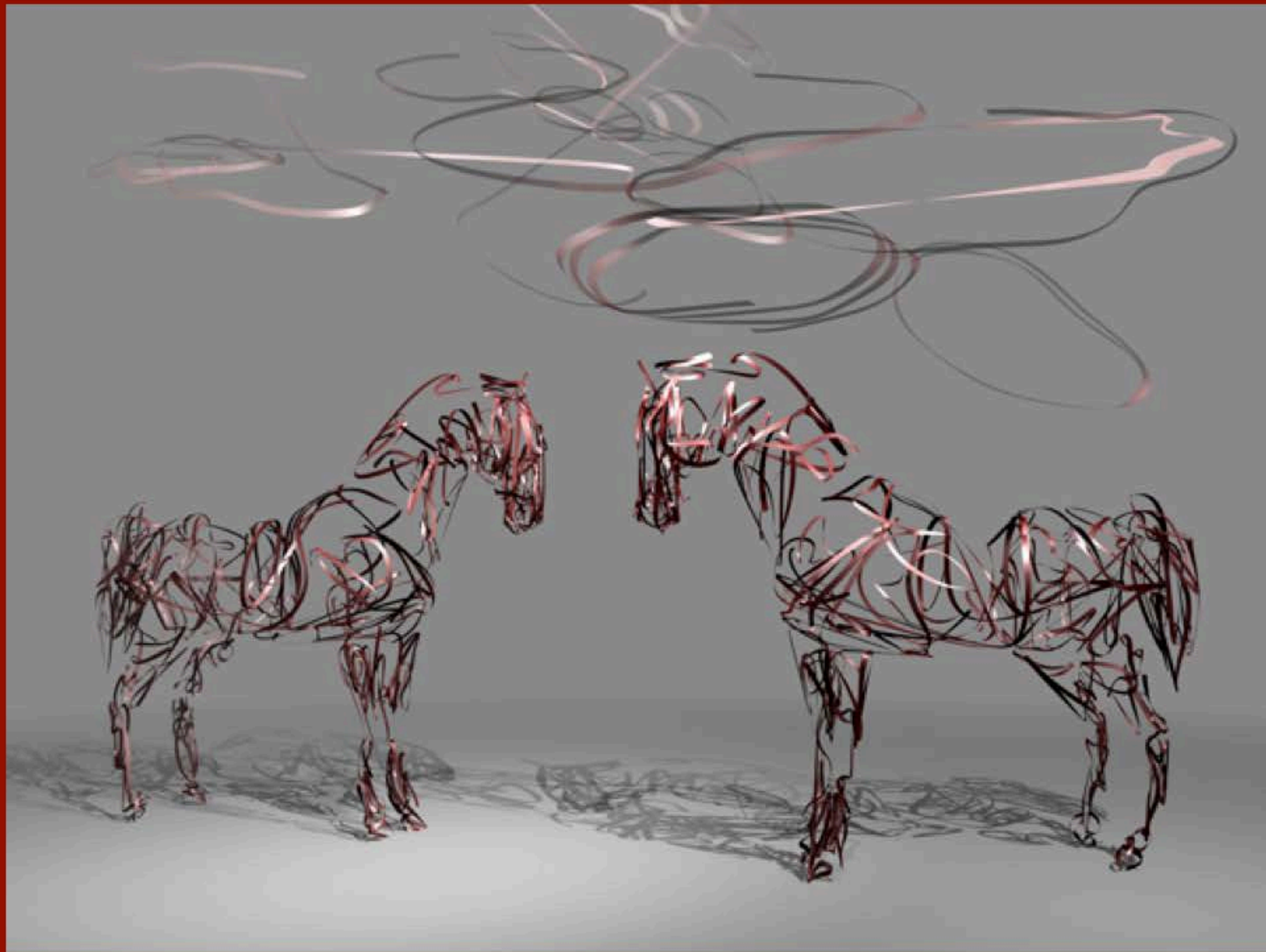


Thames & Hudson: “The first major illustrated survey of digital art”

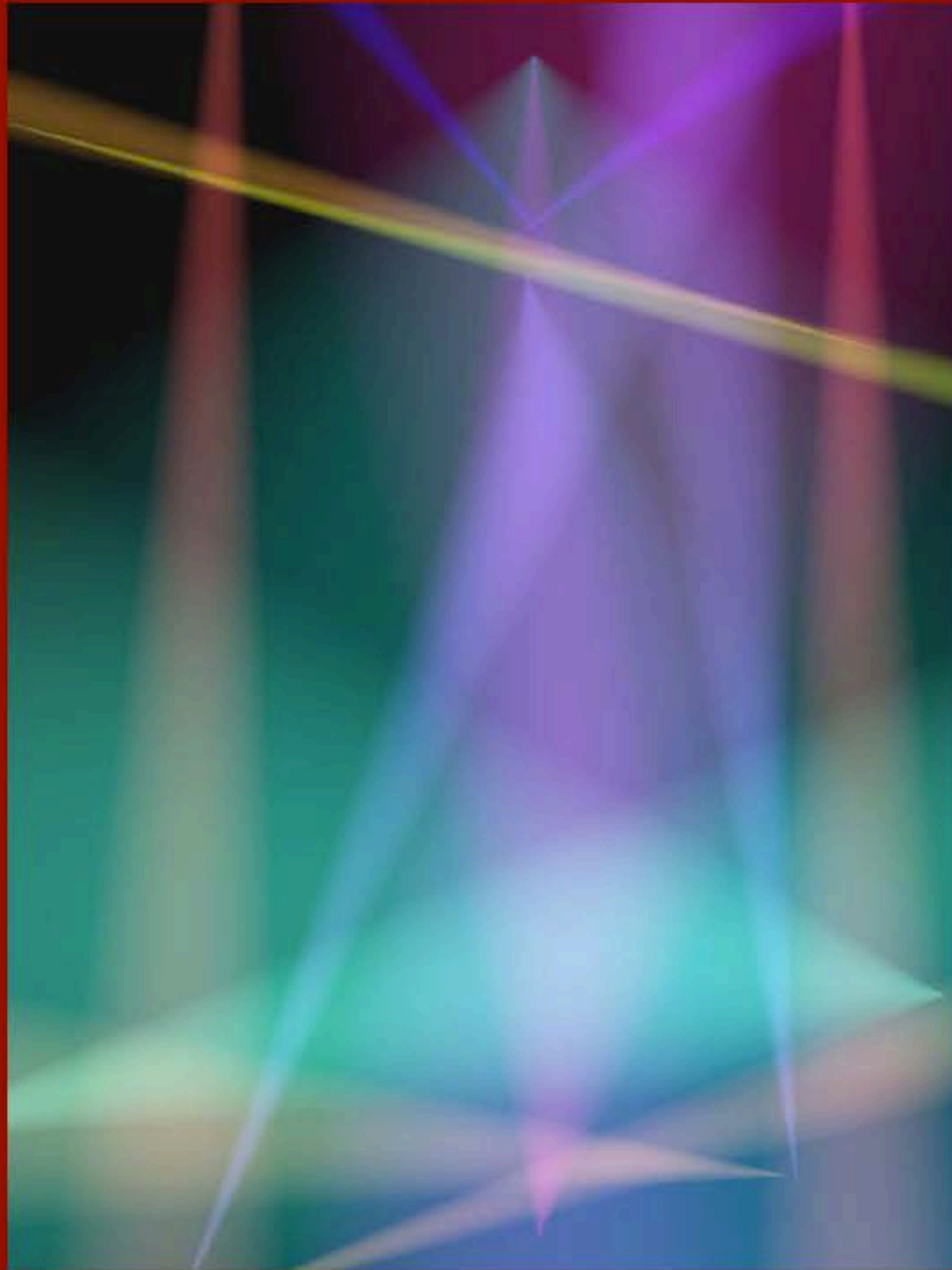
The end result of 30 years of research, artistic practice, writing, curating and educating people about digital art



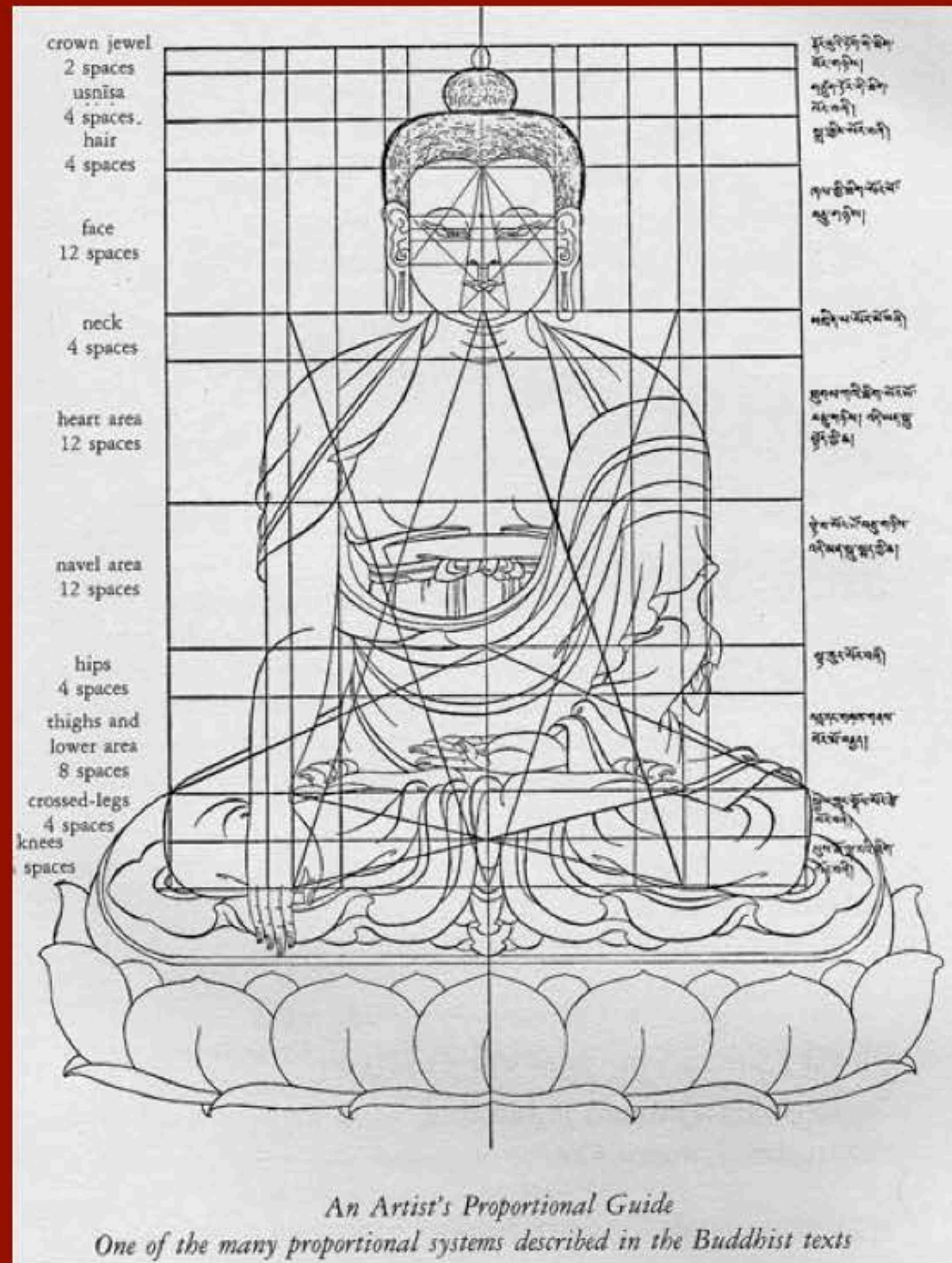
Leon Harmon and Ken Knowlton, *Study in Perception*, 1966



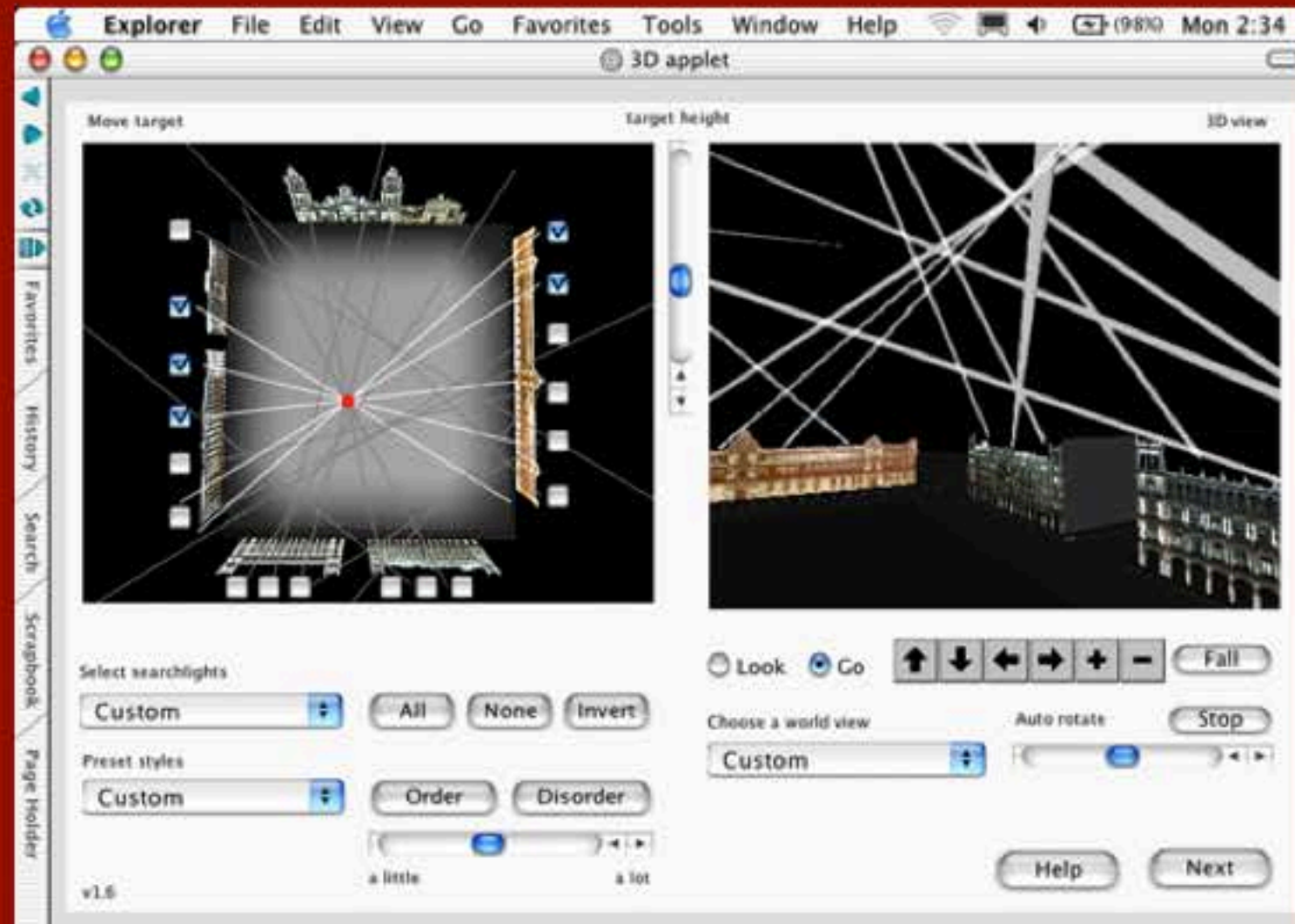
Charles A. Csuri, *Horse Play*, 1996, inkjet print, 30 x 40 inches



Bruce Wands, *Buddha Light Painting #4*, 2005, inkjet print on film, 13 x 19 inches



Buddhist artist's proportional guide



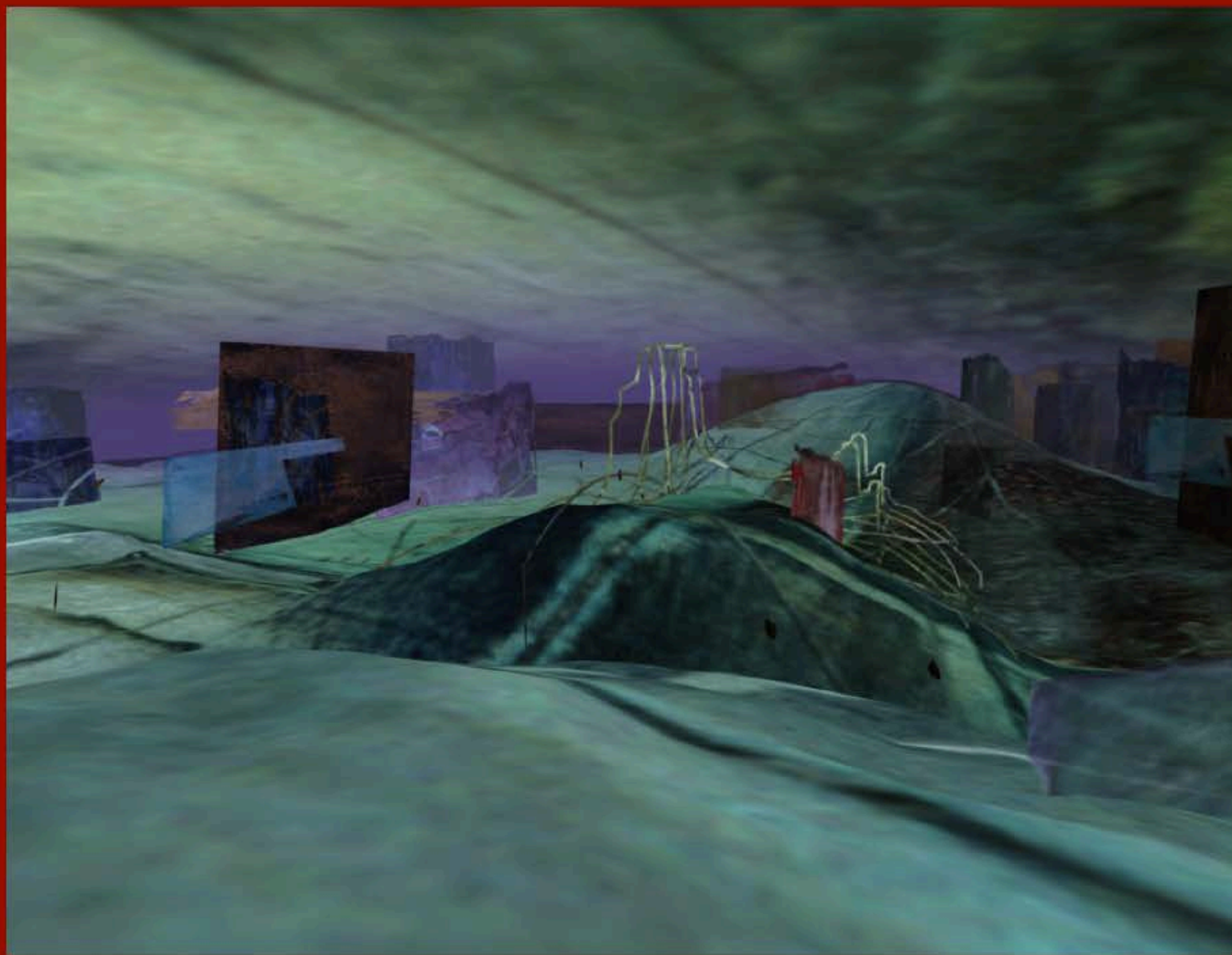
Rafael Lozano-Hemmer, Vectorial Elevation: Relational Architecture 4, 1999-2004, online interface and installation



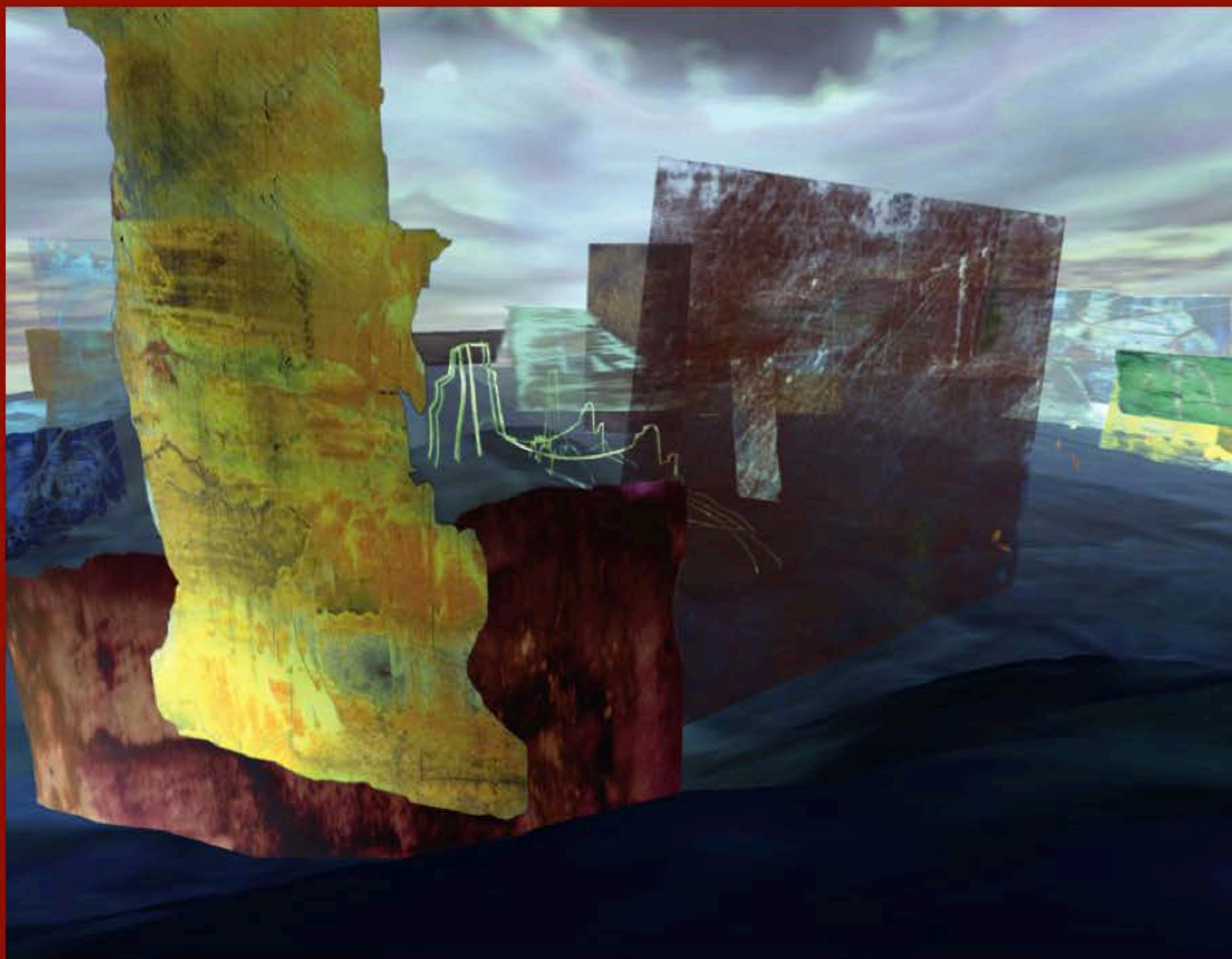
Andy Deck, *Glyphiti August 8, 2003, 2001-present*



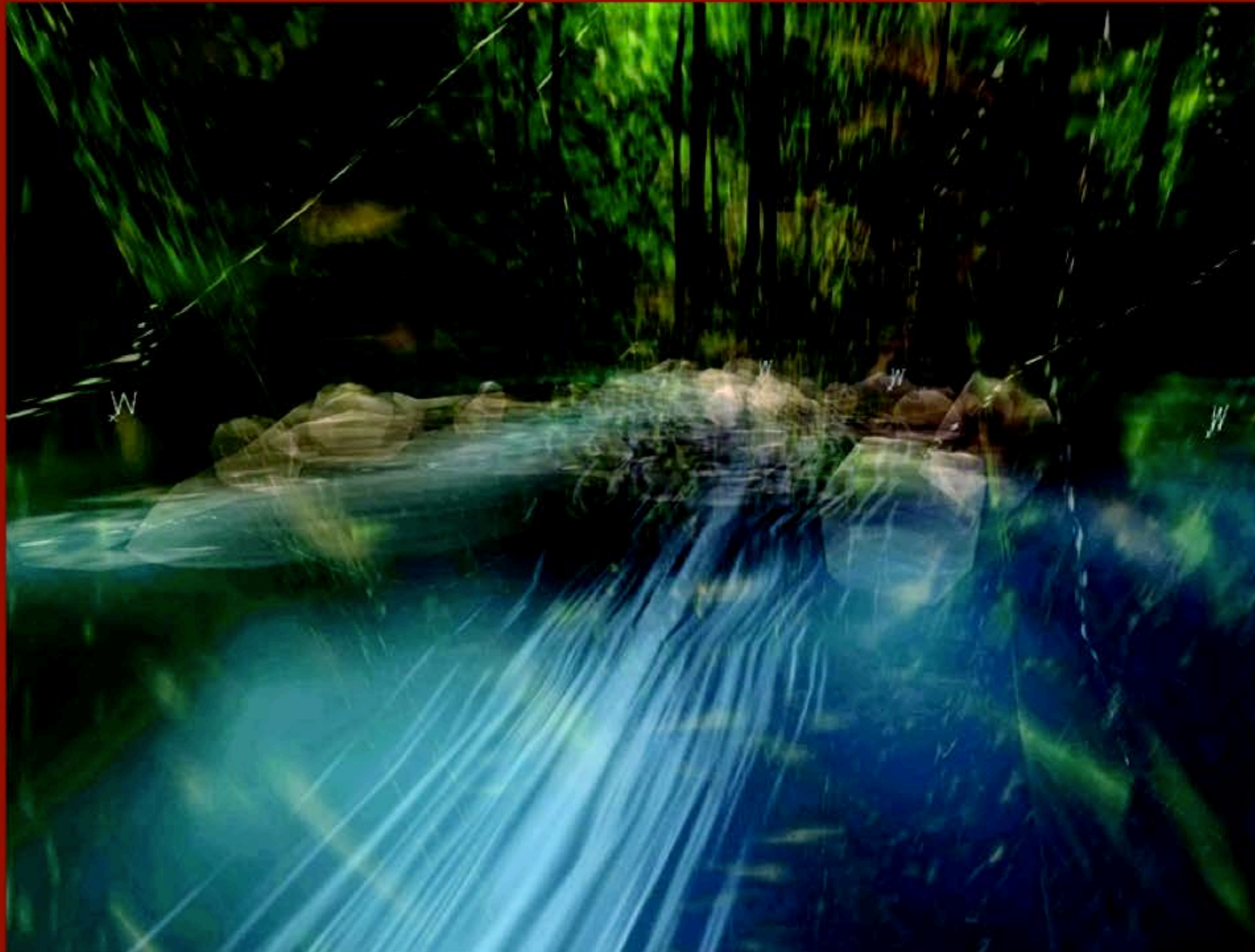
Jeremy Gardiner, *Purbeck Light Years*, 2003, immersive virtual environment



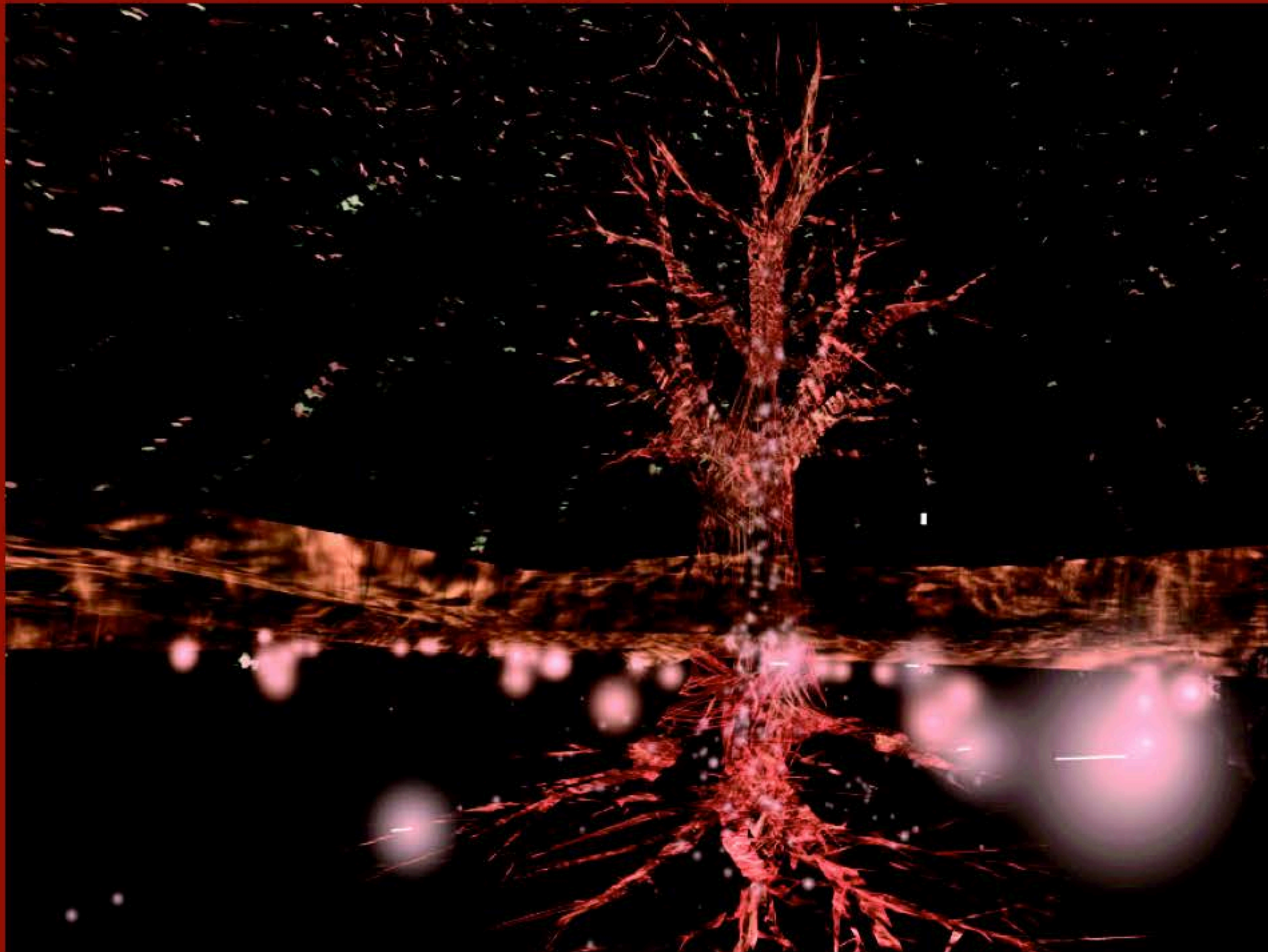
Jeremy Gardiner, *Purbeck Light Years*, 2003, immersive virtual environment



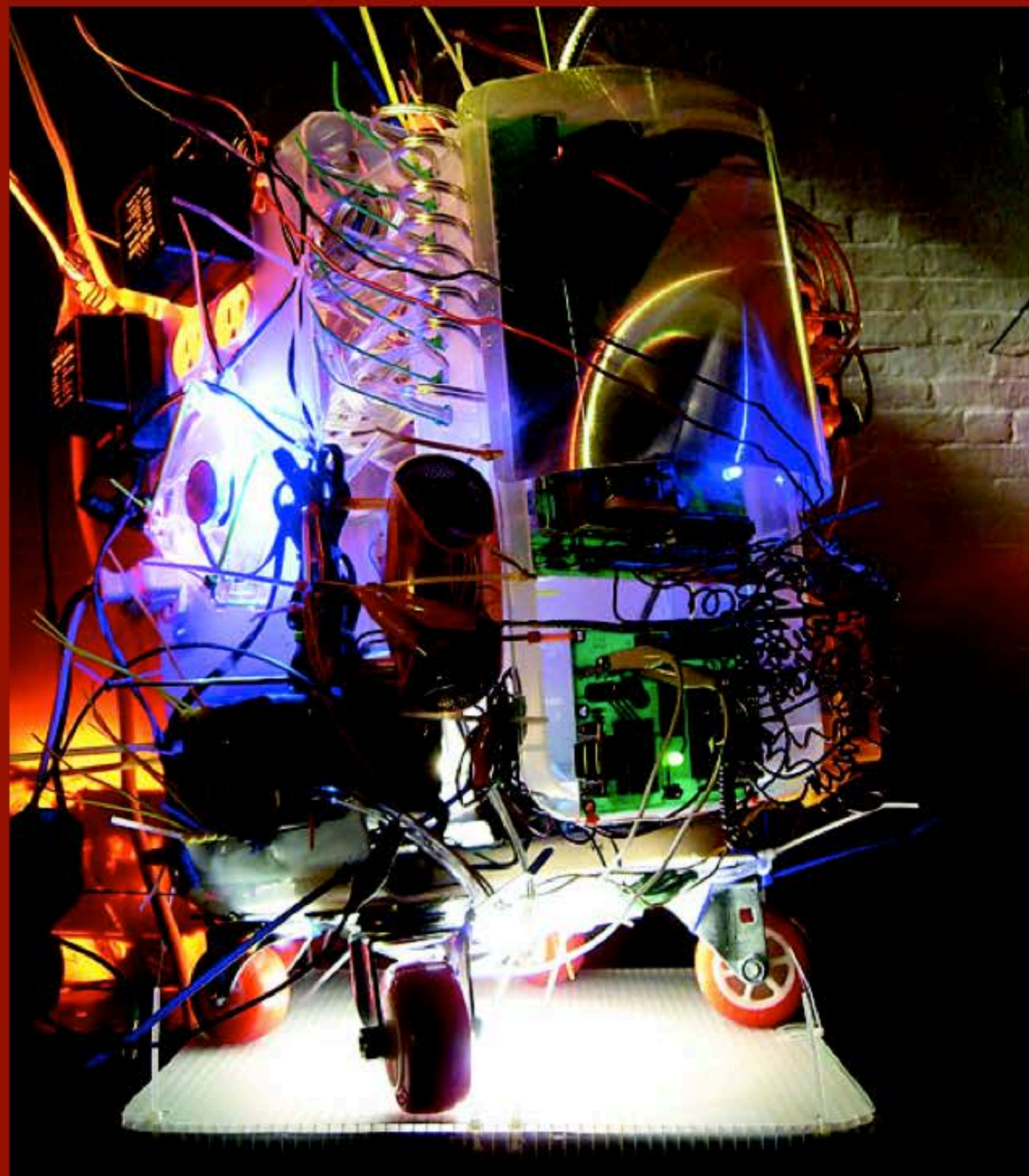
Jeremy Gardiner, *Purbeck Light Years*, 2003, immersive virtual environment



Char Davies, *Ephemere*, 1998, immersive virtual environment



Char Davies, *Ephemere*, 1998, Immersive virtual environment



Shih-Chieh Huang, *RT1-#2*, 2003, plastic, microcontroller, 24 x 12 x 30 inches



Kenneth Snelson, *Chain Bridge Bodies*, 1991, digital print, 30 x 40 inches



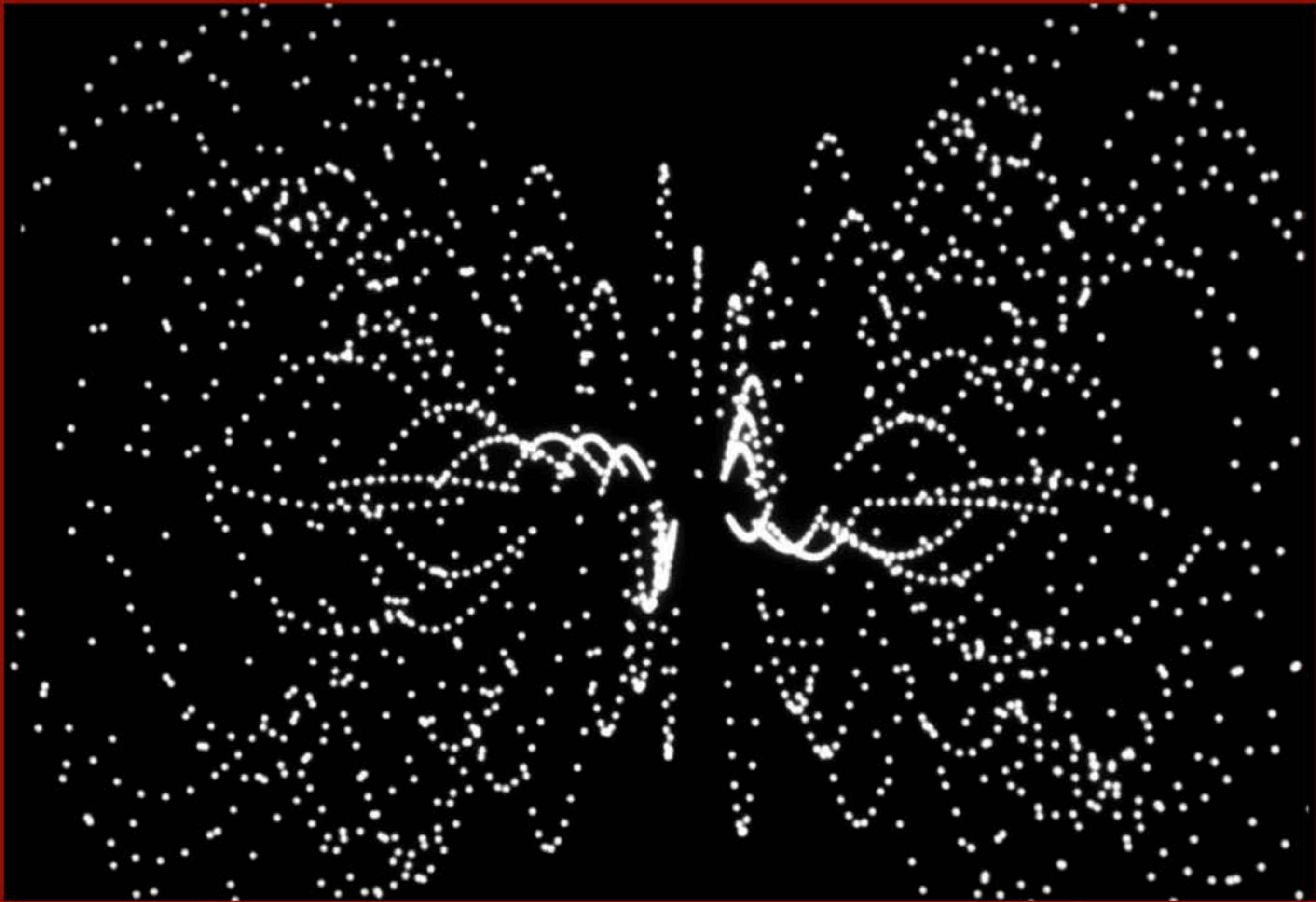
Bruce Beasley, *Breakout*, 1991, cast bronze, 28 x 44 x 12 inches



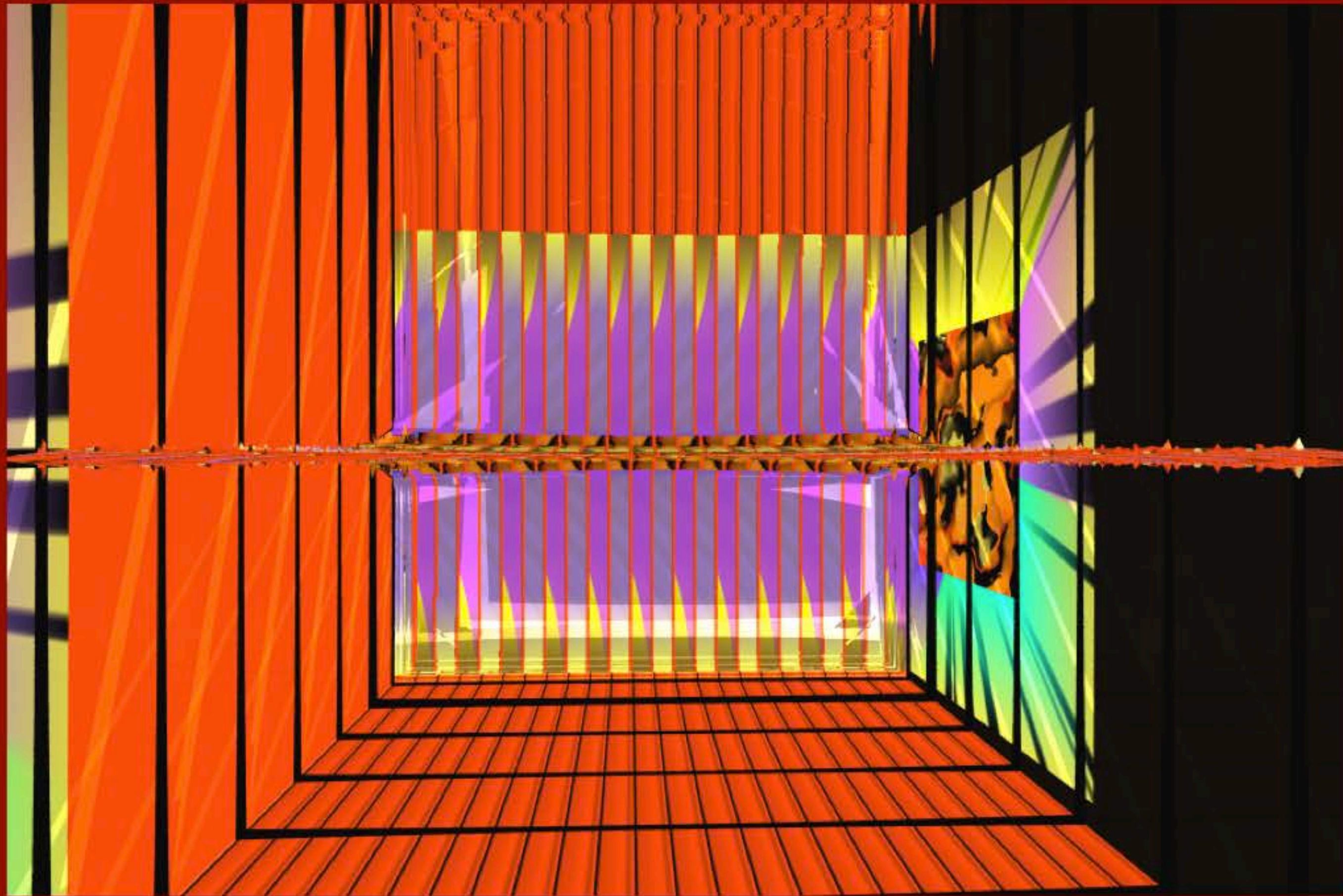
Dan Collins, *Twister*, 2003, CNC-milled urethane, 96 x 30 x 30 inches



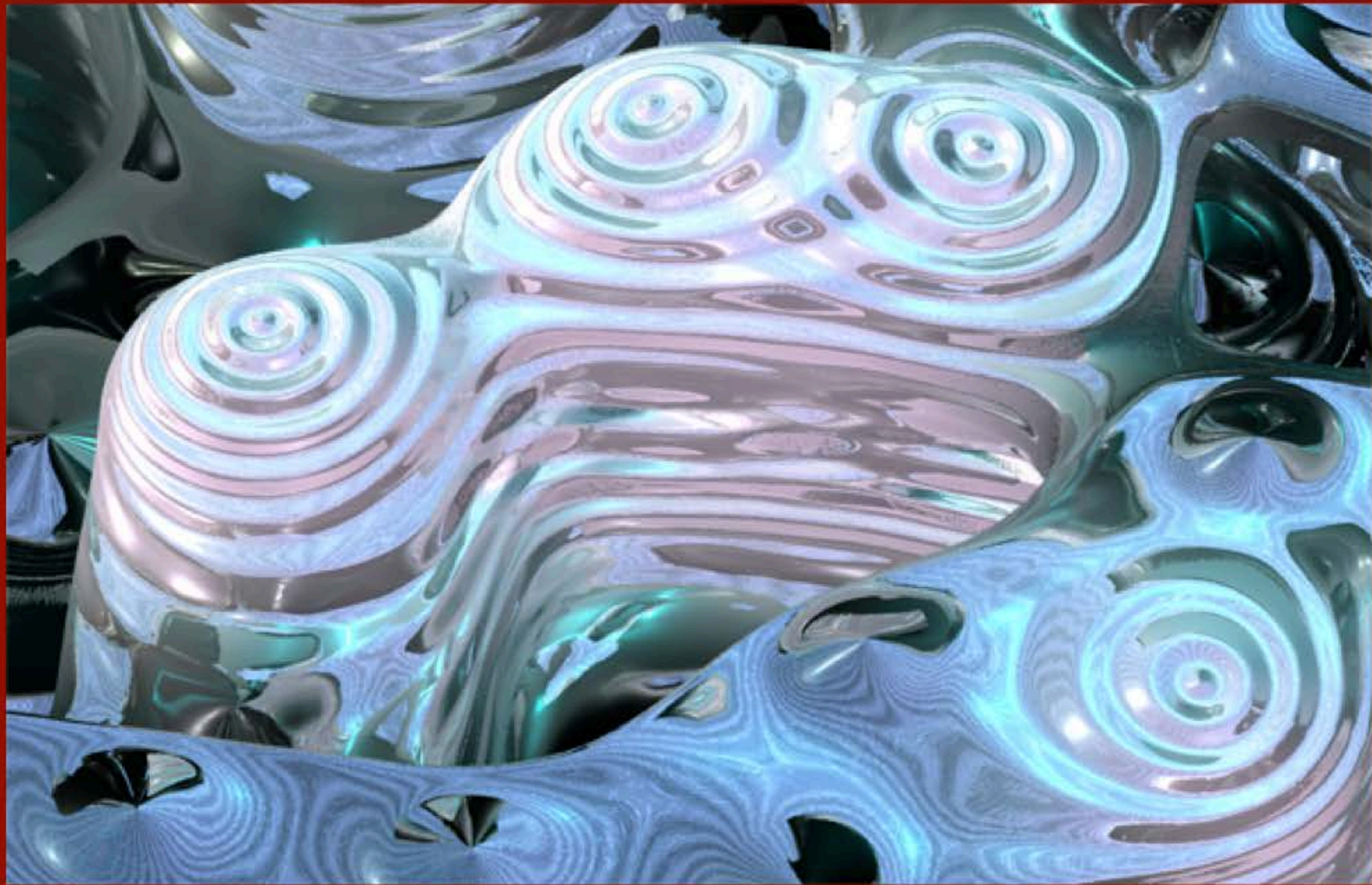
Erwin Redl, *Matrix II*, 2000, LED light installation, 45 x 25 x 14 feet



Larry Cuba, *3/78 (Objects and Transformations)*, 1978, 16 mm film



Dennis Miller, *Second Thoughts*, 2001, computer animation



Yoichiro Kawaguchi, *Nebular*, 2000, image from HDTV animation