



Architectures of Illusion: From Motion Pictures to Navigable Interactive Environments

Francois Penz

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Francois Penz : Architectures of Illusion: From Motion Pictures to Navigable Interactive Environments before purchasing it in order to gage whether or not it would be worth my time, and all praised Architectures of Illusion: From Motion Pictures to Navigable Interactive Environments:

The world of media production is in a state of rapid transformation. In this age of the Internet, interactivity and digital broadcasting, do traditional standards of quality apply or must we identify and implement new criteria? This profile of the work of the Cambridge University Moving Image Studio (CUMIS), presents a strong argument that new developments in digital media are absolutely dependent on an understanding of traditional excellence. The book stands alone in placing equal emphasis on theoretical and practical aspects of its subject matter and avoids jargon so as to be

easily understood by the general reader as well as the specialist. Chapters discuss: animation bull; navigable architectural environments bull; moving image narrativity, questions of truth and representation bull; virtuality/reality bull; synthetic imaging bull; interactivity. This broad analysis of current research, teaching and media production contains essential information for all those working or studying in the areas of multimedia, architecture, film and television.