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Virtual Memory: Time-Based Art and the Dream of Digitality

Homay King

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Homay King : Virtual Memory: Time-Based Art and the Dream of Digitality before purchasing it in order to gage whether or not it would be worth my time, and all praised Virtual Memory: Time-Based Art and the Dream of Digitality:

In Virtual Memory, Homay King traces the concept of the virtual through the philosophical works of Henri Bergson,

Gilles Deleuze, and Giorgio Agamben to offer a new framework for thinking about film, video, and time-based contemporary art. Detaching the virtual from its contemporary associations with digitality, technology, simulation, and speed, King shows that using its original meaning which denotes a potential on the cusp of becoming provides the means to reveal the "analog" elements in contemporary digital art. Through a queer reading of the life and work of mathematician Alan Turing, and analyses of artists who use digital technologies such as Christian Marclay, Agnès Varda, and Victor Burgin, King destabilizes the analog/digital binary. By treating the virtual as the expression of powers of potential and change and of historical contingency, King explains how these artists transcend distinctions between disembodiment and materiality, abstraction and tangibility, and the unworldly and the earth-bound. In so doing, she shows how their art speaks to durational and limit-bound experience more than contemporary understandings of the virtual and digital would suggest.

"Homa King's *Virtual Memory* is a fascinating and beautifully written book that explores the complex imbrication of the analog with the digital, both technologically and conceptually, and makes the case that there is no experience of technology or art that can avoid engagement with the reality of lived experience. Considering the breadth of its examples and topics, *Virtual Memory* should find readers not only in film and media studies, but in art history and criticism, and science and technology studies as well. An outstanding book."