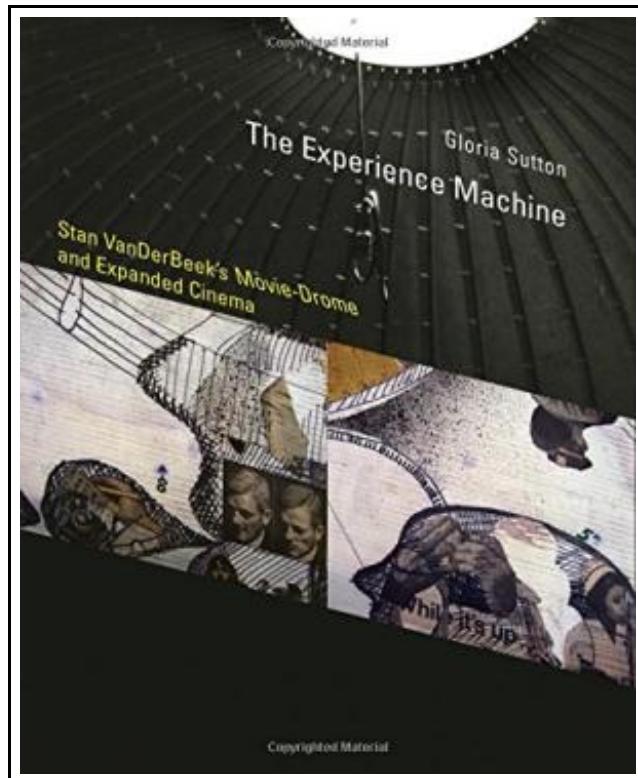


The Experience Machine: Stan Vanderbeek's Movie-Drome and Expanded Cinema



Filesize: 2.74 MB

Reviews

*This written pdf is great. It is really simplistic but surprises within the 50 percent of the pdf. I realized this pdf from my dad and i advised this pdf to understand.
(Mr. Milford Jakubowski IV)*

THE EXPERIENCE MACHINE: STAN VANDERBEEK'S MOVIE-DROME AND EXPANDED CINEMA

DOWNLOAD



MIT Press Ltd. Hardback. Book Condition: new. BRAND NEW, The Experience Machine: Stan Vanderbeek's Movie-Drome and Expanded Cinema, Gloria Sutton, In 1965, the experimental filmmaker Stan VanDerBeek (1927--1984) unveiled his Movie-Drome, made from the repurposed top of a grain silo. VanDerBeek envisioned Movie-Drome as the prototype for a communications system -- a global network of Movie-Dromes linked to orbiting satellites that would store and transmit images. With networked two-way communication, Movie-Dromes were meant to ameliorate technology's alienating impulse. In The Experience Machine, Gloria Sutton views VanDerBeek -- known mostly for his experimental animated films -- as a visual artist committed to the radical aesthetic sensibilities he developed during his studies at Black Mountain College. She argues that VanDerBeek's collaborative multimedia projects of the 1960s and 1970s (sometimes characterized as "Expanded Cinema"), with their emphases on transparency of process and audience engagement, anticipate contemporary art's new media, installation, and participatory practices. VanDerBeek saw Movie-Drome not as pure cinema but as a communication tool, an "experience machine." In her close reading of the work, Sutton argues that Movie-Drome can be understood as a programmable interface. She describes the immersive experience of Movie-Drome, which emphasized multi-sensory experience over the visual; display strategies deployed in the work; the Poemfield computer-generated short films; and VanDerBeek's interest, unique for the time, in telecommunications and computer processing as a future model for art production. Sutton argues that visual art as a direct form of communication is a feedback mechanism, which turns on a set of relations, not a technology.



[Read The Experience Machine: Stan Vanderbeek's Movie-Drome and Expanded Cinema Online](#)
 [Download PDF The Experience Machine: Stan Vanderbeek's Movie-Drome and Expanded Cinema](#)

See Also



Goodparents.com: What Every Good Parent Should Know About the Internet (Hardback)

Prometheus Books, United States, 2000. Hardback. Book Condition: New. 226 x 152 mm. Language: English . Brand New Book. The Internet may now be the most powerful, single source of information in the world, and...

[Save Document »](#)



12 Stories of Christmas

Thomas Nelson Publishers. Hardback. Book Condition: new. BRAND NEW, 12 Stories of Christmas, Robert J. Morgan, Experience the wonderment of Christmas with this endearing collection of original stories. Even though he's got 3.5 million copies...

[Save Document »](#)



My Life as a Third Grade Zombie: Plus Free Online Access (Hardback)

Gallopade International, United States, 2013. Hardback. Book Condition: New. 224 x 142 mm. Language: English . Brand New Book. When you purchase the Library Bound mystery you will receive FREE online eBook access! Carole Marsh...

[Save Document »](#)



Oxford Junior Thesaurus

Oxford University Press. Hardback. Book Condition: new. BRAND NEW, Oxford Junior Thesaurus, Oxford Dictionaries, With its fresh new look, the Oxford Junior Thesaurus gives children starting KS2 the best writing support. It contains entries in...

[Save Document »](#)



Accused: My Fight for Truth, Justice and the Strength to Forgive

BenBella Books. Hardback. Book Condition: new. BRAND NEW, Accused: My Fight for Truth, Justice and the Strength to Forgive, Tonya Craft, Mark Dagostino, This is the true story of a woman who prevailed against the...

[Save Document »](#)