



الفن التفاعلي كمدخل لابتكار مشغولة خشبية

سعيد مصطفى

Abstract:

This research comes within the framework of research that are interested renewal in the field of "Woodwork" and keep pace with modern and contemporary trends by trying to deepen the concept of "interactive art" and how to perceive, and take advantage of it to achieve the aesthetic dimensions of wooden artifacts contemporary visions, and the resulting art technology and practices variables, During a demo of a new entrance to teach in the field of "Woodwork" as a cutting-edge areas that are affected by the change in the incident era. It is here we come to the importance of research, namely: To emphasize the positive role for "interactive art" and the discovery of new experimental entries in the field of "Woodwork" consistent intellectual, educational and artistic contemporary developments, as well as monitoring and research works of art to based on that art emphasizing the importance of this approach in the field of "woodworking. The View Finder chapters of this research are as follows: Chapter One: the researcher eating background Seat- Seat- problem associated with studies on "interactive art" in the field of art and media in addition to studies on the contemporary vision of the woodwork. . Chapter II: interactive and understandable art It has addressed the researcher interested in the "interaction" between human and system Altvaala-dimension philosophical concept of interaction and historical background for "interactive art" and "interactive video art" - and contemporary technical definition of the concept of interactive whiteboard types of "interactive art", and the philosophy of "interactive art" Then the researcher discusses the basic features of the receipt and the effectiveness of the recipient, and then has been a variety of models for "interactive video art, and rating forms of interaction - and axes upon which the artist to achieve the Fine relations in the woodwork was also display interactive art as an entry point for experimentation in various arts. Chapter III: interactive art as an entry point for experimentation in various arts. It was presented models of interactive art in various arts when Egyptian and foreign artists. Chapter IV: Wooden busy between development and experimentation. Researcher seeks through this entrance to the study and analysis of the possibility of employing interactive art in some contemporary and diverse woodwork in order to determine the principles and themes that have had a role in highlighting the interactions to achieve technical and aesthetic in those goldsmiths, where the researcher to extract a set of results through Description values The analysis represents the starting point can be relied upon to conduct research applications. Realization has been arranged according to seniority in terms of the artist's name. Chapter V: This chapter includes applications for self-researcher and display the results and interpretation as well as the recommendations of the research.

Published In:

رسالة دكتوراة - جامعة أسيوط , NULL , NULL