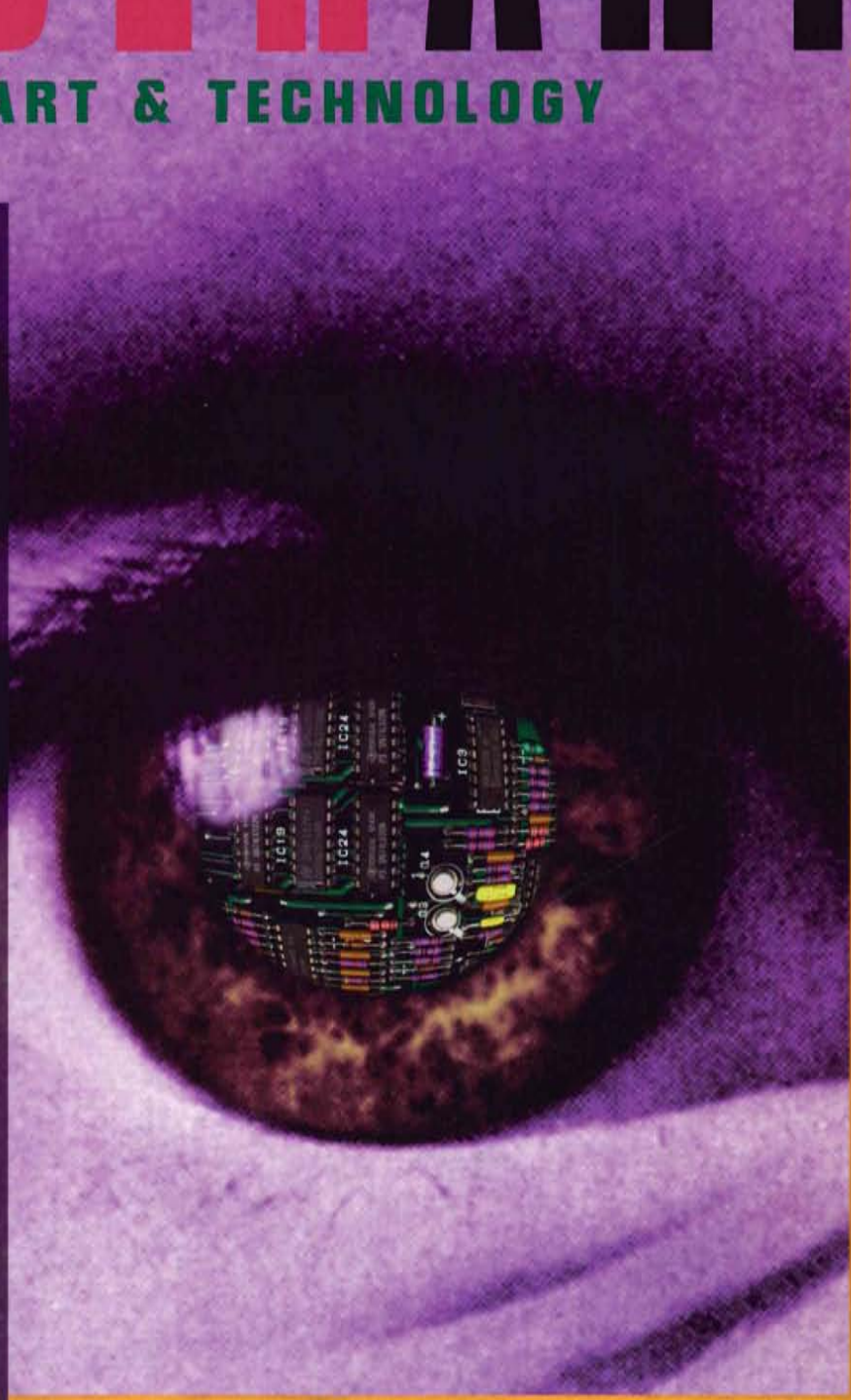


CYBERARTS

EXPLORING ART & TECHNOLOGY

- MULTIMEDIA
MANIACS
- 3D GRAPHICS
- INTERACTIVE
TOYS AND
ENTERTAINMENT
- MOVING
HOLOGRAPHY
- VIRTUAL REALITY
- MIND MACHINES
- 3D SOUND
AND MUSIC
- TECHNO-
AESTHETICS
- ANIMATION &
CHOREOGRAPHY
- THE ARTISTS
OF TODAY
& TOMORROW



FULL-COLOR GALLERY OF CYBERARTWORK

INTRODUCTION BY DOMINIC MILANO

EDITED BY LINDA JACOBSON

This book is gratefully dedicated:

To neoclassical, post-industrial, world funk cybertribalists
D'Ückoo, for being so d'lightful...

And to experiential revolutionaries everywhere:

"No matter how extensive the artist's means, he must use them to provoke more of the spectator's participation, not less. For without the active participation of the spectator there can be *no transfer of consciousness, no Art.*"

—Mort Heilig, "The Cinema of the Future," 1955

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