Computational Practices and Applications for Digital Art and Crafting

Part of the Advances in Multimedia and Interactive Technologies Book Series

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Description:

In the current technology age, individuals and organizations need to utilize digital tools and resources to foster innovation and effectively address challenges. However, the realm of digital art and crafting is complex, and it requires a deep understanding of the tools and techniques and the social and economic factors that influence these practices.

Computational Practices and Applications for Digital Art and Crafting is a comprehensive guide that offers a roadmap for digital makers and educators to navigate this dynamic field. This book covers various topics, from standard digital art practices to generative AI in art making. It provides practical guidance for digital makers, teachers, and managers of maker spaces, helping them to enhance their skills and stay relevant in the everchanging digital landscape.

As digital art and crafting continue to gain popularity, there's an increasing need for standards and best practices. This book offers a framework for understanding the materiality and immateriality of digital making and guidelines for creating and showcasing digital works. By providing a comprehensive overview of digital-making practices, this book equips readers with the knowledge and tools needed to excel in digital art and crafting. Its practical insights and strategies make it a must-read for anyone looking to master the art of digital making.

ISBN: 9798369329276 Pages: 320 Copyright: 2025 Hardcover: \$255.00 E-Book: \$255.00

Hardcover + E-Book: \$305.00

Topics Covered:

- 3D Printing
- **Common Digital Art**
- **Digital Fabrication**
- **Digital Designs**
- **Digital Crafting Case Studies**

- Future of Digital Art
- Generative AI
 - **Common Digital Art Markets**
 - **Digital Art Communities**

Subject: Media & Communications

Readership Level: Advanced-Academic Level (Research Recommended)

Classification: Edited Reference

Research Suitable for: Advanced Undergraduate Students: Graduate Students: Researchers: Academicians; Professionals; Practitioners

Release Date: July, 2024



