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evropský
sociální
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EVROPSKÁ UNIE



MINISTERSTVO ŠKOLSTVÍ,
MLÁDEŽE A TĚLOVÝCHOVY



OP Vzdělávání
pro konkurenceschopnost

INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

VIDEO ART (20th century)

can be defined as a production of images made by transforming electric variations into light data, obtained by using an electronic camera (images and sound) connected to a VCR and a monitor (television screen), image synthesizer or computer.

The images can be still (freeze-framed) or moving, recorded and broadcast in real time or after the event, electronically manipulated or computer-generated. They can be the same format as the monitor or projected onto a wall or giant video screens.

Video installations, video sculptures and video environments use one or several monitors. These can be positioned on their side, at an angle or upright, placed among all sorts of other objects, and can play a single tape or several. The viewer is drawn into the video work and becomes a part of it.

In 1970s, artists explored magnetic tape and live broadcasting. During the 1980s and 1990s they continued to be innovative, using technical inventions like mini cameras, synthetic images, computer graphics, digital images, hybrid images, CD-ROM and multimedia.