MEDIA ARTS

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Art is the history of our world which is one of the most important steps in human evolution. It can be put on the same level with science perhaps even higher because first of all a person must learn to feel the world around him to see and realize himself as an integral part of it.

Science is closely intertwined with art and the result is the creation of a kind of

art that combines history with the latest technology for nowadays. Media art has a lot of strains such as: digital art, computer graphics, computer animation, virtual art, Internet art, interactive art, video games, computer robotics, 3D printing and art as biotechnology. It should be considered some of these areas in more detail.

Virtual art is a popular term for creative human activities aimed to create non-material art objects with the modern computer technology. Virtual art work is created by artists using special computer programs. Virtual reality objects look realistic on the outside but they can not be touched unlike real paintings or sculptures.

At first this type of art was used to develop computer games. But later thanks to the fast development of technology and software artists began to use the unique features of this new art to create virtual paintings, sculptures, installations and other pieces of art.

Animation is the visual art of creating a film from a series of still images. Although computerised film and video technology dominates in animation in the 21st-century, the creative skills of animator and graphic artists in figure drawing remains an integral part of the process.

Animation has developed more and almost taken over the film industry recently. In modern life there are more and more films where actors are the only non-animated objects but computer animation takes the biggest part of films including even animals and extras.

Another interesting type of media art is 3D printing. Many modern sculptors today have switched to such a convenient and cheap material as plastic. Even 3D printers can be used to create large compositions. They are used for three-dimensional printing to get a small sketch of the statue, the initial model of a small size suggesting how the final sculpture will look like.

Many elements of folk crafts that were previously made of bone or wood, today can be reproduced by means of three-dimensional printing with plastic.

In conclusion it should be noted that the prospects for art have never been so fast developing as in the modern art life. If we consider that the world's public museums are actively digitizing traditional art for nowadays, it is likely that in ten

years' time we will see all the world's art in electronic form.

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