

## Basic Profile | Animation



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<b>Frequency</b>	:	Quarterly
<b>Language</b>	:	English
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## About the Magazine

Animation: an interdisciplinary journal affords the primary cohesive global peer-reviewed publishing platform for animation that unites contributions from a wide range of research agendas and creative practice.

The magazine's scope could be very complete, yet its attention is obvious and simple. The magazine addresses all animation made the usage of all known (and but to be developed) strategies - from 16th century optical gadgets to present day virtual media - revealing its implications on different varieties of time-based media expression beyond, gift and destiny.

Animation: an interdisciplinary magazine is crucial and stimulating reading for teachers, researchers, students, curators and practitioners in animation, movie and media studies, cultural studies, crucial idea, structure, art & design, computer sciences, video games research and visual way of life.

"animation: an interdisciplinary magazine guarantees now not handiest an interdisciplinary and global scope, however also - and most widespread at this ancient moment - to re-mediate and inter-mediate a variety of moving photo systems and to re-assume the premises that have so far located it right to separate the 'mashed potatoes' of movie idea from the 'peas' of animation principle and the 'carrots' of virtual media theory. Certainly, animation: an interdisciplinary magazine promises to provide us an extremely full and intellectually

pleasant plate." Vivian Sobchack, Professor of movie, tv and virtual Media, college of California, la, america