Technologies that revolutionised art

1. **Digital image editing**
   Computer retouching revolutionised photography. It allows you to play retrospectively with **colour, contrast, brightness, image elements, formatting**.

2. **Streaming**
   Is the most widely used **continuous broadcasting** technology on the Internet. Playing and downloading an audio or video is done simultaneously.

3. **Crowdfunding**
   Collaborative crowdfunding on the web allows artists to fund their projects with **small contributions from many different users**.

4. **3D printing**
   3D printers have opened up new paths for sculpture and architecture. It enables **design and materials innovation**.

5. **Video mapping**
   This technique makes it possible to **project drawings, images or sound** on surfaces such as building facades, monuments, etc.

6. **Augmented Reality**
   Real objects combined with virtual ones. The artist Scarlett Raven uses augmented reality to show the creative process behind each of her paintings.