



La ontología de la imagen híbrida: Actualización de las premisas ontológicas en la teoría de andré bazin [

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Analítica

We are witnessing a rapid evolution of digital technology, to the extent that nowadays it is almost impossible for the average spectator to discern between live action and ComputerGenerated Imagery. Such a development of its components brings about a theoretical problem: the socalled "death of cinema". André Bazin's theory has been constantly revisited because of his hypotheses on the ontology of the photographic image and its cinematographic implications. This paper aims to actualize Bazin's thought, through the link between film and its materials as well as his arguments regarding cinema as an essentially realist medium. To do so, we'll do a comparison between the three primary materials used to create pictures: optical images, both analogical and digital, and CGI. My final goal is to explore to what extent hybridization has transformed cinema from a Bazinian point of view

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