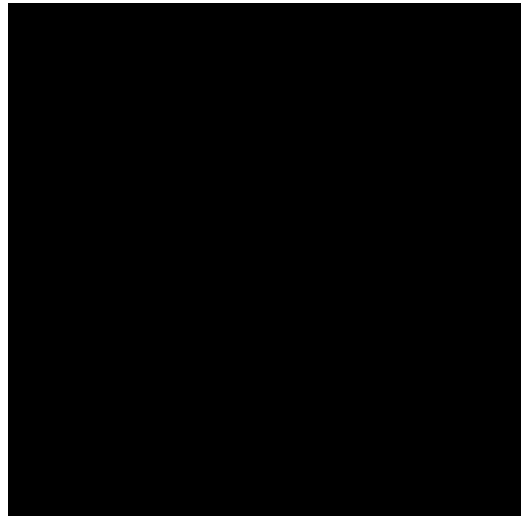


**GLOSSARY** INDEX

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**ANIMATE ASSEMBLY**

**ANIMATE ASSEMBLY** is concerned with how the animate and the inanimate are arranged toward each other, what kinds of engagements this allows for, and which ones it disables.

The **ASSEMBLY** commissions contributors to produce entries for a speculative glossary of animation today, and takes shape through the dialogues and debates they prompt.

Animation today has proliferated into fields of 3D simulation and computational models, in contexts ranging from economic modelling and ecological activism to architectural and city design, medicine and surgery



