

CONTENTS

| | |
|---|-----|
| Acknowledgments | vii |
| INTRODUCTION Insects in the Age of Technology | ix |
| 1 NINETEENTH-CENTURY INSECT TECHNICS The Uncanny Affects of Insects | 1 |
| 2 GENESIS OF FORM Insect Architecture and Swarms | 27 |
| 3 TECHNICS OF NATURE AND TEMPORALITY Uexküll's Ethology | 57 |
| 4 METAMORPHOSIS, INTENSITY, AND DEVOURING SPACE Elements for an Insect Game Theory | 85 |
| <i>Intermezzo</i> | 113 |
| 5 ANIMAL ENSEMBLES, ROBOTIC AFFECTS Bees, Milieus, and Individuation | 121 |
| 6 BIOMORPHS AND BOIDS Swarming Algorithms | 145 |
| 7 SEXUAL SELECTION IN THE BIODIGITAL <i>Teknolust</i> and the Weird Life of SRAs | 169 |
| EPILOGUE Insect Media as an Art of Transmutation | 195 |
| Notes | 207 |
| Index | 271 |