

## **English**

Among all presentation models developed by contemporary art, the goals of this paper aim to analyse concepts of intermedia works of art setting light and sound as the fundamental axes of the paper. We will learn from their poetics and languages and their link to technological progress, thought to promote expansion of projection supports, which have new meanings and give identity and new forms of expression to works of art. They do so by providing new materials and languages created by the merging of disciplines and which go from installation to the latest most recent manifestations. In this sense, our hypothesis focuses on proving how merging art with other technological disciplines has resulted in the creation of new languages, poetics and materials to create increasingly invisible or immaterial projection supports. This paper therefore aims to get to know interactive multimedia artistic languages, applied to projection supports or screens capable of containing image-light, and then find out how they evolve together within research lines and scientific and technological advances, as well as within other artistic disciplines. Another goal is to understand concepts related to this topic which are interesting and valuable to the languages we study. In order to do so, we will go through history to situate concepts in time and space in order to understand and analyse their meanings and expansion.

Key words: image-light, image-movement, sounds, projection supports, installation, multimedia, augmented reality, video mapping, holography, interactivity.