generativity.

the problem
of authorship

external

ceding
control

autonomy

system

glitch art

emergence

instructions

rules

art created by means of an apparently autonomous* system or process

*som (i høj grad) styrer eller bestemmer over
sig selv; (delvis) selvstændig

"Generative art refers
to any art practice in
which the artist cedes
control to a system
with functional
autonomy that
contributes to, or
results in, a
completed work of art.
Systems may include
natural language
instructions,
biological or chemical
processes, computer
programs, machines,
self-organising
materials,
mathematical
operations and other
procedural inventions"

Philip Galanter

https://nynnelucca.github.io/Mini-exercises/mini_ex6/empty-example/

the unpredictable code

koden udfordrer os

fejl

overraskelser

between practice and theory

implikationer

konsekvenser

feeding back

the problem of authorship

hvem?

"the death of the author"

diskussion

hvem synes I er forfatteren? og hvorfor?

hvad mener I om sætningen: man kan bruge koden
til at 'tænke' med?

hvorledes adskiller dette emne sig fra de foregående?

feedback

beskriv hinandens programmer og indgå i dialog

hvorledes relaterer jeres program sig til
en bredere digital og kulturel kontekst?

a generative program – mini_ex6

I) Start with a blank paper. Think of at
least three simple rules that you want to
implement in a generative program.

II) Based on the rules in step 2, then design
a generative program that utilises at least
one for-loop/while-loop and one conditional
statement. (You may also consider to use
noise() and random() syntax)

codingTime()