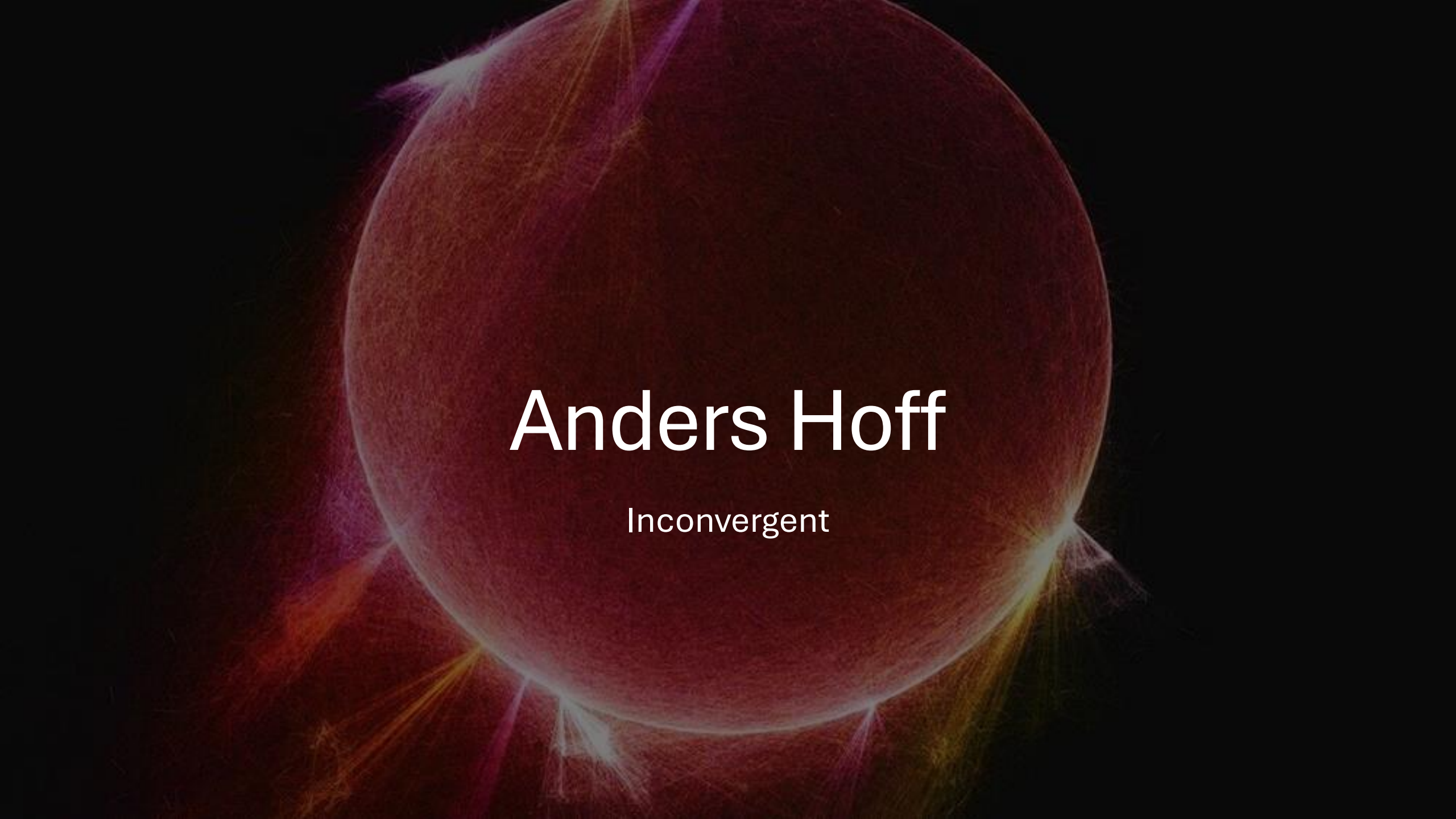

Anders Hoff
Inconvergent

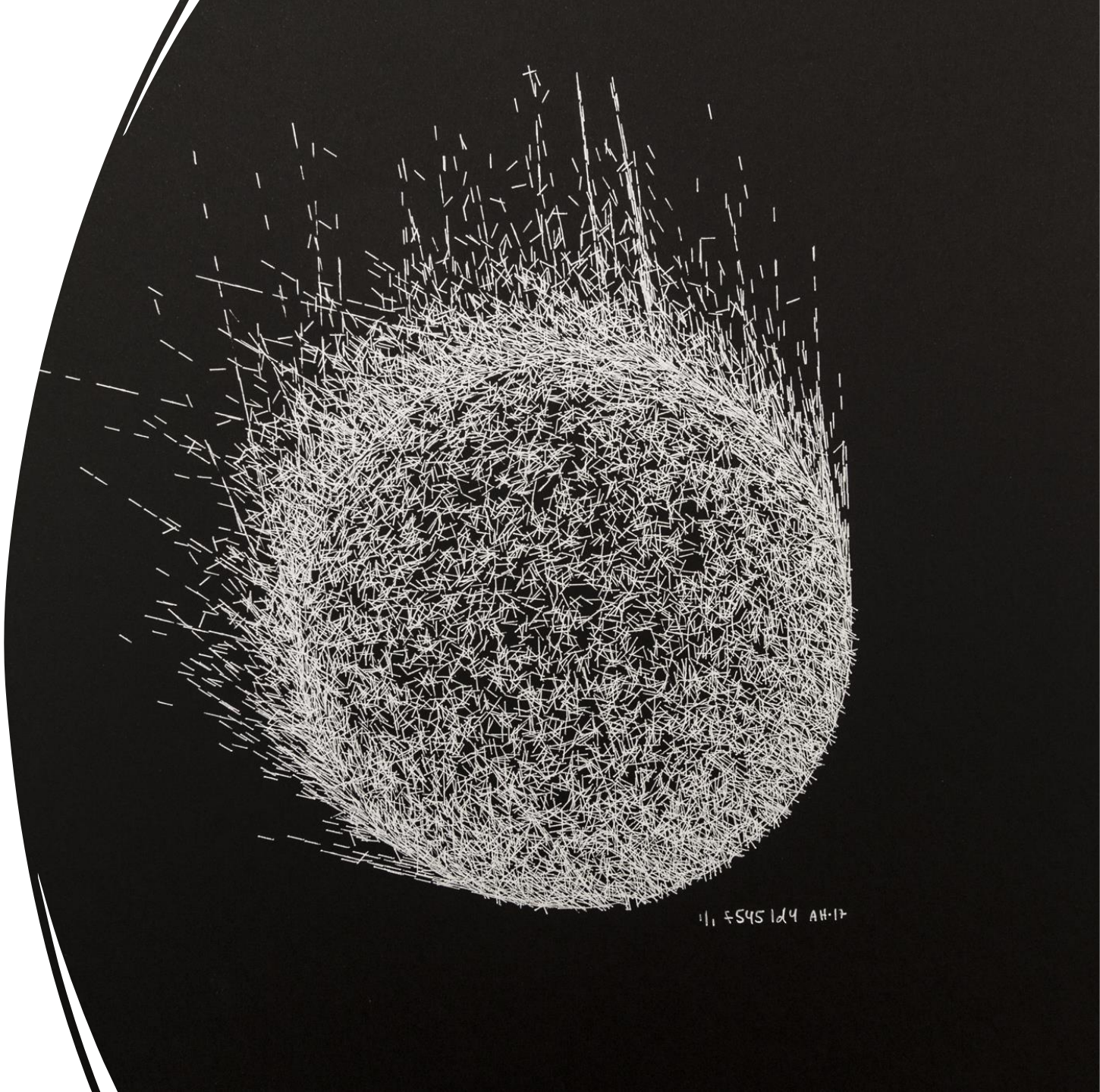
Who is Anders Hoff?

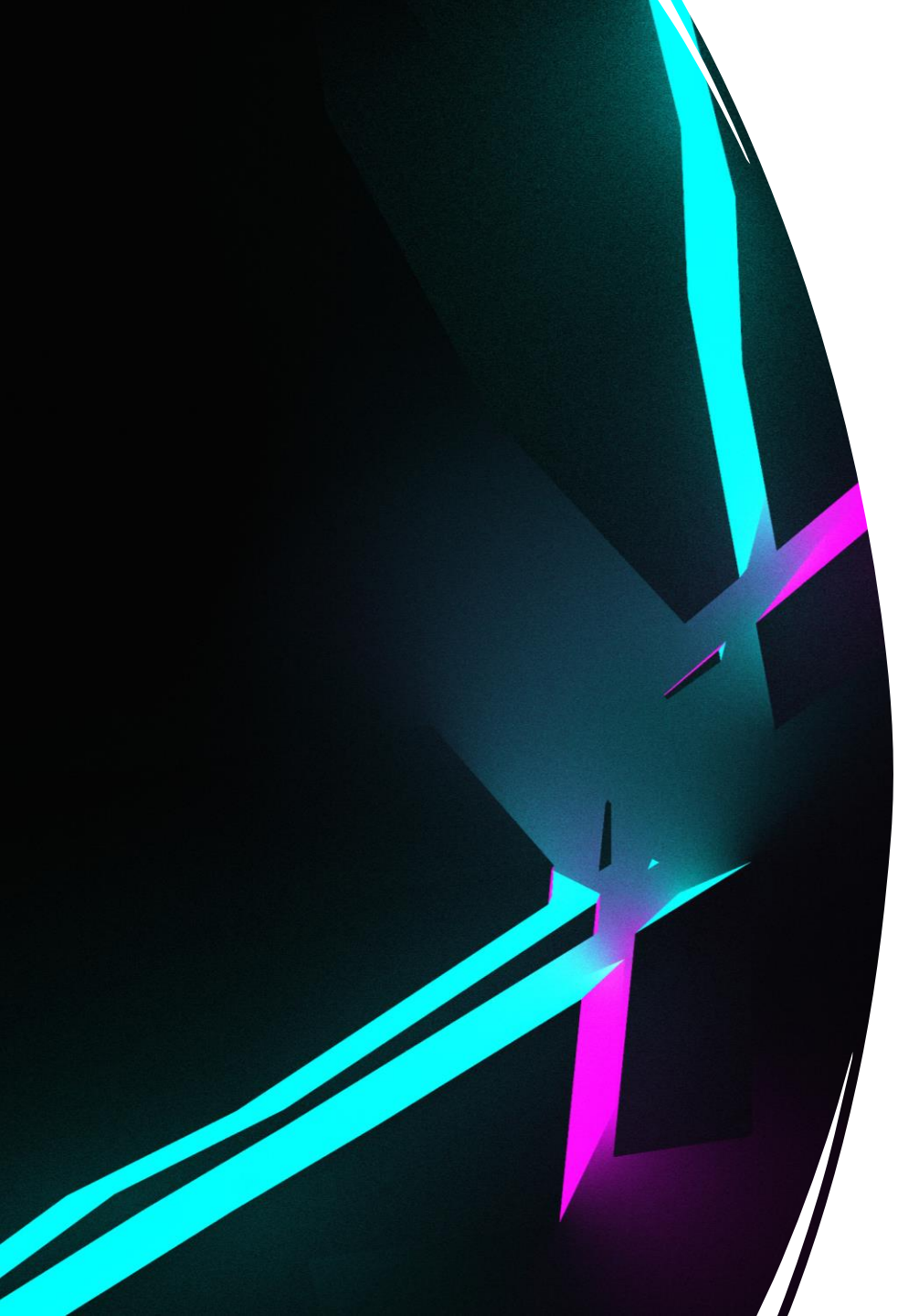
- **Background:**
  - Norwegian generative artist
  - Online alias: *Inconvergent*
  - Background in engineering and numerical mathematics
- **Artistic Focus:**
  - Uses algorithmic techniques to create intricate and organic visuals
  - Explores the intersection of mathematics, code, and art

Art Production

Tools & Techniques:

- Uses programming languages like Processing, Python, and JavaScript
- Works with differential growth, procedural algorithms, and particle systems
- Creates digital and physical outputs, including plotter drawings



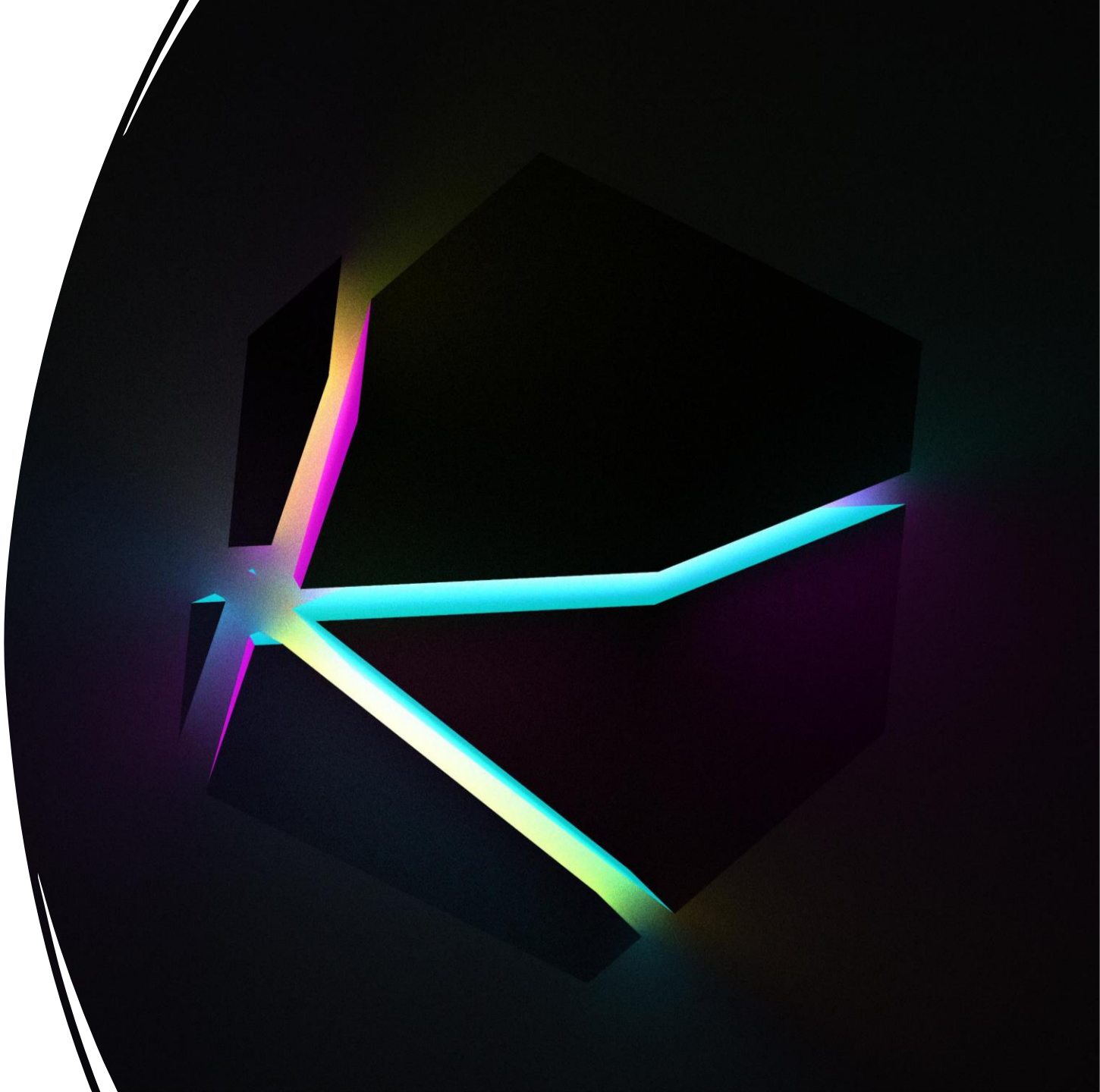


Art Process

- Begins with structured mathematical systems
- Introduces variations to balance order and chaos
- Uses randomness to mimic natural patterns like tree growth and cellular structures

Core Principles

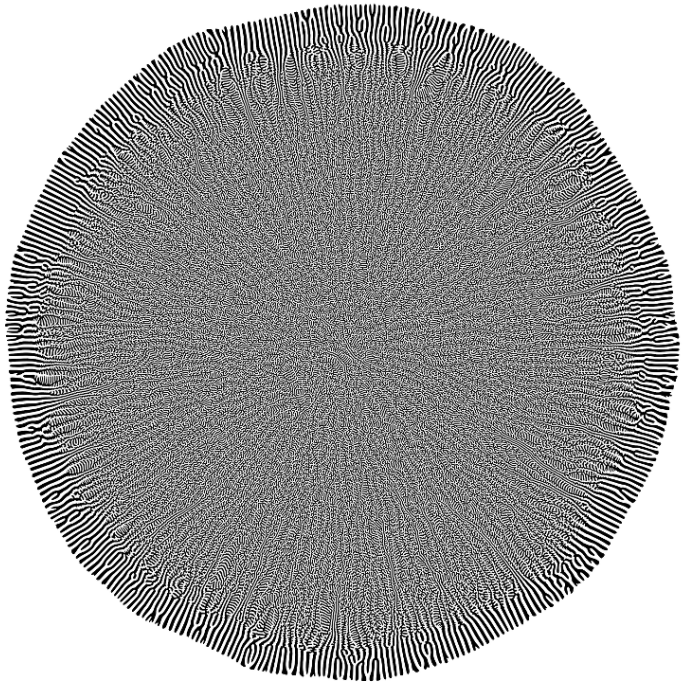
- Hoff explores emergent systems; how simple rules can produce intricate and organic forms.
- Balances randomness and control to create visuals that resemble natural growth.
- Work reflects theories from ones such as cellular automata, where complexity emerges from repetition and variation.



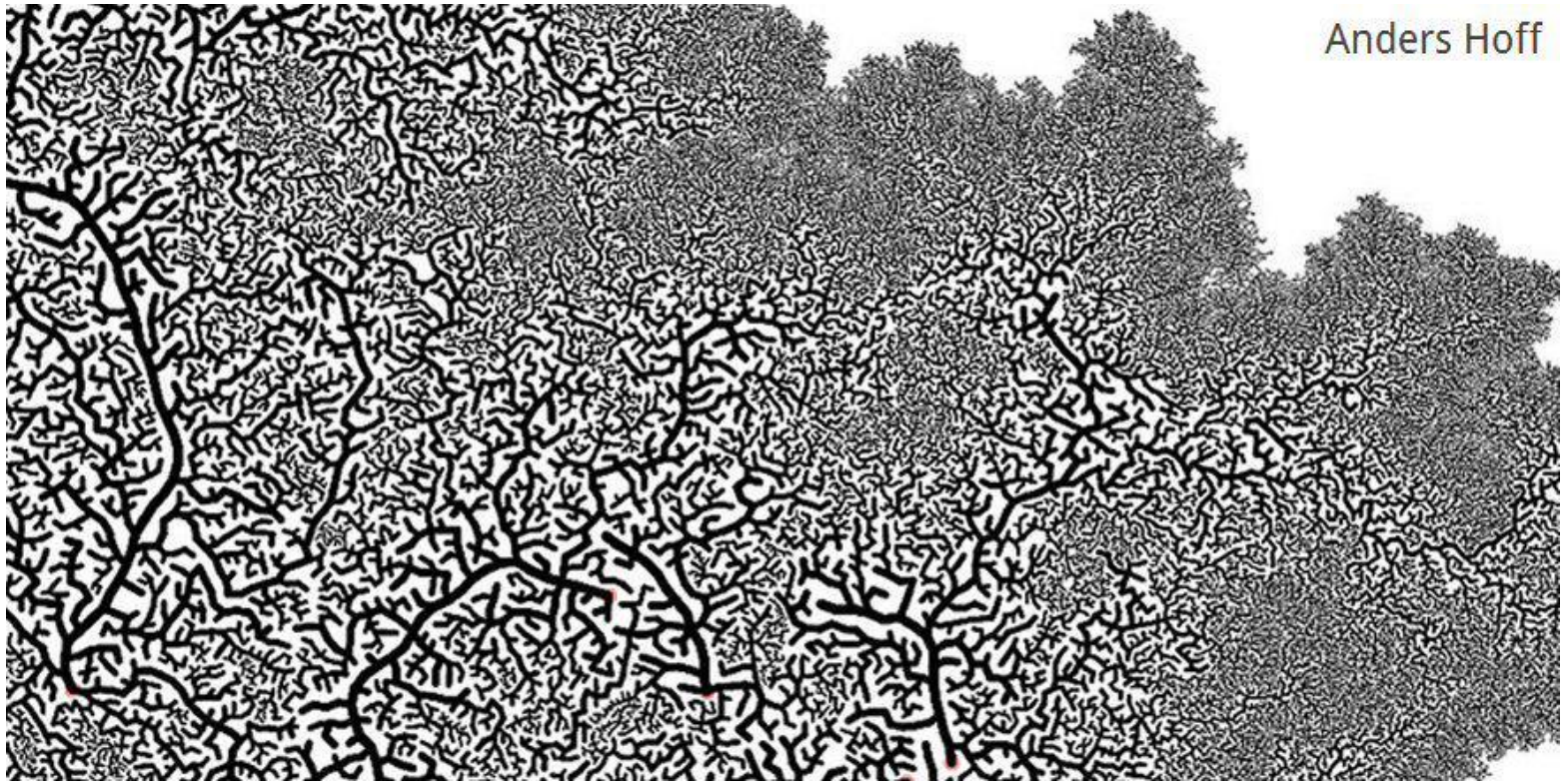
Notable Works

- **"Differential Growth" Series**
  - Mimics organic structures such as coral and bone growth
  - Uses small algorithmic adjustments to create flowing patterns
- **2. "Hyphae"**
  - Inspired by fungal growth and vein networks
  - Generates intricate branching structures
- **3. Plotter Drawings**
  - Uses mechanical plotters to bring digital generative designs into the physical world
  - Highlights the connection between technology and traditional art

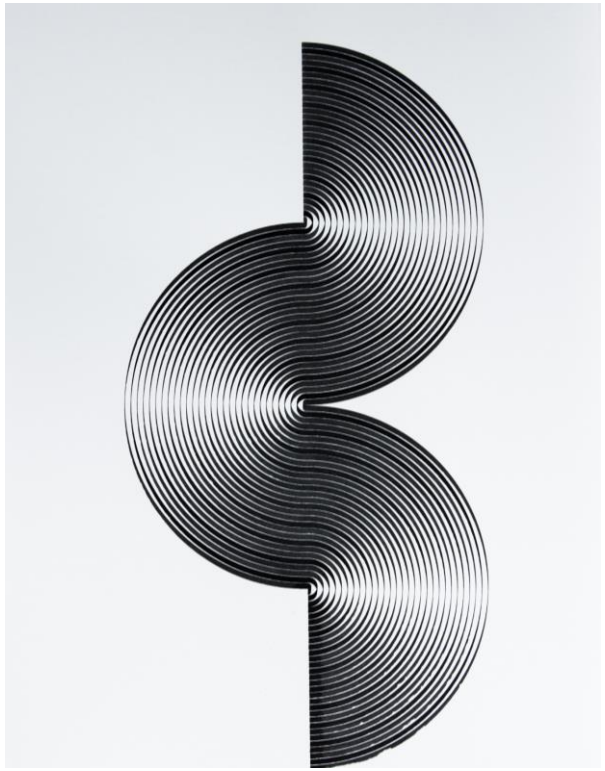
Differential Series

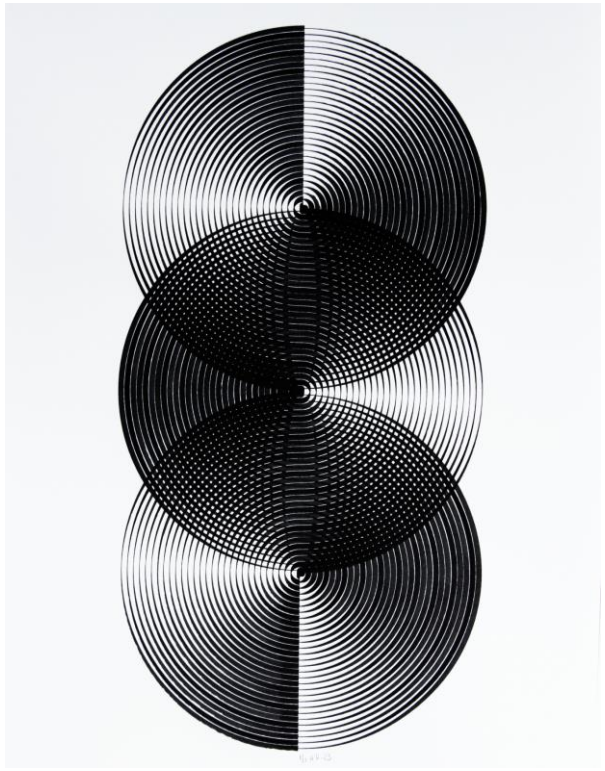


Hyphae



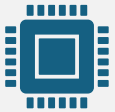
Plotter Drawings





Historical Development

Generative art’s roots start in the 1960s, with people like Vera Molnar and Harold Cohen exploring algorithmic and computational methods.



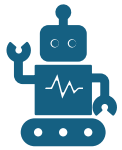
Hoff’s work builds on these principle of computational aesthetics, procedural systems, and creative coding, that emerged in the 2000s with tools like Processing and P5.js

Hoff’s use of algorithms reflects a broader blend of mathematics, technology, and visual art in the generative movement.

Contemporary Applications

- Anders Hoff's work is widely recognized within the generative art community for its elegant use of algorithms, such as differential growth and emergent systems.
- His explorations of organic patterns, randomness, and control contribute to the broader field of generative art, where such techniques are studied, shared, and adapted.
- His blog posts, open-source projects, and talks have been referenced in the creative coding community, influencing how artists and developers approach algorithmic design.
- Although there is no direct influence on modern practices documented, the principles of algorithms he uses are relevant to broader applications in data visualisation, generative branding, procedural game design, interactive installations, and plotter art/physical generative art works.

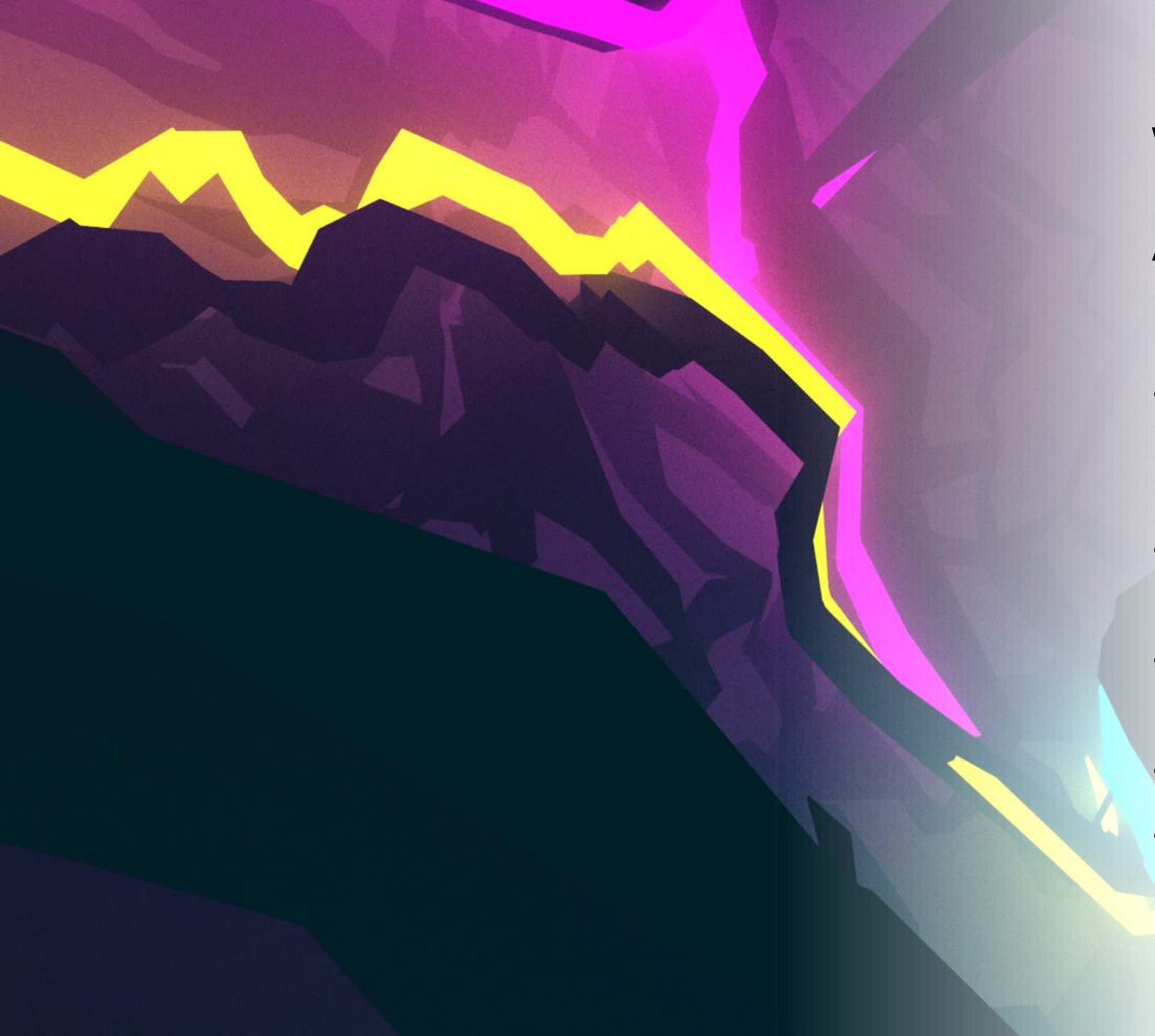
Future Implications



Hoff’s work shows the potential in algorithms to shape the future for digital art, design, and automation.

Generative systems can drive innovation in fields such as AI assisted creativity, content generation, and sustainable design.

Hoff’s work emphasises the importance of integrating human creativity with algorithmic systems in the digital world.



Why I Chose Anders Hoff

- Work blends science, art and nature in an organic way
- Captures balance between structure and randomness
- Creates expressive and interesting algorithms
- Visually pleasing art
- Varied experiments that cover a lot of different styles

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