Daniel Munoz Calderon   Cart263

Robert Hodgin

Robert Hodgin is an artist based in Brooklyn, NY. He is the co-founder and head of R&D at Rare Volume, a Design and Technology studio. This institute mainly works with procedural generated technology to create art of anything ranging to rivers that never existed to the start at any time and place in the universe. Robert Hodgin graduated in 1998 with a degree in sculpture from the Rhode Island School of Design. He is a founding partner of "The Barbarian Group" a marketing, experience and innovation agency located in New York. Robert Stablished and led the west coast office and labs until 2009. Two years later he joined Bloom studio to develop an interactive map called planetary for the IPad that was commissioned by the Smithsonian Cooper-Hewitt National Design Museum. He is also co-creator of the Cinder C++ framework. His personal work spans from 2D visualizations to immersive 3D terrain simulations. He likes to add a focus to theoretical physics, astronomy, flocking simulations and audio visualizations. Me primarily works with Houdini. Houdini is a 3D animation and modeling software that always for creation of simulations and other special effects. He has had multiple conferences and talks to name some he has spoken at the international conferences such as OFFF Eyeo Festival, TEDx, FlashForward, FITC, Flash on the Beach, and FlashBelt. He has given guest lectures at RISD, NYU's ITP program, UCLA's DMA program, and SCI-ARC. His work has been displayed and showcased at multiple prestigious institutions including the Victoria & Albert Museum, Wing Luke Asian Museum, McLeod Residence Gallery, Wired NextFest, San Francisco Exploratorium, and the San Francisco Independent Film Festival. Robert Hodgin is a talented artist that likes to work with procedural generation to inflict a sense of wonder and awe to the viewer while exploring the different 'what ifs' in various fields.

One of the simulations I liked the best while looking through his site is the one called Murmuration. It is a simulation of birds flocking in unison creating a beautiful and mesmerising sight. The flock system has been around since the early 2000's and in its beginnings it could only handle about 1000 flying objects during the simulation, in later versions of the system it has managed to push the CPU capacities and has enabled the use of 40000 flying objects all at once creating an even more impressive simulation. It is possible to create a simulation with over 1M flying objects depending n the computer power and GPU used. Some of the newest versions of this flock pieces were made in Houdini using 200K to 500K flocking objects. I love the way these simulations work. I have made some similar creations in the past with way less moving objects and I love the way they look. It is something almost hypnotising. I obviously have a biased towards 3D animation art as it is something I can also do and I find Roberts Flocking piece to be one of the better 3D art pieces shown in the list of artists. This piece seems nearly therapeutically and the more objects they get to use the better the effect is. This has definitely made me want to try something similar in the future with my own art as it is a field I haven't fully explored and that clearly has way more to show and give. Something I love about procedurally generated art is that is it practically infinite and booming with a nearly endless amount of possibilities. I love using procedural systems for textures on my own models yet I haven't fully explored procedural generated meshes and object behaviours which is definitely something I plan on doing in the future.