



MACHINE'S DREAM

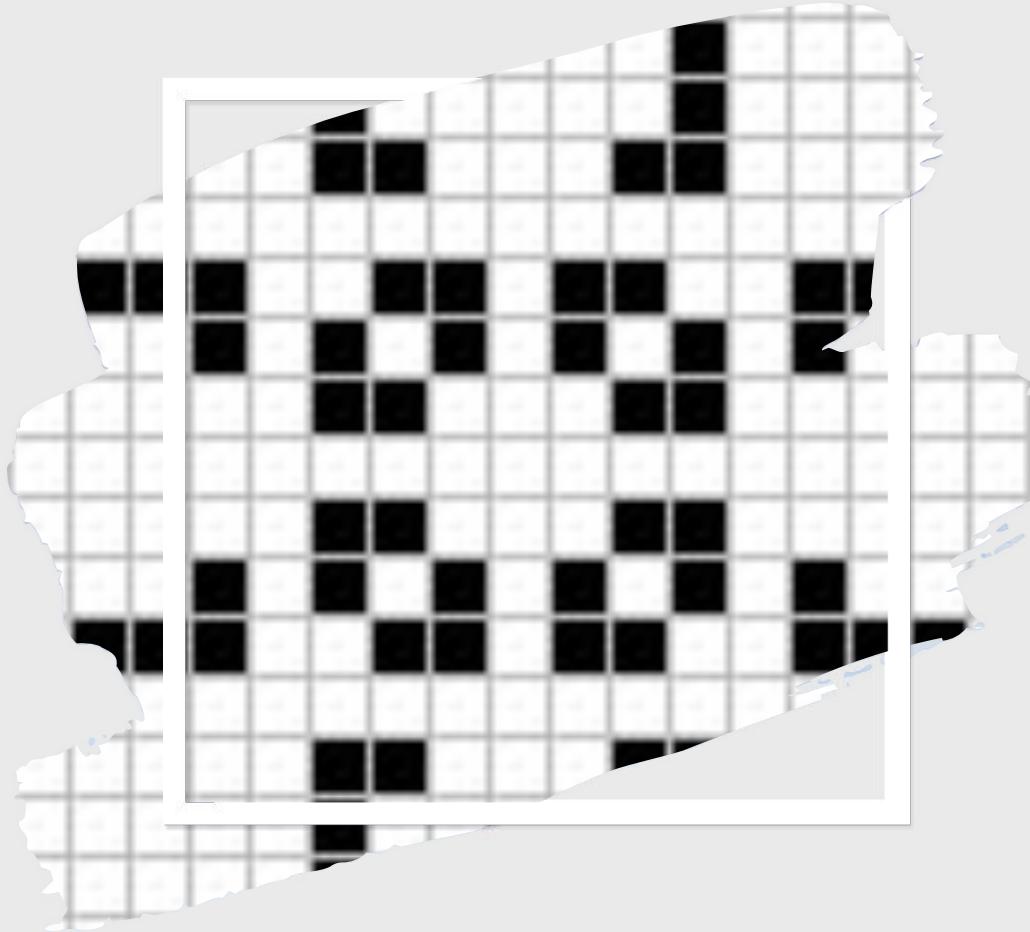
The image features a light gray background with several horizontal, overlapping brushstrokes in shades of purple and blue. The strokes have a textured, painterly appearance with visible bristles and varying intensities of color. In the center of the composition is a white rectangular frame. Inside this frame, the word "INSPIRATIONS" is written in a bold, white, sans-serif font, centered horizontally and vertically.

INSPIRATIONS

The automation of Game of Life

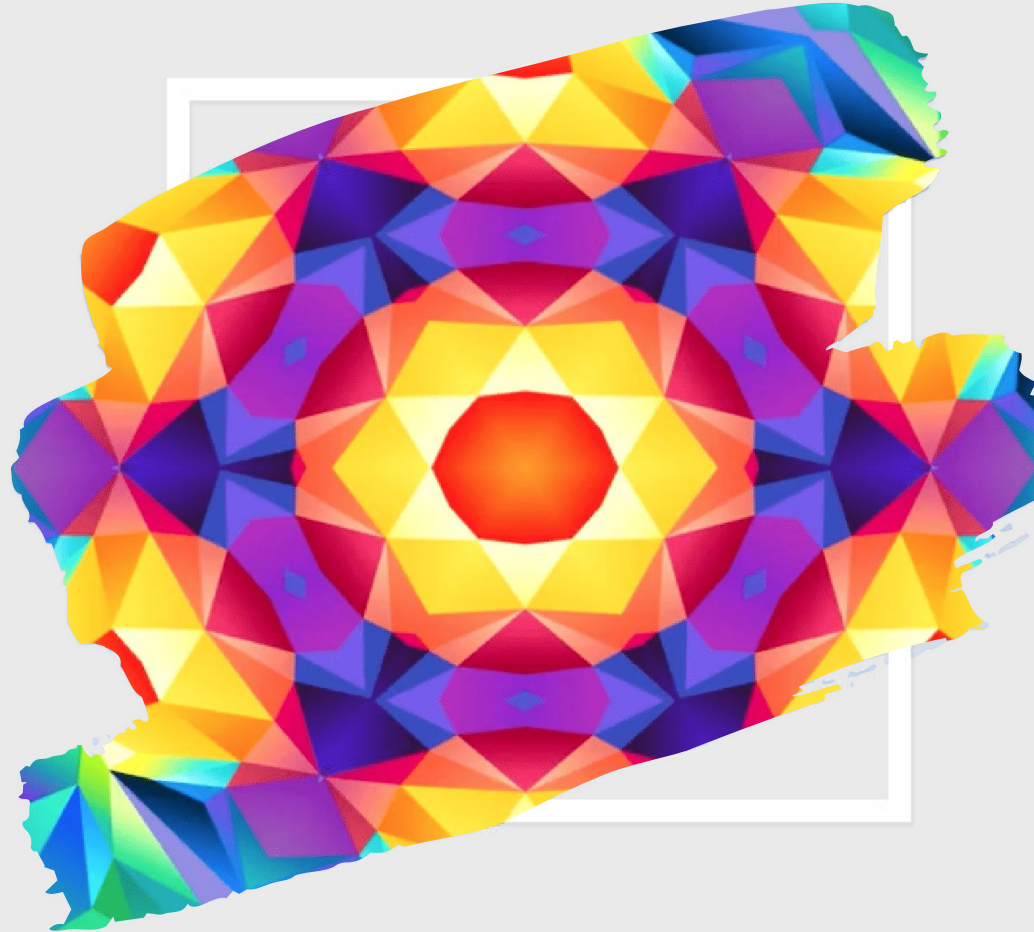
We wanted to computer to
take our input and **start
dreaming** and **changing
the individual input** into a
individual story.

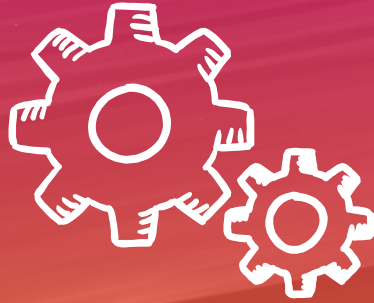
Create an **automated art**.



Symmetry & Colors of Kaleidoscopes

The kaleidoscope provides with us the **beauty of dispersion**, where we fall into these colorful cells like we engage ourselves in the **fragmented dreams**.





DESIGN PROCESS

How did we end up with our AMAZING
project ?!



Brainstorming

Automatic art

Unique coloring

Impossible structures

Multiple messages

Simple yet complex

Not presumptuous

Sounds to evoke emotions

Sounds to accompany the artwork

Interactive artwork

Beyond reality using code

Sounds and dance that are transformed into a visible artwork

Game of life, with the output transformed into music

Escher styled artwork

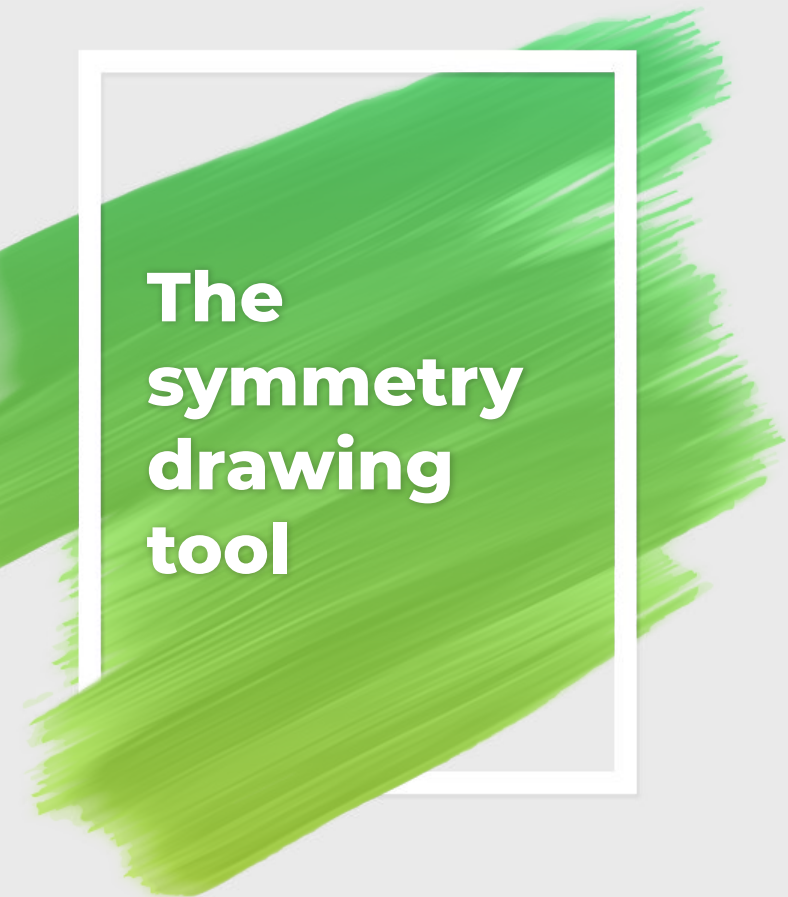
Cthulhu inspired

Automatic **Kaleidoscope**

Emotions, Feelings

Fractals artwork

Drugs



The symmetry drawing tool

User's input

The **users draw** thanks to a tool helping creating **kaleidoscope-like** drawing

Represent the **users' reality**, their **memories**, that they bring into the dream.



New version Game of Life

Game of life

- The **machine** takes the input of the user and **transform it**
- **Colors, Sound, Speed** creates a specific **atmosphere** according to the **mood** selected.

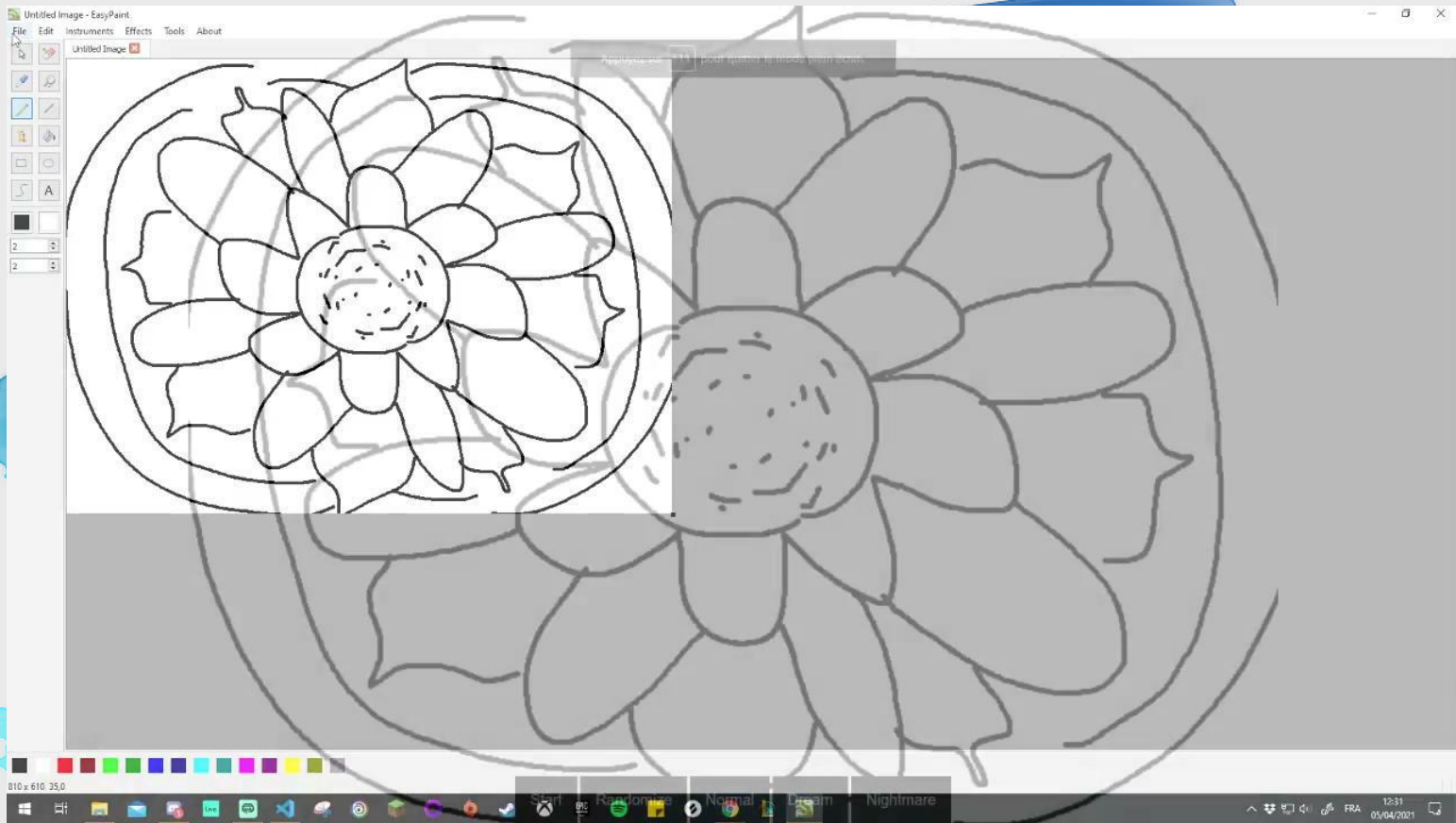
The **machine's dream** takes control.

Color Palette Inspirations





DEMONSTRATION





FUTURE IMPROVEMENTS



Possible Improvements

**Improve the
music**

**Add more
moods**

**Dynamic
changing
Rules**

**Wall-size
display**



THANKS!

Any questions?