

Instructions

INTERLUDE 01

Computers



Computers



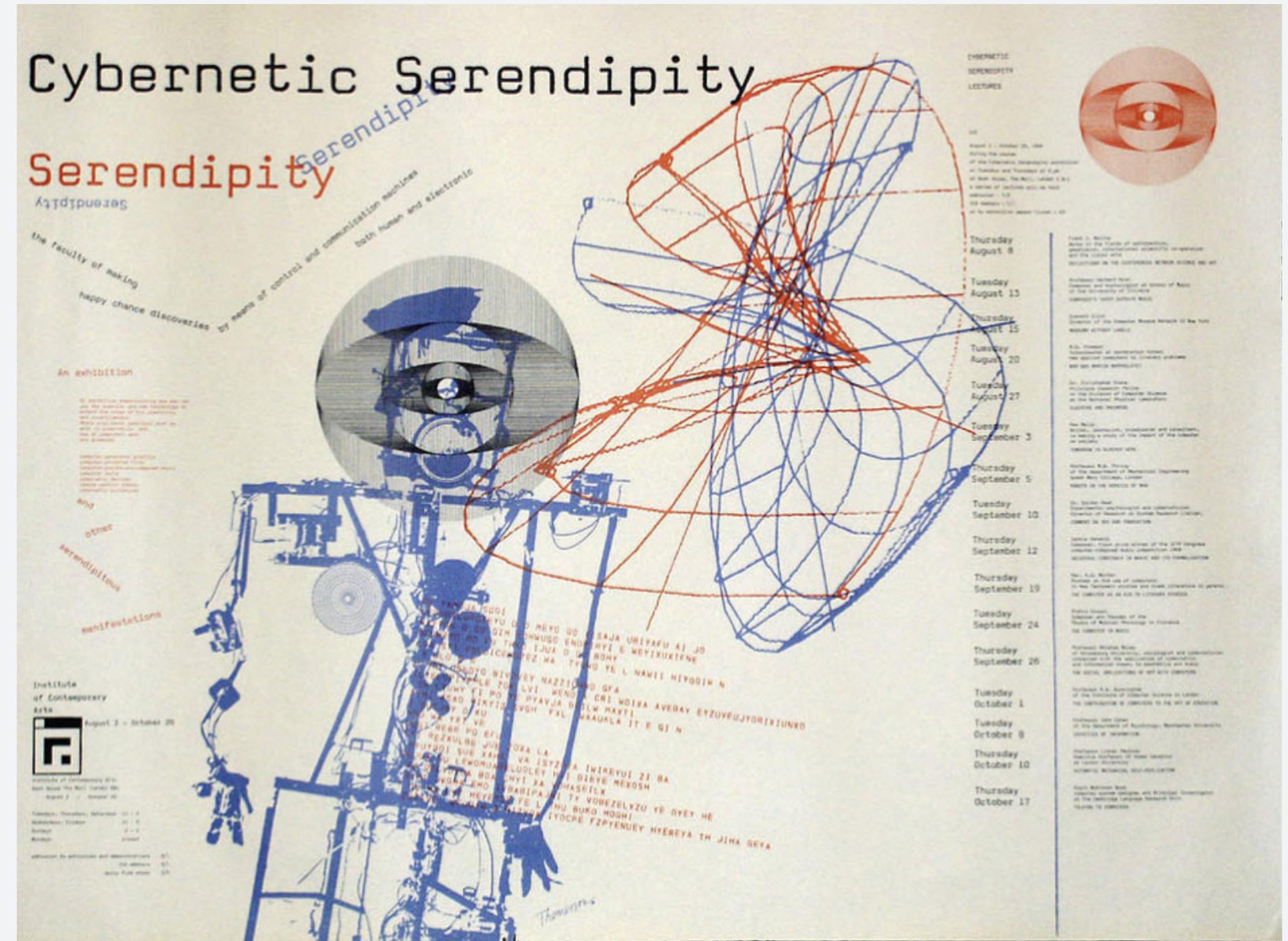
Creative Computing - 1968

Cybernetic Serendipity

Jasia Richardt curated the exhibition at the ICA in London.

The exhibition was devided into three parts:

1. exhibited computer generated graphics, film, music, poems and text,
 2. looked at cybernetic devices as work of art
 3. demonstrated the uses of computers



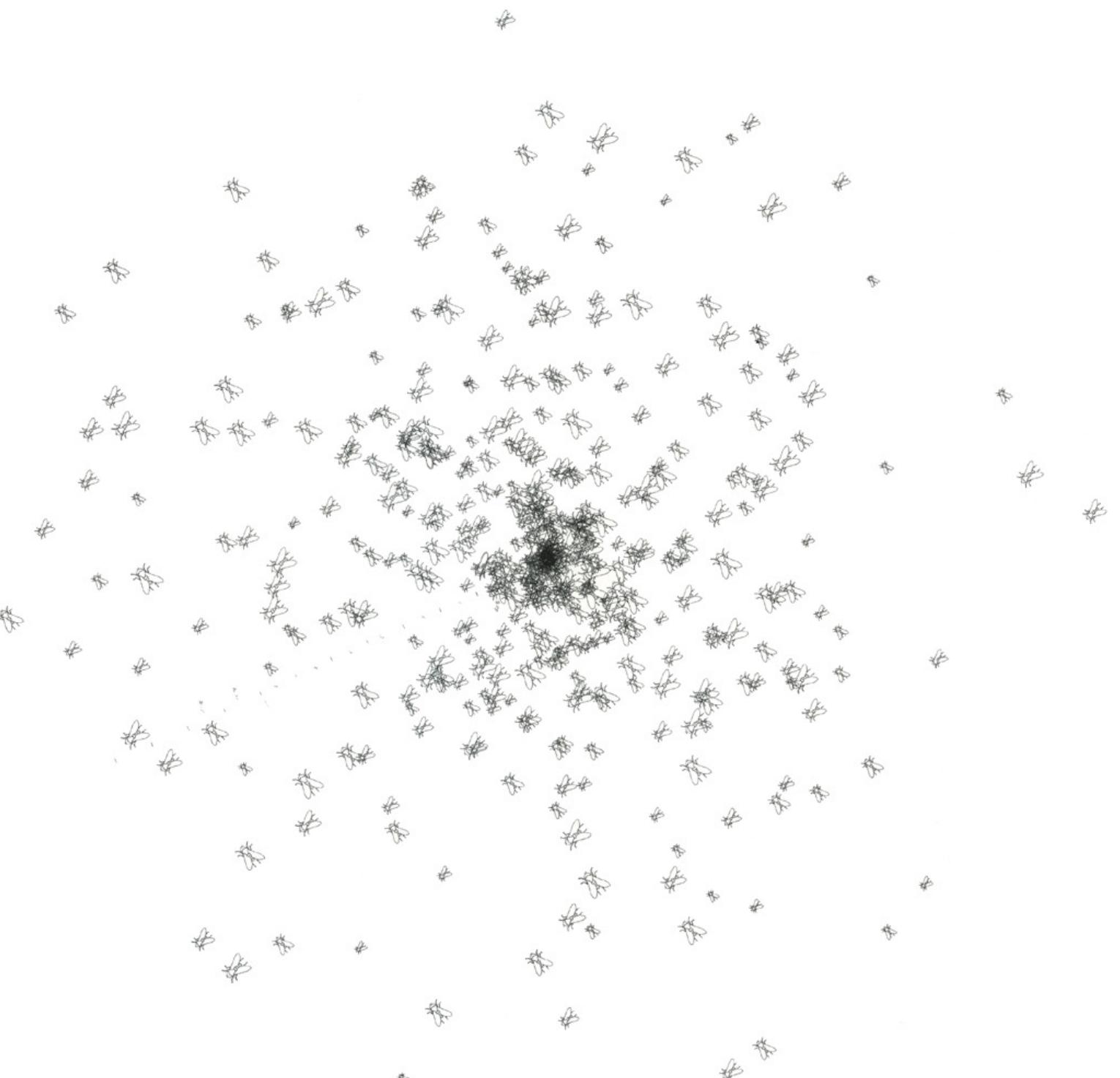
Creative Computing

Algorists - Programming as Drawing

Charles Csuri, Feeding Time, 1966

Exhibited at Cybernetic Serendipity

A computer program generated random numbers which determine the distribution of a specific number of flies in a series of 1 inch concentric rings. Within predetermined limits the random number also decides the orientation and the size of each fly.

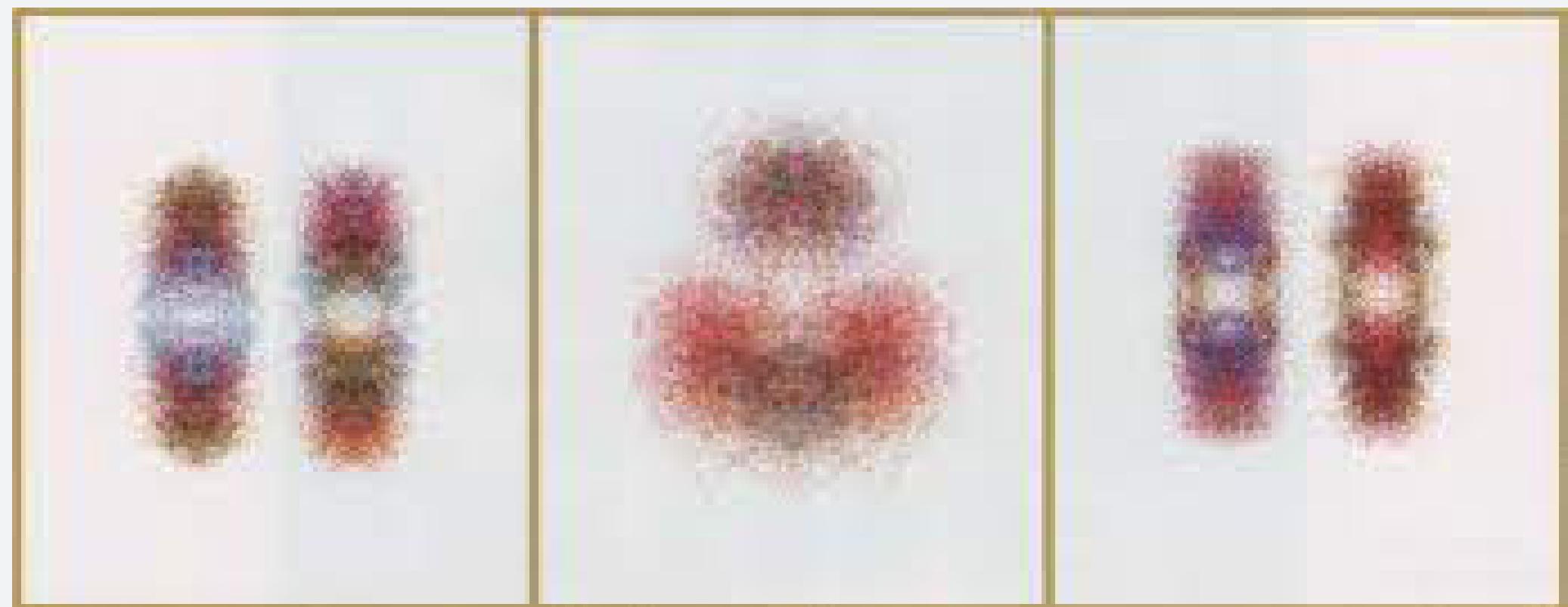


Creative Computing

Algorists - Programming as Drawing

Roman Verostko, Gaia Triptych, Siggraph 2004

"For over 20 years, I have been working on a program of form generators for initiating and improvising art-form ideas. These generators are original drawing instructions (algorithms) that specify detailed procedures for visualizing form. With these generators, I explore form possibilities, make choices, refine forms, and compose a procedure for creating each work of art. The finished work is drawn with ink pens mounted on the drawing arm of a pen plotter."

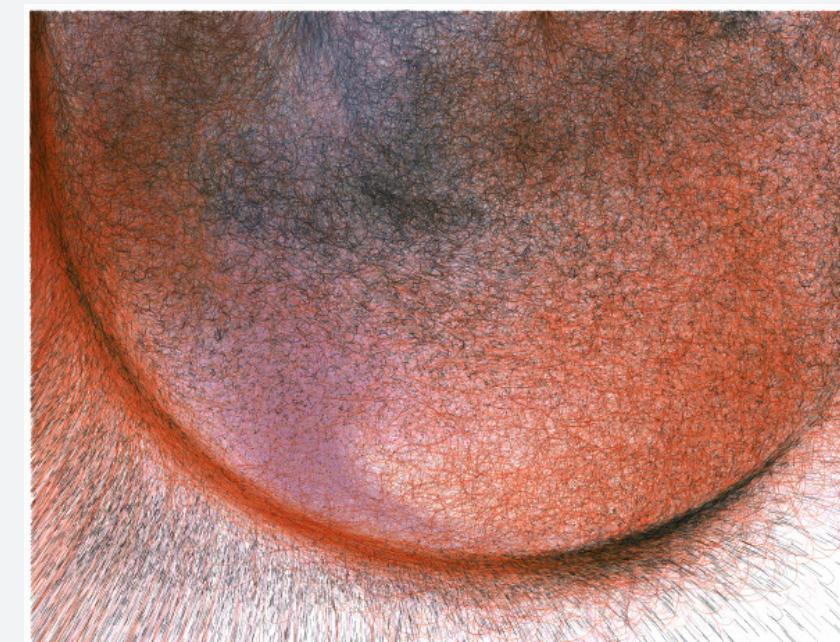
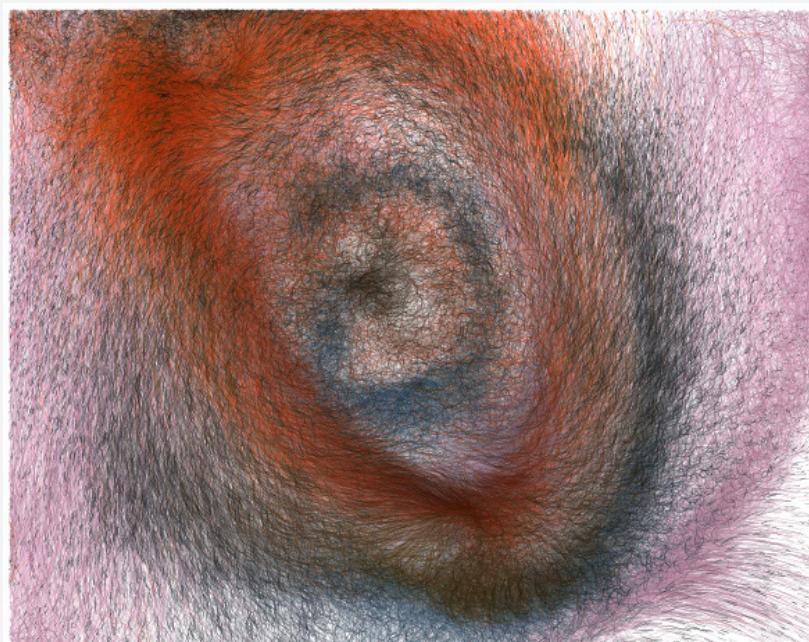
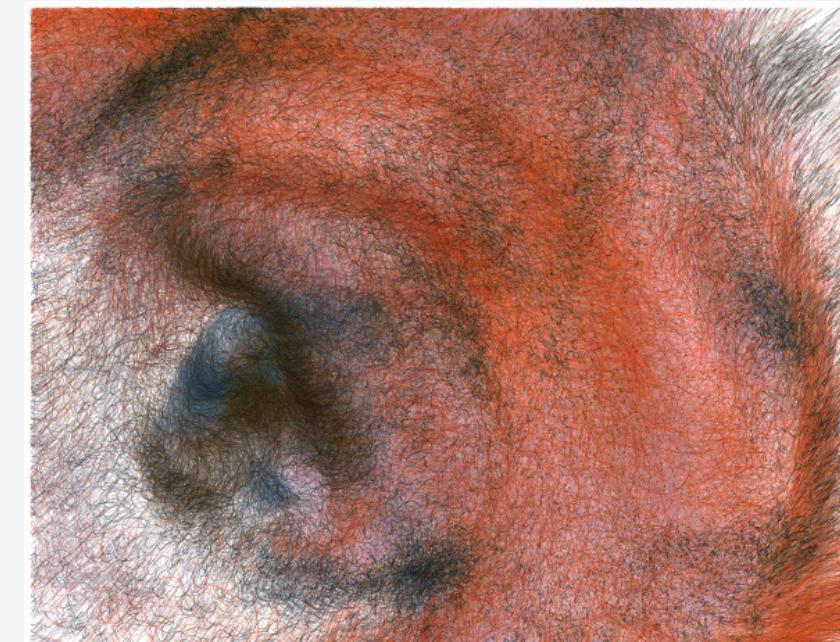


Creative Computing

Programming as Drawing

Casey Reas, Micro, Siggraph 2004

"The core of the Microlmage software was written in one day. The current version of the software has developed through a gradual evolution. While the base algorithm controlling the movement was constructed in a rational way, subsequent developments were the result of aesthetic judgments constructed through many months of interacting with the software. Through directly manipulating the code, hundreds of quick iterations were created, and changes were implemented based on analyzing the responsive structures. This process was more similar to intuitive sketching than rational calculation."

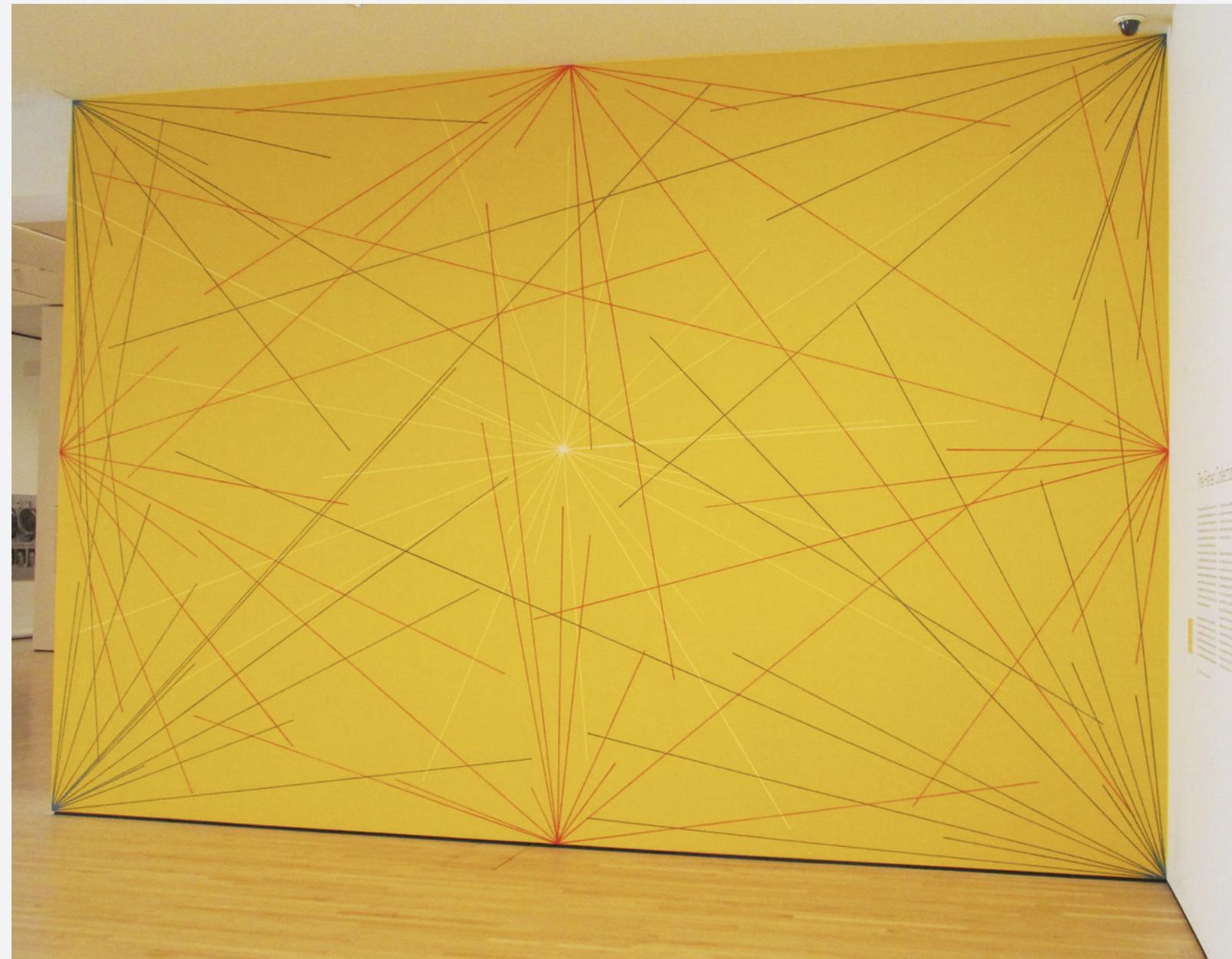


Creative Computing

Instructions as artistic material

Sol LeWitt Wall Drawing 280, 1978

A six-inch (15cm) grid covering a yellow wall. Blue lines from the four corners, red lines from the midpoints of the four sides, white lines from the centre to the points on the grid.



Creative Computing - 1970

Software: Information Technology: It's New Meaning for Art

Jack Burnham, 1970

"It may not be, and probably is not, the providence of computers and other telecommunication devices to produce art as we know it, but they will, in fact, be instrumental in redefining the entire area of esthetic awareness".

SOFTWARE

Information technology: its new meaning for art



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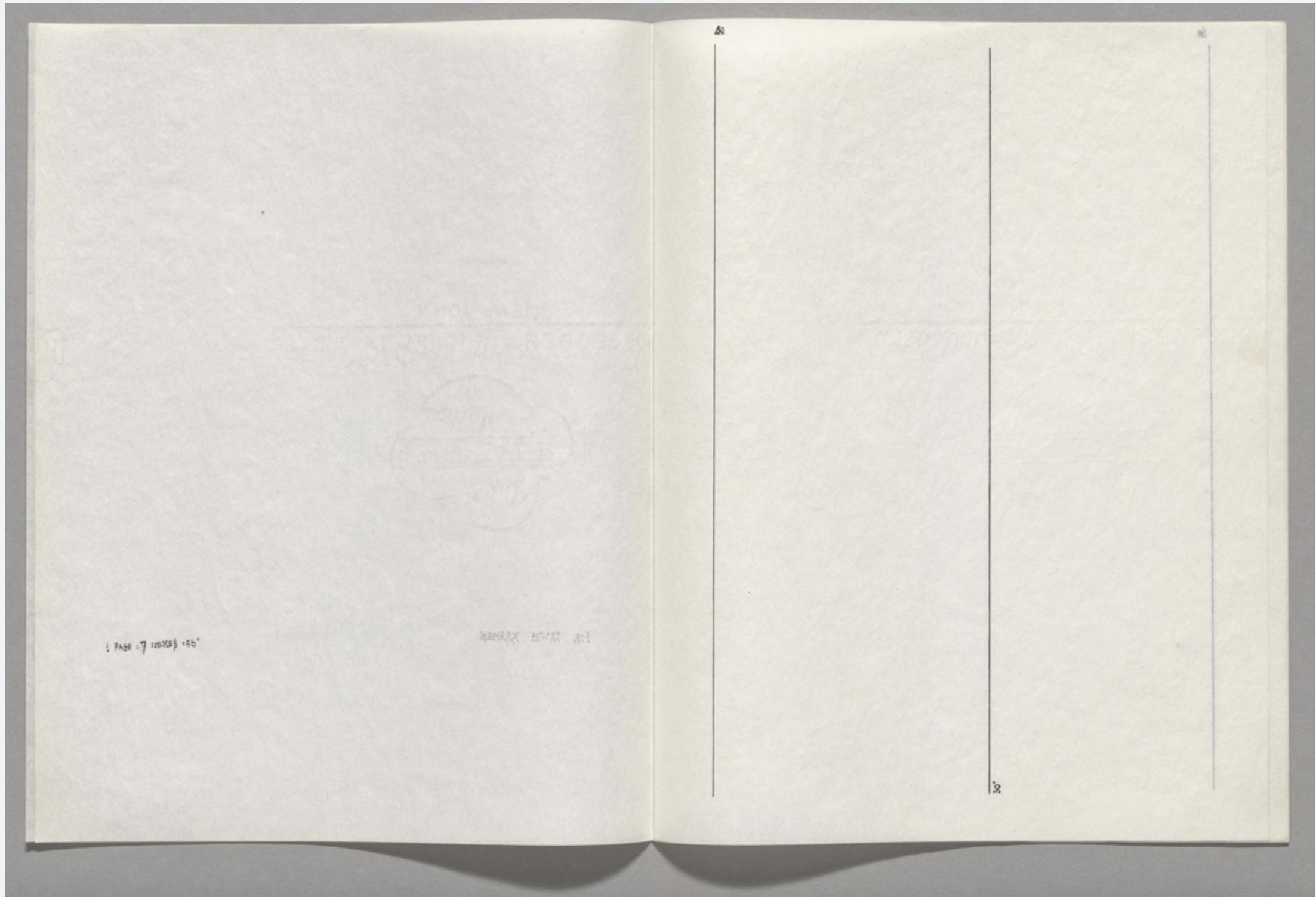
Gerbils match wits
with computer-built
environment

Creative Computing

Algorithms in Creative Practice

John Cage, 4'33", 1952

Musical score for 4'33"

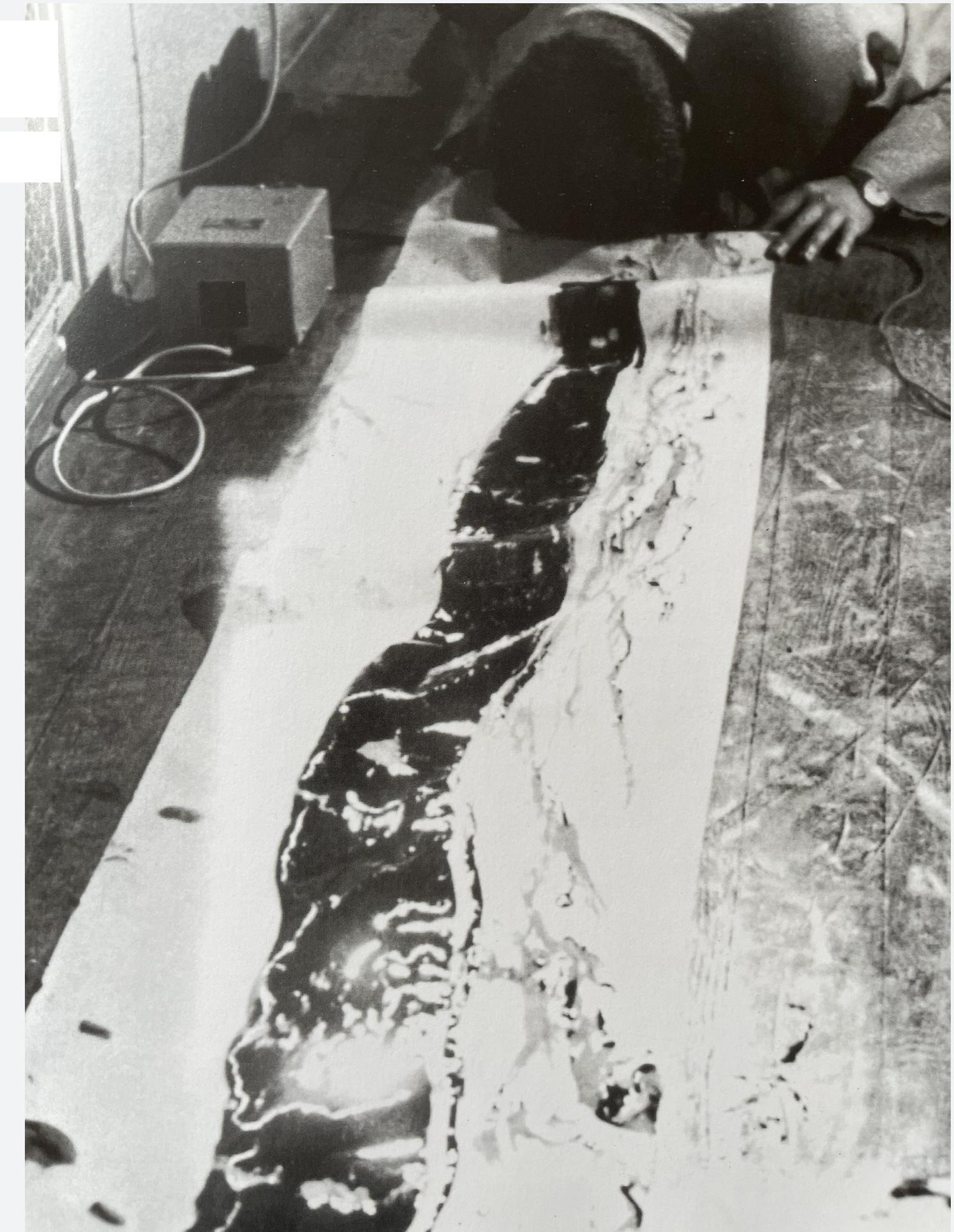


Creative Computing

Algorithms in creative practice

La Monte Young, Composition 1960, No.10
"Draw a straight line and follow it"

Performed by Nam Jun Paik by dunking his head in ink and dragging his head across a paper scroll.



Creative Computing

Algorithms in creative practice

Yoko Ono, Instruction Paintings, Map Piece 1962

