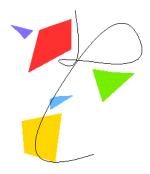
# Generative Art

Report by 黃彥鈞



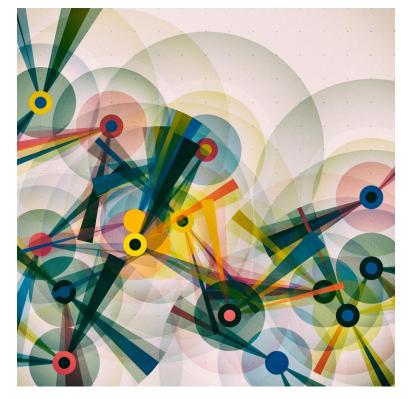
## Outline

- Introduction
- About the works
- About the artists
- NFT
- Conclusion



### Definition

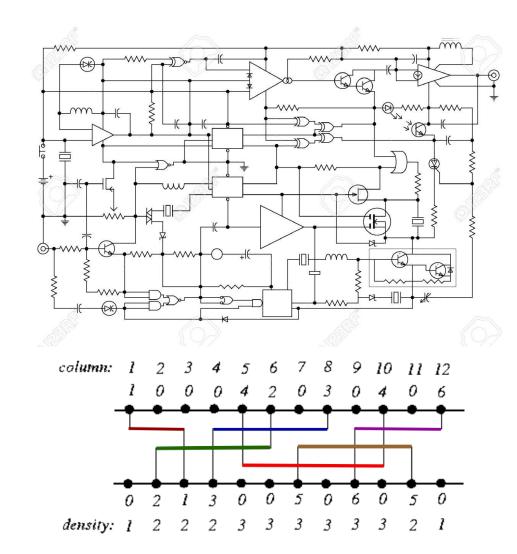
• Generative art is art programmed using a computer that intentionally introduces randomness as part of its creation process.

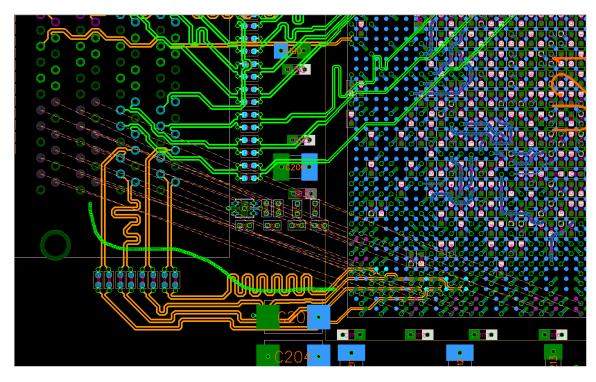


bbccclll - Manolo Gamboa Naon, 2018



# Electrical Design Automation



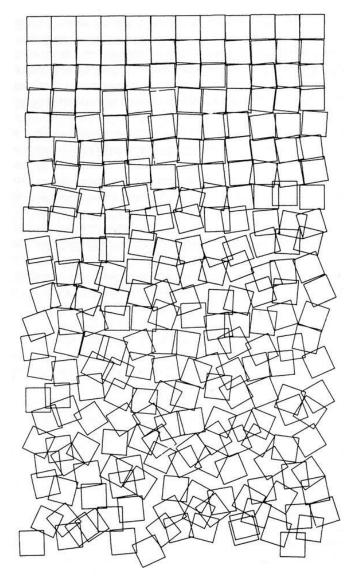


PCB layout



### Randomness & Control

- Complete control?
- 0 control?
- Controlled randomness





Schotter (Gravel) - Georg Nees, 1968

### Color

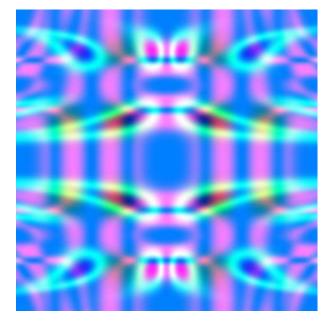
- An image is defined by its pixels
- Each pixels has attribute of RGB colors, ranging from 0, 255

```
Color
                       Color Name
Chart
                       Black
       255 255 255
                       White
                       Light Gray
      128 128 128
                       Gray
                       Dark Gray
                       Red
             96 208
                       Pink
             32 255
                       Purple
        80 208 255
                       Light Blue
             32 255
                       Blue
        96 255 128
                       Yellow-Green
         0 192
                       Green
                       Yellow
                       Orange
                       Brown
                       Pale Pink
```

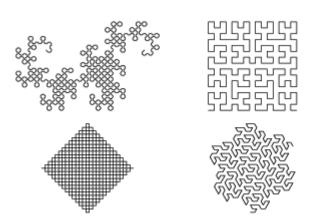


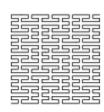
#### Pattern

- The main object/shape that stands out in the image
- A result of mathematical equation? Random functions?
- Natural sampling

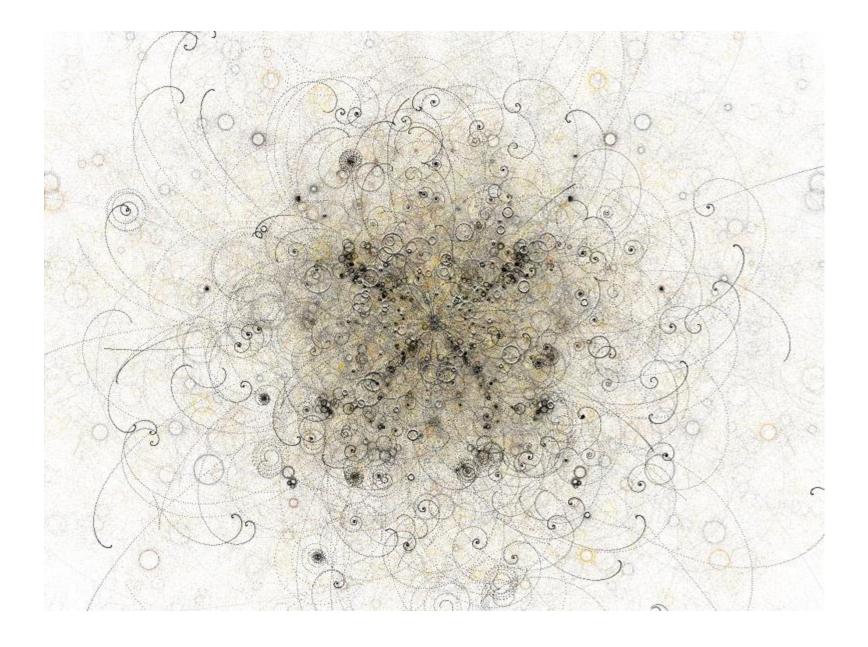








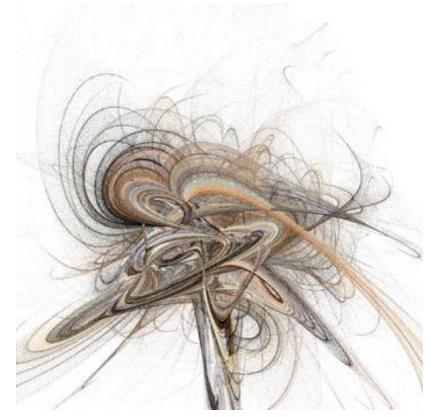




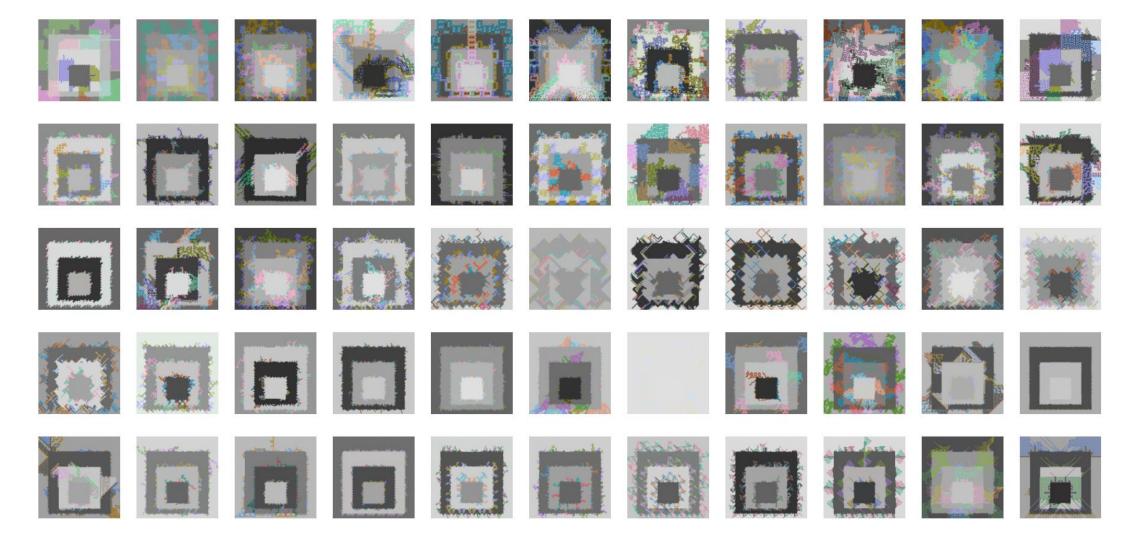


# Complexity

• The ease with which computers can generate complex images contributes greatly to the aesthetic of generative art.







## AI Art



AI Fashion - Robbie Barrat, 2018

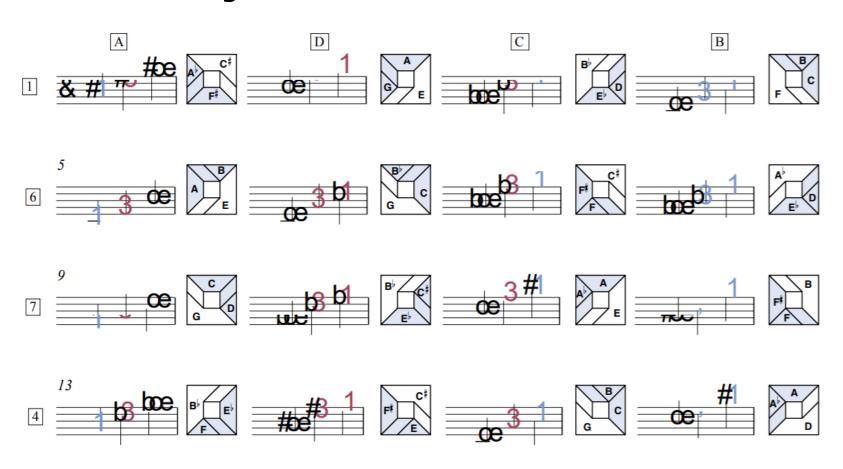


DensePose vs. Pix2Pix - Mario Klingemann, 2018

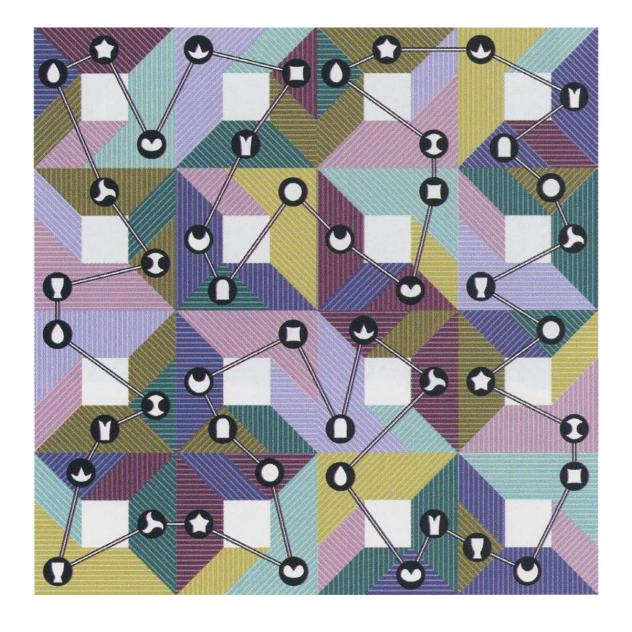


#### Paul Hertz

Pattern base on real signals

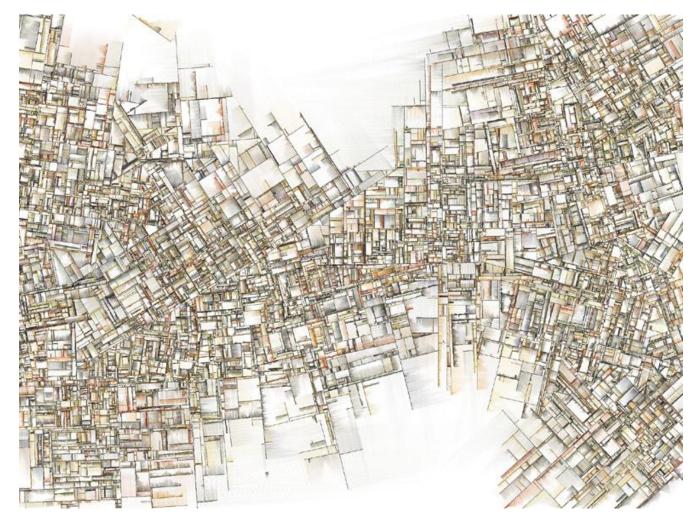








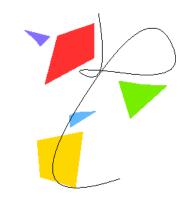
## Jared Tarbell

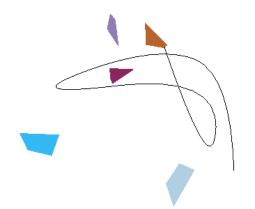


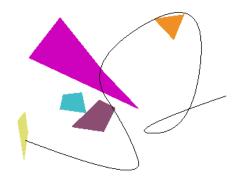


# Iterations and Ownership

- Spontaneity
- Partners
- Who owns the art? Artist or computer?









## Processing

• Ben Fry and Casey Reas, MIT lab, 2001

```
// Hello mouse.
void setup() {
    size(400, 400);
    stroke(255);
    background(192, 64, 0);
}

void draw() {
    line(150, 25, mouseX, mouseY);
}
```



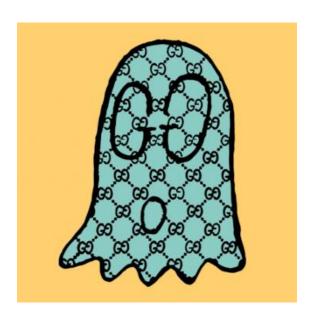
Borderless - teamLab



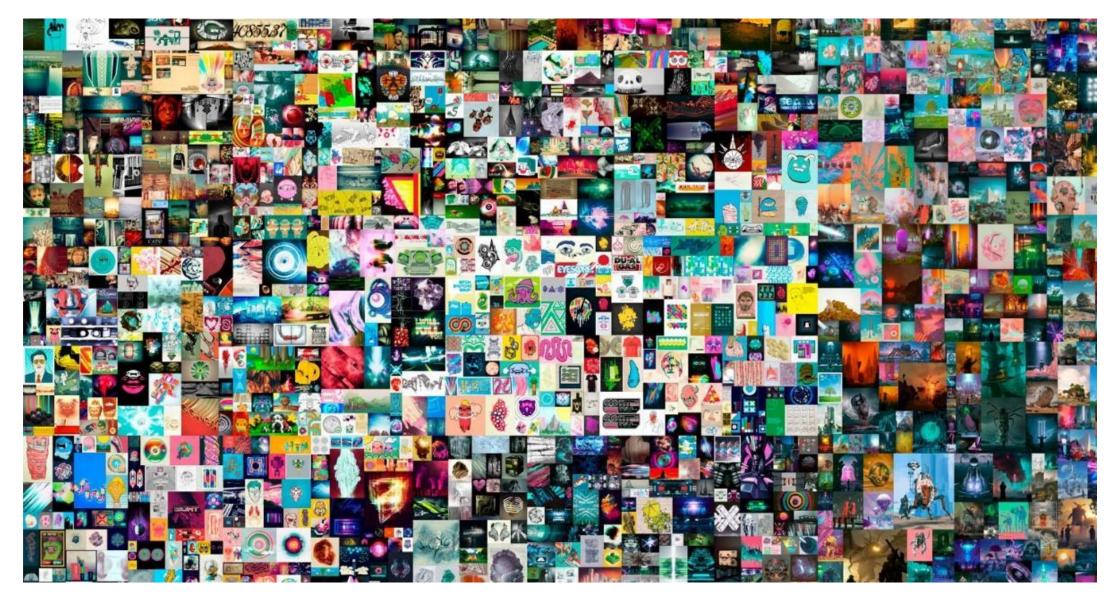
#### **NFT**

- Ethereum blockchain
- Mint a token
- Gas fees
- Owning 1 of 1, why not just download?



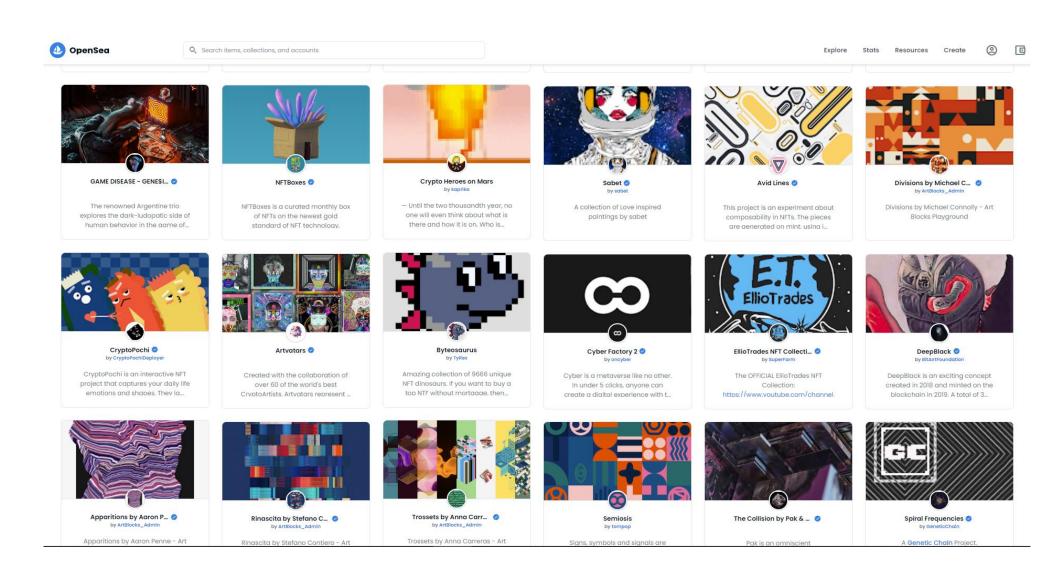








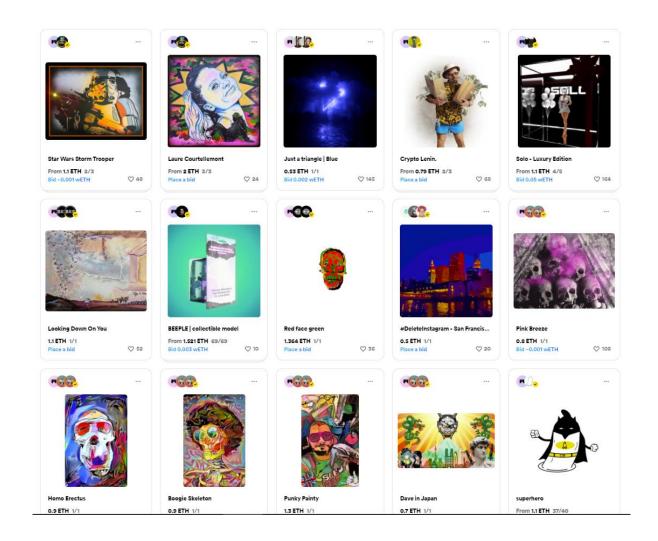
# Digital Art





### Problem

- Environmental concerns
- Unrealistic expectation
- Decentralized?





### Conclusion

- A high quality generative art is that you should be able to appreciate the end result without considering a computer's capability.
- While the algorithm is base on math, it can also be very organic as well.
- The meaning of iterations depends on the perspective.
- NFT has a special bond with digital art, but it also has some "white cube" issues.



#### Reference

- Brandon's Drawing
- https://www.youtube.com/watch?v=1qApRM8DqqI&t=206s&ab\_channel= Brandon%27sDrawings
- https://www.youtube.com/watch?v=msHRy-3WOaA&ab\_channel=Brandon%27sDrawings
- Artnome
- https://www.artnome.com/news/2018/8/8/why-love-generative-art
- https://www.artnome.com/news/2020/8/24/interview-with-generative-artist-jared-tarbell
- https://www.artnome.com/news/2018/8/8/generative-art-finds-its-prodigy

