Next, I'm gonna talk about the discussion part.

As Zora introduced about this project, it largely relies on the uncertainty of future development. Sim just created a set of genetic codes for the computer to develop virtual creatures but actually he couldn’t control the results of how these creatures would be like. Apart from that, the process of evolution in the project also aimed to duplicate Darwinian evolution, which means the subspecies must be the result of natural selection without human intervention. This two features of this project is really inspiring. Given that each time the computer generates a different image, even though Sim is the creator of the entire work, he cannot predict or explain the process by which a particular creature will be created. This is very similar to a lot of other examples of generative art that we’ve seen before, telling us that when it comes to generative art, all we can do is give the computer some guidance, but we don’t have absolute control over the whole work.

So this inspires us that in future works, we should not treat them as ordinary paintings, but should embrace this features of generative art and maybe let the computer “take more control”. It is also because of its random and uncontrollable characteristics that this creating process becomes more interesting and full of surprises.

These are other examples that made by Sim when he was a student at MIT. They're also very interesting. The creatures can walk, jump and crawl. The way they moved made me feel very much like dinosaurs.

So, in general, all of his works are great inspirations for the upcoming Project A.