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Front Cover: *Offspring*, Jared Tarbell 2004



ALEX KIM

ORDER CHAOS

An Inquiry into Complexity & Generative Systems

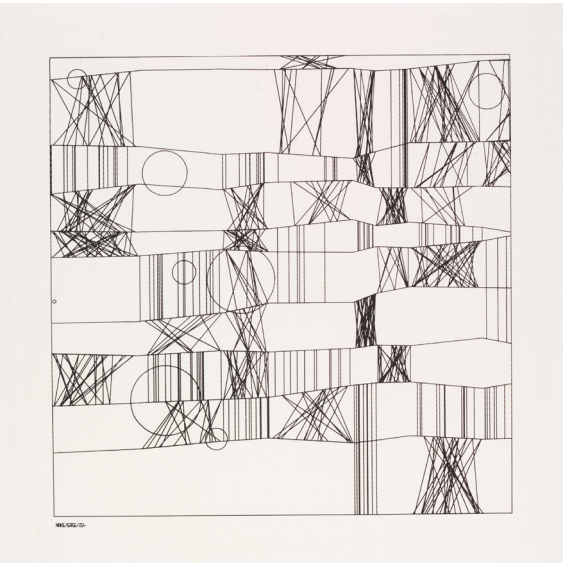
- 1. What is a machine?
- 2. What is randomness?
- 3. Where does creativity come from?
- 4. Is Nature generative? Are Humans?
- 5. How do machines transform humanity?
- 6. How does repetition coincide with varying aspects of nature (form, sound, color, etc.)?
- 7. How are iterative processes integrated in human behavior (past, present, + future)?
- 8. How has chaos vs. order been understood in the human narrative throughoutw history?
- 9. How can generative algorithms inform us about biological patterns, systems, and behaviors?
- 10. What is complexity, as understood through the scope and cognitive capacity of the human mind?



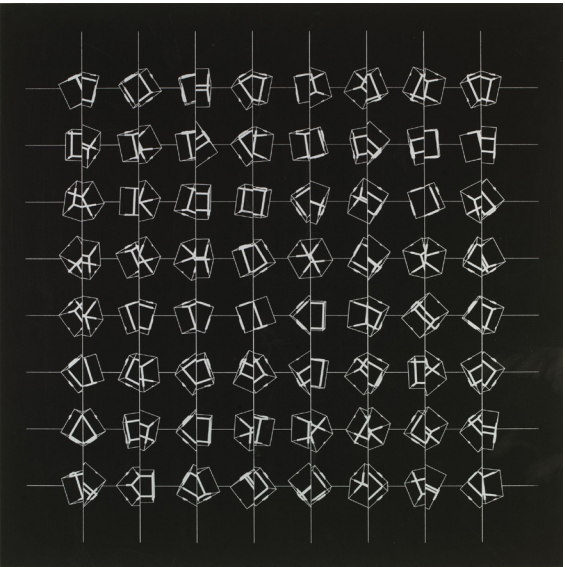
P62, Manfred Mohr 1970



Happy.Place, Jared Tarbell 2004



Hommage à Paul Klee, Frieder Nake 1965



P197, Manfred Mohr 1977-79

Happy Place renders the resulting configuration of a system of friendly nodes. They are connected at random with preferences to nodes closer. Connections between nodes are considered friendships. Nodes position themselves with only two goals in mind: A. Move close to friends but no closer than some minimum distance. B. Distance self from non-friends as reasonably as possible.



Friends move as a group in a general direction. 500 Friends.