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Front Cover: *Offspring*, Jared Tarbell 2004

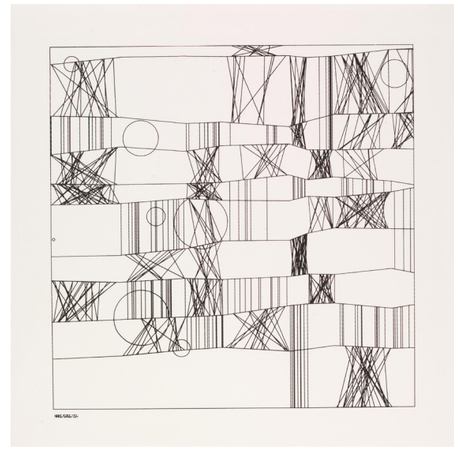
ORDER X CHAOS

An Inquiry into Complexity & Generative Systems

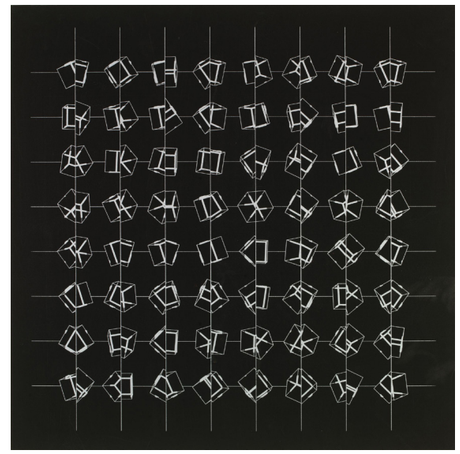
1. What is a machine?
2. What is randomness?
3. Where does creativity come from?
4. Is Nature generative? Are Humans?
5. How do machines transform humanity?
6. How does repetition coincide with varying aspects of nature (form, sound, color, etc.)?
7. How are iterative processes integrated in human behavior (past, present, + future)?
8. How has chaos vs. order been understood in the human narrative throughout 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.