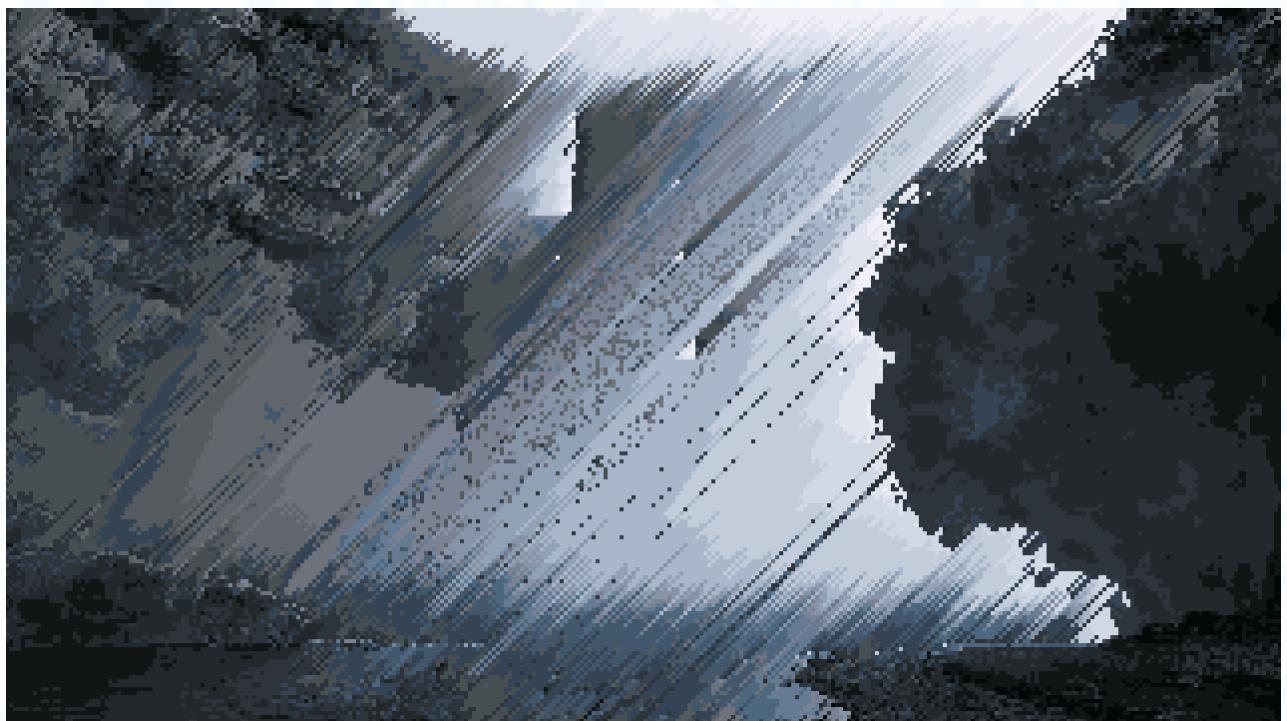


GENERATIVE LANDSCAPES

w/ emedemir



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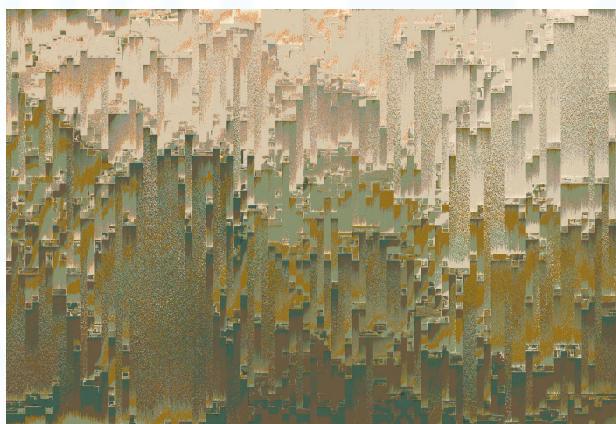
Digital generative artwork that explores the fluid and ever-changing nature of landscapes—shaped both by natural forces and human activity—through continuously evolving an image with algorithmic processes.

Two core algorithms drive the transformation of the image, each symbolising different forces. Pixel Sorting, representing human impact, imposes structure by reorganising pixels based on brightness, suggesting order, control, and intervention. In contrast, Cellular Automata, originally designed to model natural systems, introduces organic, rule-based mutations that yield unpredictable complexity—echoing the self-organising patterns of nature.

These two systems interact in a continuous loop: the output of one feeds into the other, creating a dynamic tension that mirrors the dialogue between human influence and ecological processes. This interplay reflects the impermanence of the environments we inhabit and nature's capacity to adapt, resist, or evolve in response to disruption.

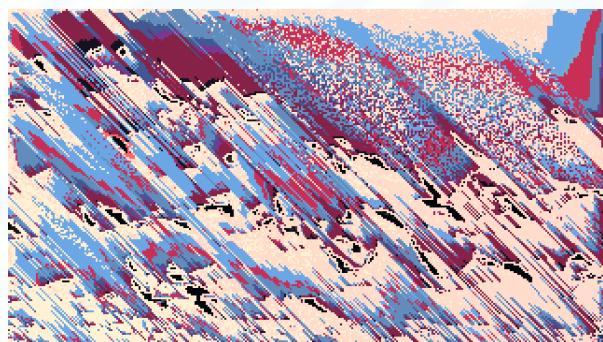
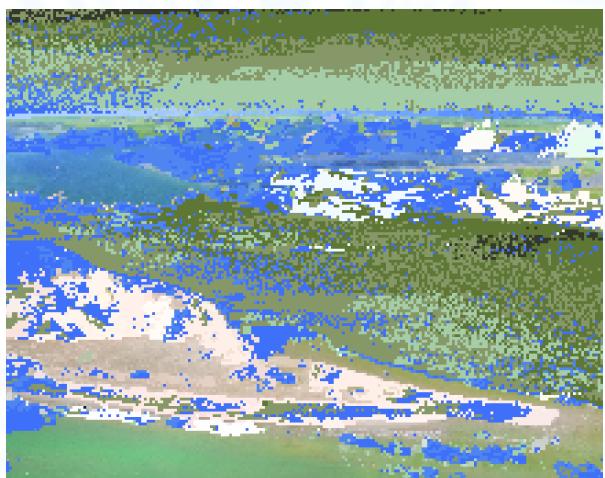
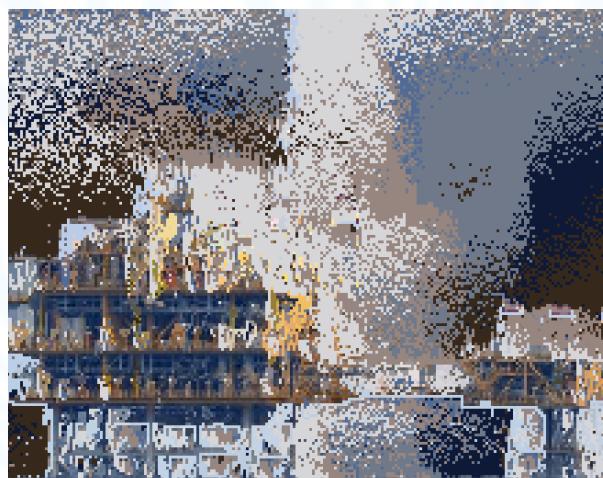
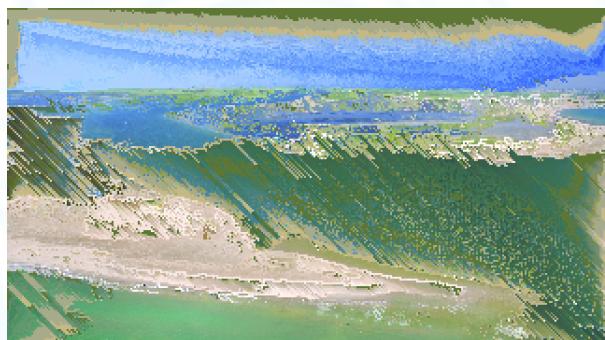
To enhance this dynamic system, Generative Landscapes integrates audio input from a live DJ set, using the music's rhythm, intensity, and tonal shifts to modulate key parameters of the algorithms. The evolving soundscape—ranging from ambient textures to rhythmic pulses—acts as a catalyst for visual transformation. While the input in this context is a curated sonic experience, it echoes broader environmental and human-generated sounds, symbolising how music, voice, and noise all leave imprints on the ecosystems we inhabit. This interaction positions the DJ not only as performer but as a co-creator of a generative landscape in constant flux.

By using images representing both human impact on nature and natural environments Generative Landscapes invites the viewers to reflect on the ongoing transformation of the interconnectedness of change, disruption and generation by providing a meditative landscape that will never be the same twice.



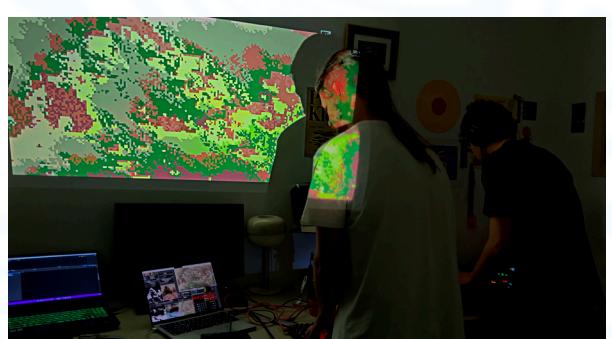
Generative Landscapes frames:

[Link to the interactive platform](#)



Frames from a session with Generative Landscapes projections and a DJ set by emedemir:

[Link to the full video](#)



TECHNICAL RIDER

Equipment provided by the artist

DJ setup:

- » Mixer: Allen & Heath XONE:96
- » 2 x CDJ: Pioneer XDJ-700
- » 1 x Audiotecnica ATH M20X headphones
- » Effects pedal: NUX Analog Delay

Visuals / Generative interaction:

- » Computer for running generative visuals: MacBook Pro 2021
- » MIDI controller: Novation Launch Control XL
- » External sound card: Steinberg UR22 mkII
- » Audio connection cable: 1 x jack 1/4" (6,35 mm)

Equipment required from the organizer

Complete sound system:

- » 2 x PA speakers
- » 1 x PA subwoofer for low-frequency reinforcement
- » 1 x Monitor speaker for DJ booth

Projection screen / LED wall:

- » Large-format LED screen or projector with connection compatible with the visuals computer (HDMI or appropriate adapter)

Power outlets:

- » 1 dedicated outlet for visuals computer
- » 4 outlets for DJ setup

