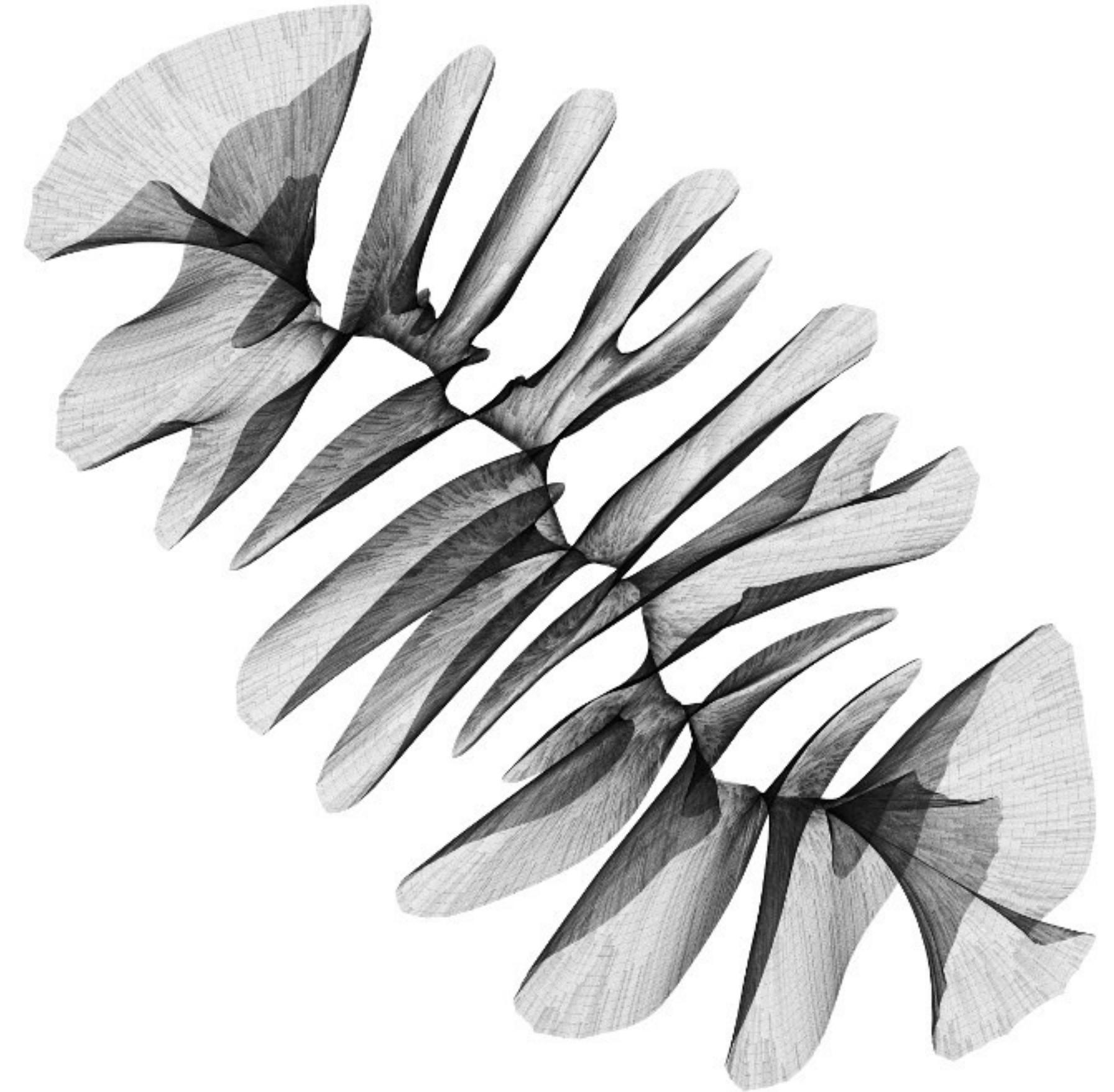


Anders Hoff

arte, trabajo y experimentos generativos



Cris Ciudad Ellingsvoll

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Monografía. Anders Hoff

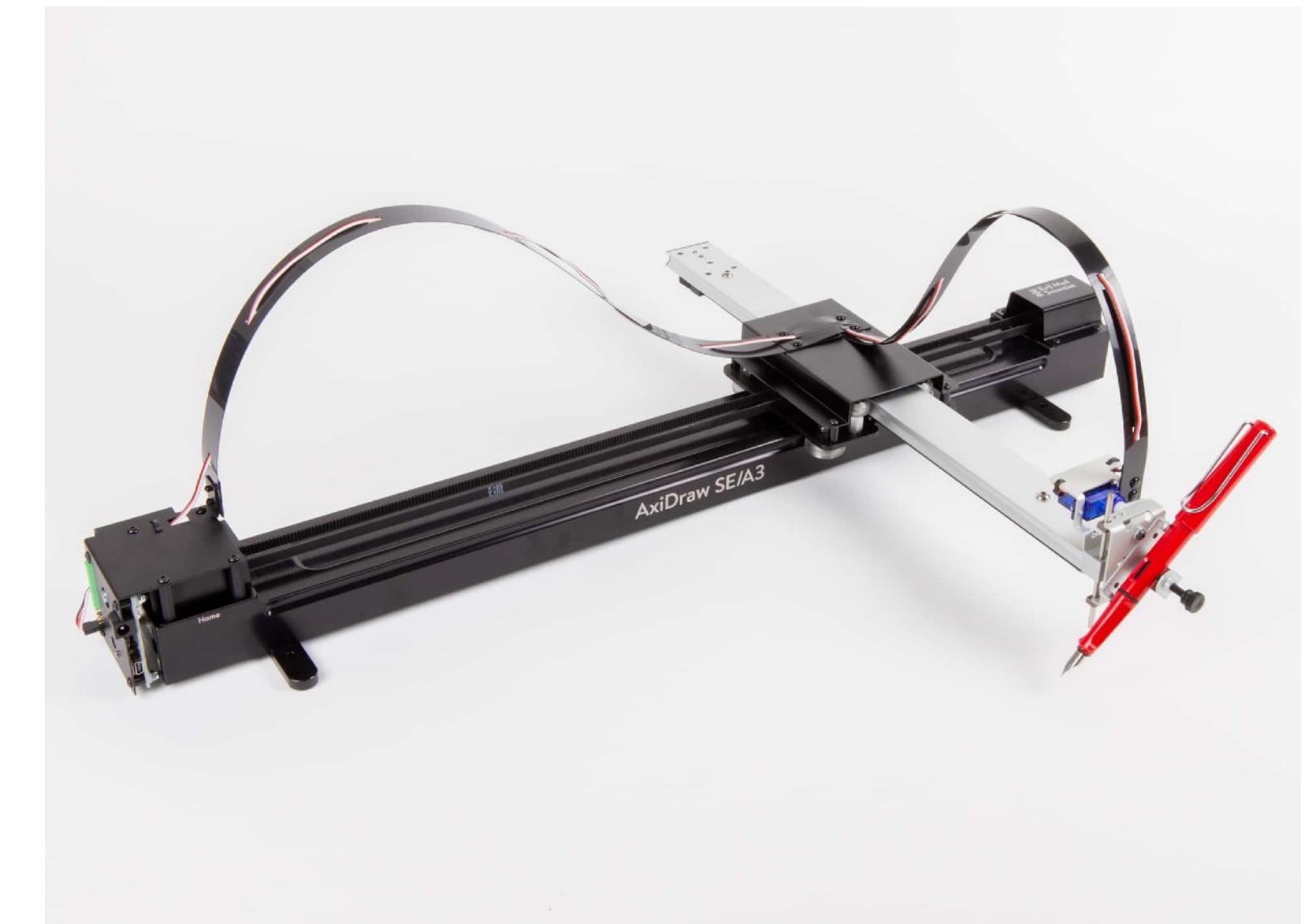
- Contexto
- Biografía
- Análisis de su obra
- Obra destacada
- Conexiones actuales
- Webgrafía



_Contexto



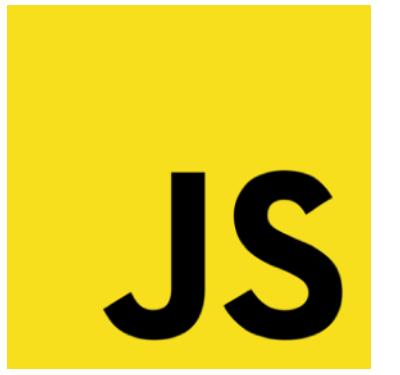
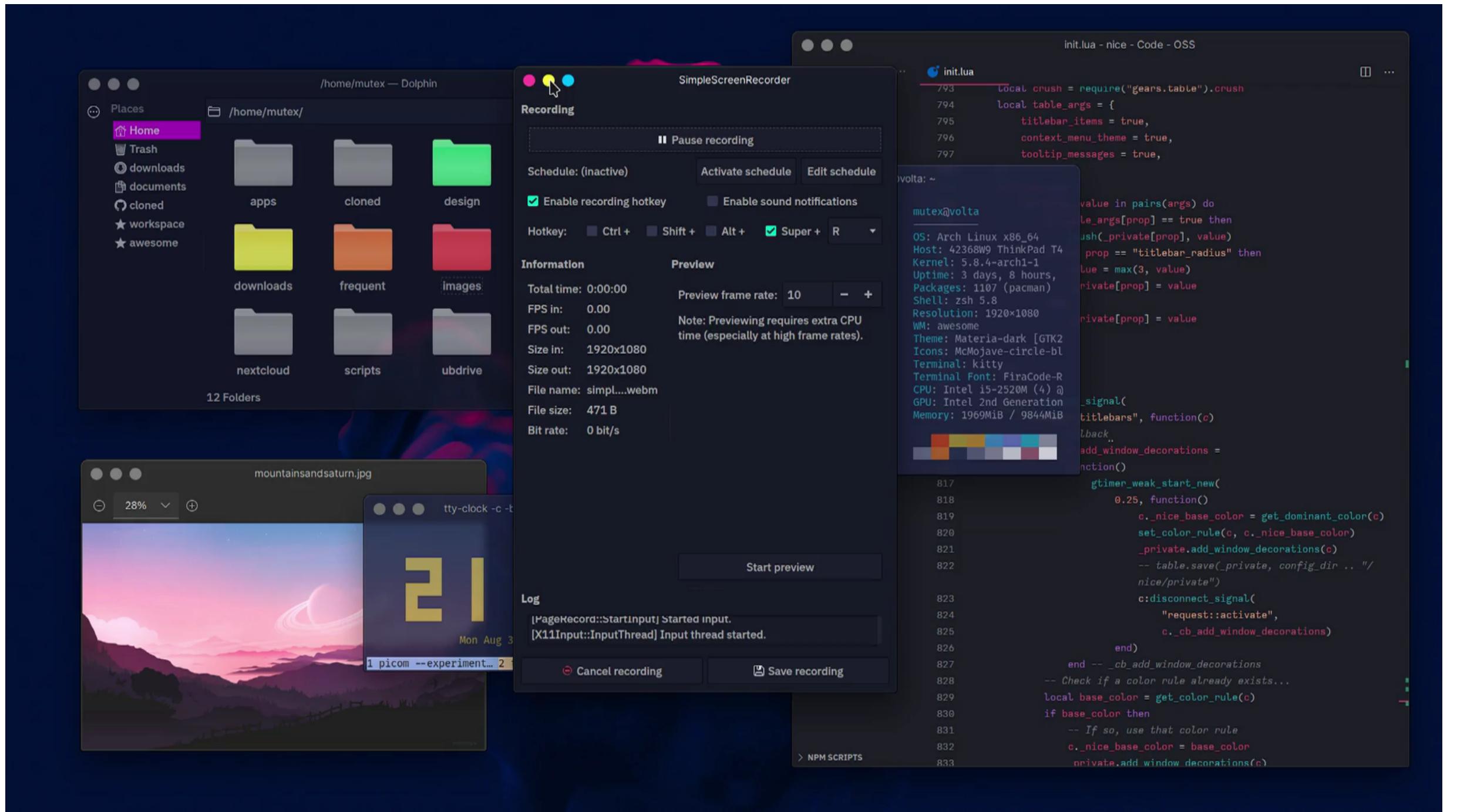
```
31      self.file = None
32      self.fingerprints = set()
33      self.logdups = True
34      self.debug = debug
35      self.logger = logging.getLogger(__name__)
36
37      if path:
38          self.file = open(os.path.join(path, 'fingerprints'), 'w')
39          self.file.seek(0)
40          self.fingerprints.update(fingerprint for f in self)
41
42  @classmethod
43  def from_settings(cls, settings):
44      debug = settings.getbool('universal.debug')
45      return cls(job_dir(settings), debug)
46
47  def request_seen(self, request):
48      fp = self.request_fingerprint(request)
49      if fp in self.fingerprints:
50          return True
51
52      self.fingerprints.add(fp)
53
54      if self.file:
55          self.file.write(fp + os.linesep)
```



_Contexto



ubuntu



Biografía

Anders Hoff es **artista, programador e ingeniero de software**

Noruego (**Oslo**)

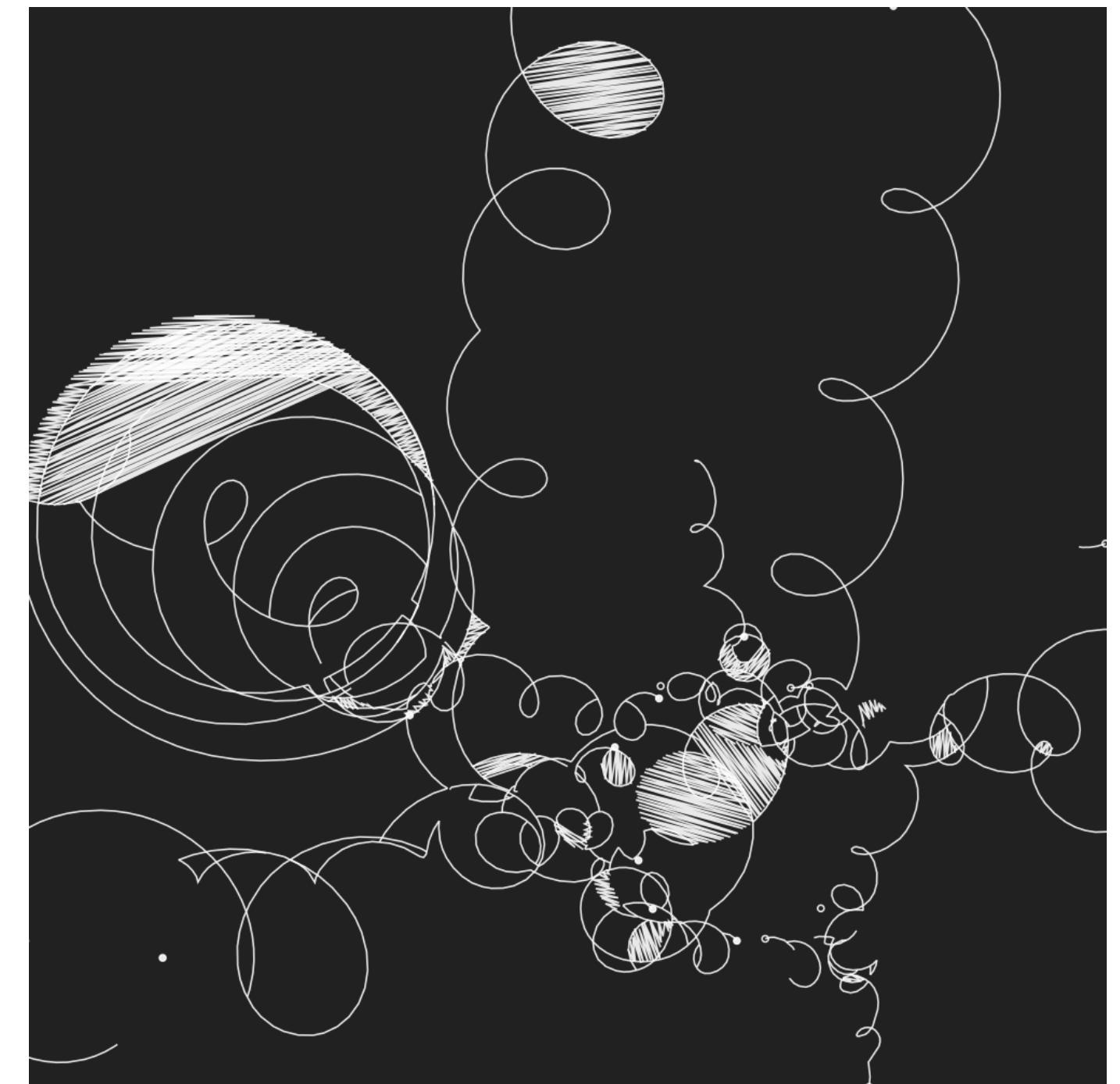
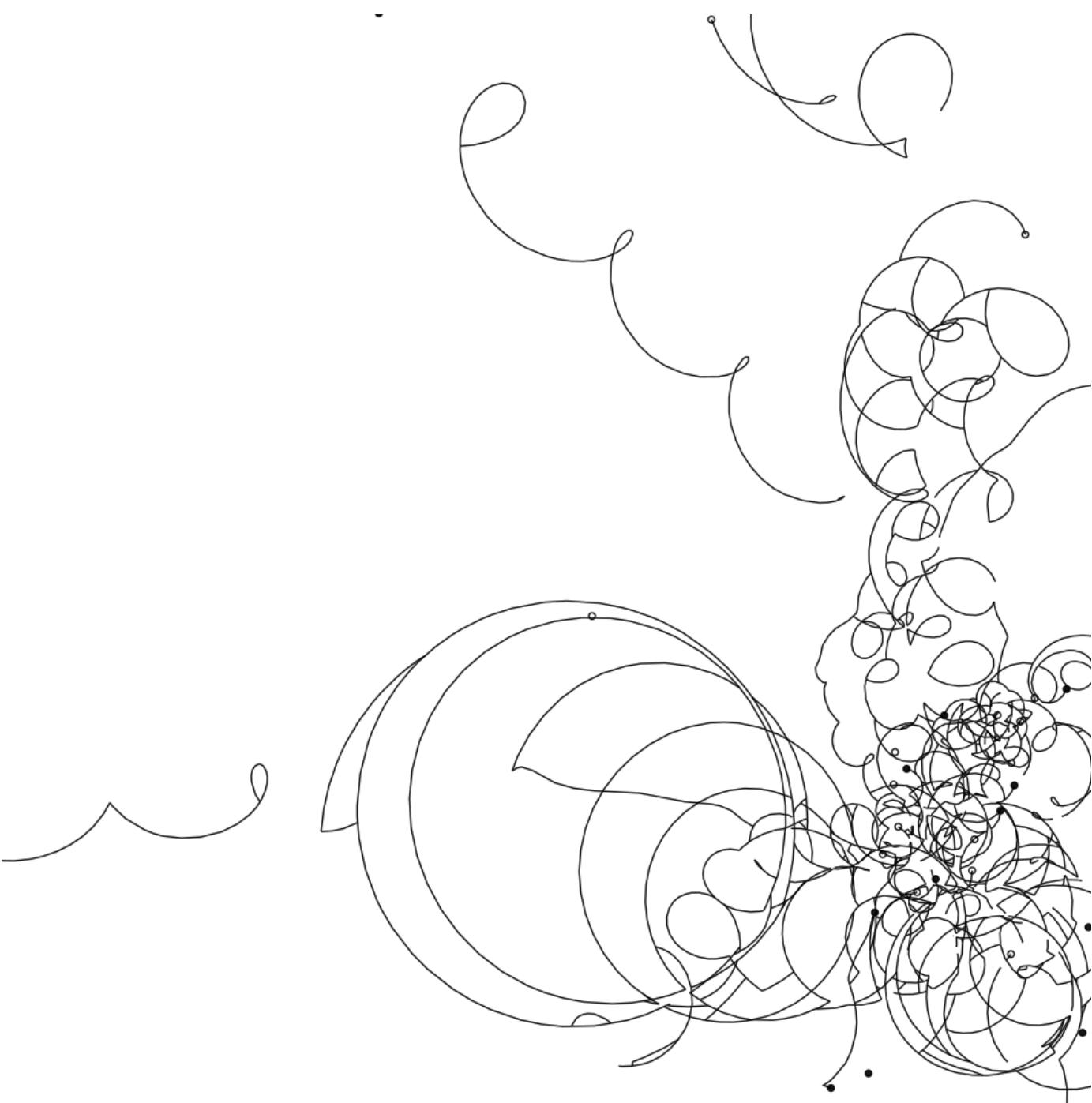
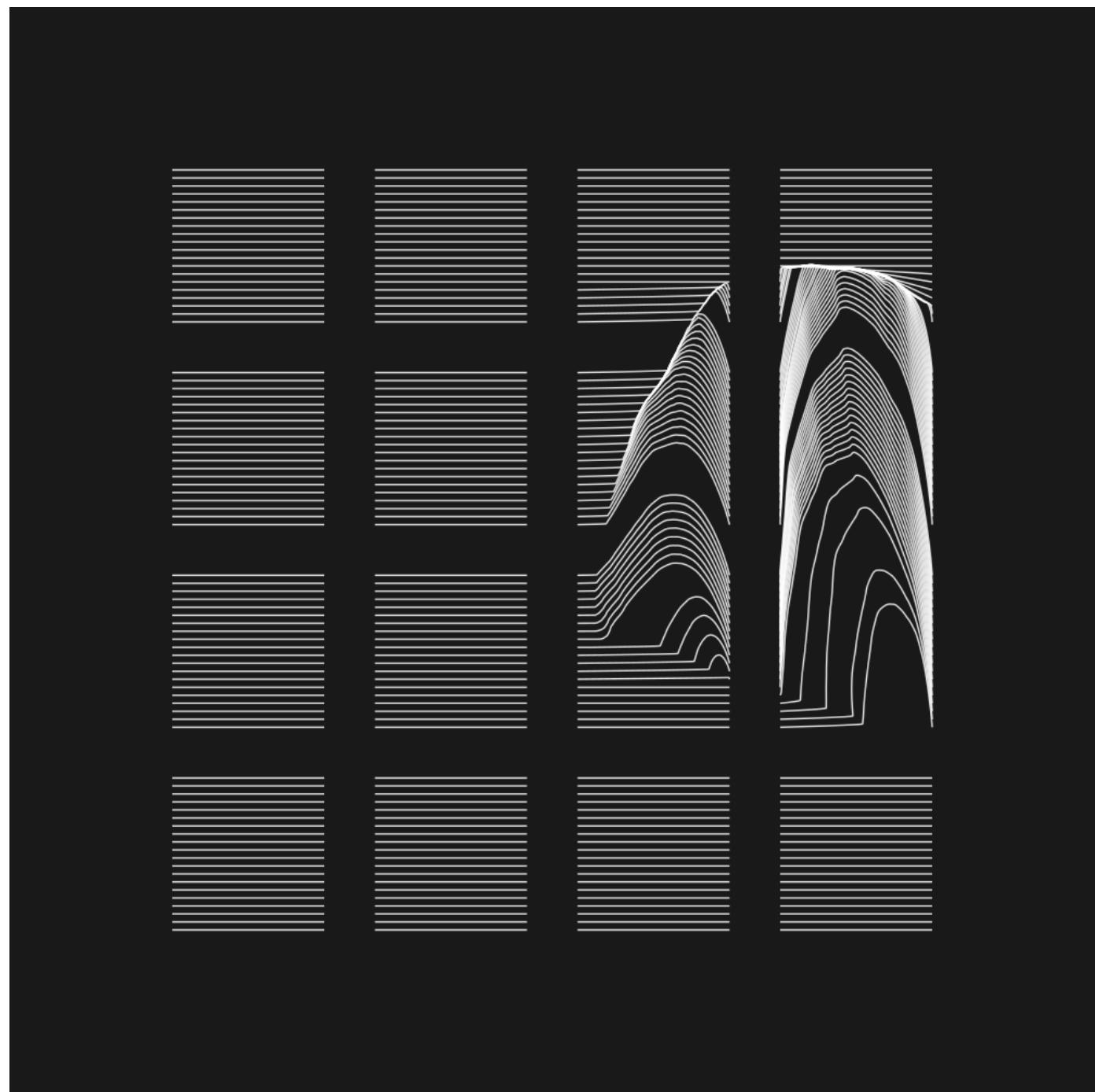
Tiene una maestría en Ciencias, especializada en **Matemáticas Numéricas**

Le fascinan los patrones

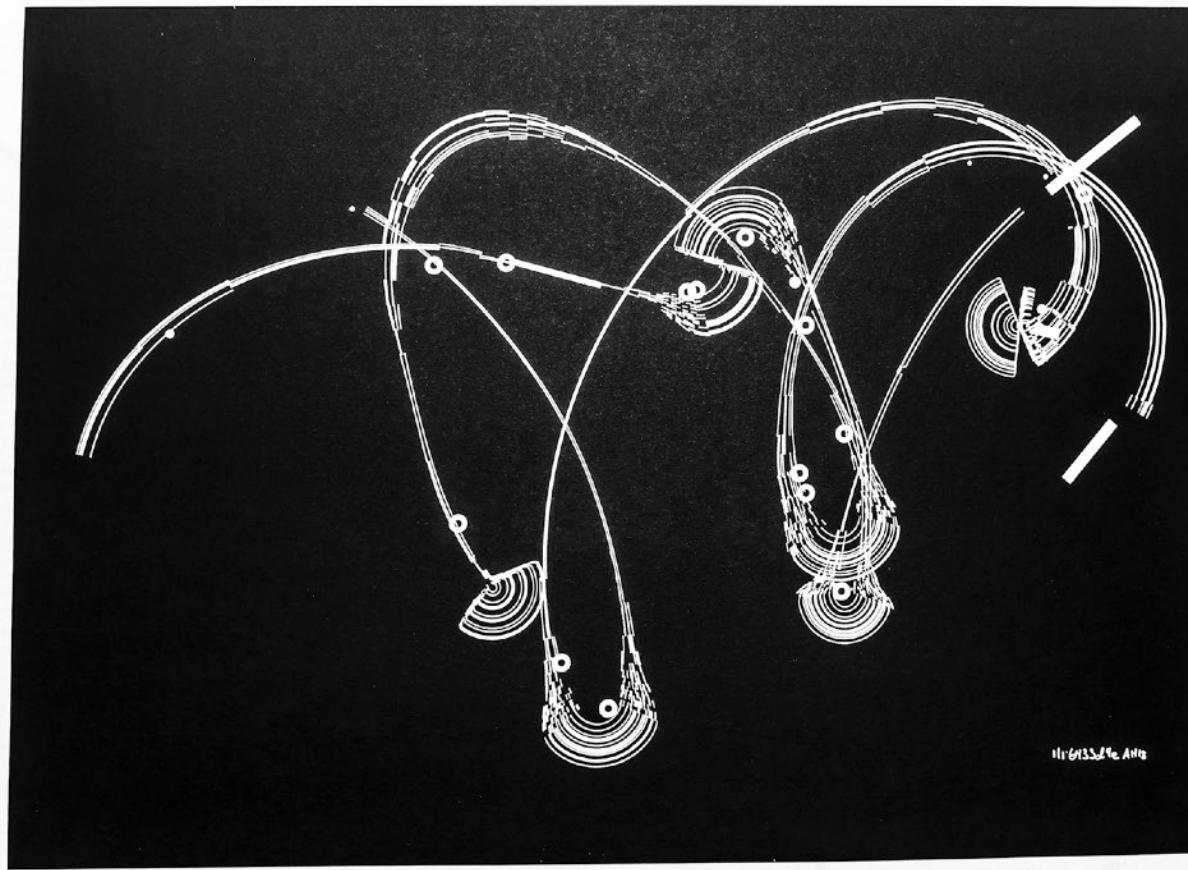
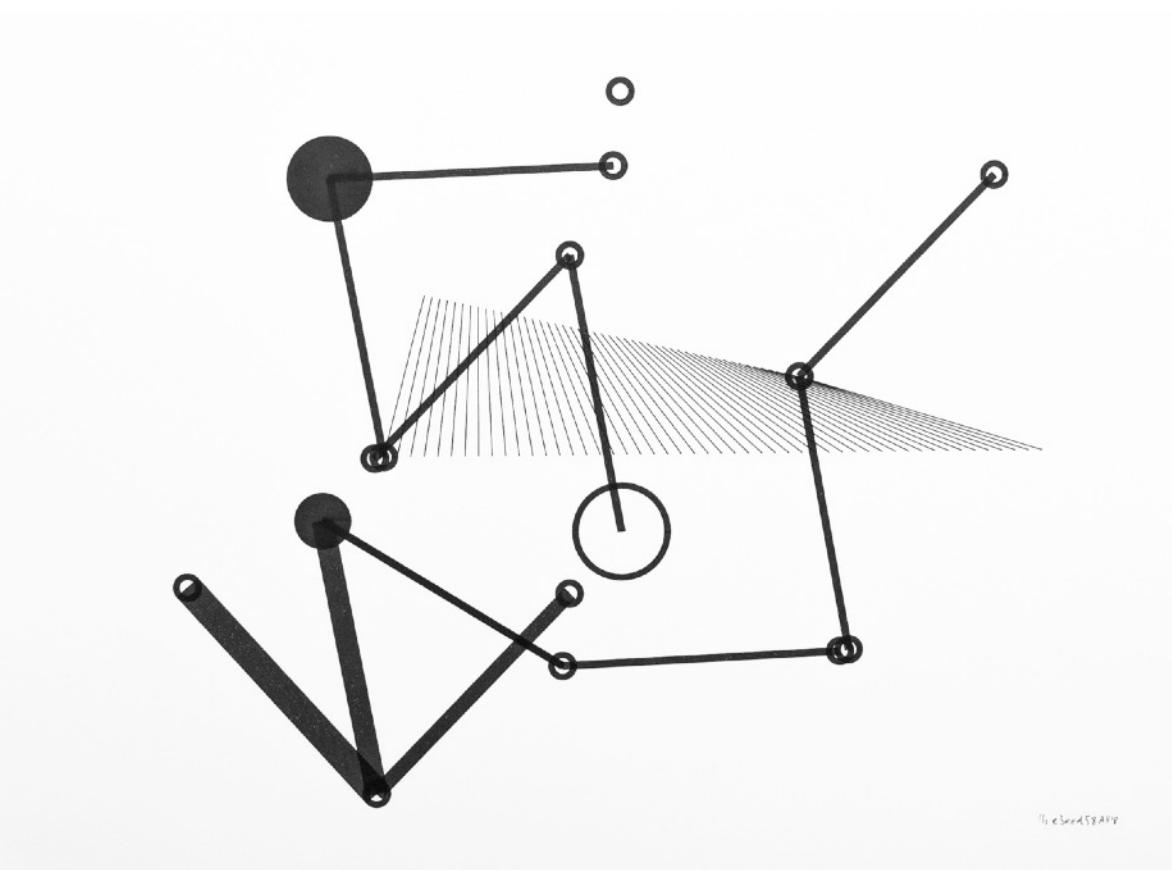
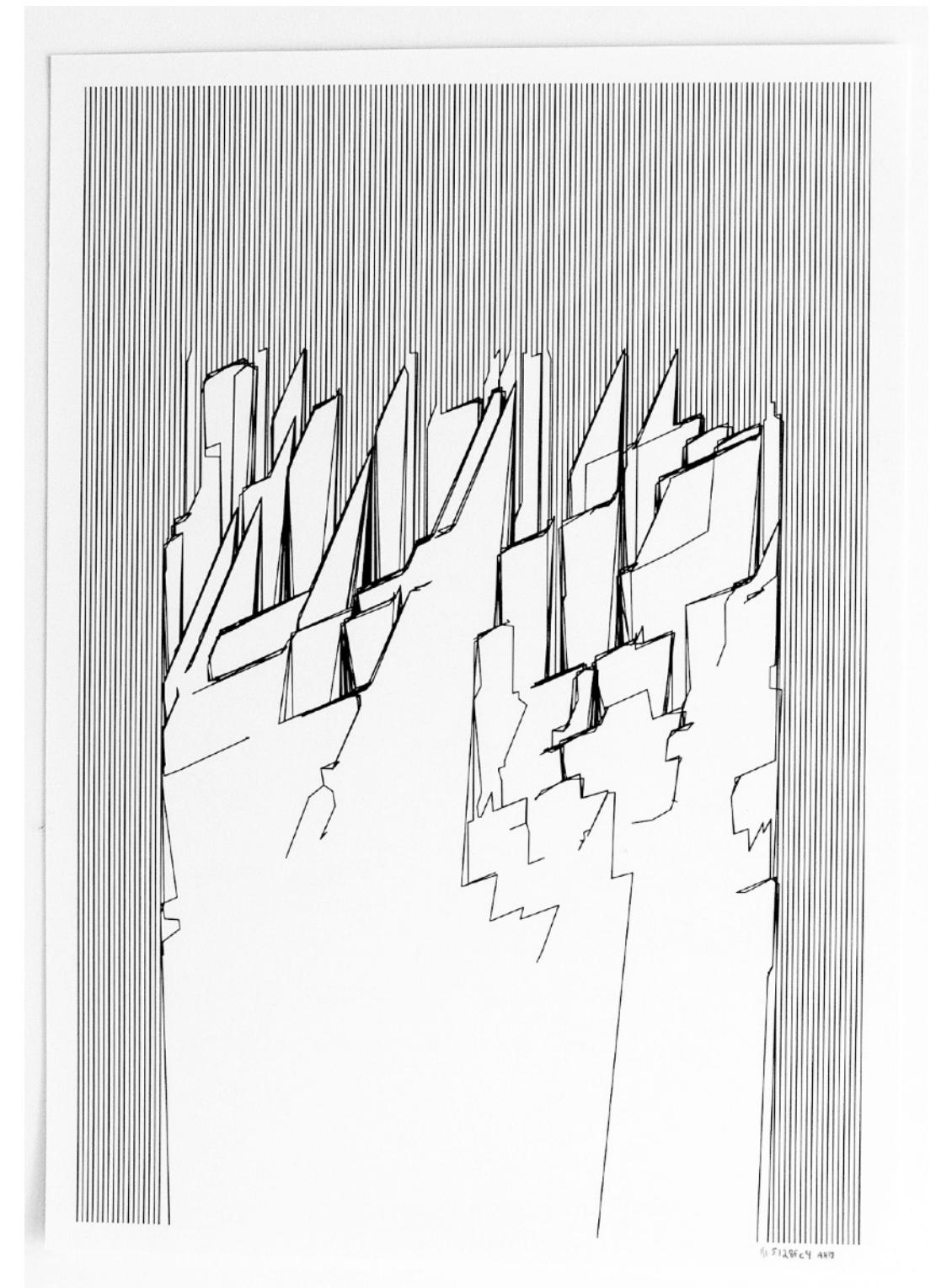
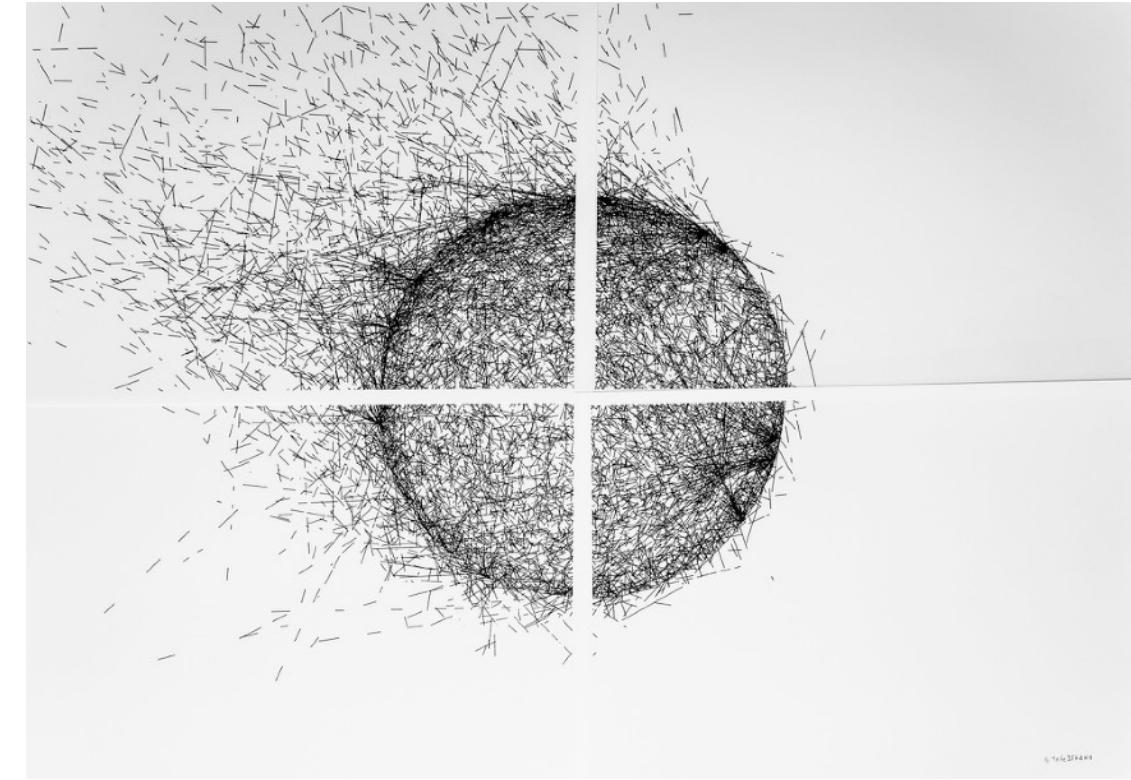
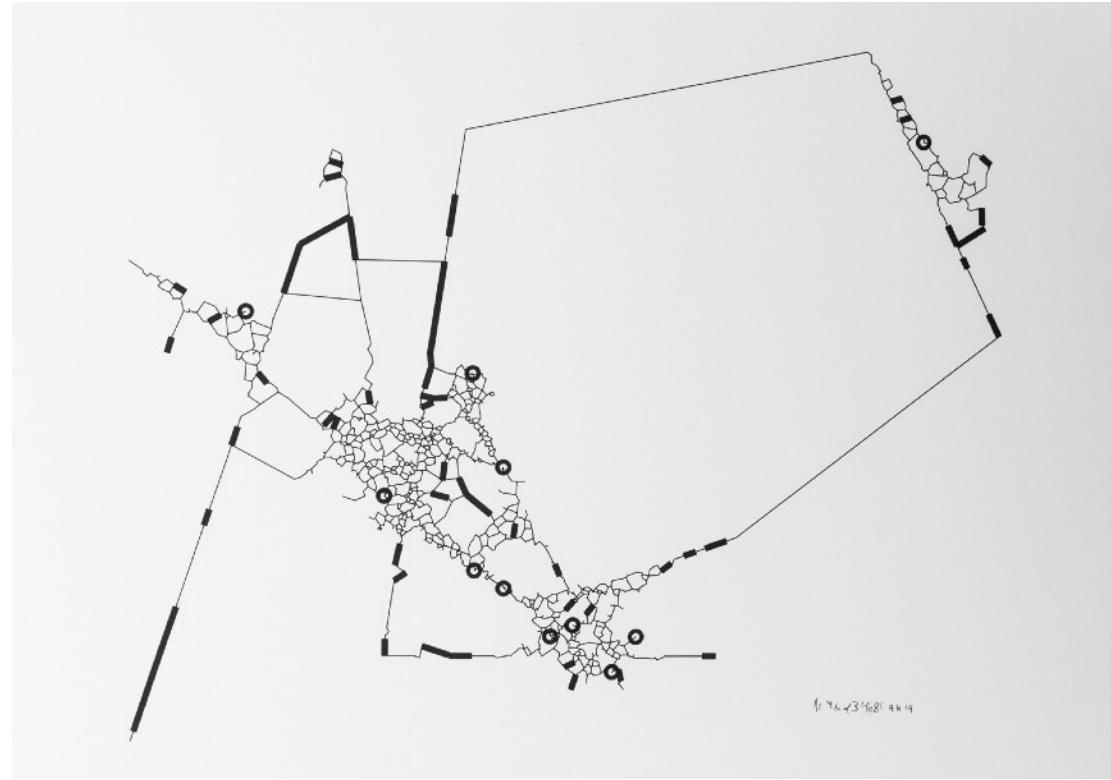
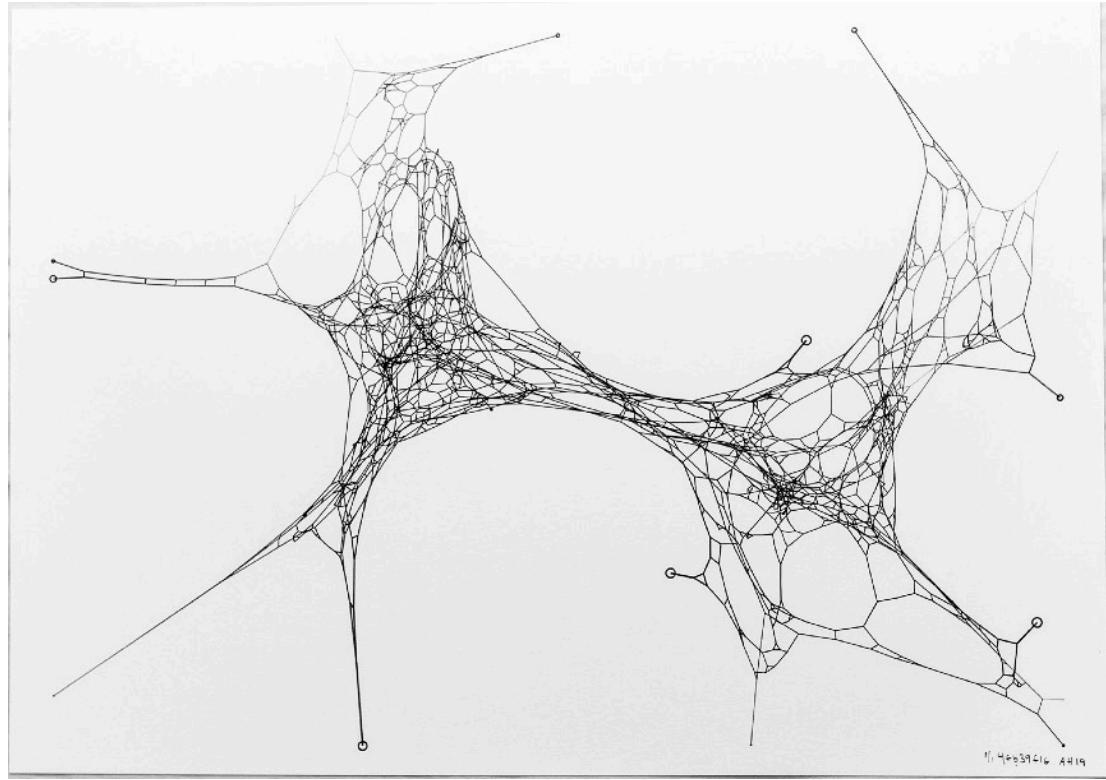


Fotografía de Anders Hoff (2019),
Publicada en <https://usesthis.com/interviews/anders.hoff/>

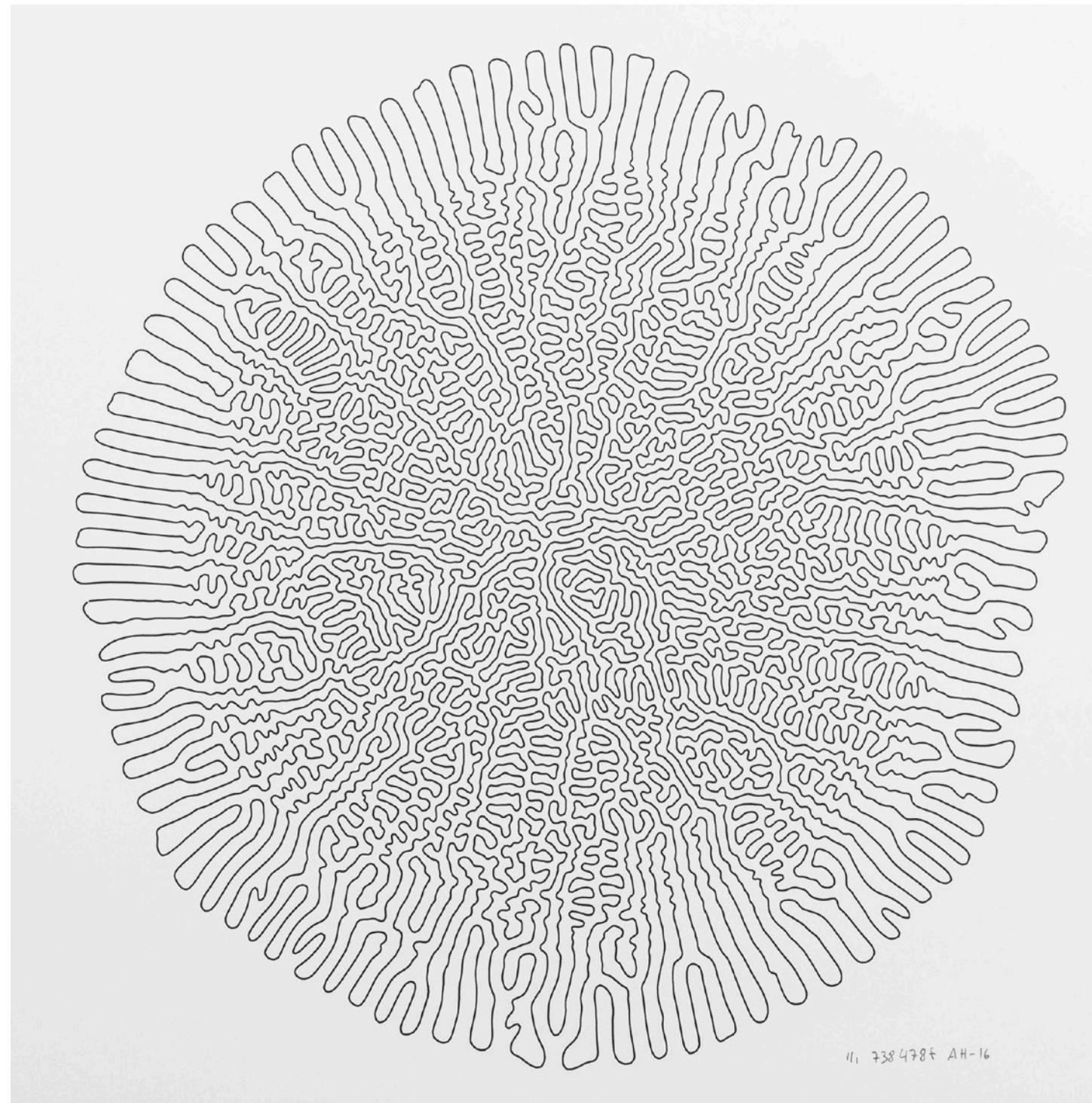
Análisis de su obra



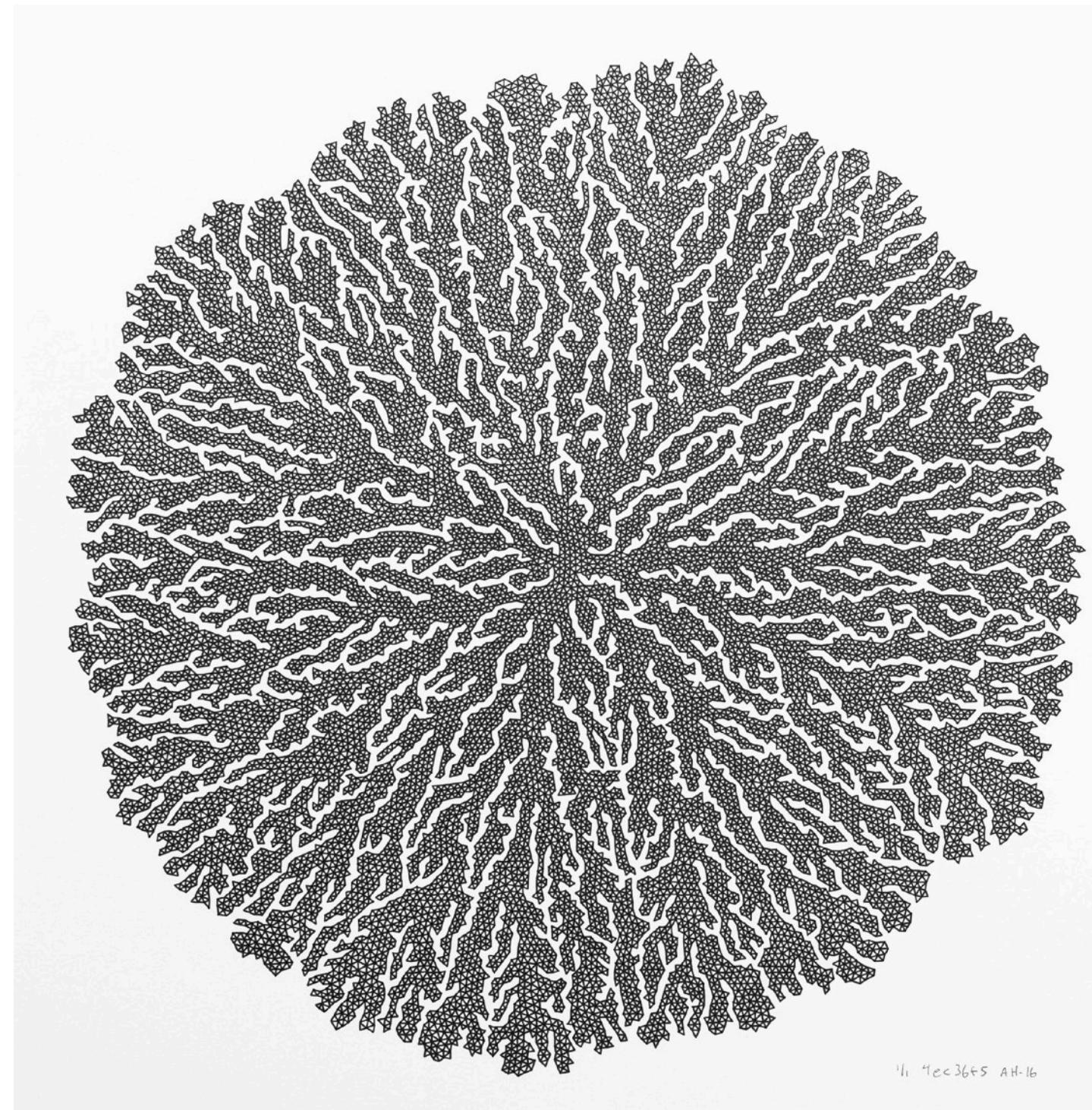
Análisis de su obra



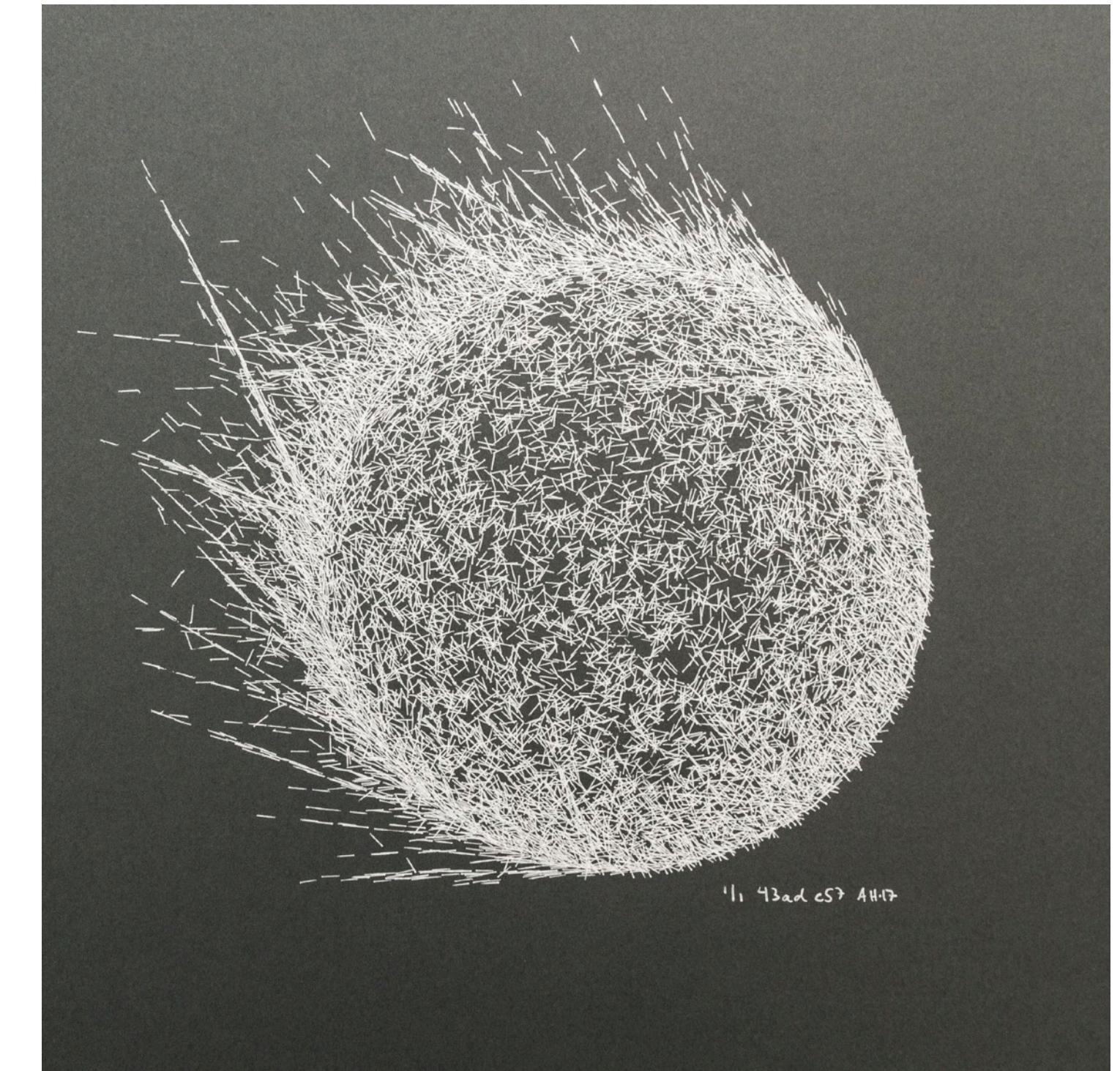
Análisis de su obra



II. 338478t AH-16

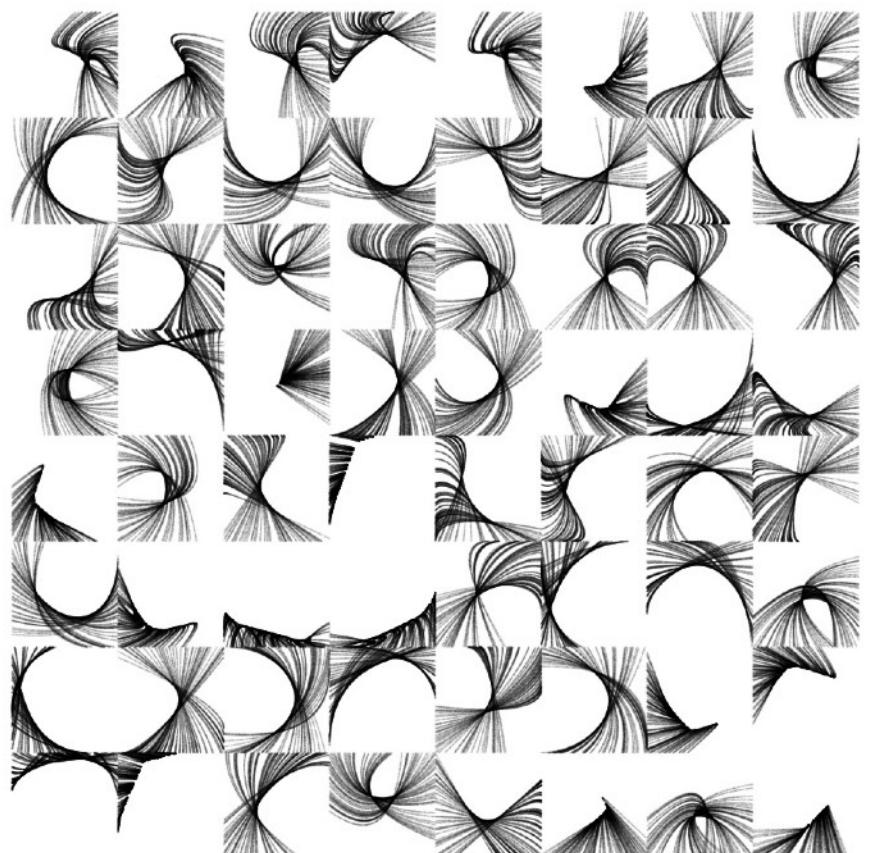
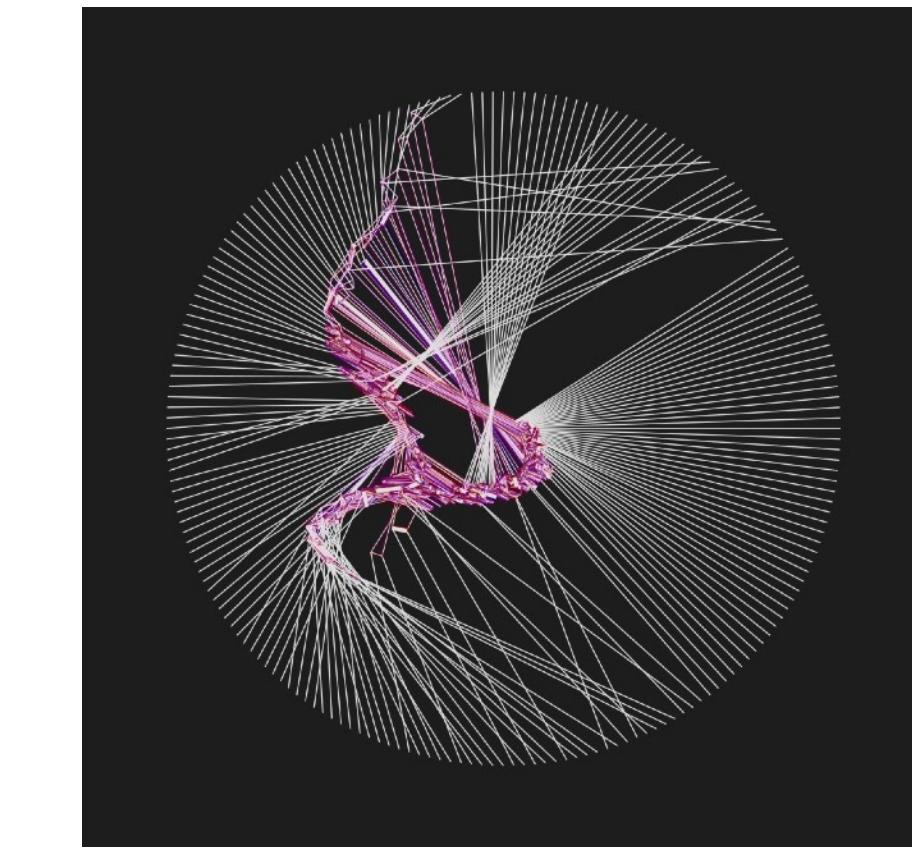
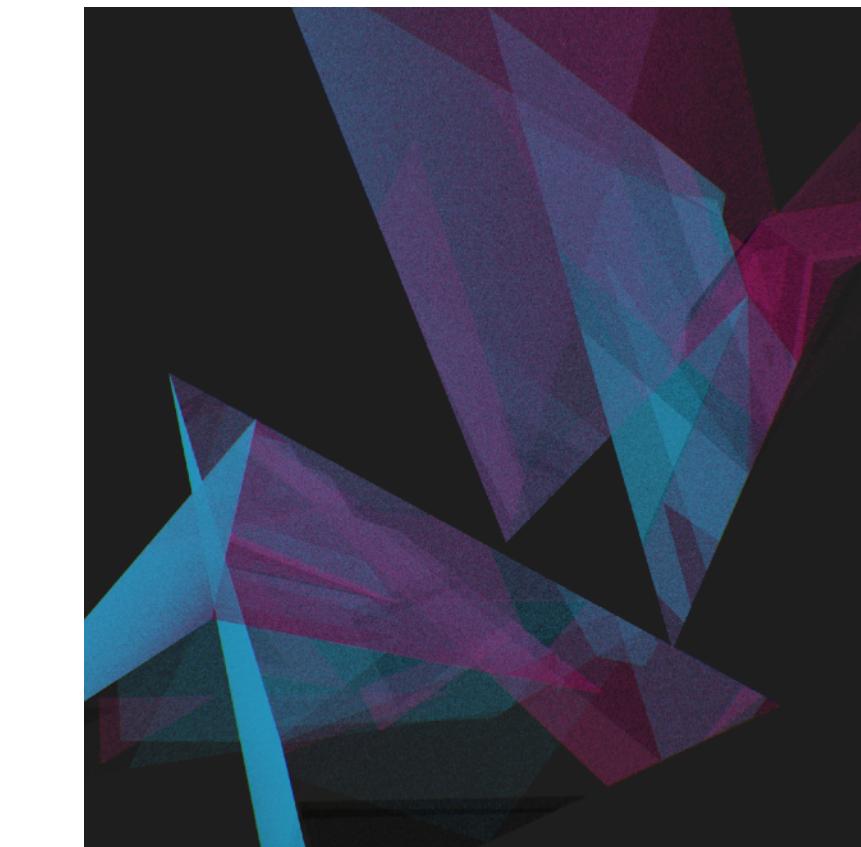
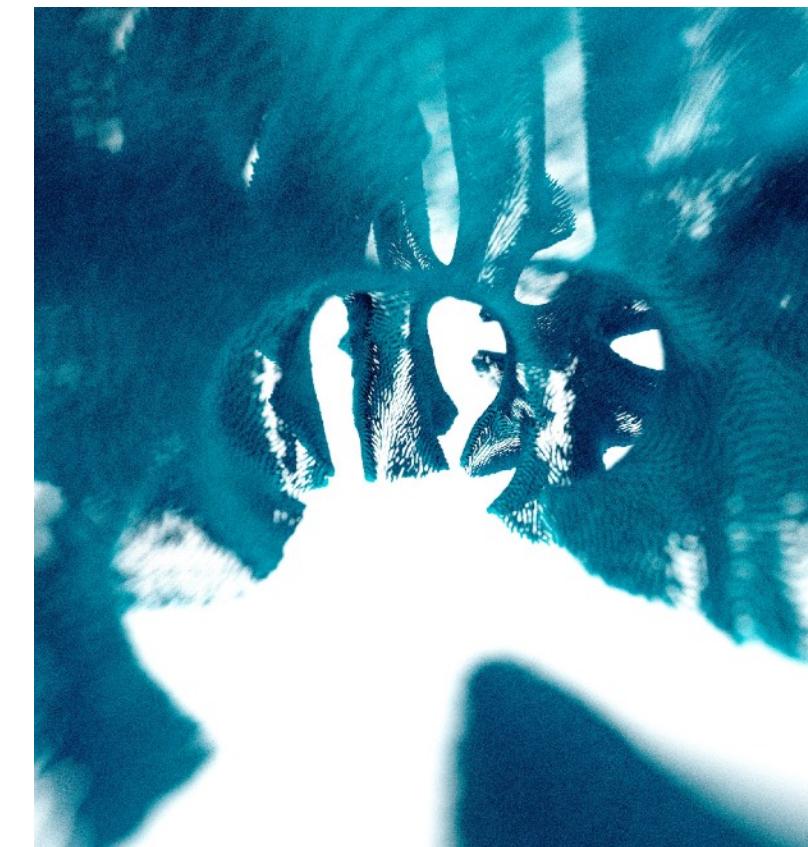
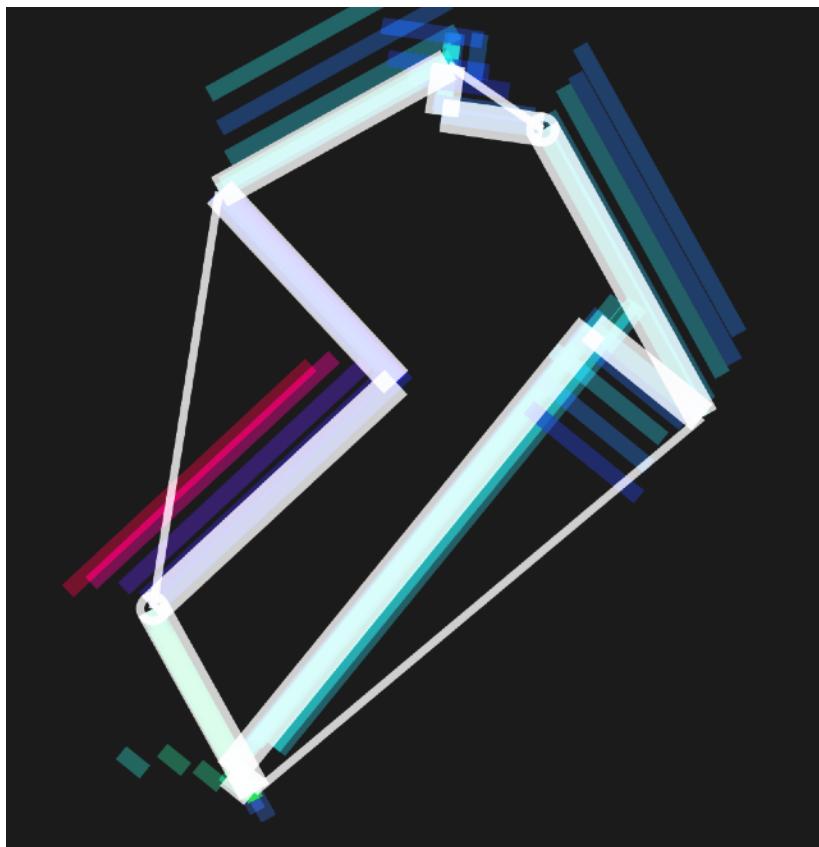


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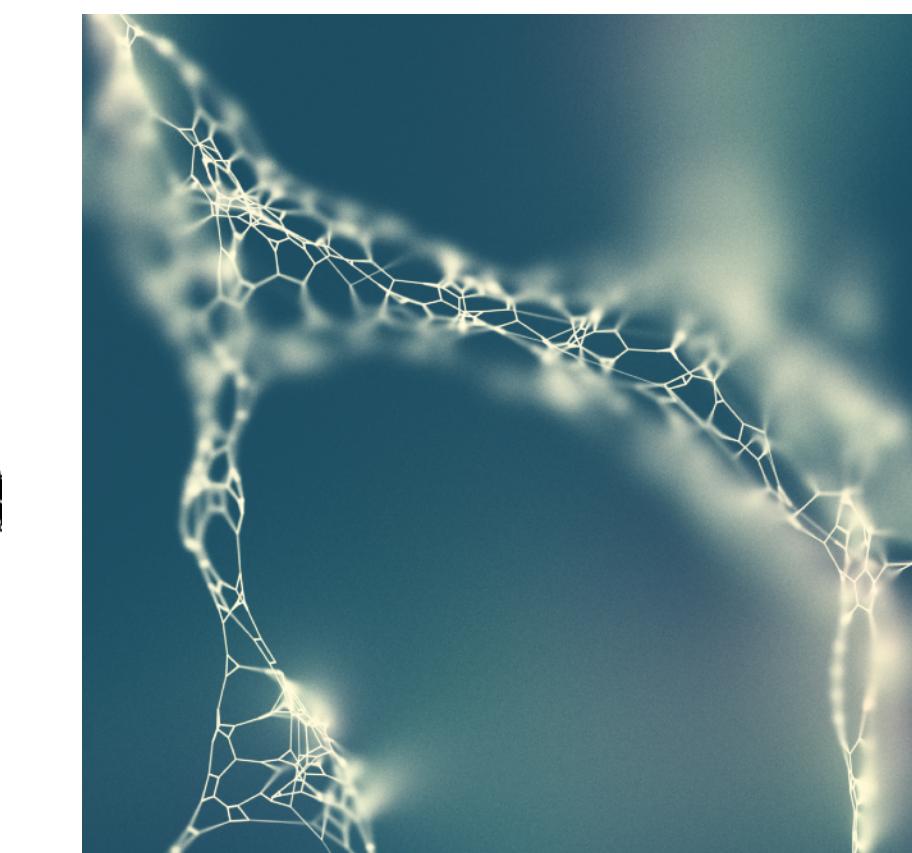
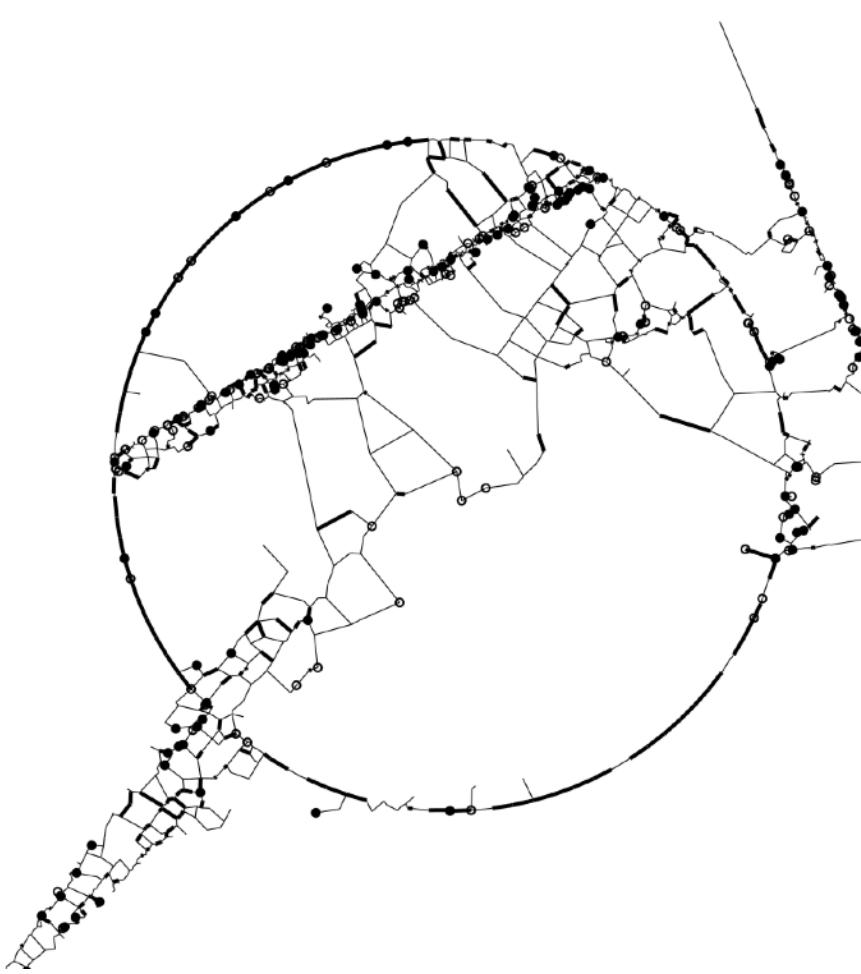
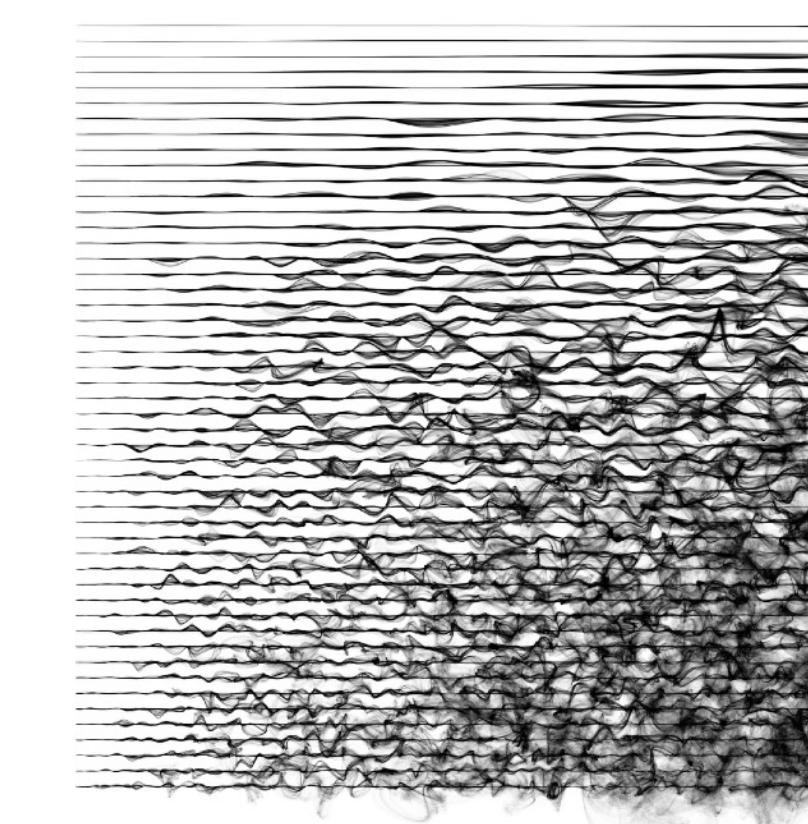


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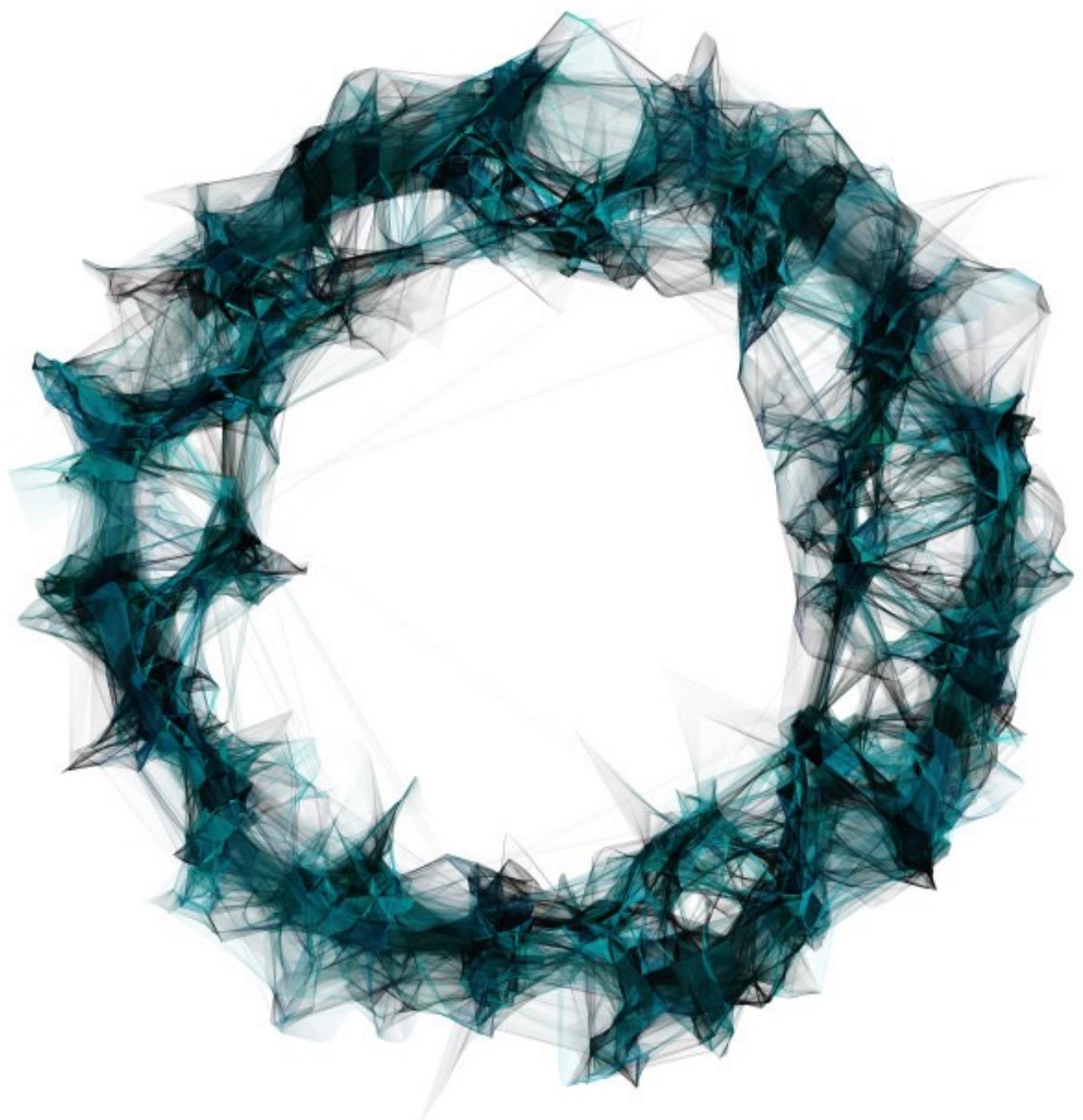
Análisis de su obra



En este trabajo se exploran las formas y patrones generados por la interacción entre la gravedad y la velocidad. Se utilizó un algoritmo de simulación numérica para modelar el movimiento de partículas en un campo gravitacional variable. Los resultados se representan mediante imágenes generadas por ordenador, que muestran la trayectoria de las partículas y sus interacciones. El color y la forma de las trayectorias varían dependiendo de las condiciones iniciales y las fuerzas aplicadas. Algunas trayectorias forman estructuras complejas y simétricas, mientras que otras son más dispersas y caóticas. El trabajo busca capturar la belleza y la complejidad de los sistemas dinámicos en el espacio y el tiempo.



Obra destacada



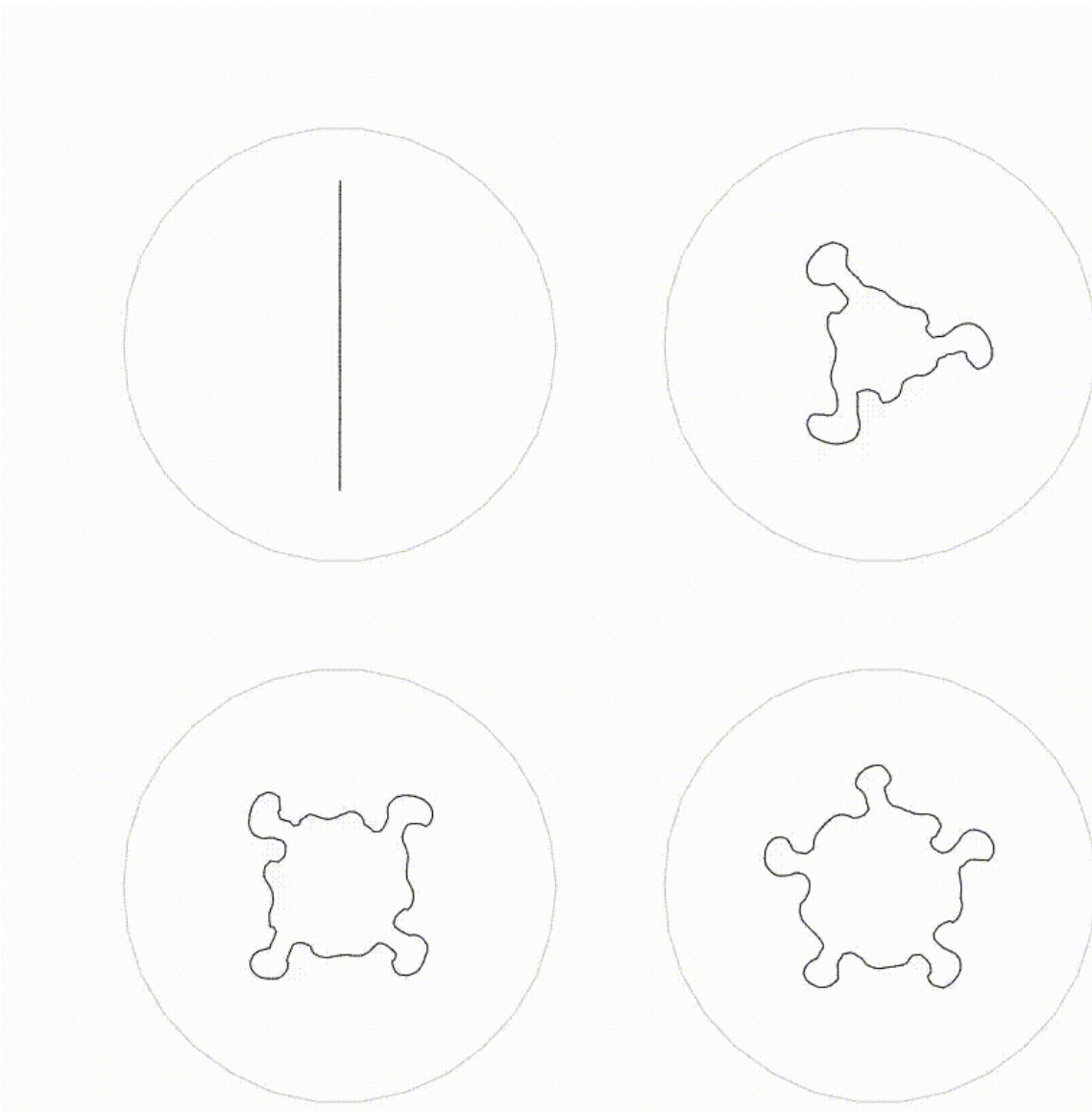
Algoritmo Orbitals



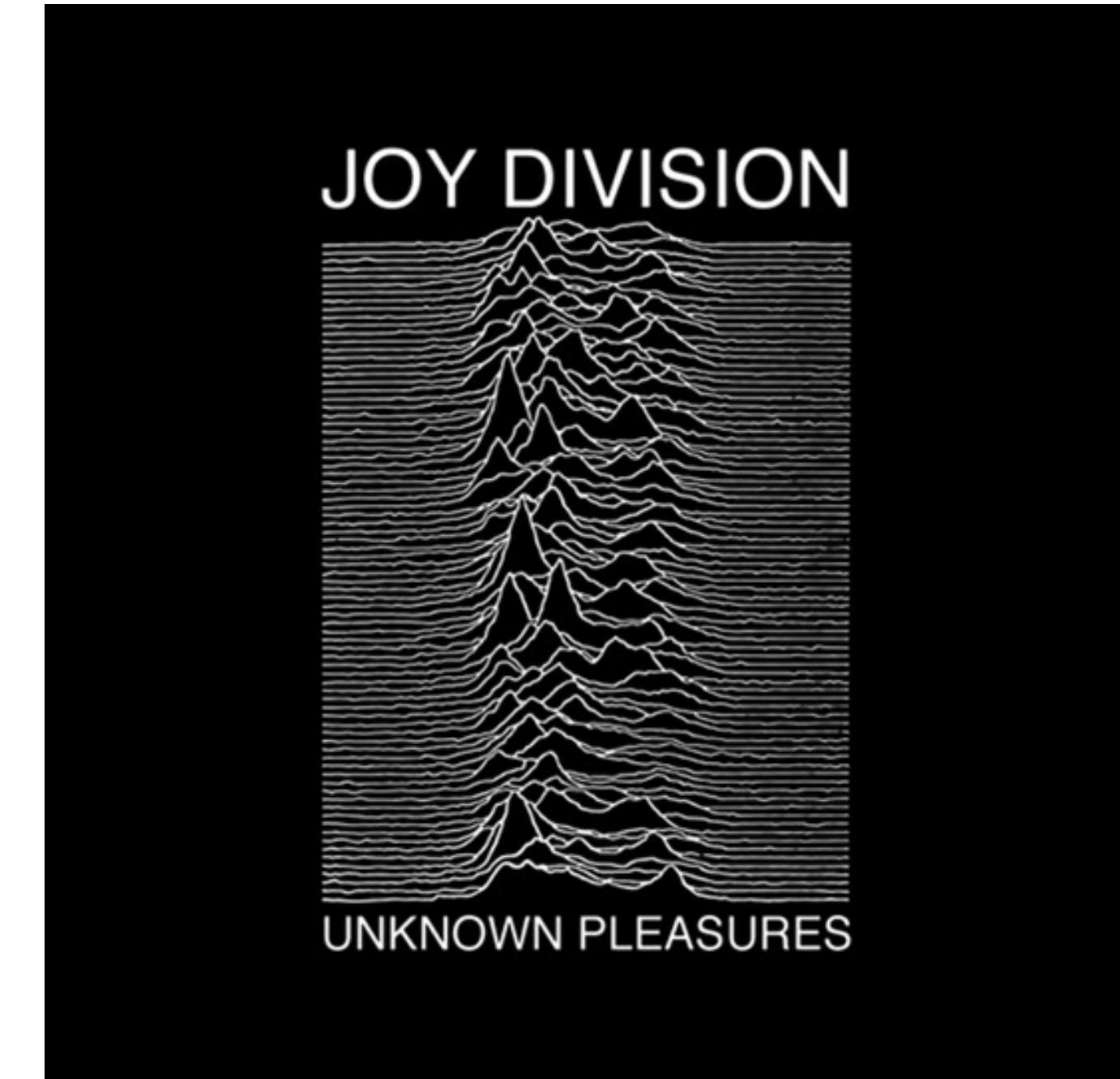
Happy Place de Jared Tarbell



_Conexiones actuales



Jason Webb (2019),
Differential growth experiments in JavaScript



Peter Saville (1979),
portada de Unknown Pleasures, álbum de Joy Division

Webgrafía

<https://aiartists.org/generative-art-design>

<https://www.hicetnunc.xyz/inconvergent/creations>

<https://www.instagram.com/p/BpBflx-AMMj/>

<https://artthescience.com/magazine/2016/04/21/bits-anders-hoff/>

<https://twitter.com/inconvergent>

<https://medium.com/@jason.webb/2d-differential-growth-in-js-1843fd51b0ce>

<https://jasonwebb.io/work>

<https://www.vice.com/es/article/pgmdmk/descubre-la-historia-detras-la-iconica-portada-del-unknown-pleasures-de-joy-division>

<http://www.complexification.net/gallery/>

<https://n-e-r-v-o-u-s.com/>

<http://www.complexification.net/gallery/machines/happyPlace/>

<https://github.com/inconvergent?tab=repositories>

<https://usesthis.com/interviews/anders.hoff/>

<http://slides.com/leonardoarandabrito/arte-y-algoritmos-codigo-arte-generativo/fullscreen#/3>