.genGeom
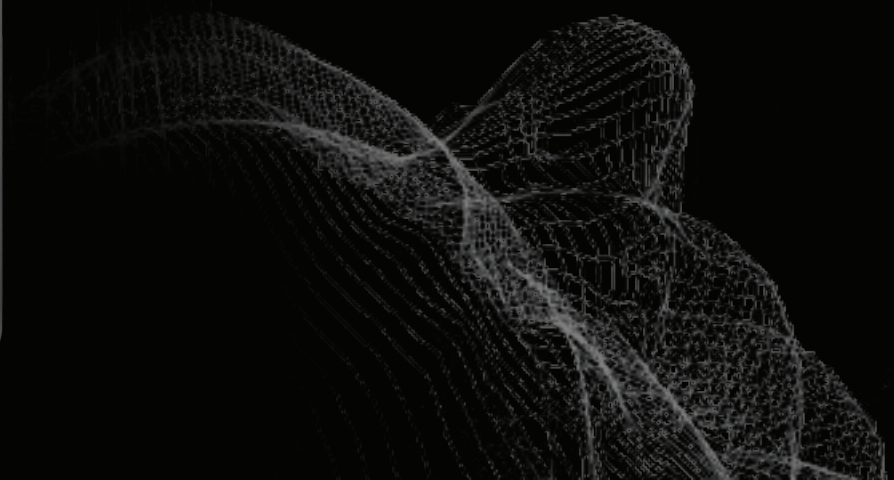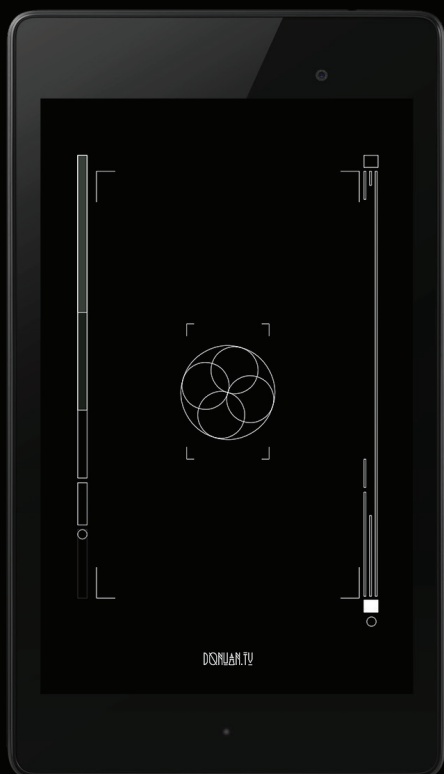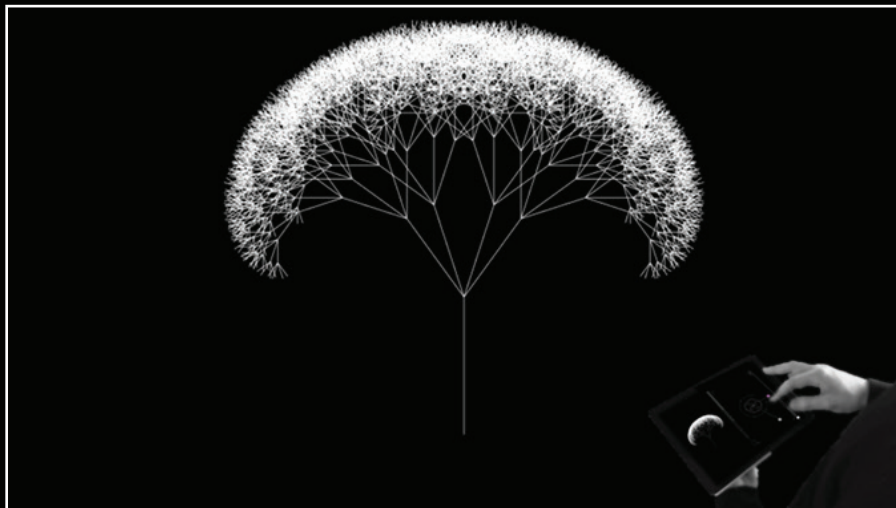
// A generative installation
// by Hannes Andersson Donuan (donuanTv)
// 2015

genGeom() {
    is a sci-fi inspired visual installation exploring code based
    geometry and simulated natural shapes generated in real time
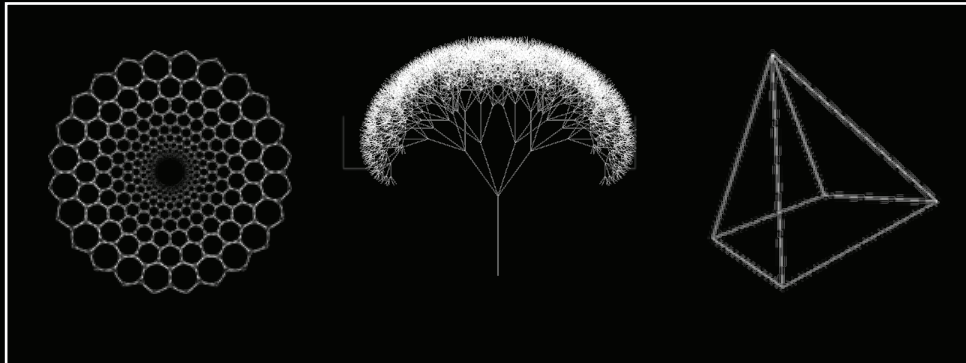   from user interaction.
}

```
howItWorks() {
    Fractal shapes or polygons are generated from algorithms
    such as l-systems (also known as lindenmayer systems).

    The user is given control over the variables of the
    algorithms through the genGeom interface, Which is accessed
    through an android phone or tablet
        (such as Samsung Galaxy or Nexus 7).

    The result is an ever-changing geometrical shape which is
    projected in large scale upon a suitable surface.
}
```
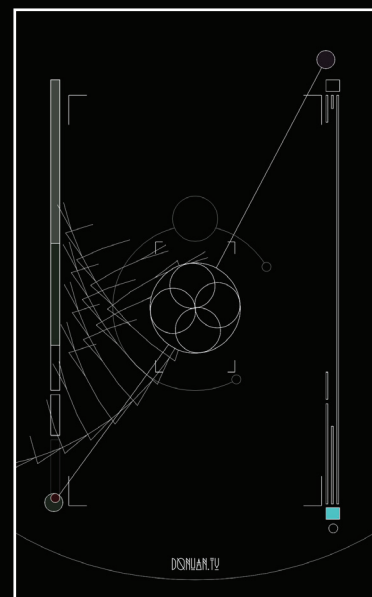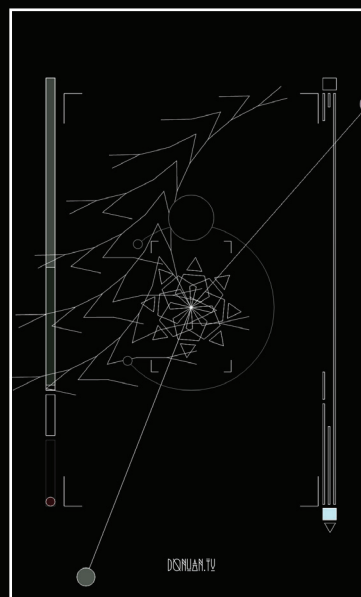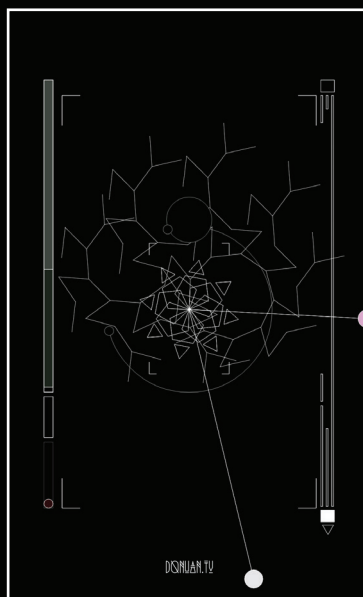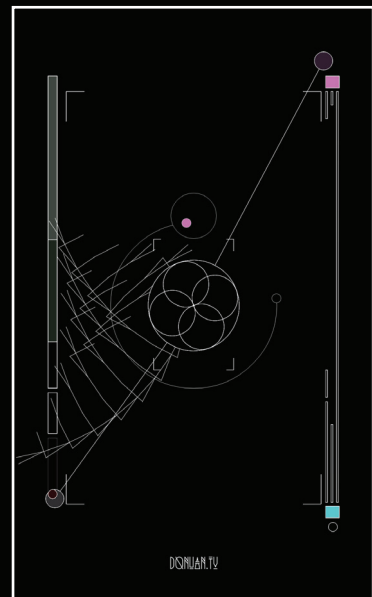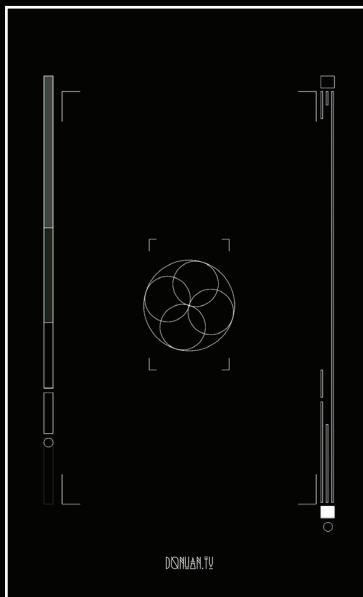
theInterface() {
    is an android app made in Processing that the users interact
    with through touch.
}

```
technicalSetup() {
        The user interaction data is sent from the genGeom android
        app to the shape generating genGeom Processing sketch (running
        on a computer) as OSC (open sound control) messages via Wi-Fi.

        The genGeom sketch interprets the OSC messages as variables in
        the algorithms generating the geometrical shapes.

        The generated shapes are sent to a projector, which projects
        the end result; a generated projected shape that can be
        manipulated in real time.

}
```
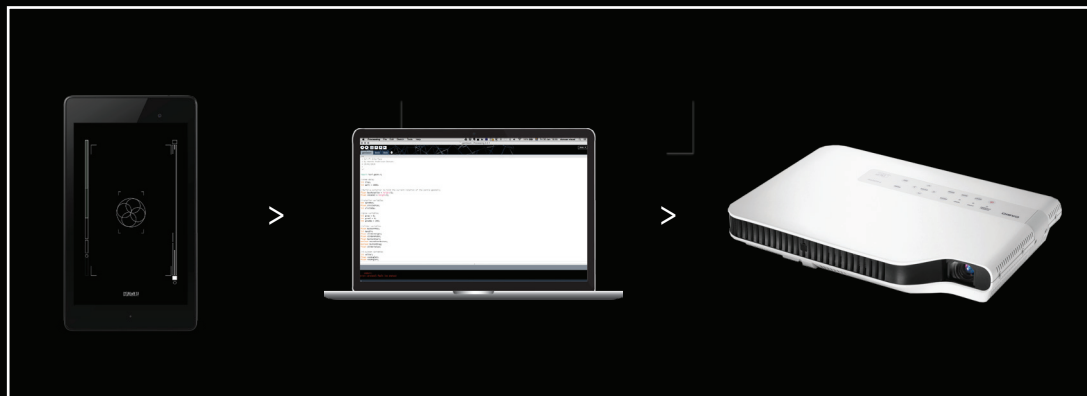
aboutTheArtist() {
    Hannes Andersson (Donuan) is a researcher, Filmmaker,
    Digital Artist and Audio-Visual Performer.
    His work focuses on perception and visual communication in
    the in-between of art and science.
        http://donuan.tv

    Short Bio(){
        Hannes is originally from Gothenburg (Sweden), currently
        based in the UK. He studied Digital Film & Animation at
        SAE Institute Barcelona (Catalonia).
        He is co-founder of the digital art collective "Chinos
        International CC", developing interactive art and open
        source technology, materialised i.e. in audio-visual and
        physical installations exploring concepts of user affectability
        by applying techniques for spatial placement, tracking of user
        position and body movement.
        He is co-founder and director of "Andersson Rodriguez Films",
        an independent film production company, mainly producing
        narrative cinema shorts and digital videos for distribution on
        web.
        In 2014 he was selected to represent Bologna for the European
        Union Culture Project "Performigrations, People are the
        Territory", for which he develops an audio-visual installation
        to be presented in seven cities in Europe and in Canada during
        2015.

    }
}