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In reference to the most recent article we read from what I somewhat understand generative art refers to the art that is made using an autonomous system. By that they mean that the system itself can independently determine the outcome of the artwork that would normally need to be the decision of the artist. Sort of like a collaboration of minds in a sense to create the final results of the artwork.

While software art is said to be more a work of art created by the concepts of specific software created by artists used to portray a particular type of art work too. It is a little confusing to me since the entire concept of things like coding and software and more in depth types of digital mediums at the core of creating anything through computers in general is confusing to me yet, although rather interesting, it can be very frustrating because it truly is like an entire language of it's one in a lot of ways.

There is definitely a difference from creating digital art on a platform already provided by a more inclined computer savvy individual. For instance the idea of recreating things through sites though the use of different filters and effects are much easier to use and a greater sense of artistic creativity, while the technical aspects behind creating software and coding and the language of computers, so to speak, is an entirely higher level of understanding both generative and software art as well as coding and so on.