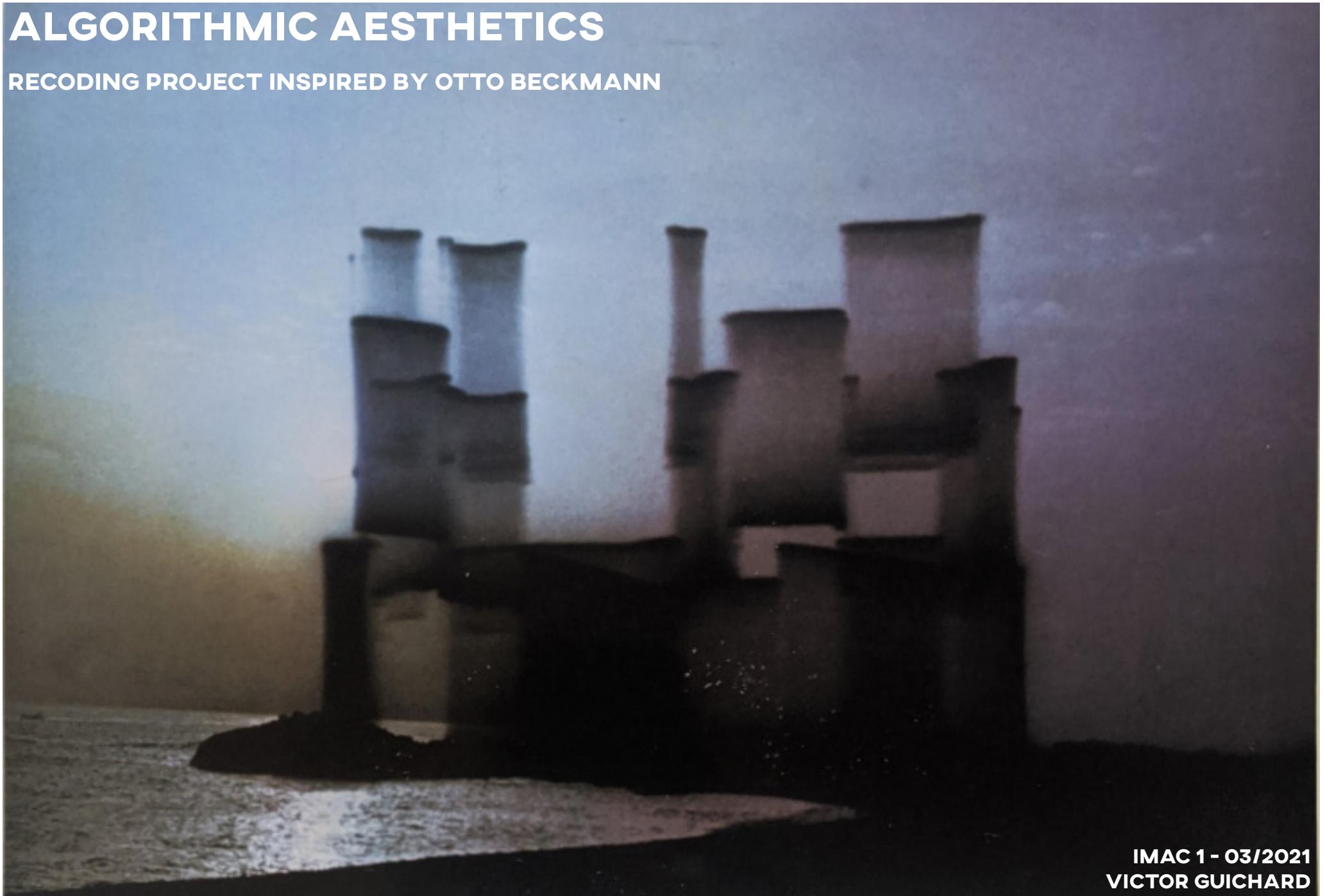


ALGORITHMIC AESTHETICS

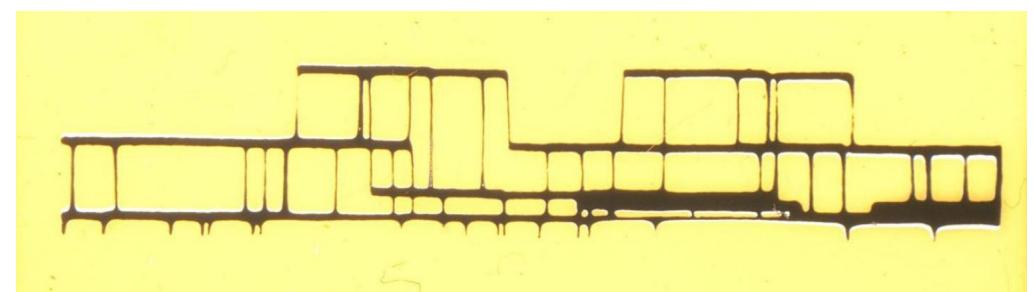
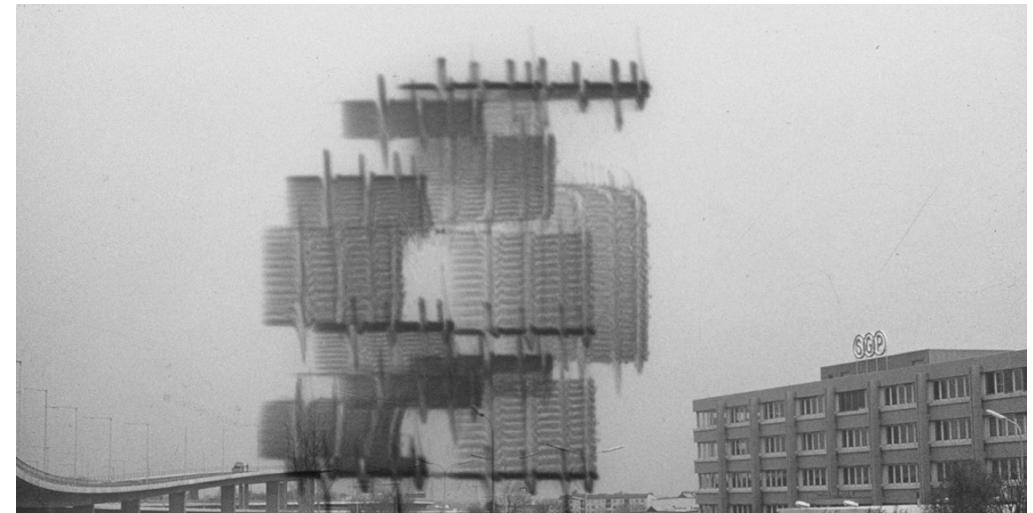
RECODING PROJECT INSPIRED BY OTTO BECKMANN



IMAC 1 - 03/2021
VICTOR GUICHARD

IMAGINARY ARCHITECTURES

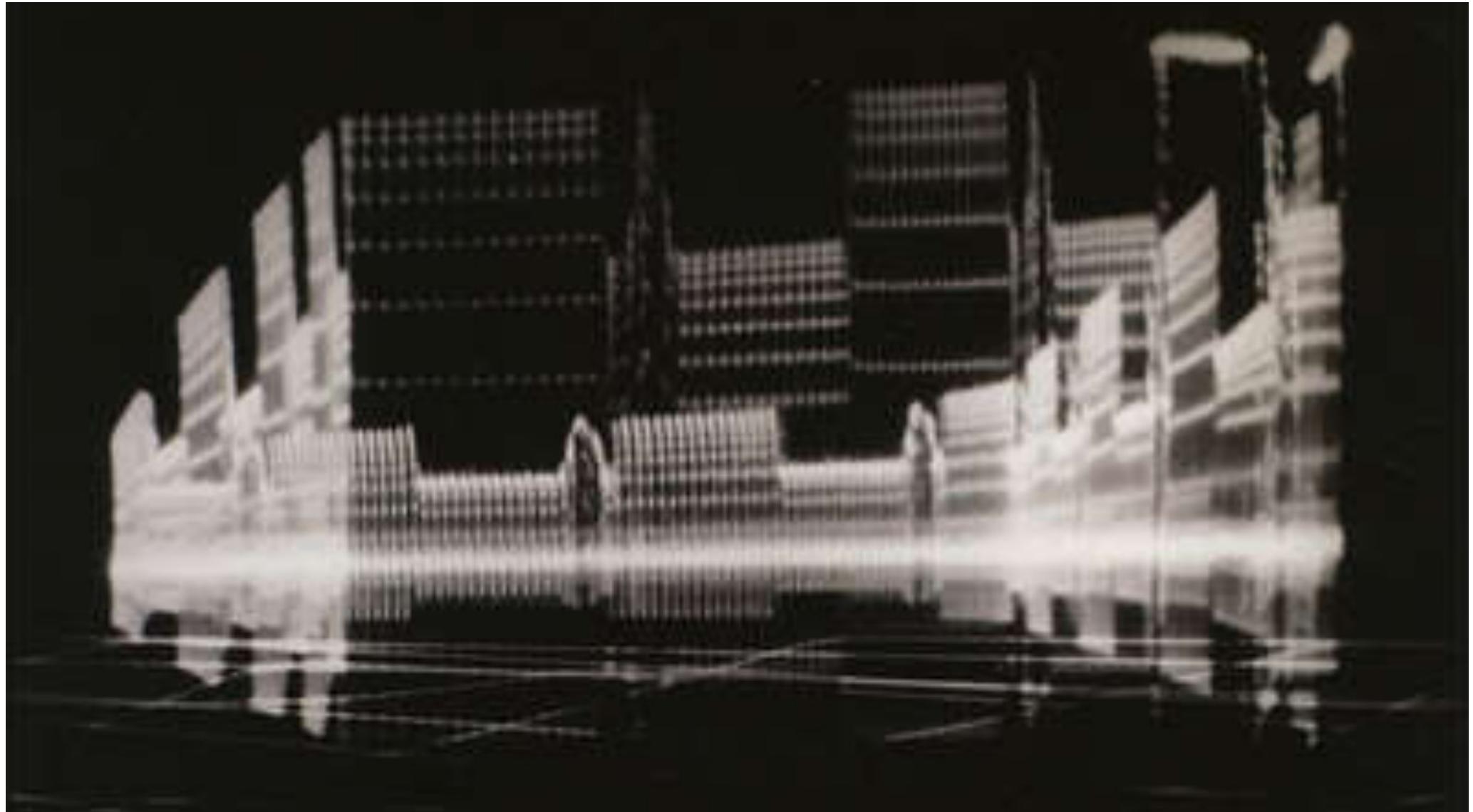
Otto Beckmann (1908 - 1997) was an austrian sculptor and pioneer of media and computer art. The work from which we were inspired for this project, is the result of an artistic process. Otto called it «imaginary architectures». Then, the only limit is the power of the computer which executes its programs.

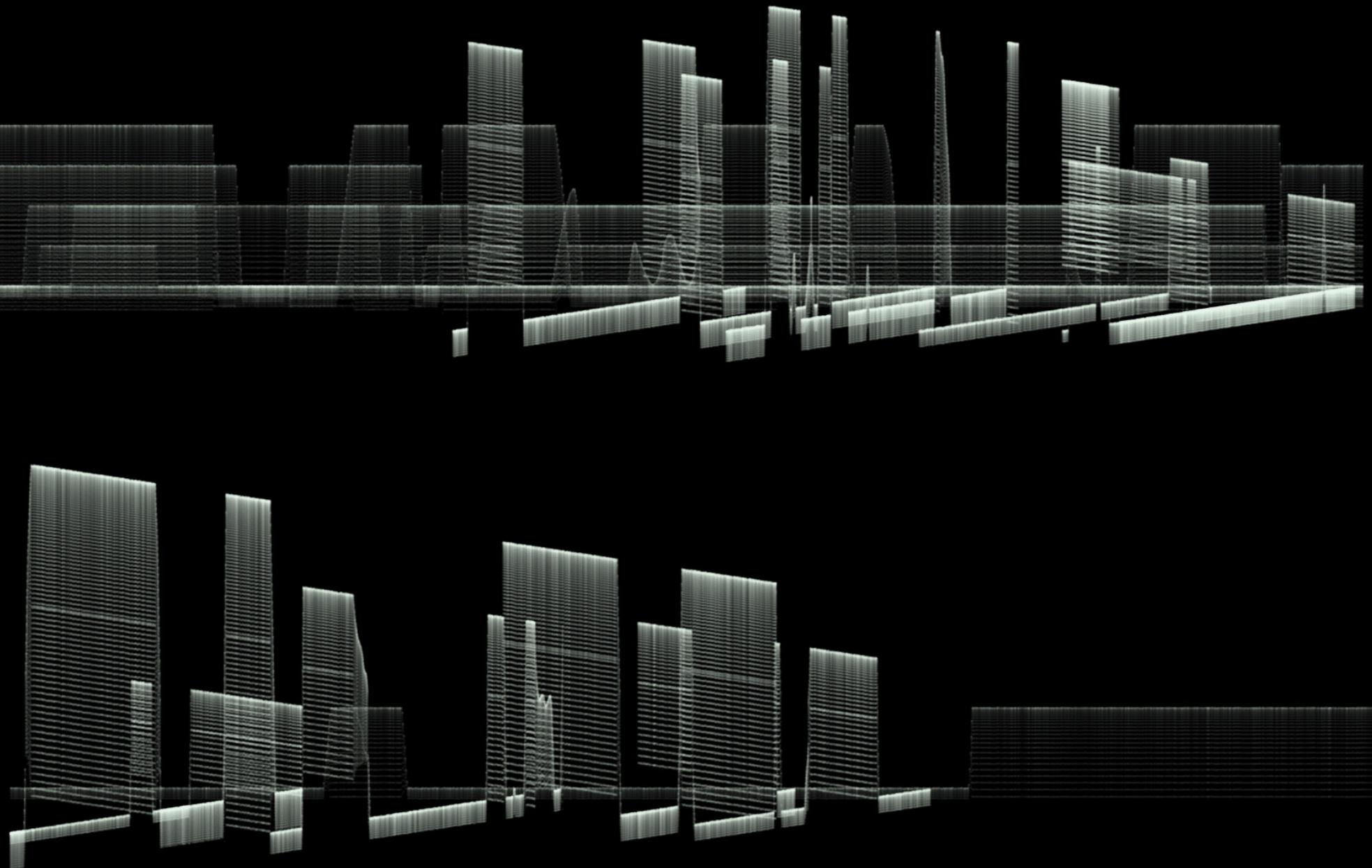


REFERENCE ARTWORK

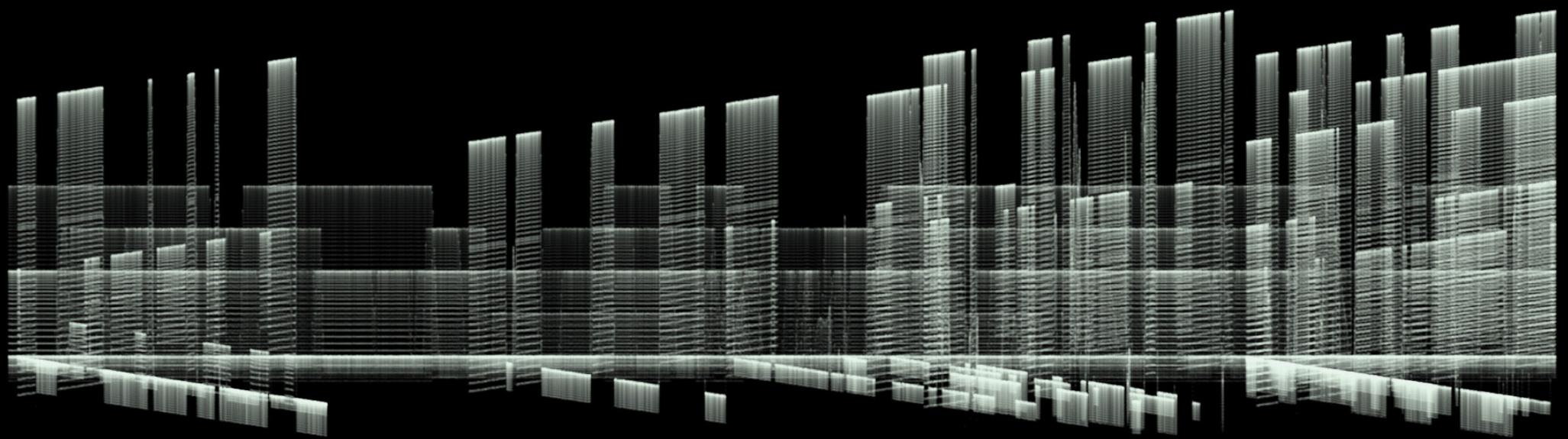
This may look like a spectrum or many layers of the same signal with different scales (horizontally and vertically). Also we can clearly see two different types of signal; one with a fixed

scale and an other one that seems to have an incremented one. To reproduce signals we use a narrow Perlin noise. Then we implement required functions to draw desired scaled twins of the original signal. Also in order to get this old computer like effect we add random displacement to every dots. Finally we just have to experiment and find some interesting results.

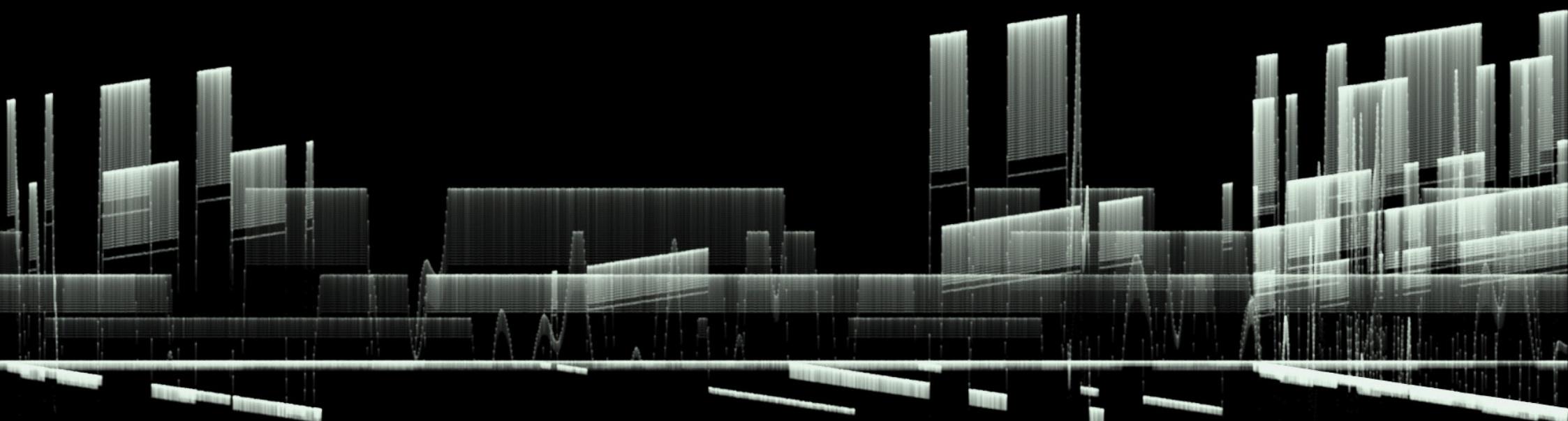




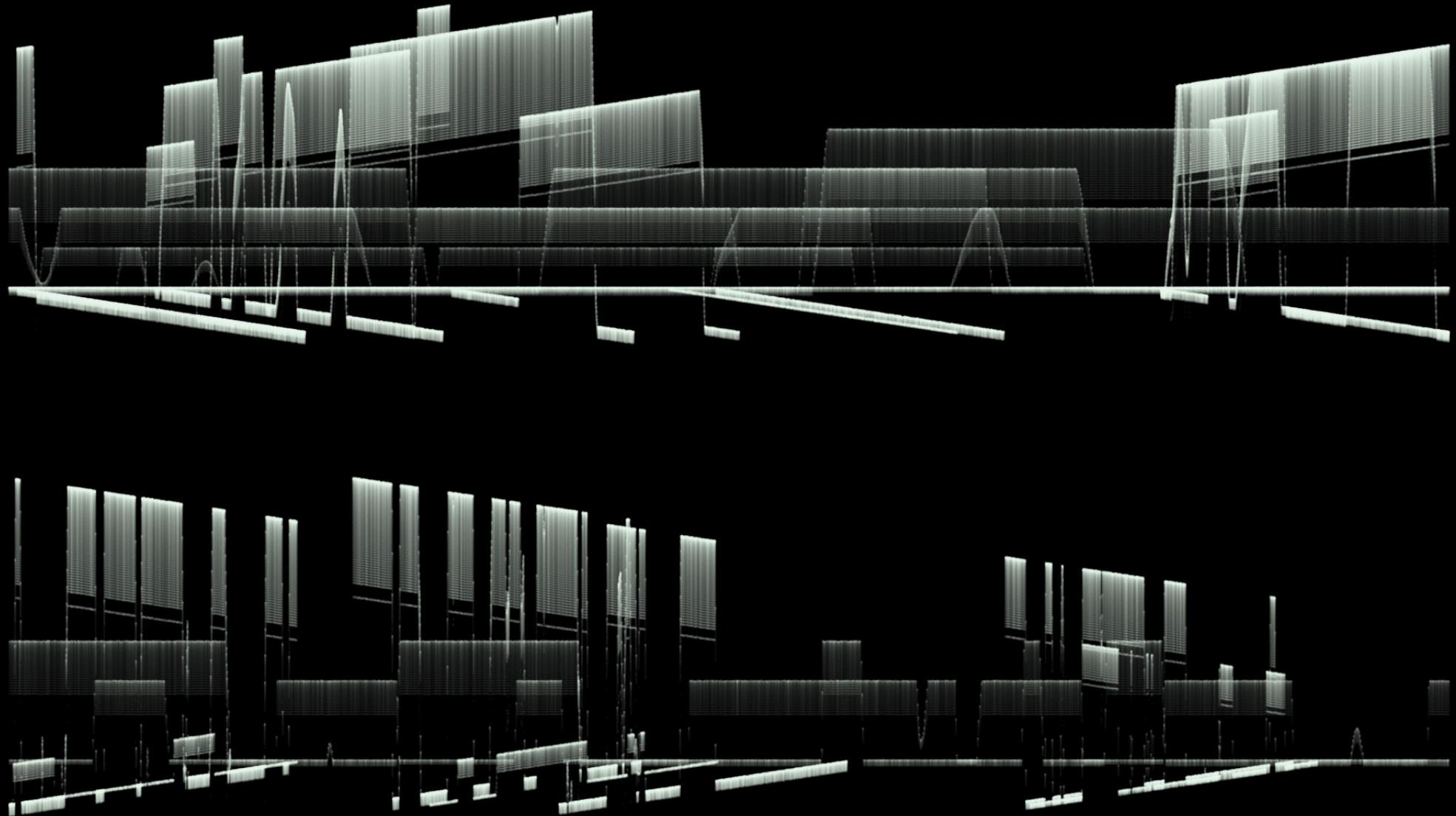
SERIE01



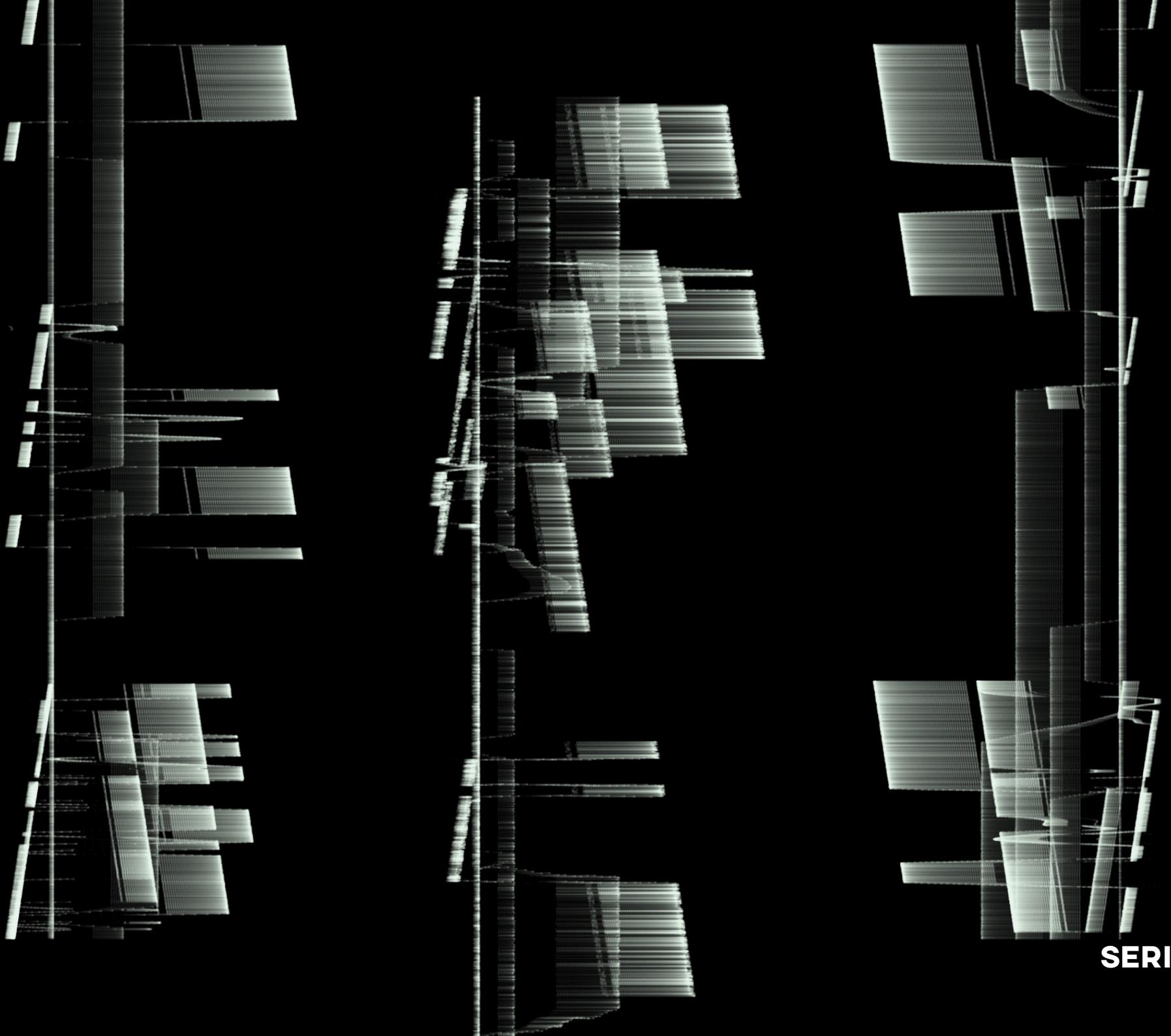
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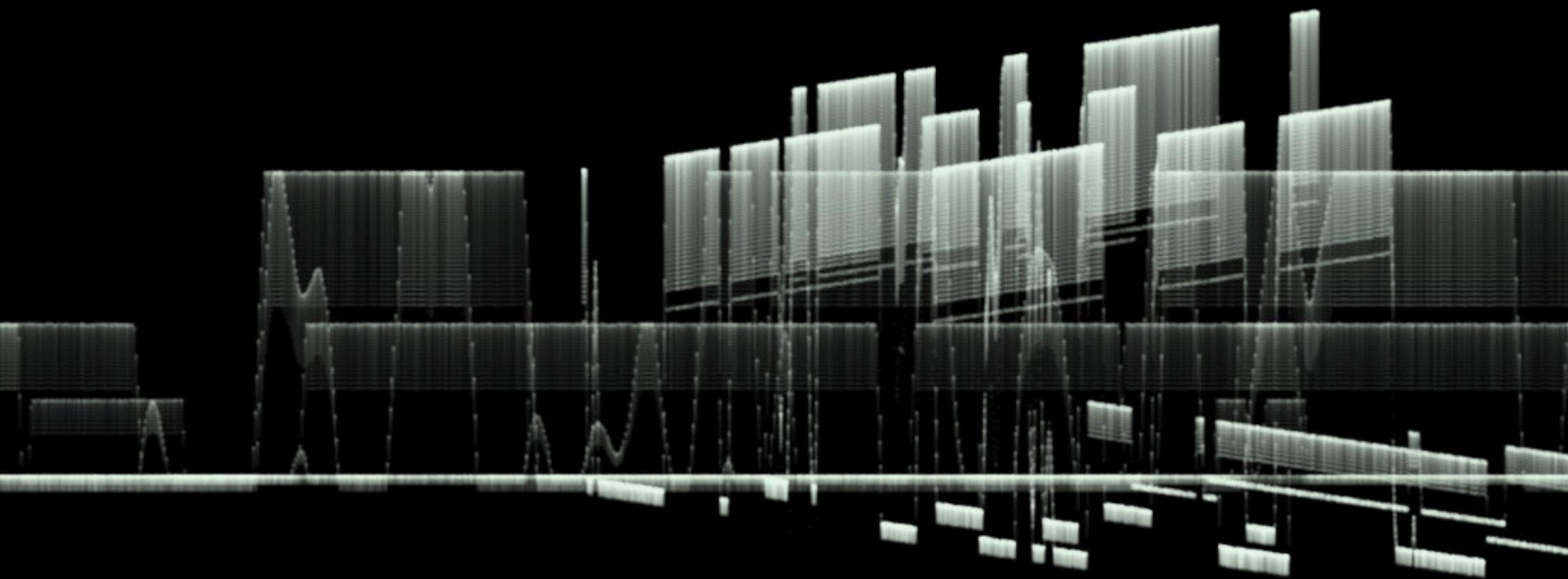
SERIE03A



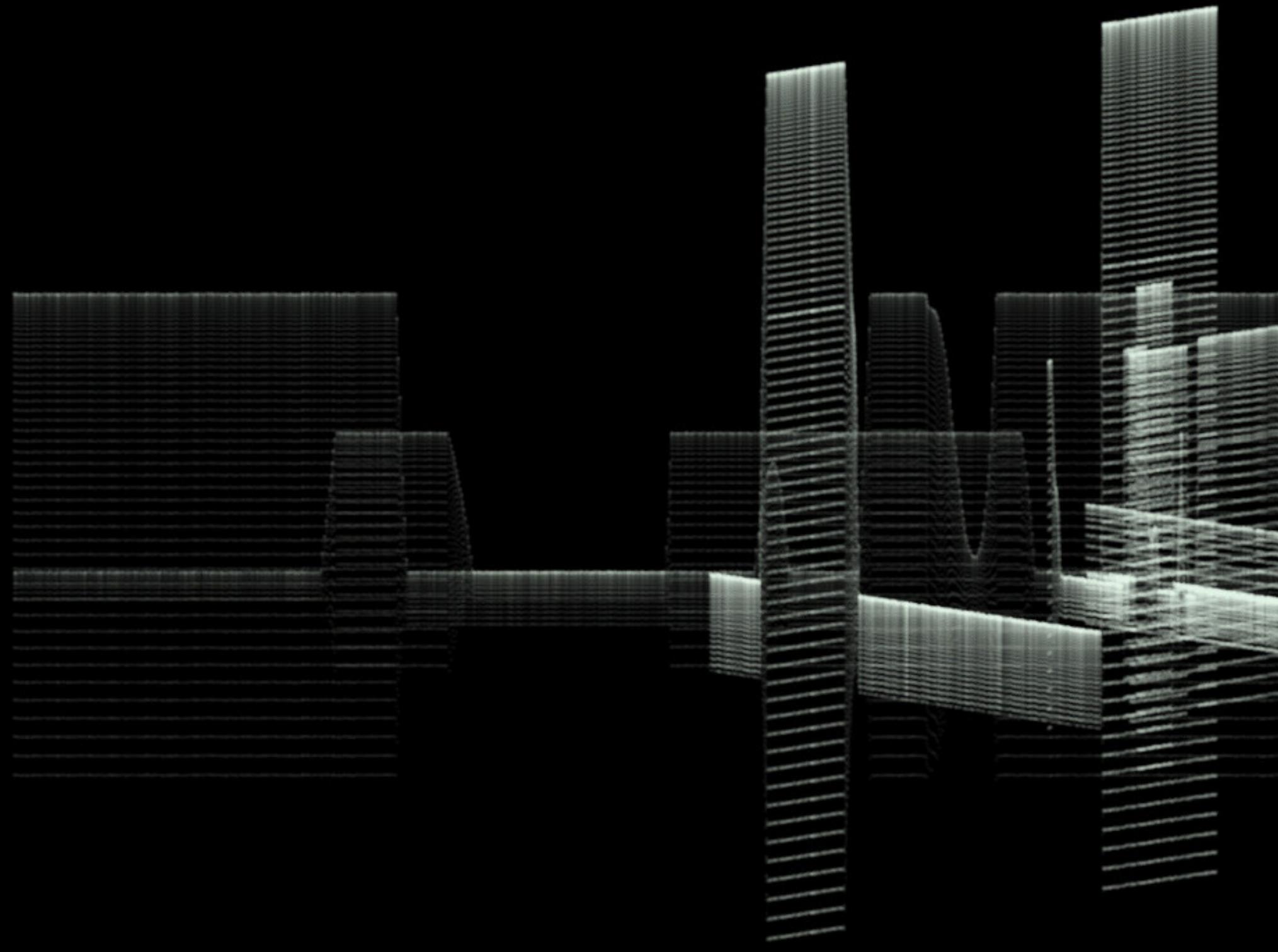
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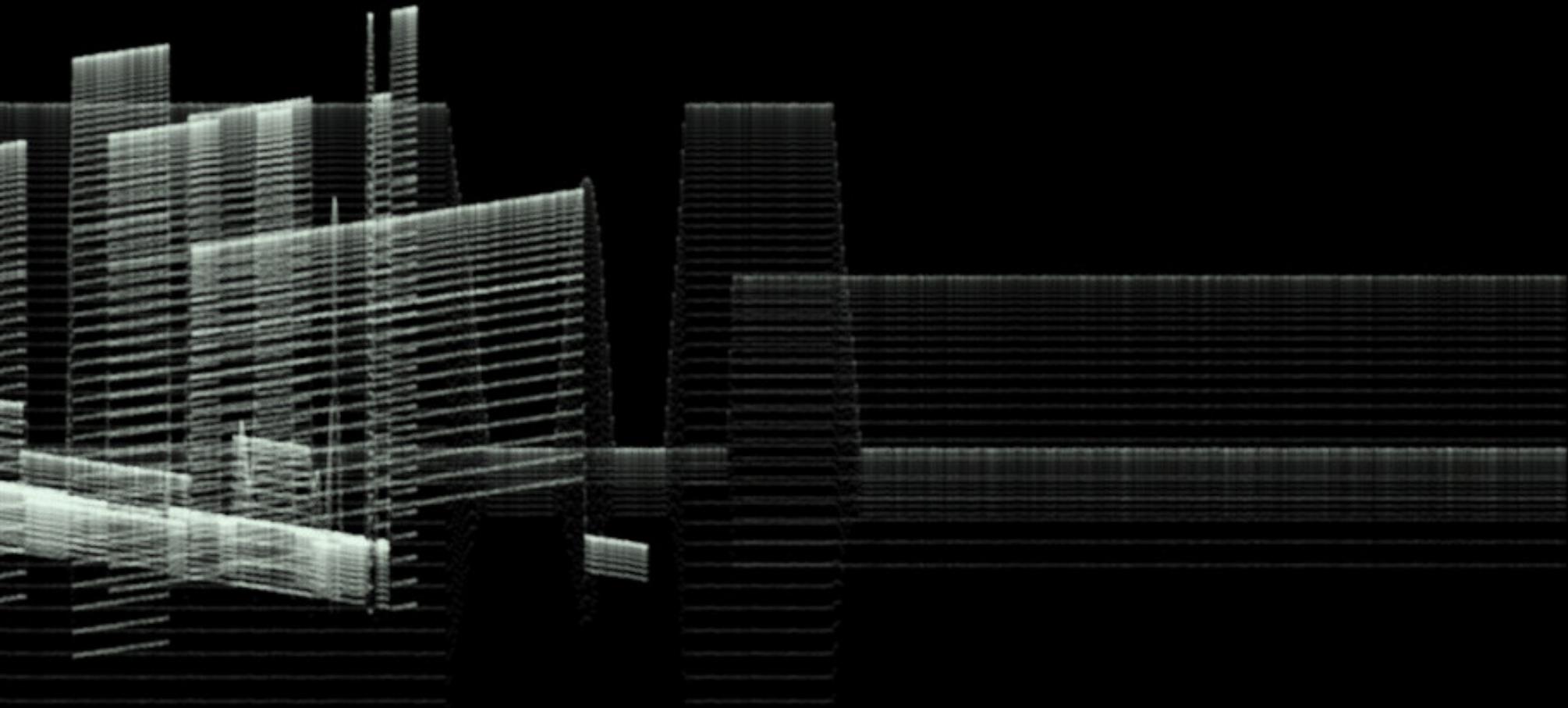


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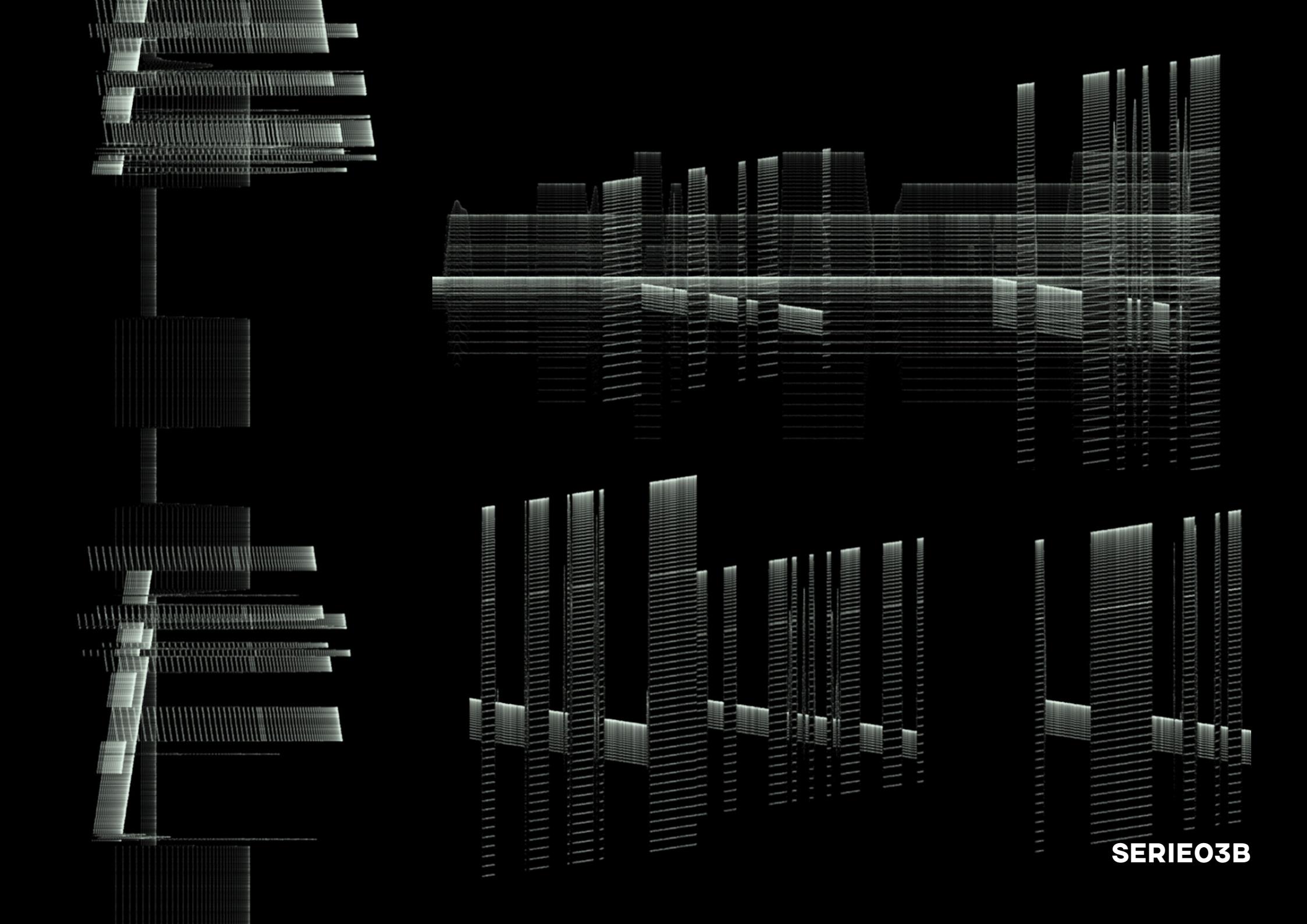


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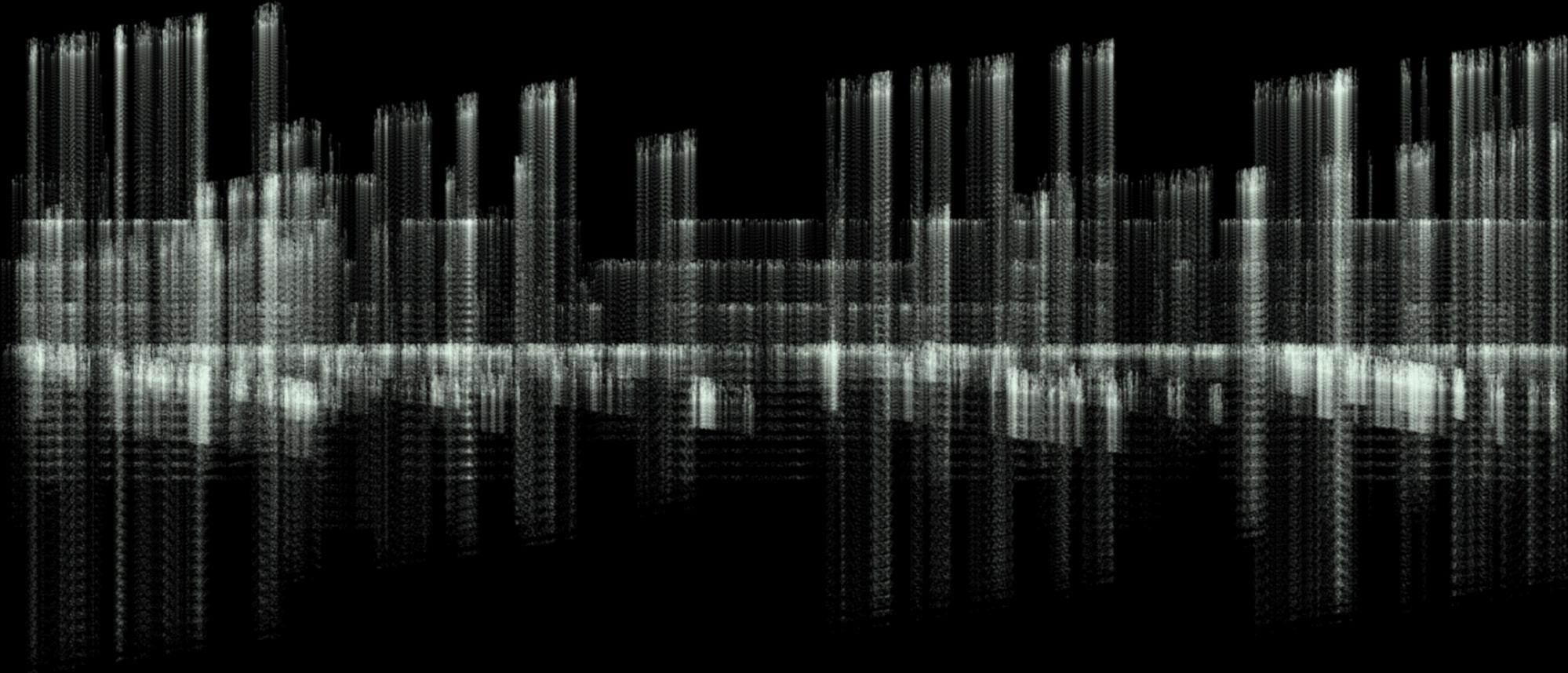




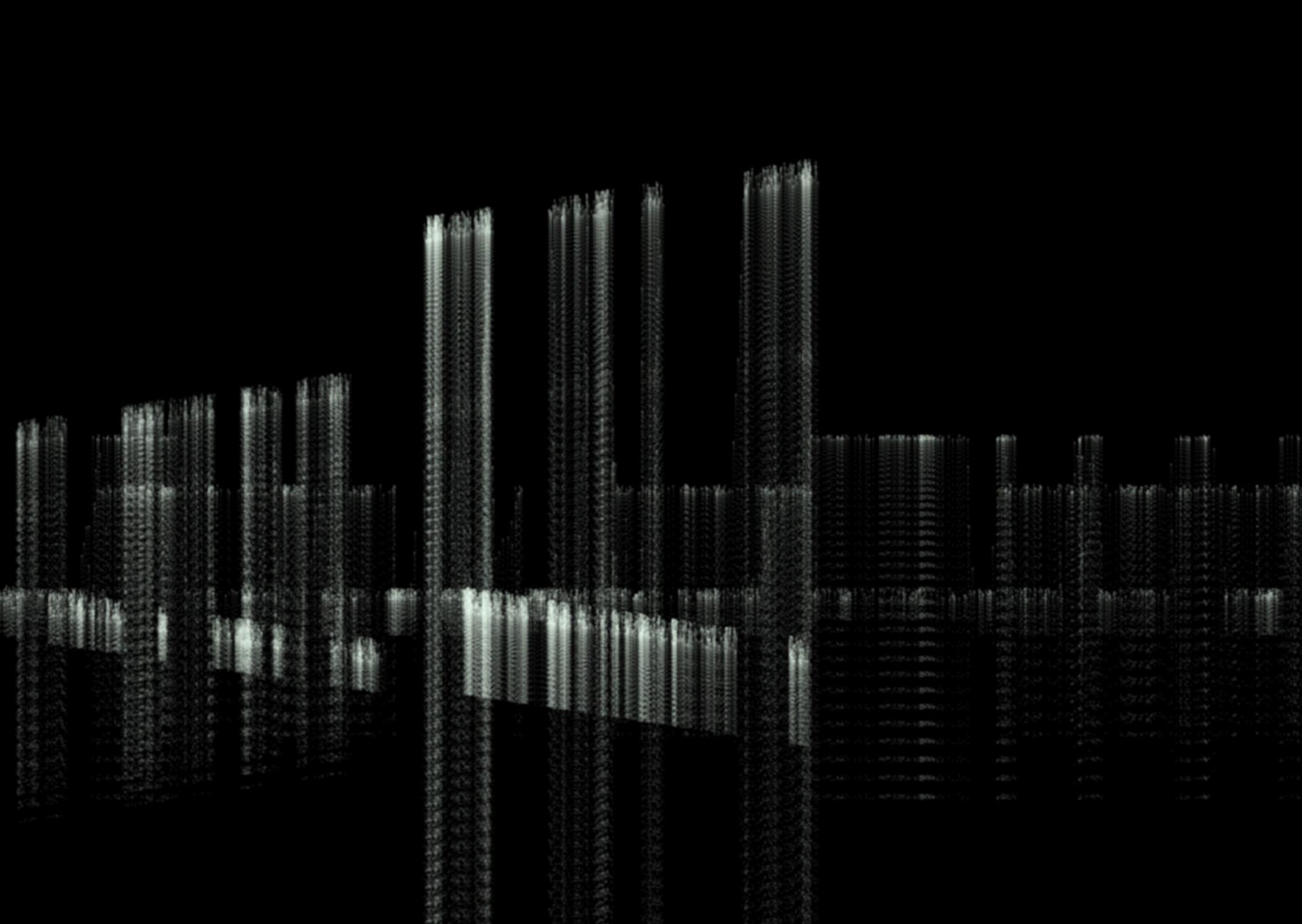
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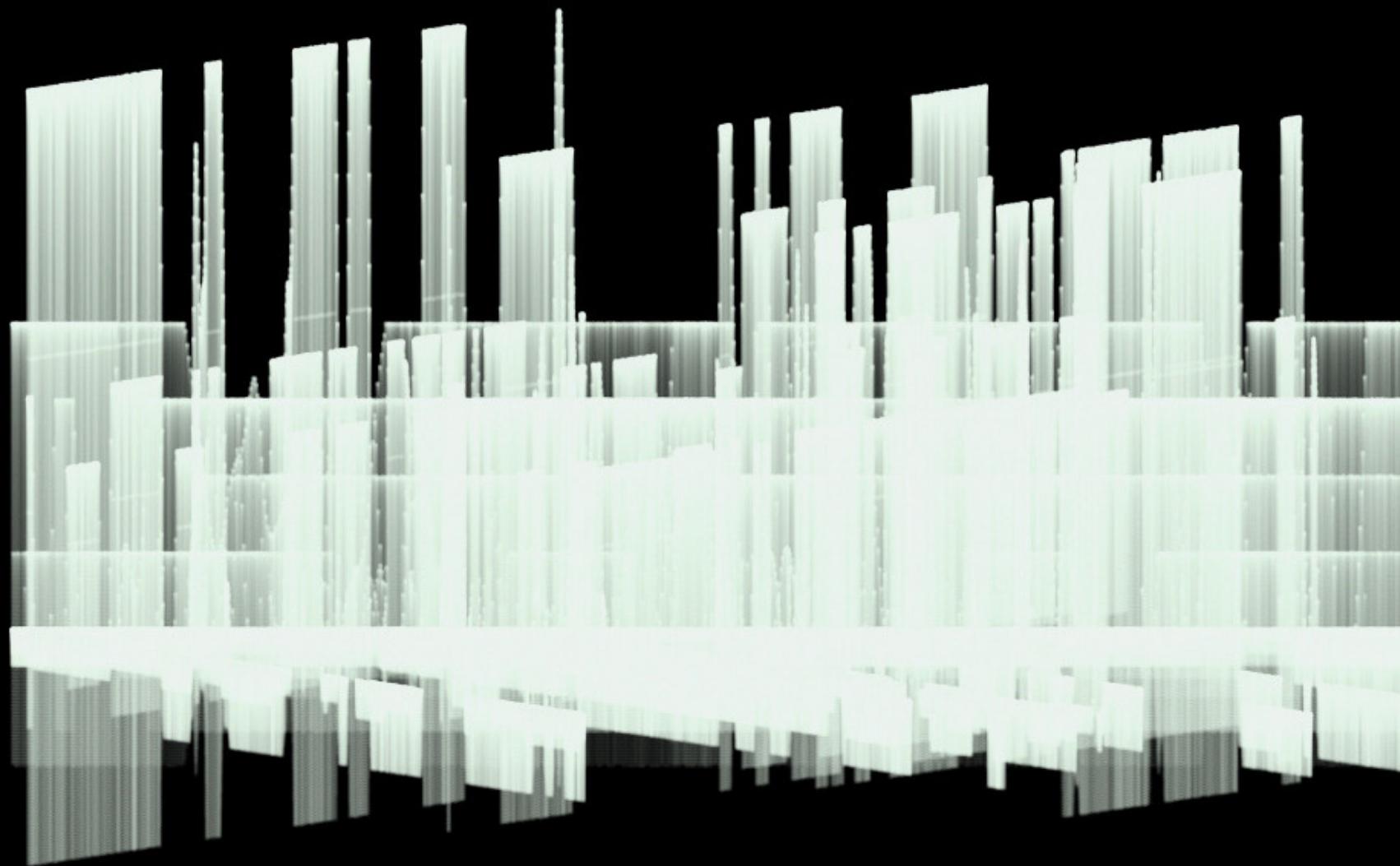
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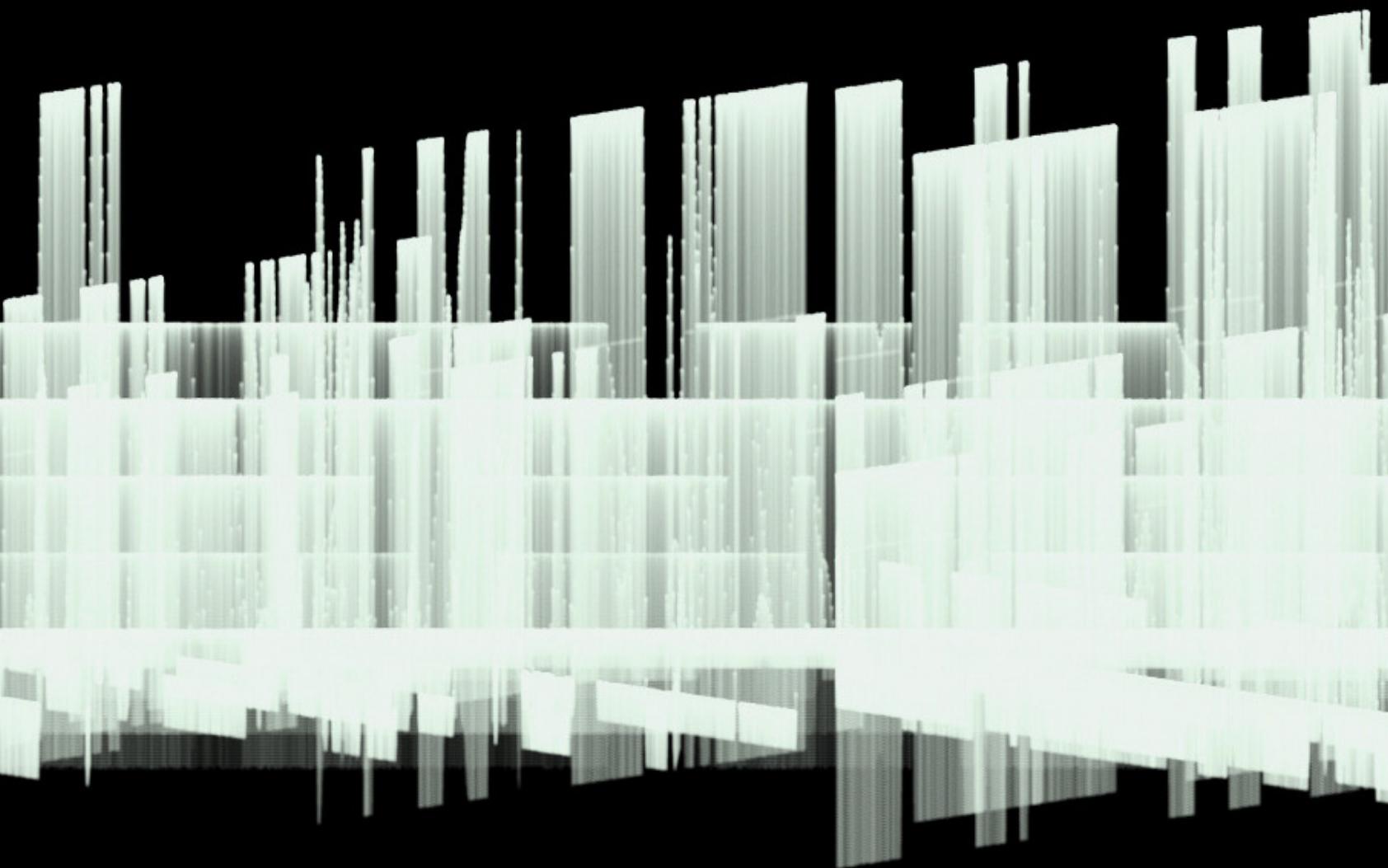


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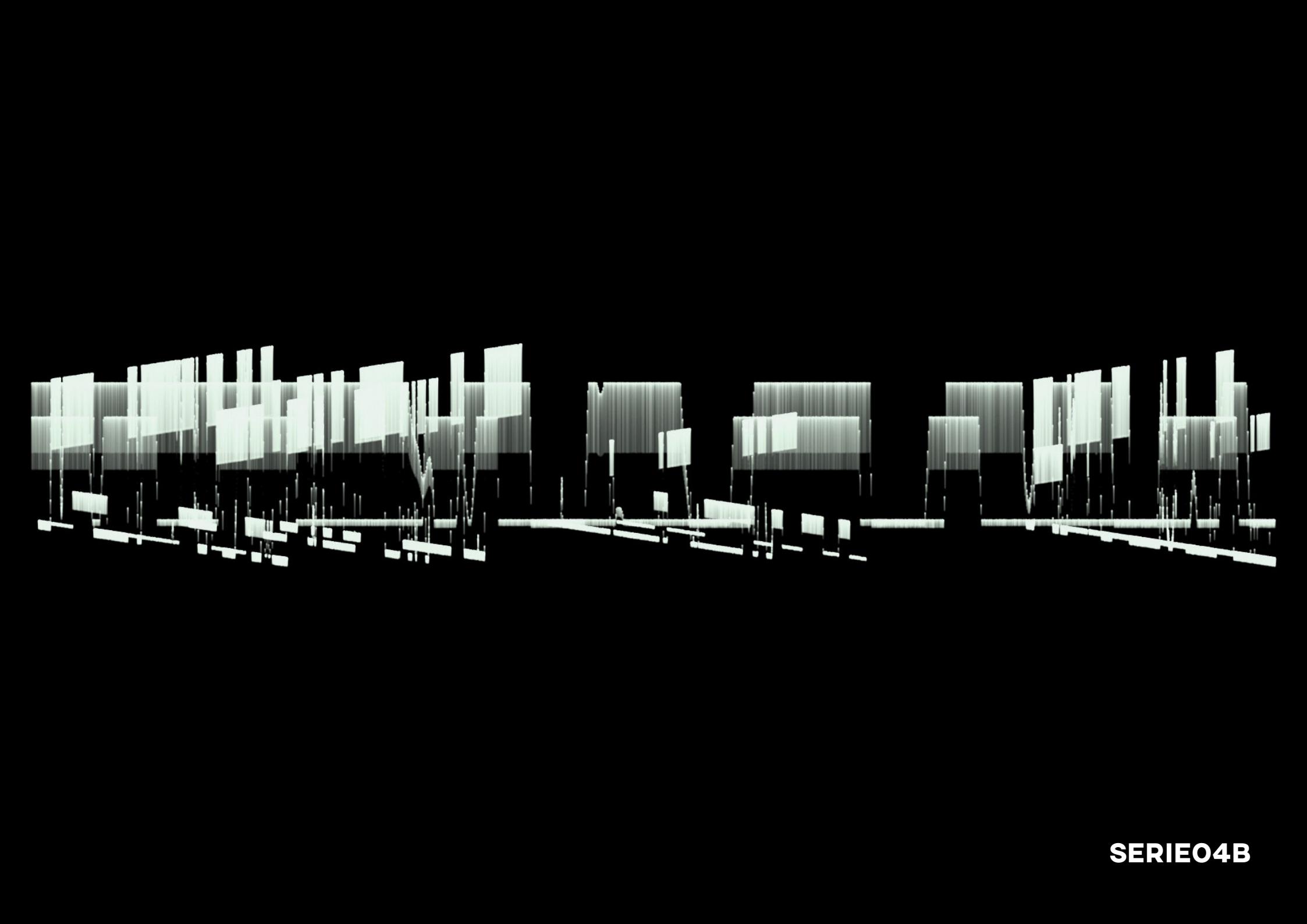


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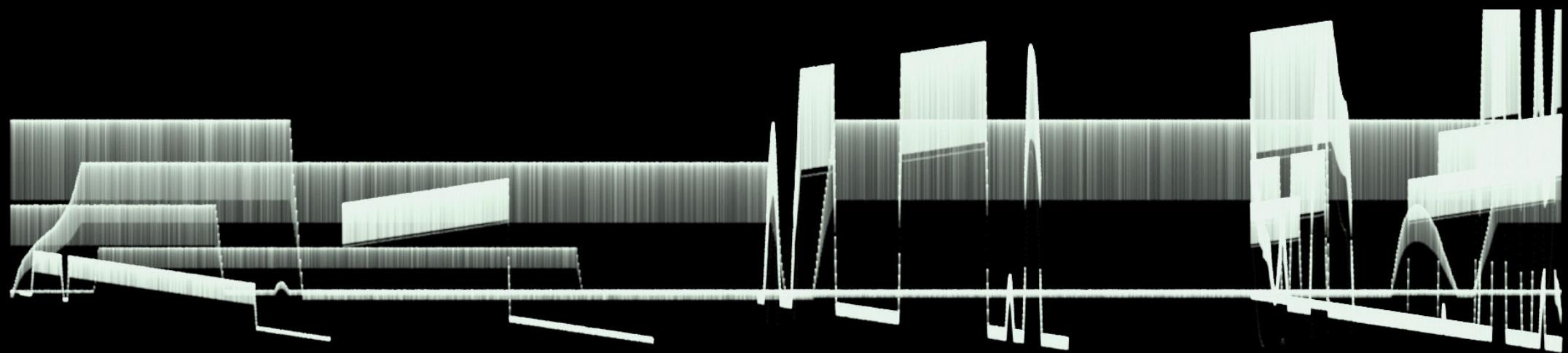




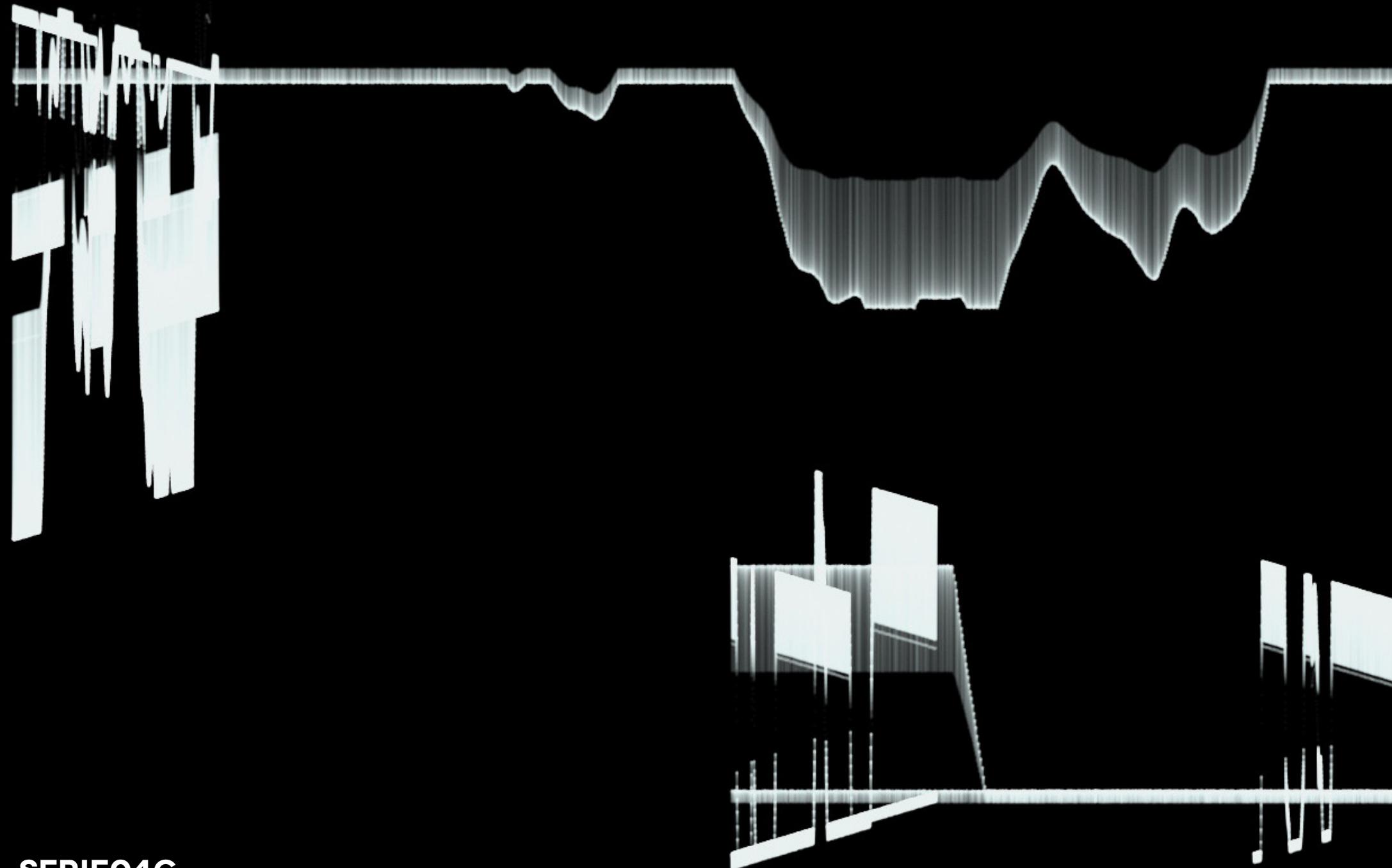
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SERIEO4B

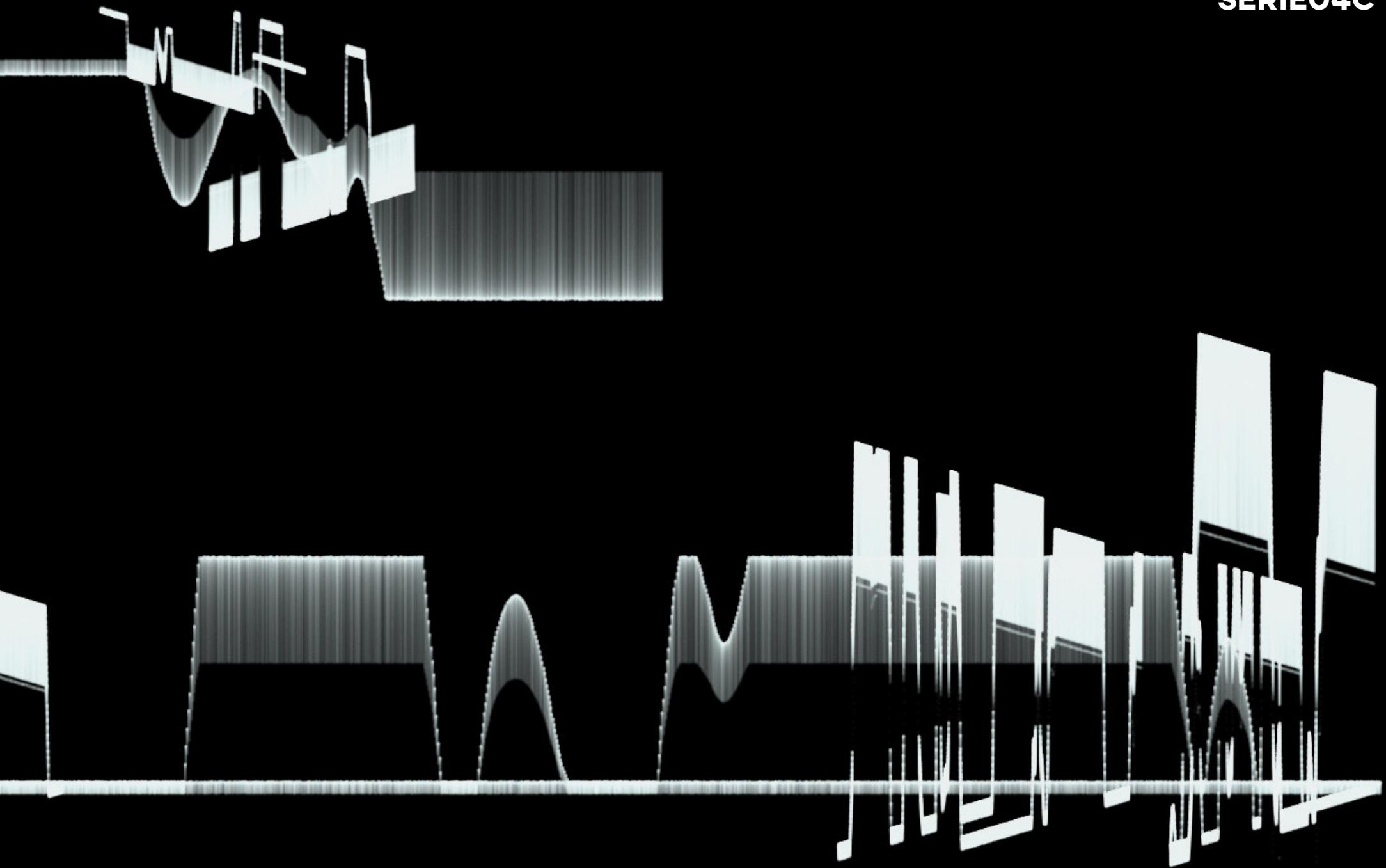


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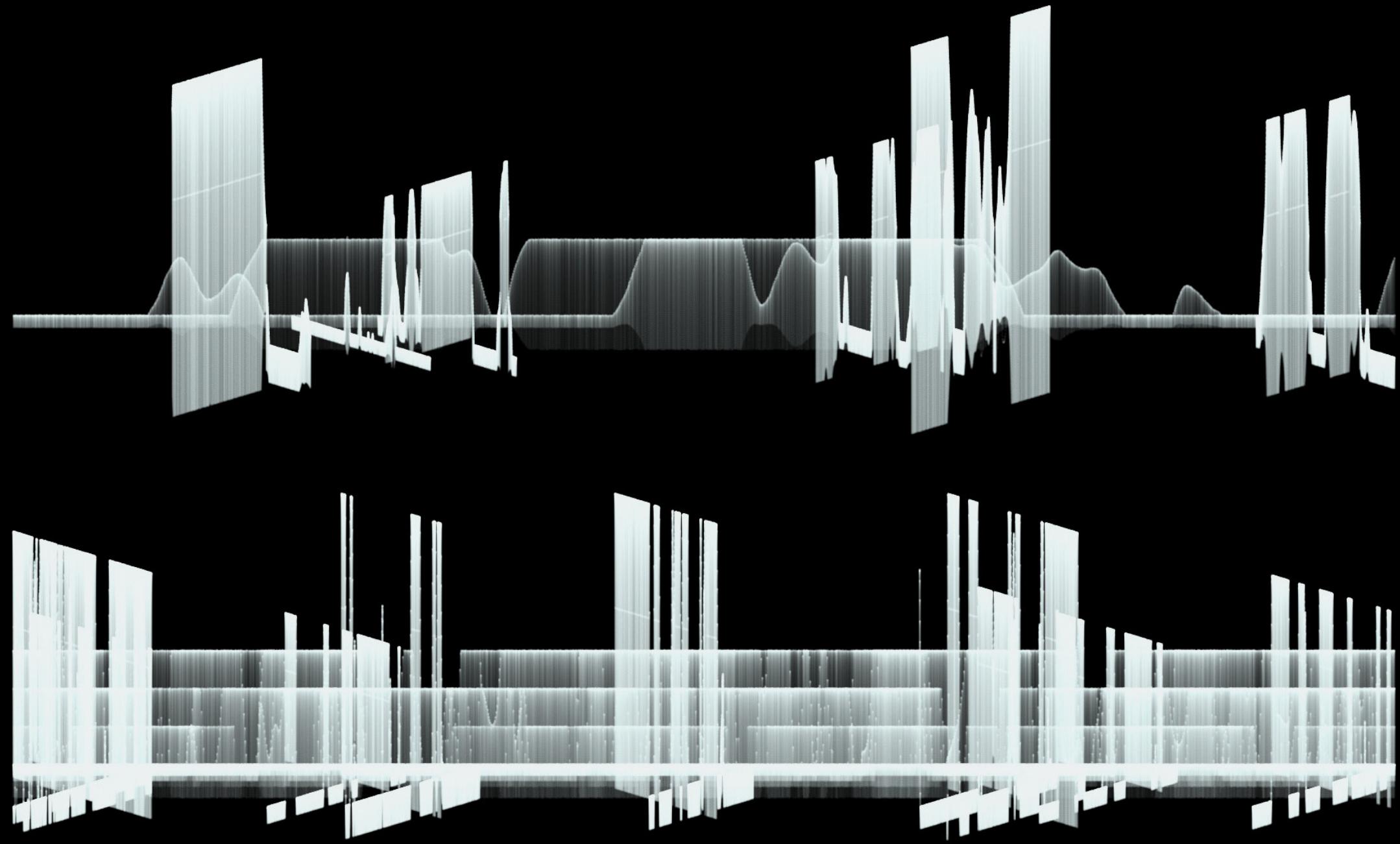
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SERIEO4C

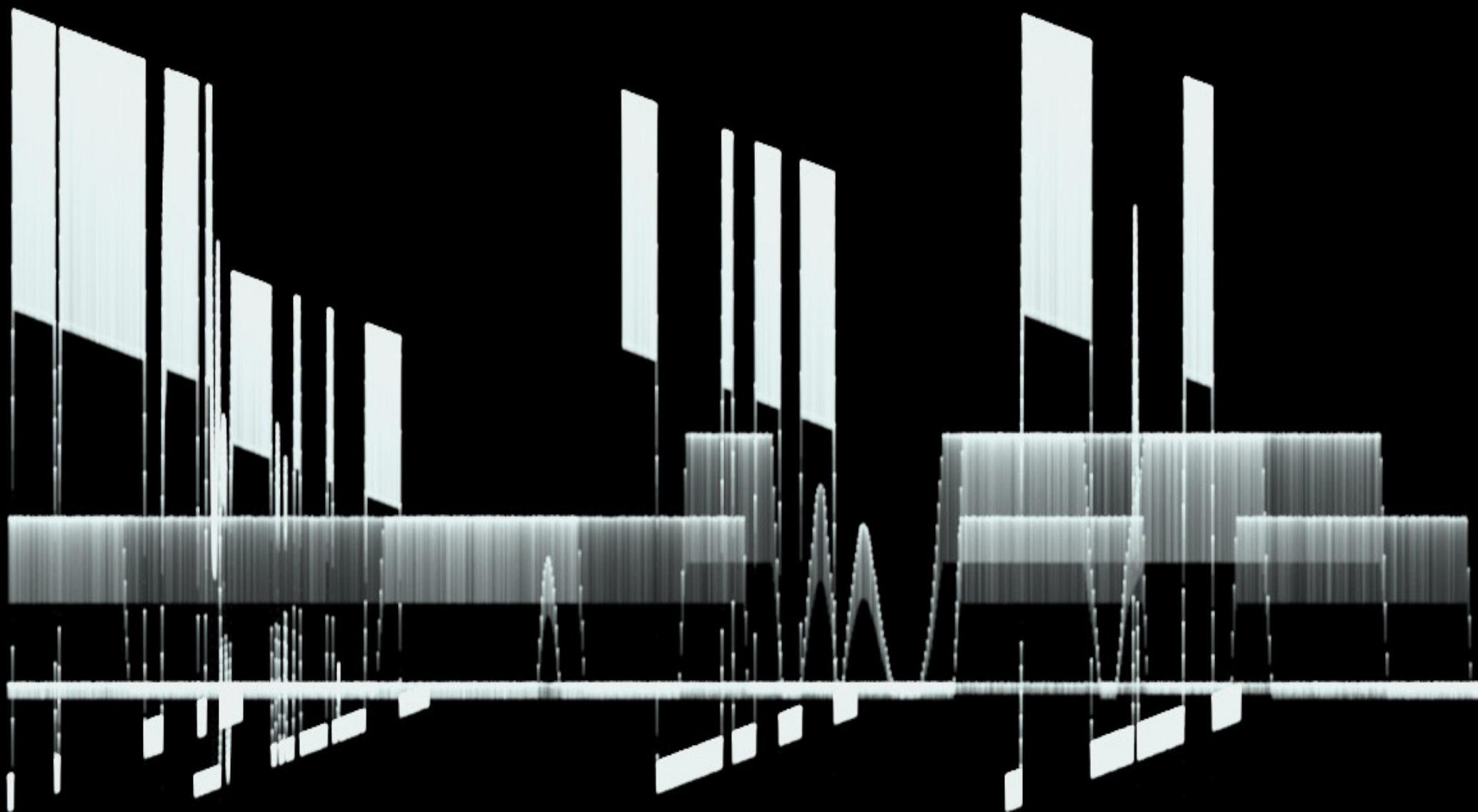


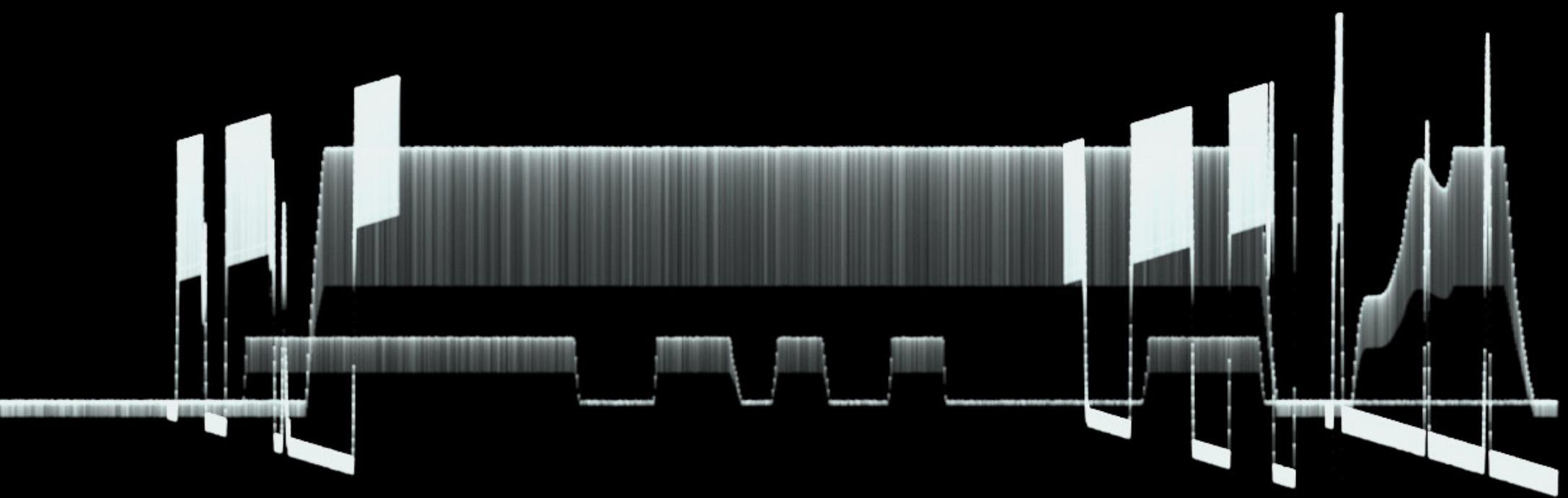


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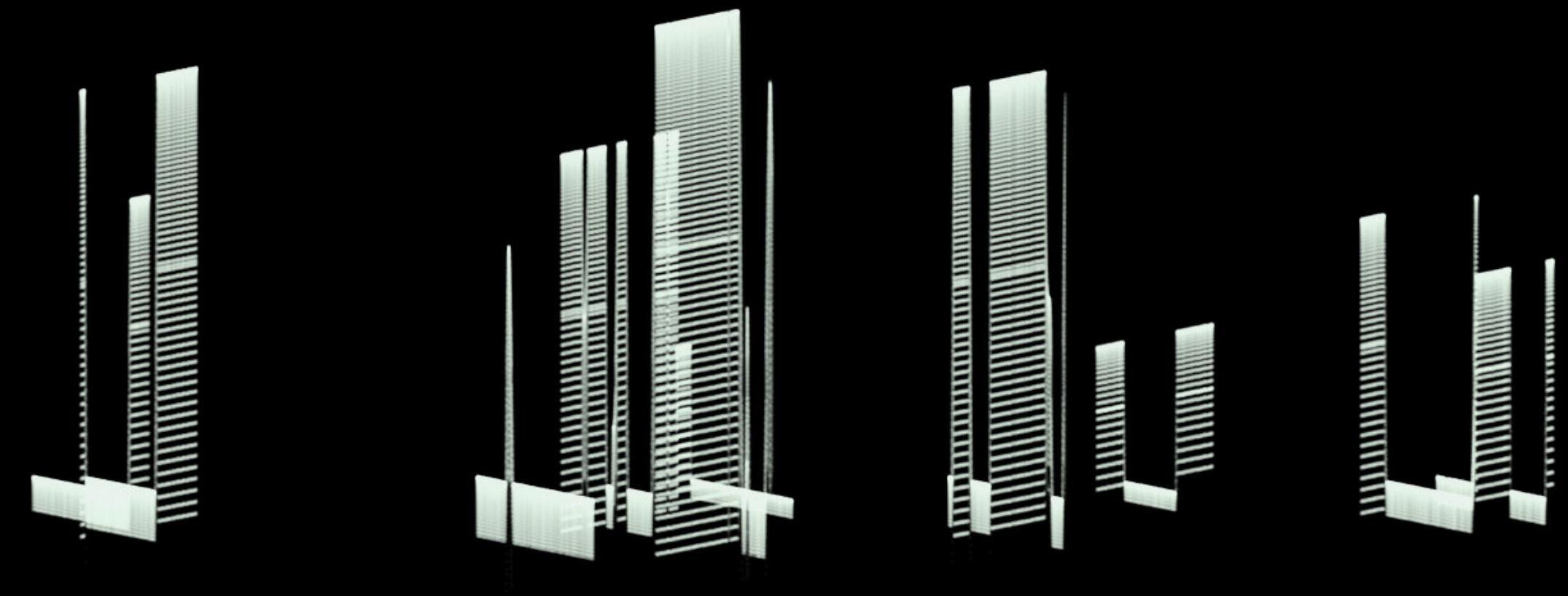
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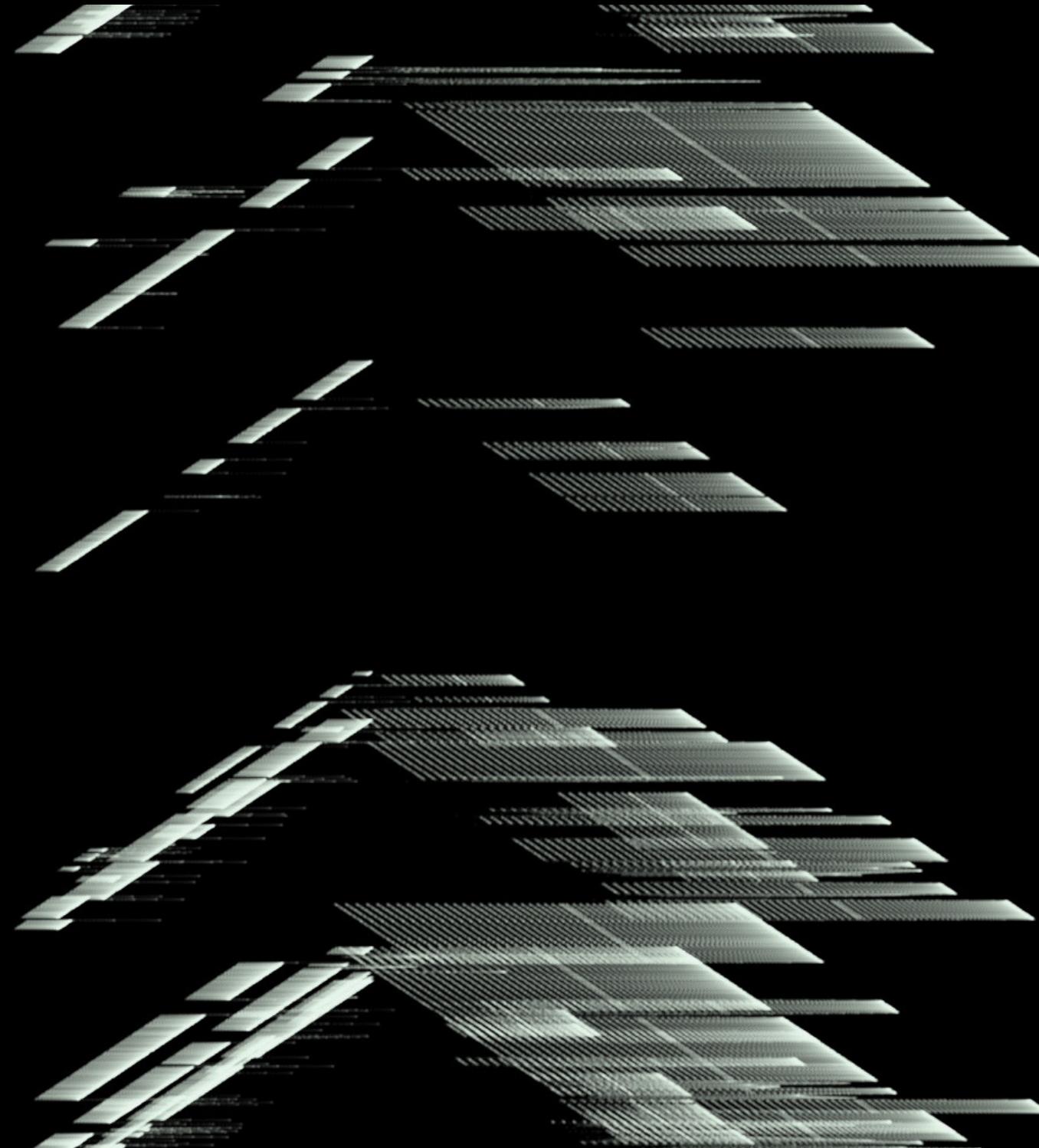
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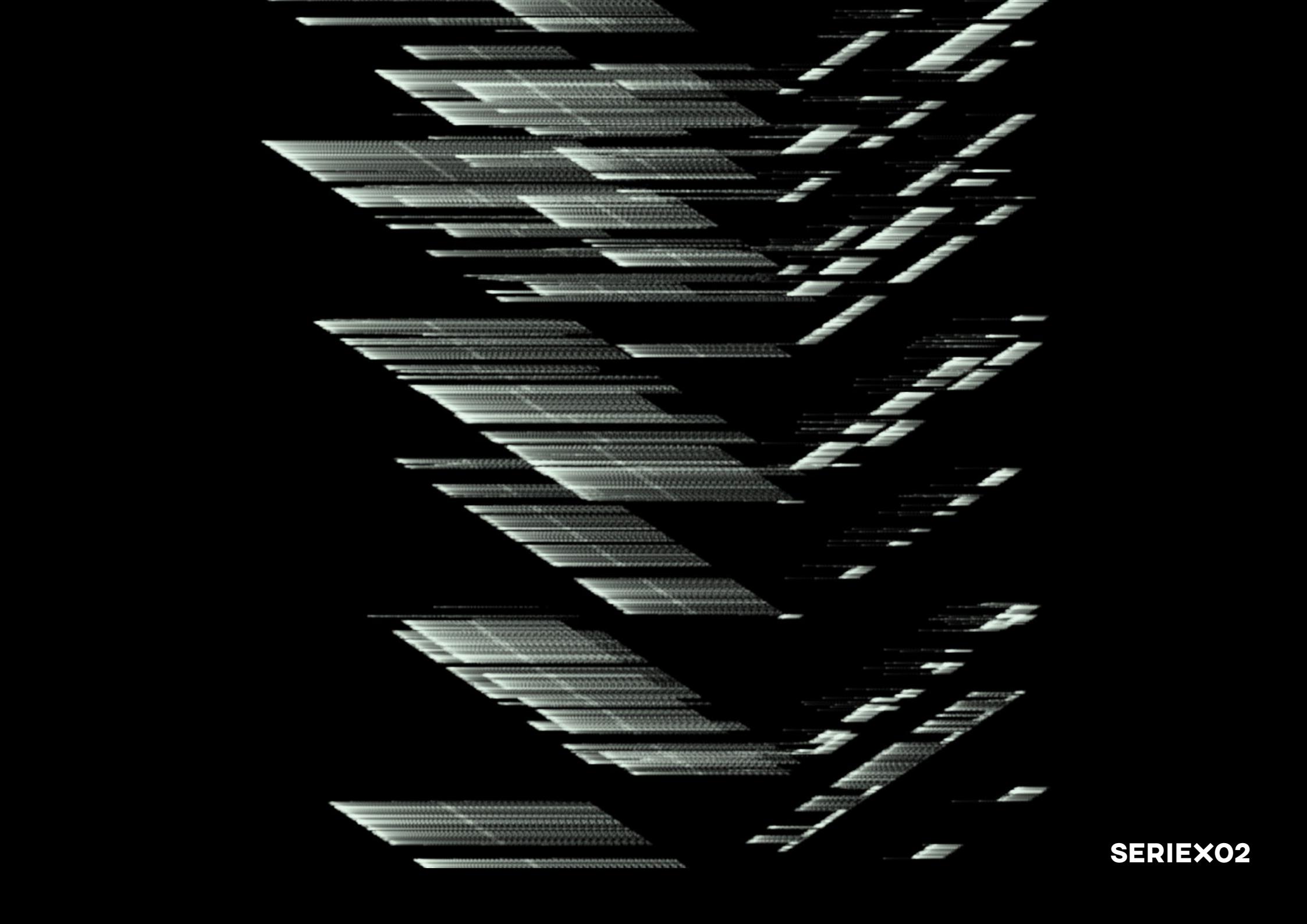




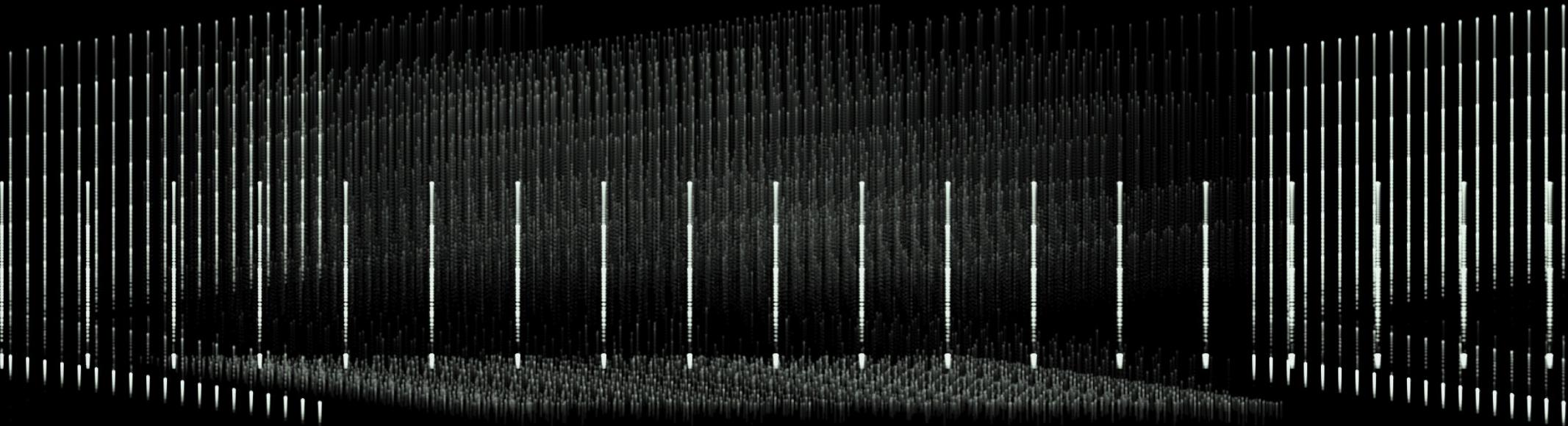
SERIE X01

SERIE X02



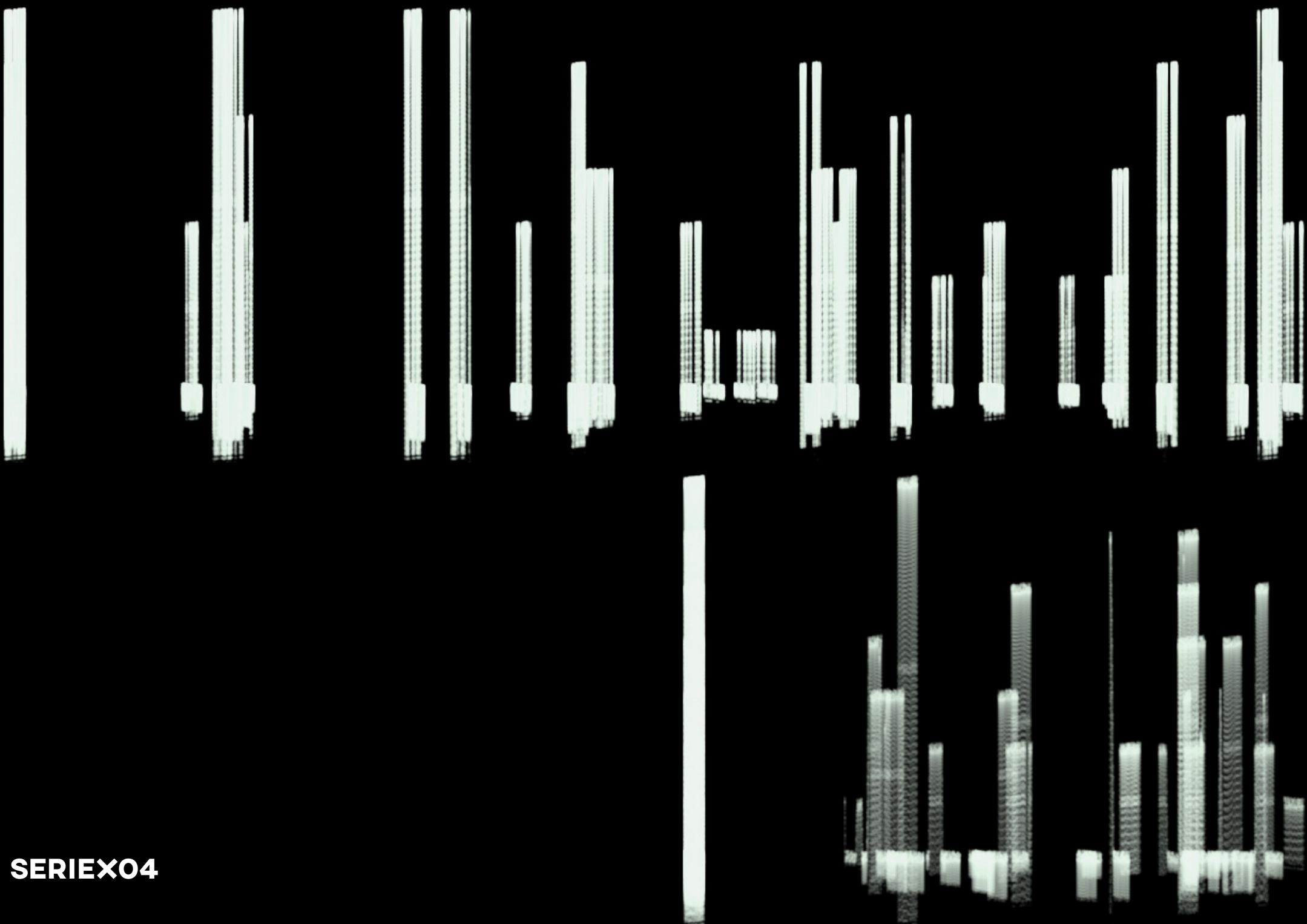


SERIE X02



SERIE X03

SERIE X03



SERIEX04

SERIE X04

