

*ETH*zürich

**GRAMAZIO  
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# MAS Digital Fabrication

Computational Art

September 27<sup>th</sup>, 2021

**ETH** zürich

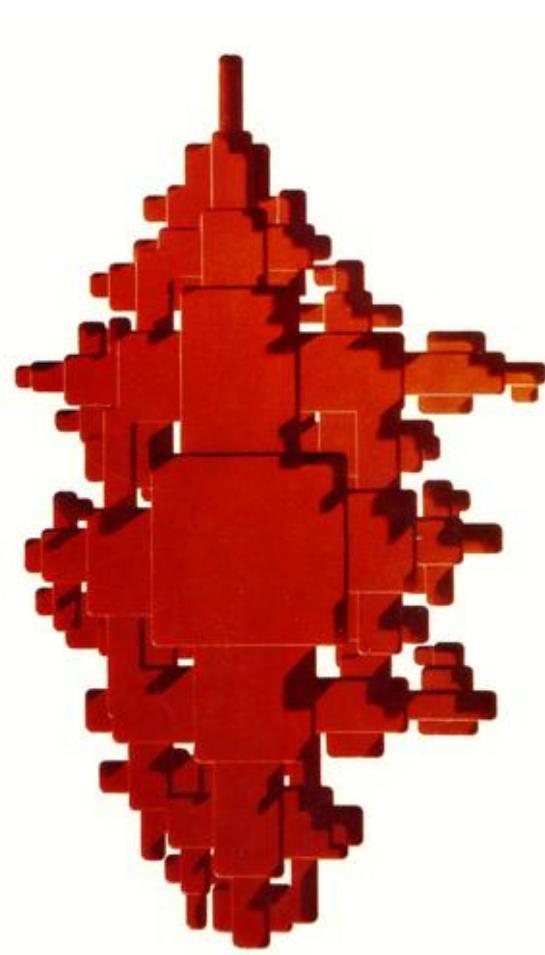
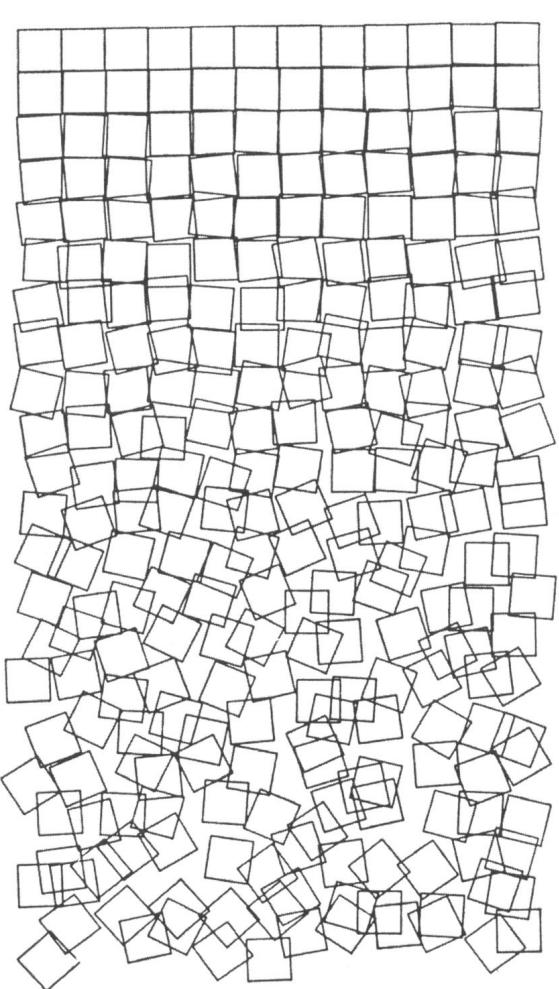
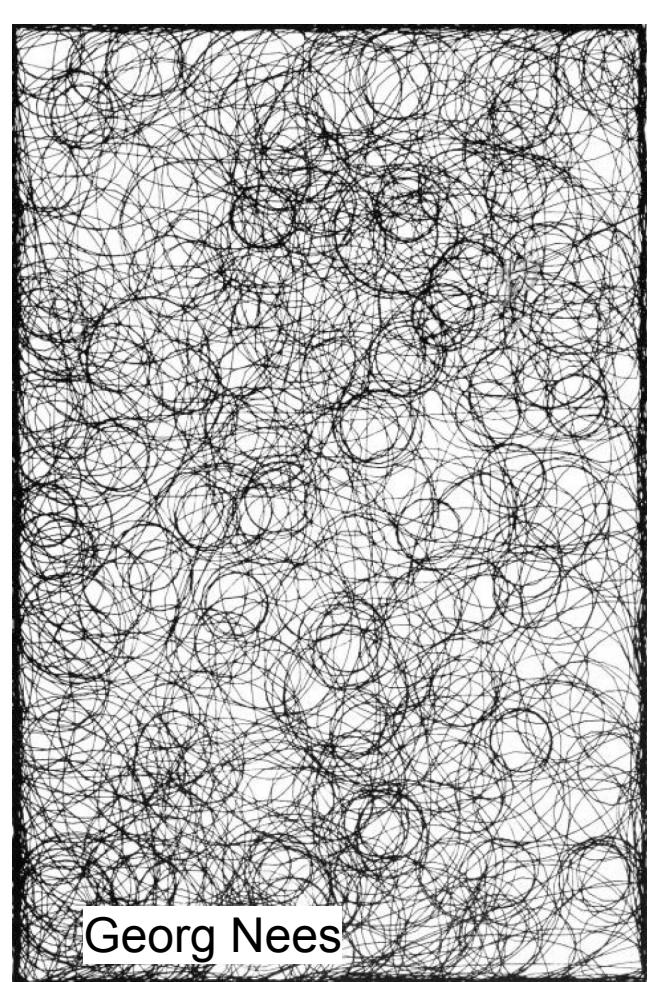
**DARCH**

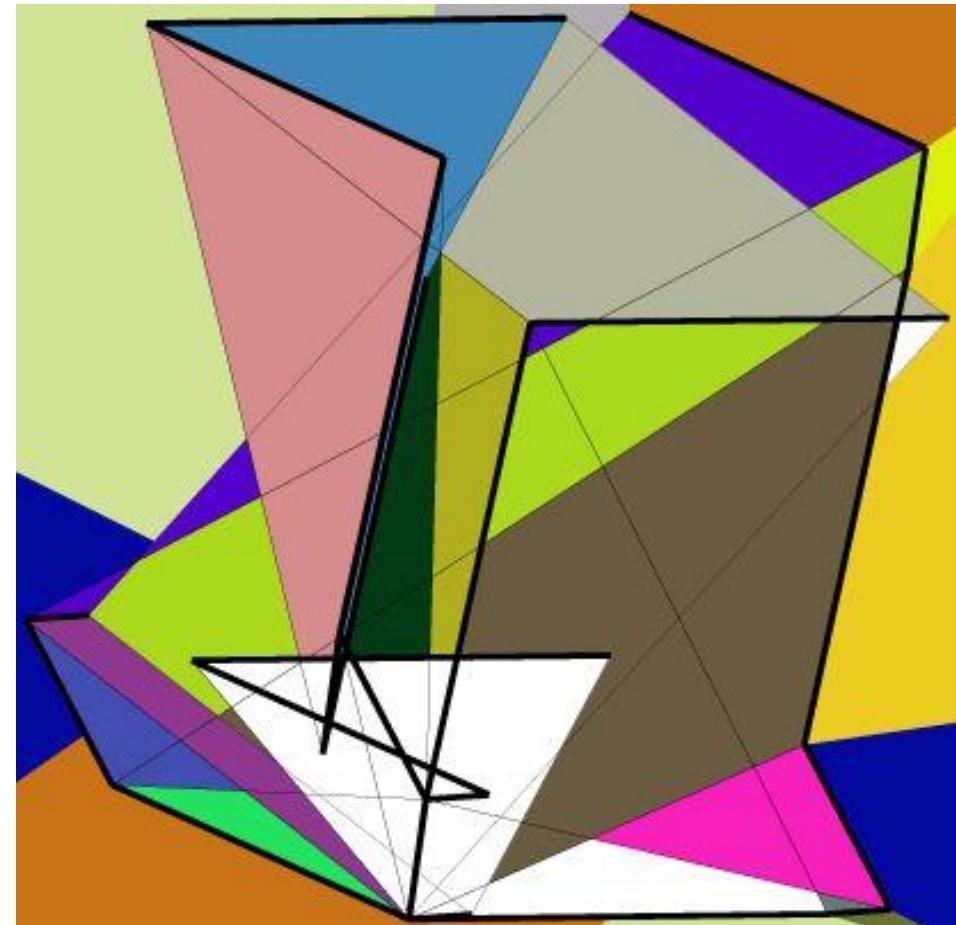
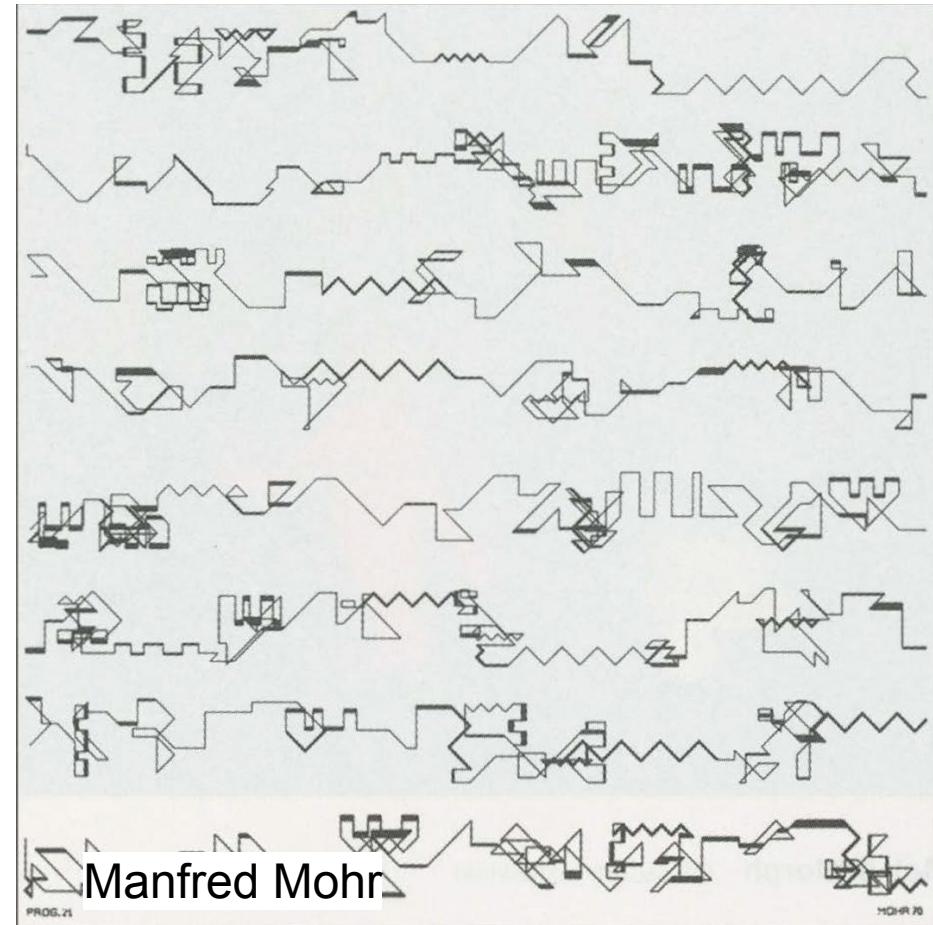
Departement Architektur

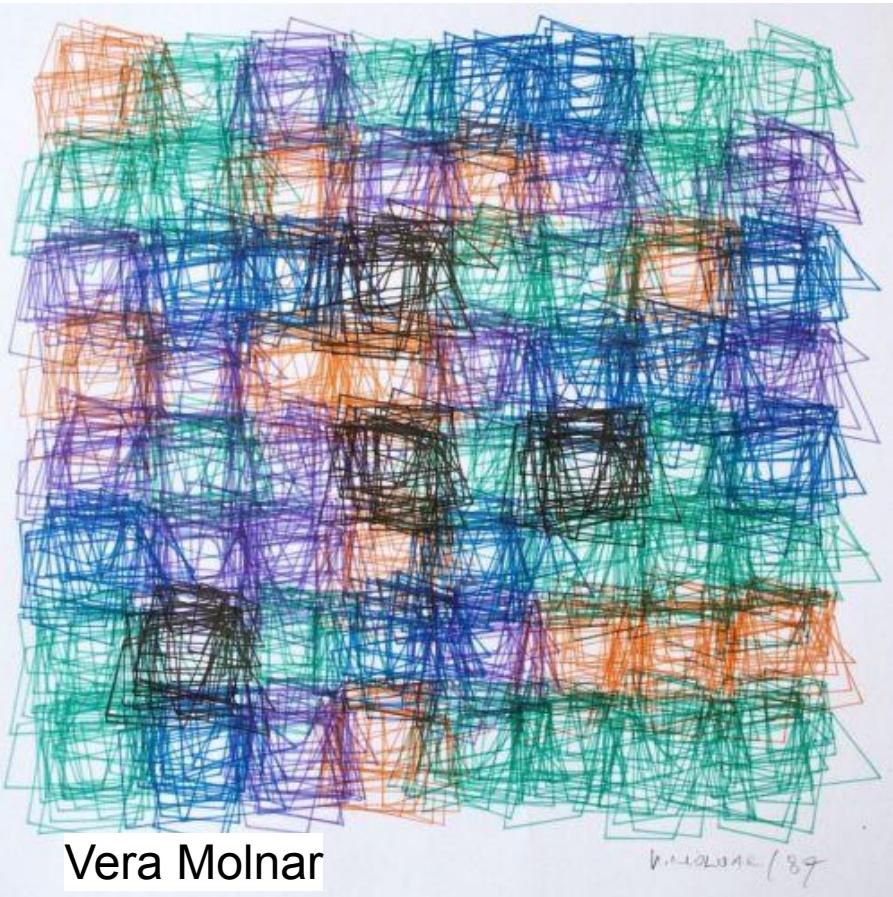


**dbt**

**GRAMAZIO  
KOHLER  
RESEARCH  
EA**

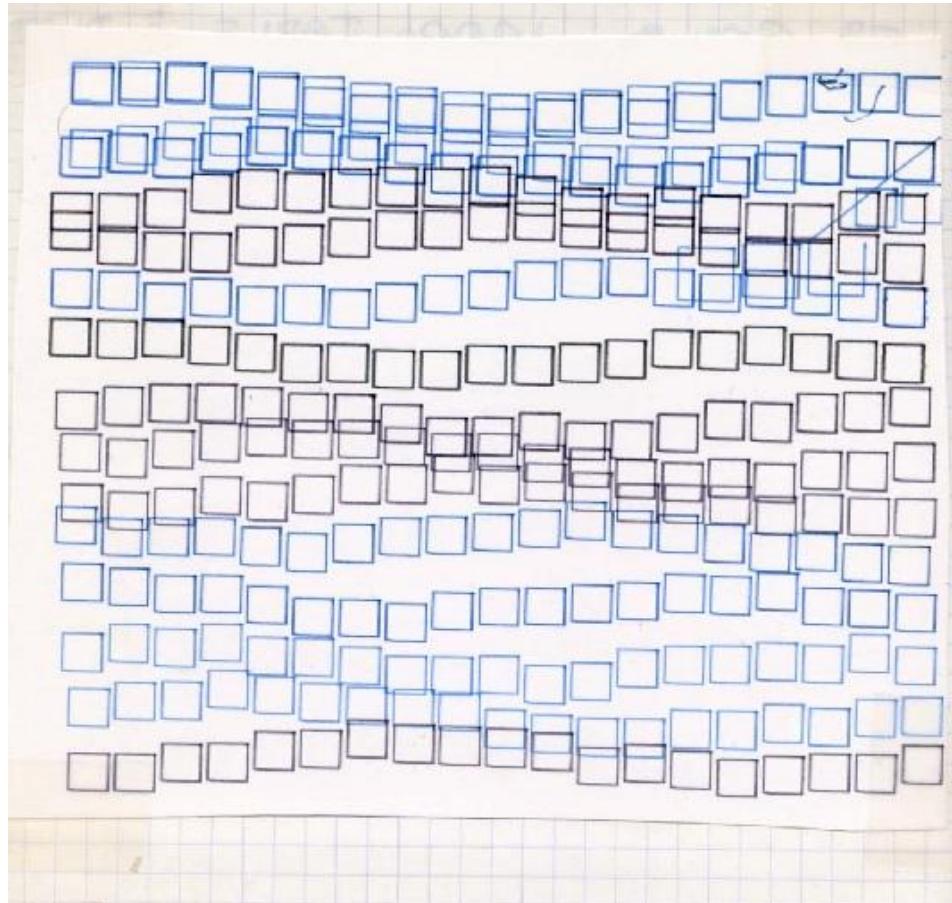


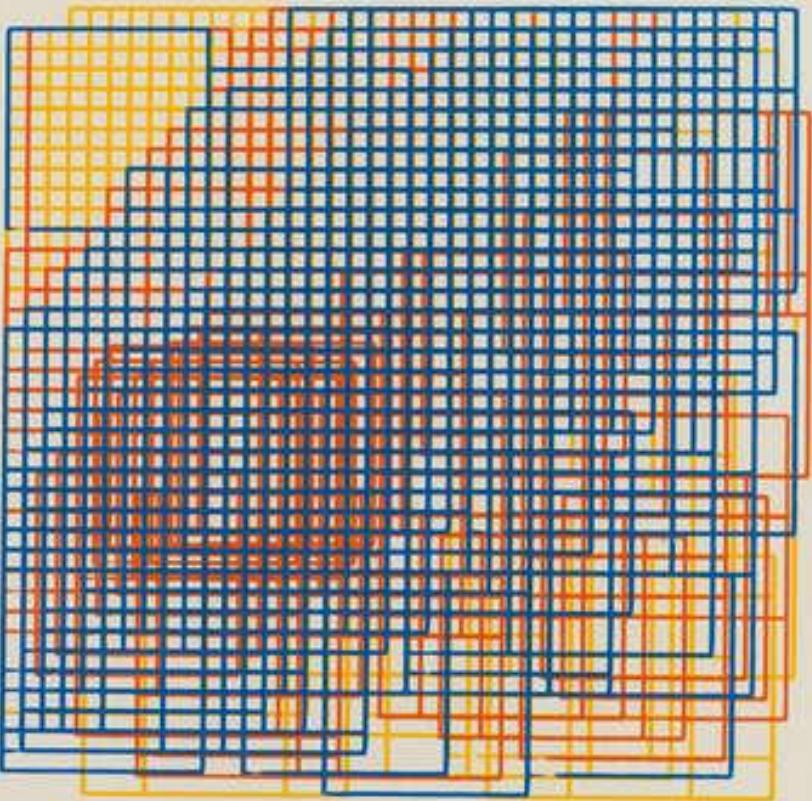




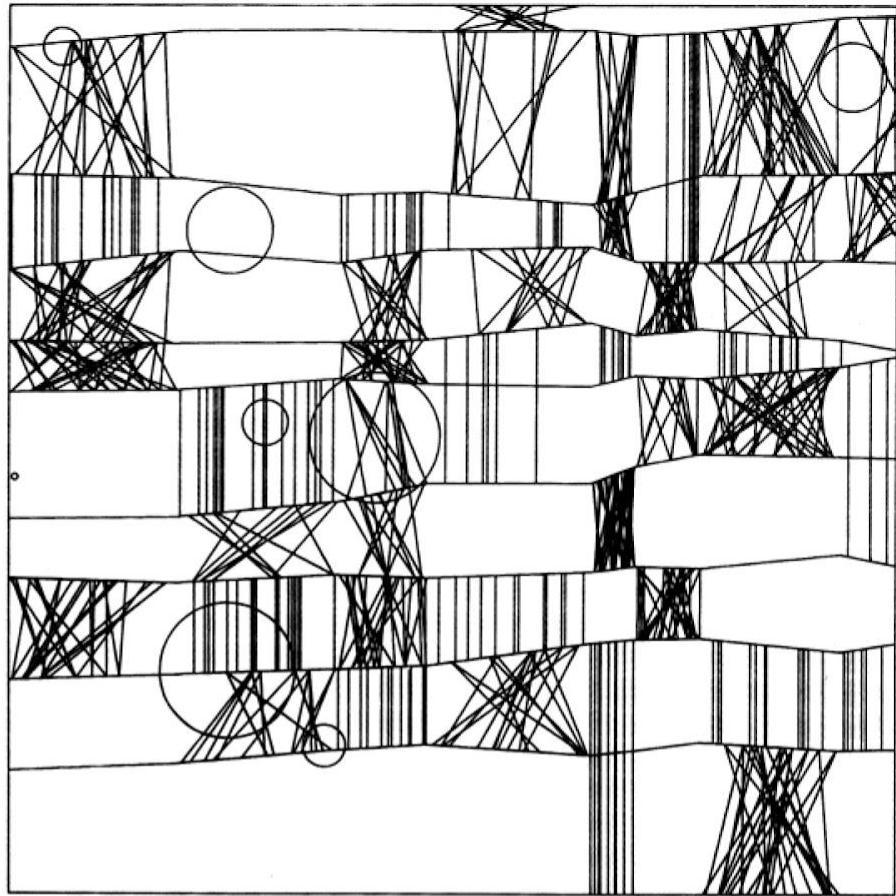
Vera Molnar

MOLNAR / 89





Frieder Nake



# More artists to check out :

Manuel Barbadillo

Ben Laposky

Paul Braun

Laurie Spiegel

Kenneth Knowlton

Lillian Schwartz

Leon Harmon

Herbert W. Franke

Michael Noll

Hiroshi Kawano

Charles Csuri

Harold Cohen

Roman Verostko

Desmond Paul Henry

Mark Wilson

Bela Julesz

# Schedule :

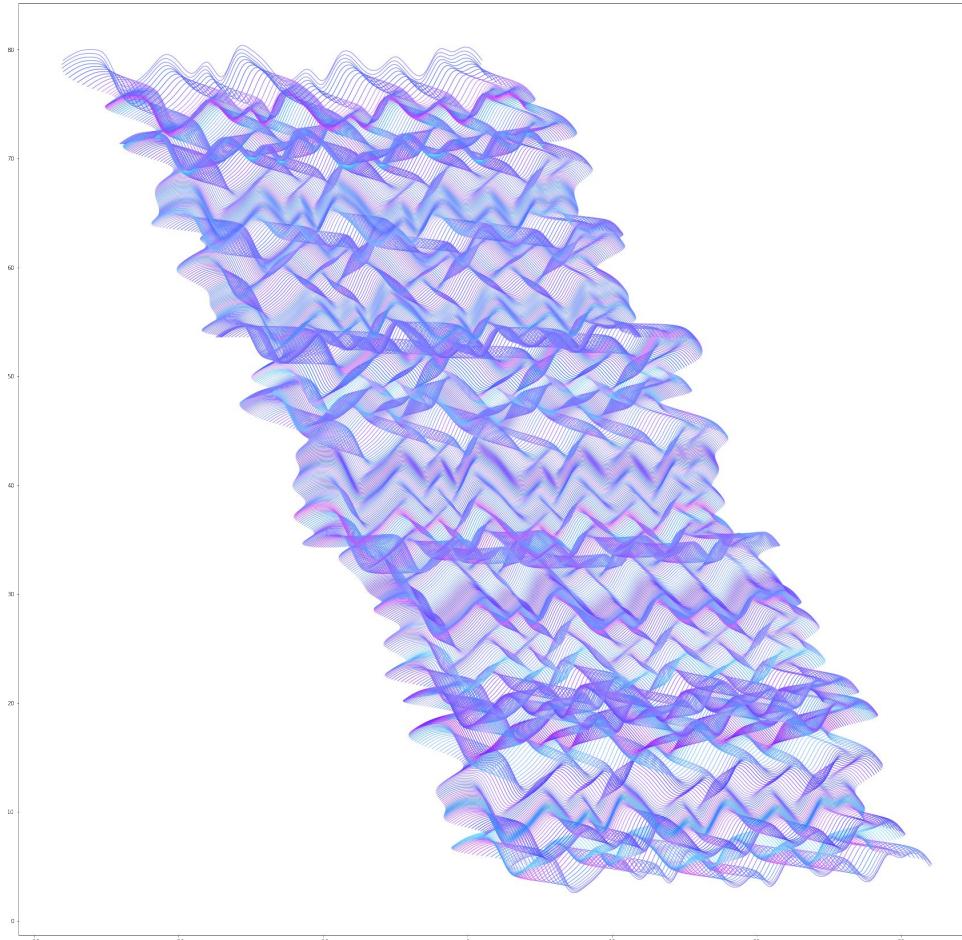


# Assignment :

- Submission : Friday afternoon (1pm - 3pm)  
*“Create your own piece of art departing from an existing one”*
- Use Matplotlib in Jupyter or GHPython in Grasshopper/Rhino
- Prepare a brief presentation of your work following template
- Upload your code + visuals of your art piece on Gdrive

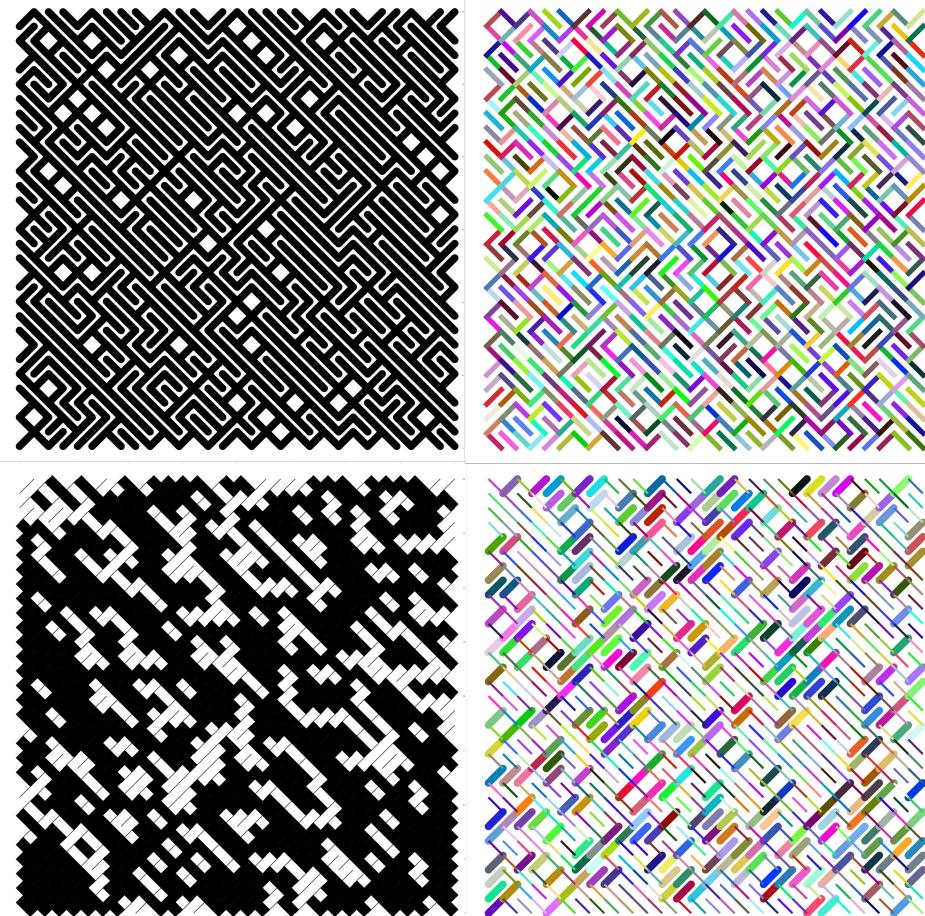
# Computational Artists of 2020-2021

# Ko Tsuruta



*"Inspired by Roman Verostko,  
the drawing expresses the  
feeling when we enter a colorful  
labyrinth"*

# Beril Önalan



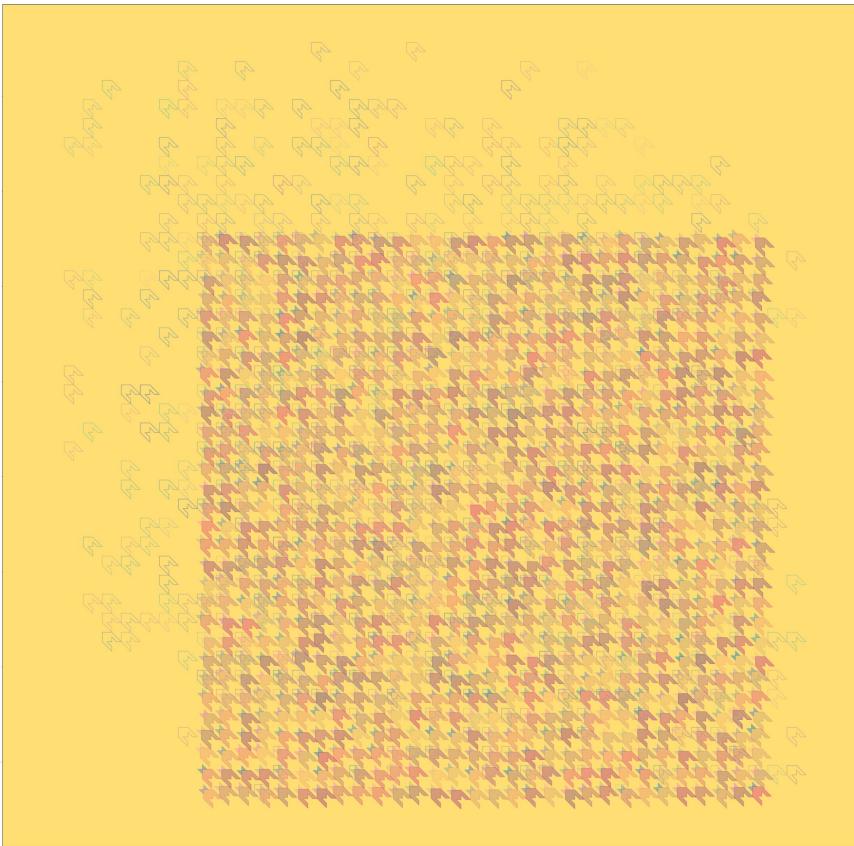
*"An homage to Vera Molnar, the 'Grande Dame' of digital art"*

# Evgenia Angelaki



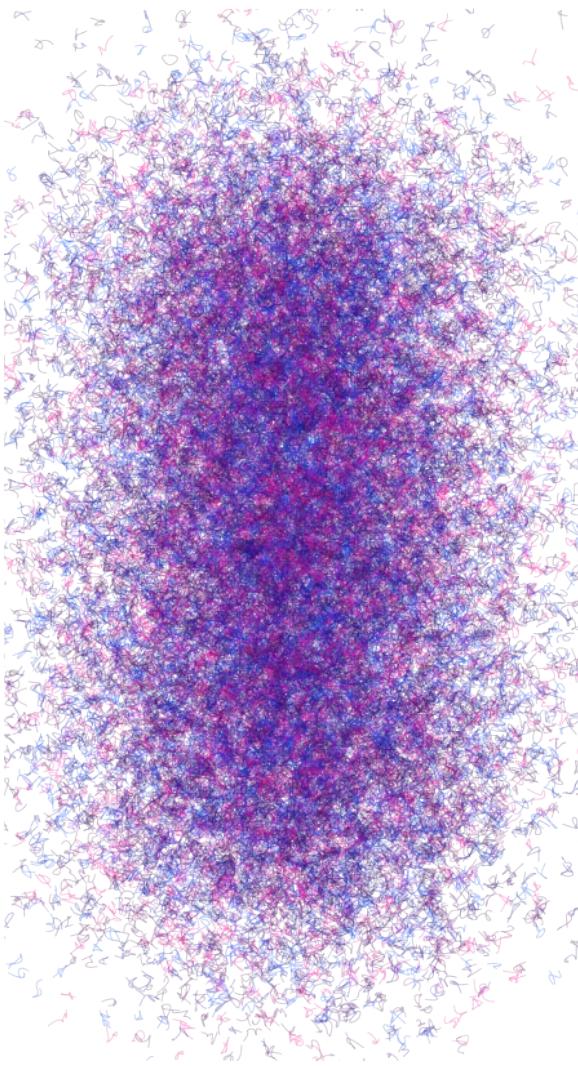
*"The idea was to create an animated illustrational jellyfish that breathes, flies towards the top, disappears and leaves a random mark on the water"*

# Yan Fen Chan



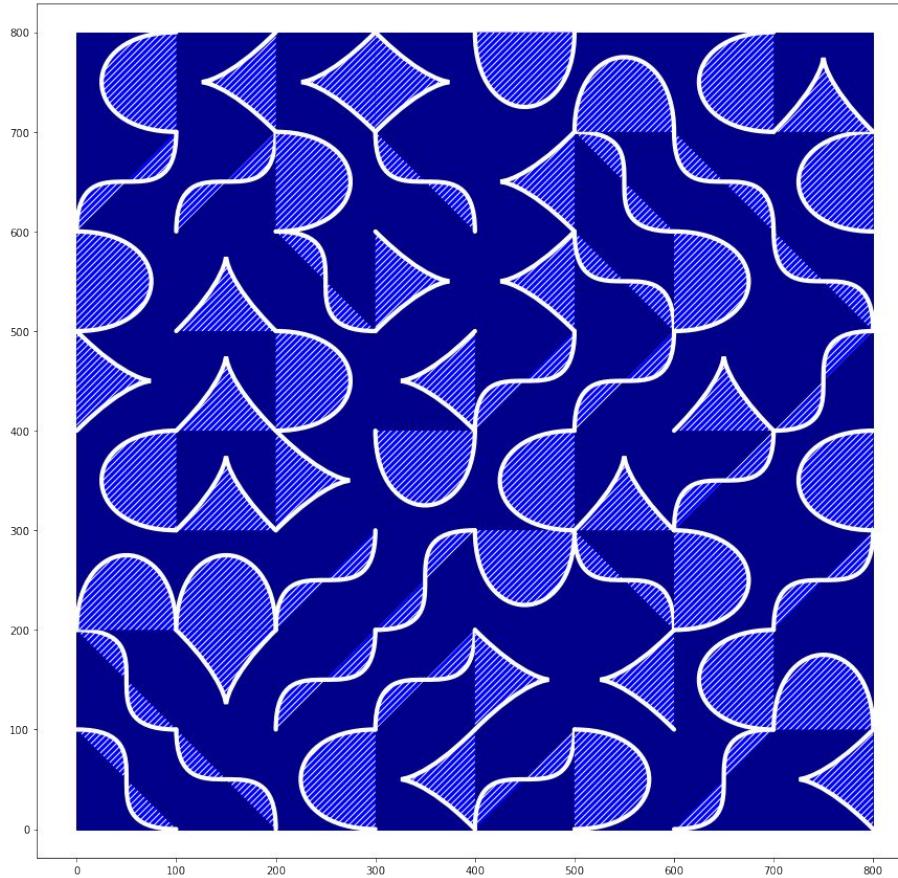
*"Houndstooth is a duotone textile pattern characterized by broken checks or abstract four-pointed shapes, often in black and white, although other colours are used. One unit of houndstooth is a combination of 3 shapes, it's simple but after using move, rotate, random function, the whole image becomes vivid"*

# Simon Griffioen



*Inspiration : Roman Verostko  
Method : B-Spline exploration,  
gaussian distribution”*

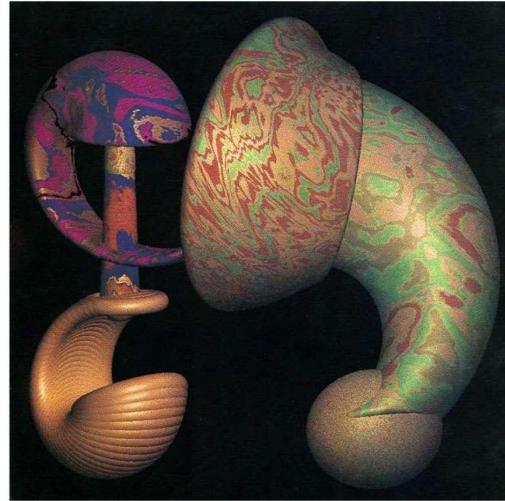
# Chengyuan Wei



*"Place a 4 point B-spline in a square, each point take a corner of the square. 2 points are the start and the end of the curve and an other 2 are the control points. the picking sequence is random, so within the randomness there are 4 different patterns each one has 4 different orientations, thus in total 16 variations"*

# Books?

The Machine that Made Science Art



**The Troubled History of Computer Art  
1963-1989**

Grant D. Taylor, BFA (Hons)

Dissertation Submitted for the Degree  
of  
Doctor of Philosophy  
at the  
University of Western Australia  
The Faculty of Architecture, Landscape and Visual Arts

October 2004