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KOHLER  
RESEARCH  
TEAM**

**dot**

**ETH zürich**

# MAS Digital Fabrication

Computational Art

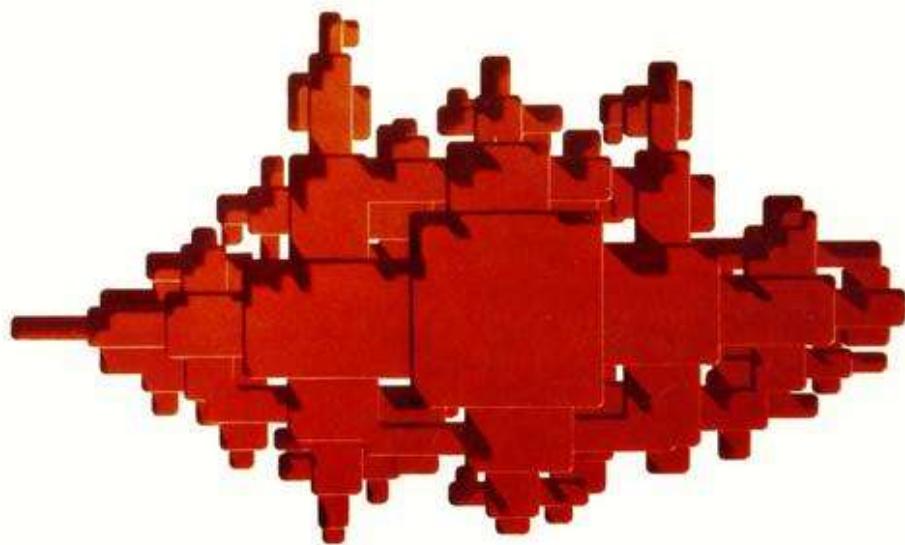
September 27<sup>th</sup>, 2021



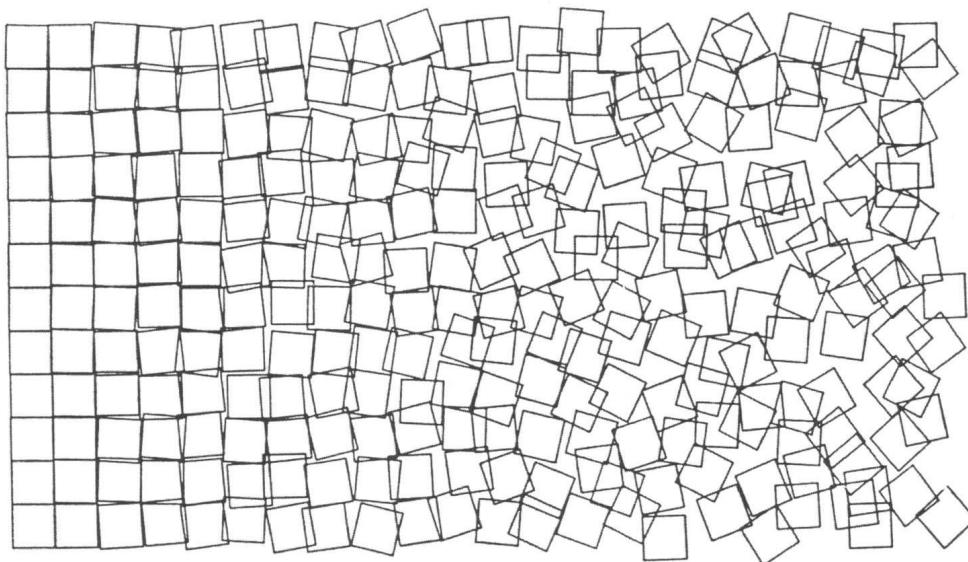
Departement Architektur



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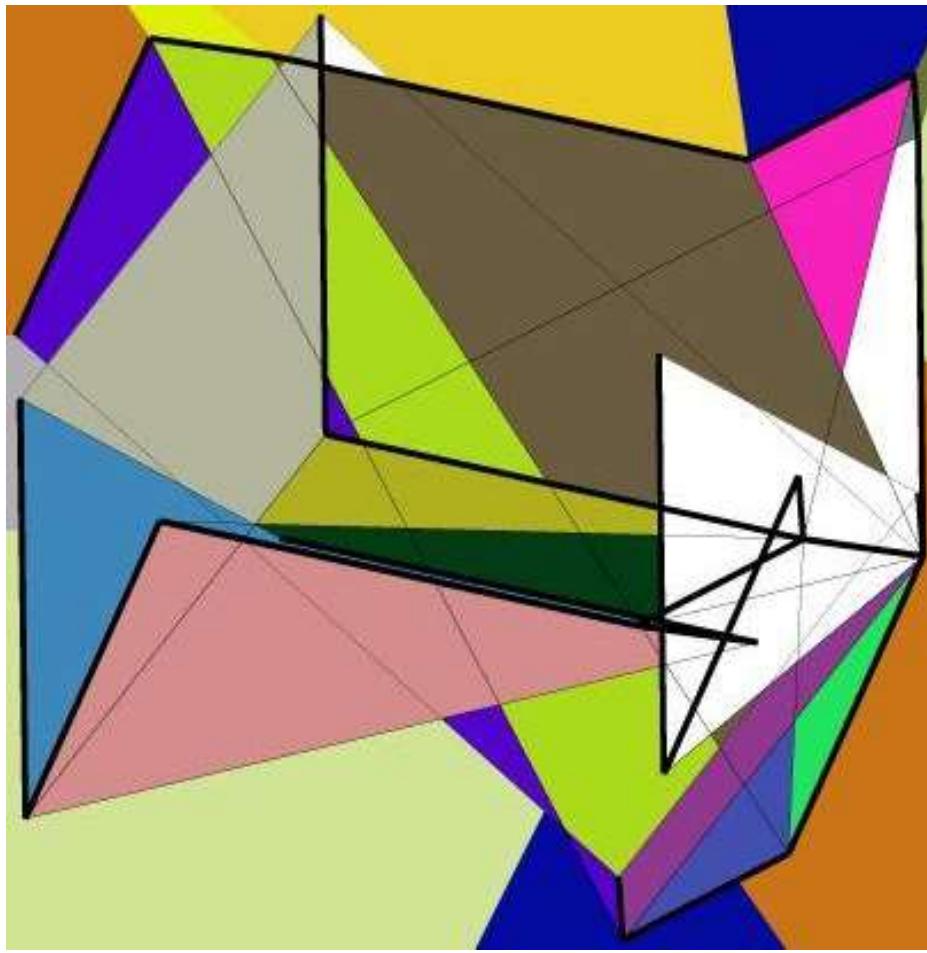
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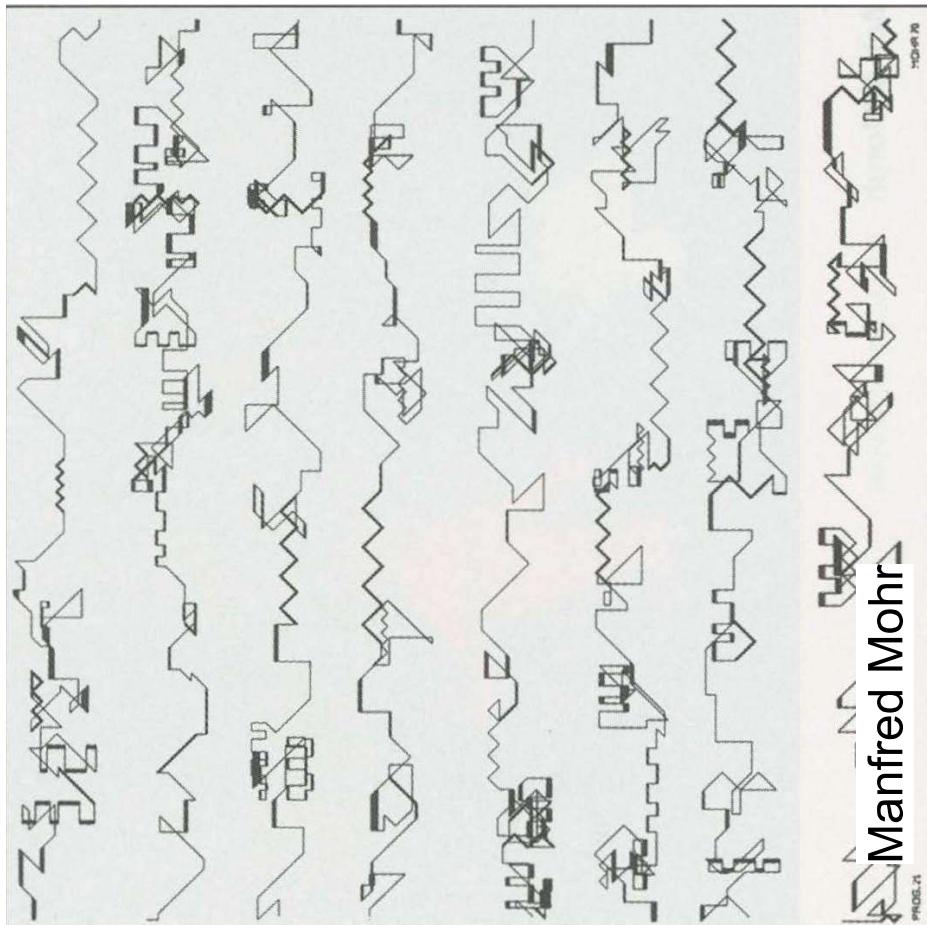
Georg Nees

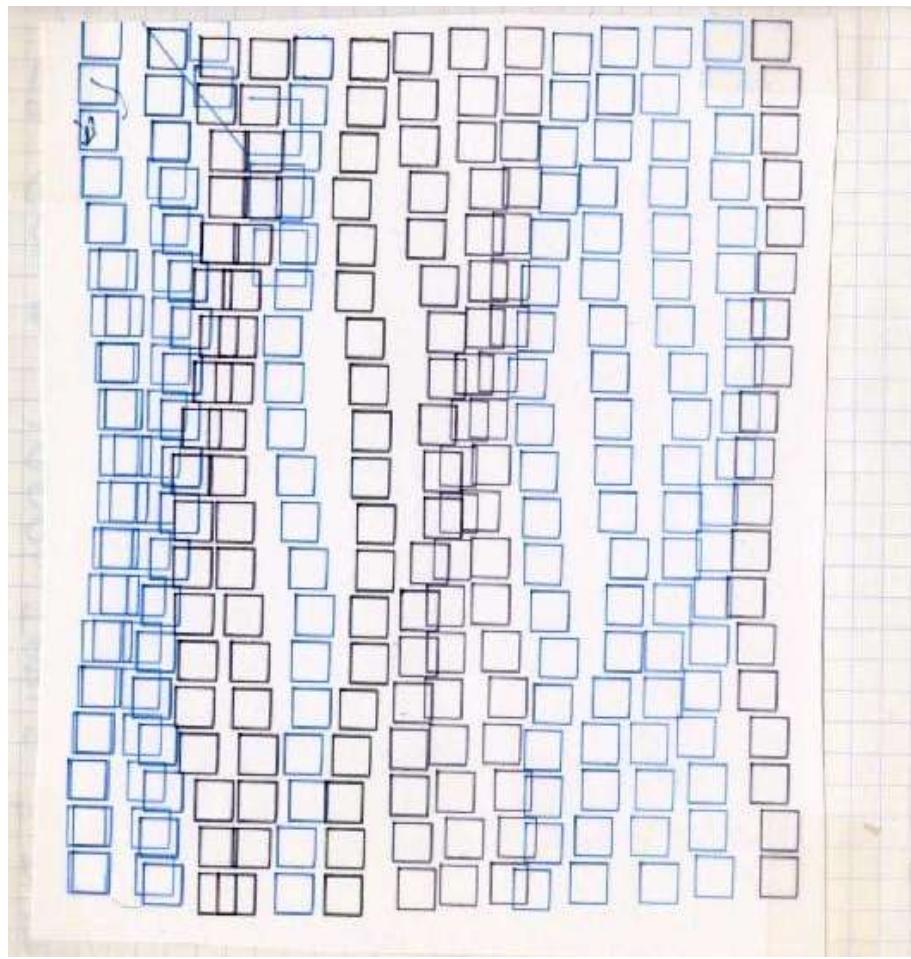
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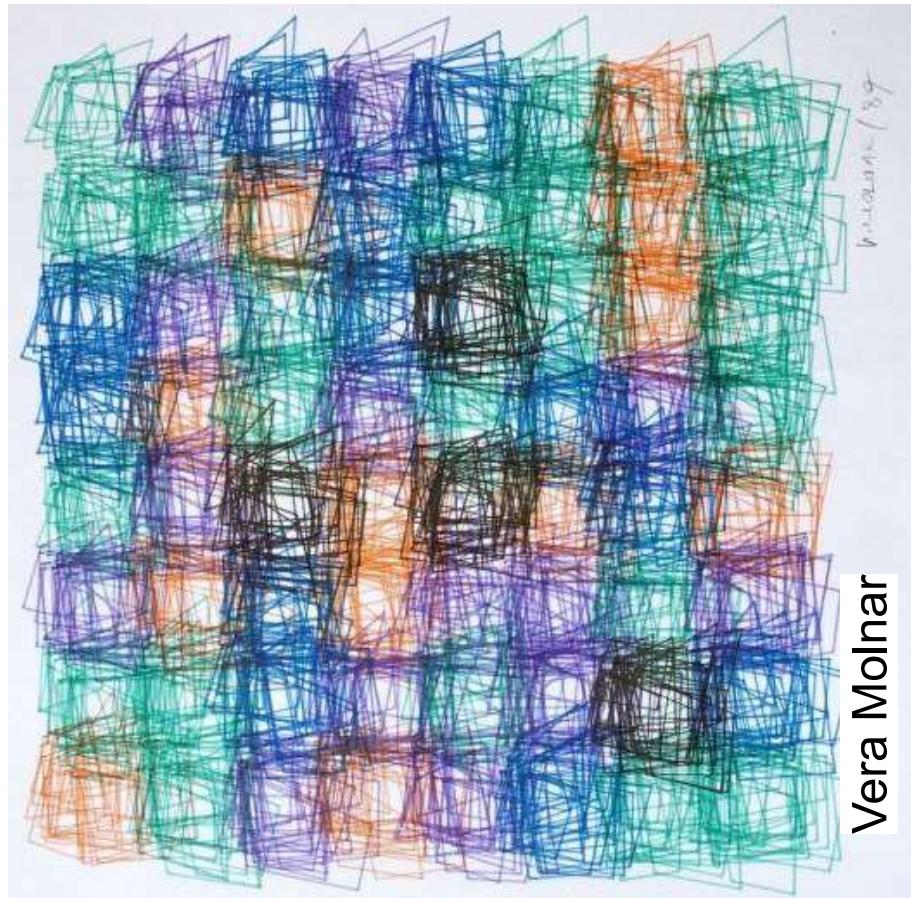


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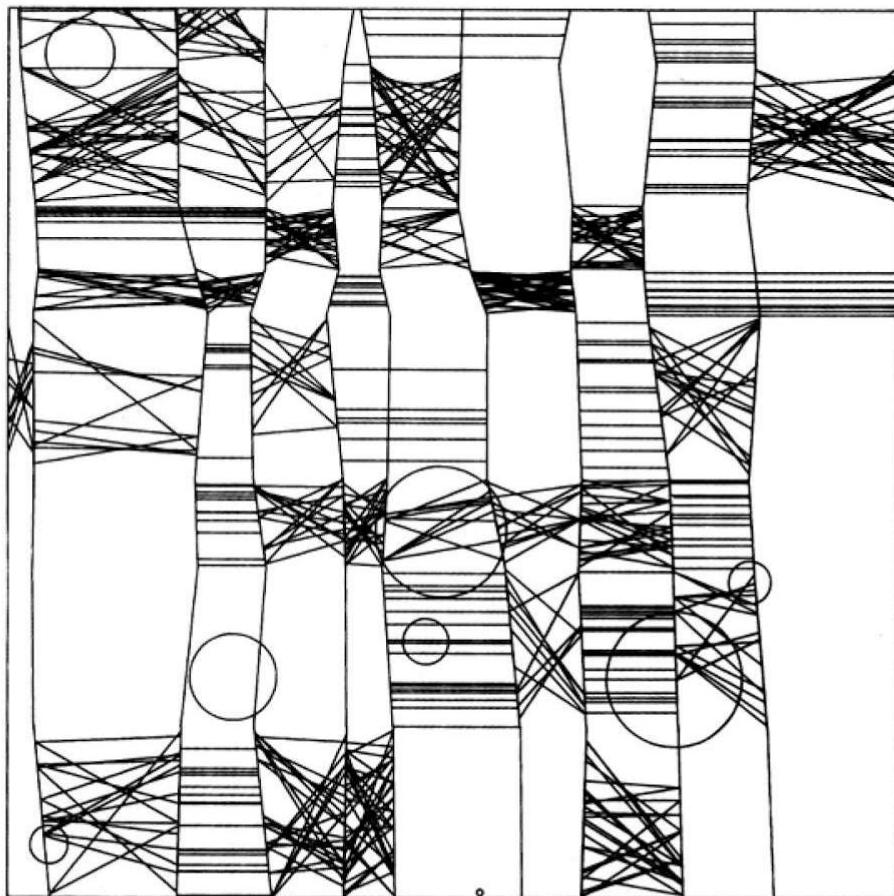
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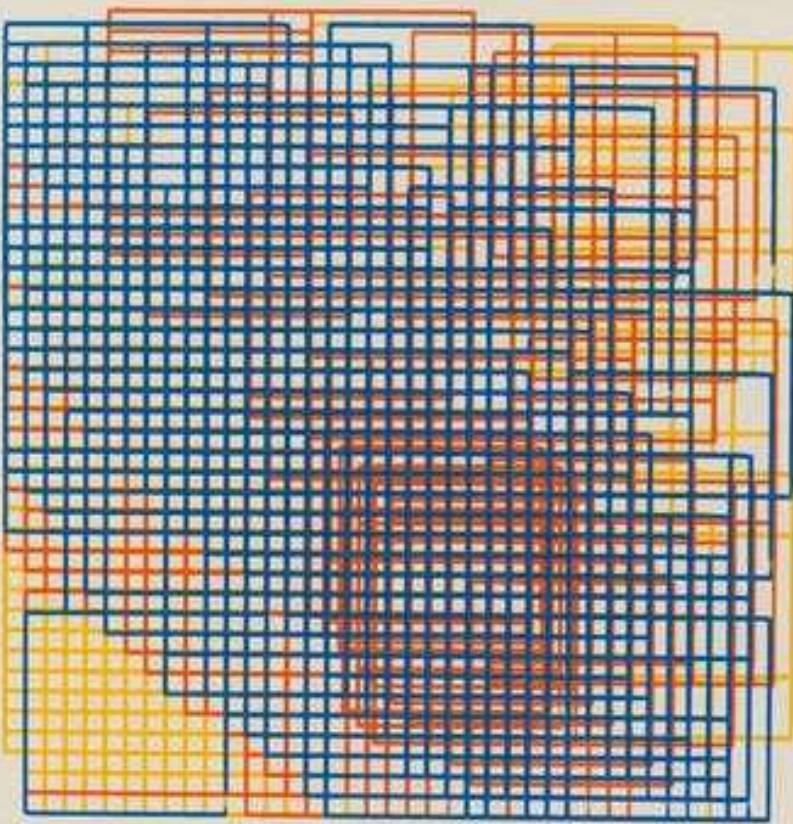
Vera Molnar

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Frieder Nake

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**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



# Assignment :

- Replicate Piece of art (Submission: Friday morning)

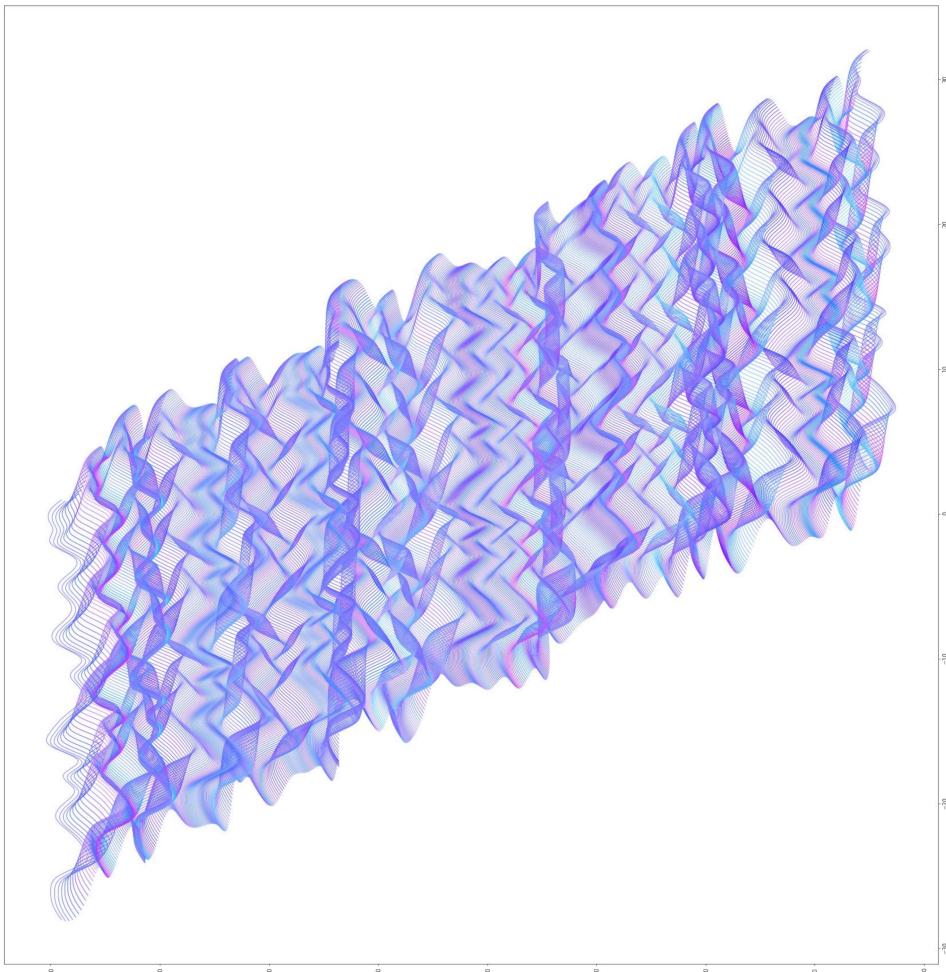
# Computational Artists of 2020-2021

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Ko Tsuruta

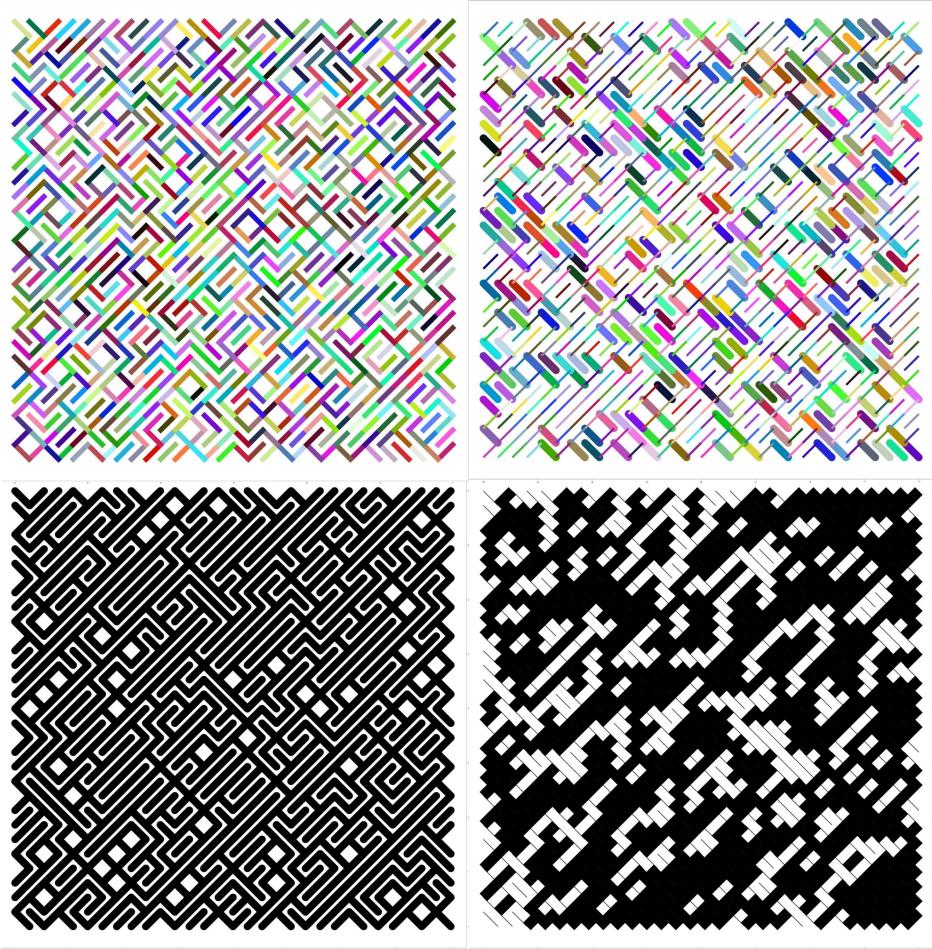


*"Inspired by Roman Verostko,  
the drawing expresses the  
feeling when we enter a colorful  
labyrinth"*

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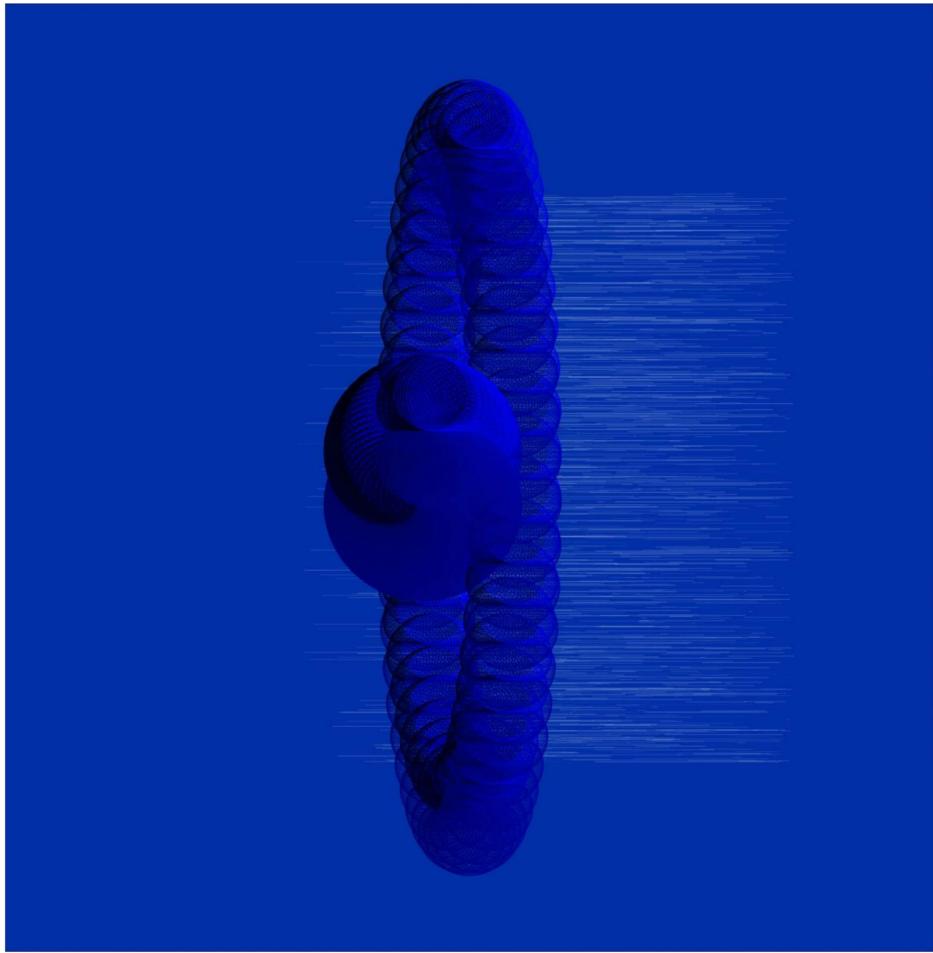
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"An homage to Vera Molnar,  
'Grande Dame' of digital art"

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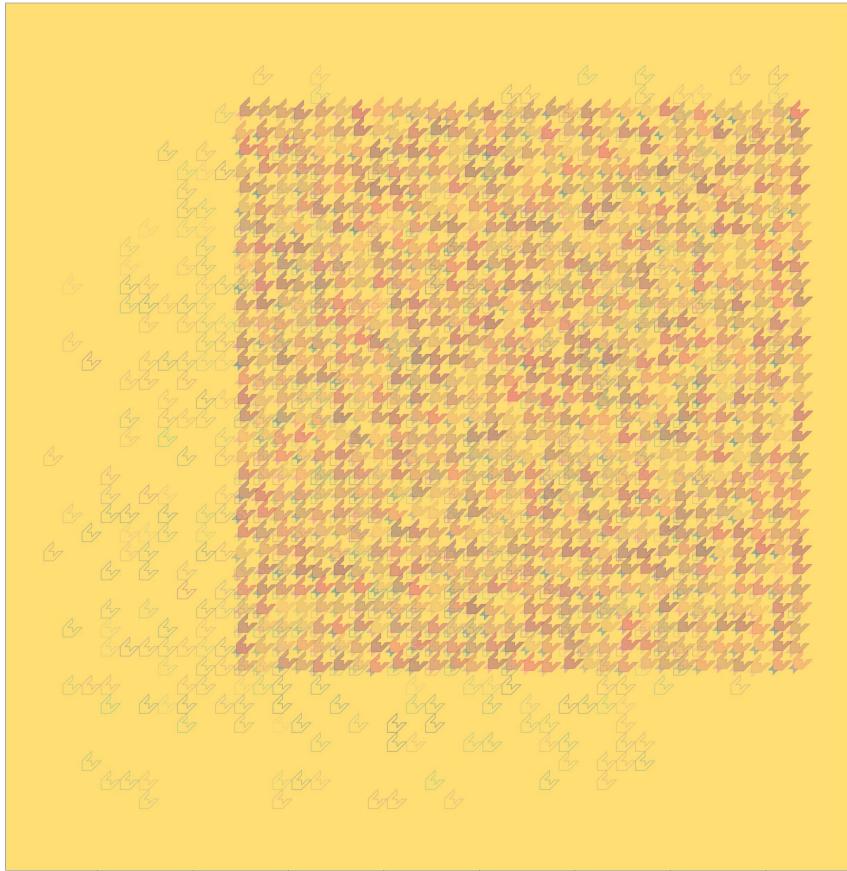
*"The idea was to create an  
animated illustrational jellyfish  
that breathes, flies towards the  
top, disappears and leaves a  
random mark on the water"*

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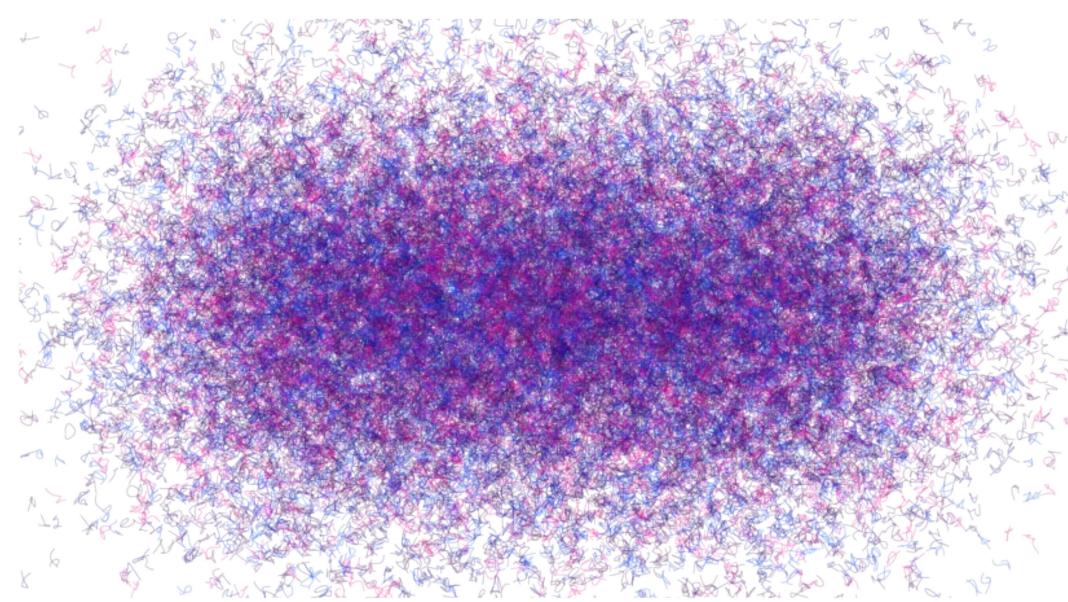
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“Houndstooth, houndstooth is a duotone textile pattern characterized by broken checks or abstract four-pointed shapes, often in black and white, although other colours are used. One unit of houndstooth is a combination of 3 shapes, it's simple but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



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Simon Griffioen



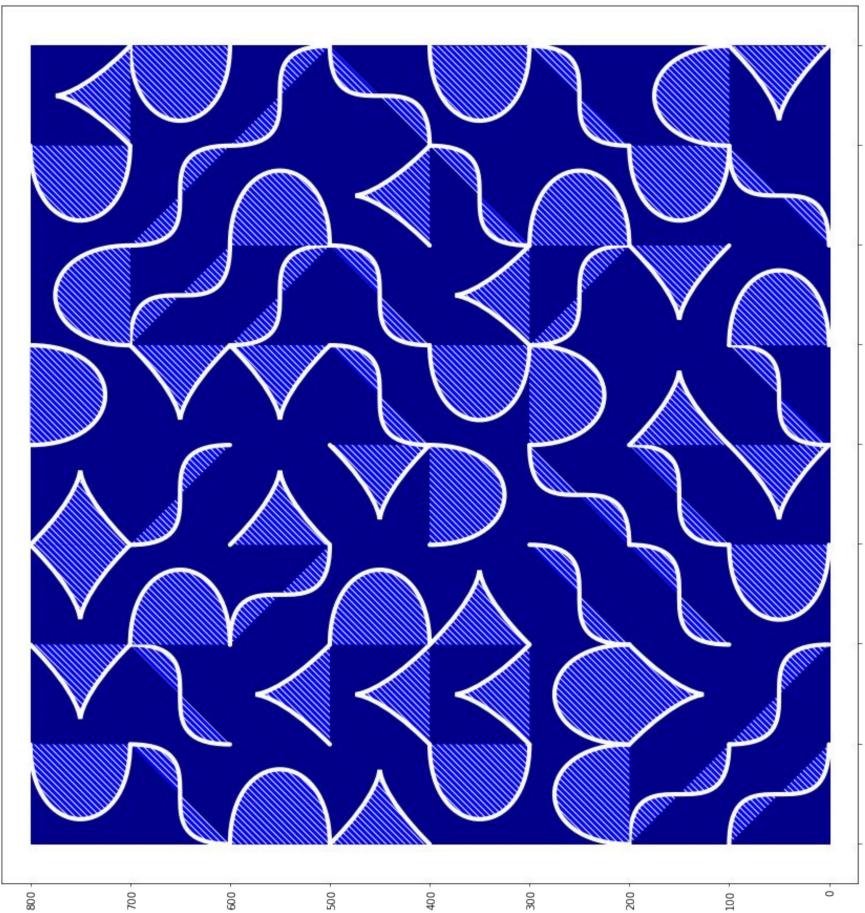
"Inspiration : Roman Verostko  
Method : B-Spline exploration,  
gaussian distribution"

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"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"



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