<http://www.materialecology.com/projects/details/zuhal>

Neri Oxman has a few pieces like this – a model wearing a dress, but instead of a dress, it is a rendering of chance operations that build a visually striking image. The artist utilizes traditional practices in fashion modeling to create a familiar environment. The dress, which is clearly the focal point of the work, is perceived by the viewer as a part of this reality. The image fascinates me – it is a glance towards the possibilities of augmented reality, which combines real structures with virtual. A lot of psychedelic works are standalone trippy patterns. This uses a psychedelic aesthetic, but it given a corporeal and relatable form. This gives it purpose and meaning that it wouldn’t have otherwise.

I’ve really appreciated psychedelic and cosmic themes lately (watched Interstellar and Annihilation), so this really resonated with me.

<http://reas.com/microimage_s1/>

Casey Reas uses chance algorithms to create these black and white images. I say images because it’s hard for me to define them more than that. Each image is a collection of wispy folds of greyscale that weave together to create depth. I am intrigued by these because the texture is so foreign. Sometimes it looks like human hair, but other times I see scratchy renditions of cosmic images. I think it’s interesting how chance algorithms create massively intricate patterns – it’s like we get to see inside the computer’s brain. As far as these images go though, the result is a series of well-composed images with compelling contrast throughout the greyscale.