

Generative Art

Web resources of Intersection of Art, Technology, Science & Culture

Stephen Wilson site

- Artists' Work
- Art Festival, Competition & Shows
- Art Organizations, Journals
- Online Essays, Syllabi
- Introduction to Emerging Research Areas of Interest to Artists

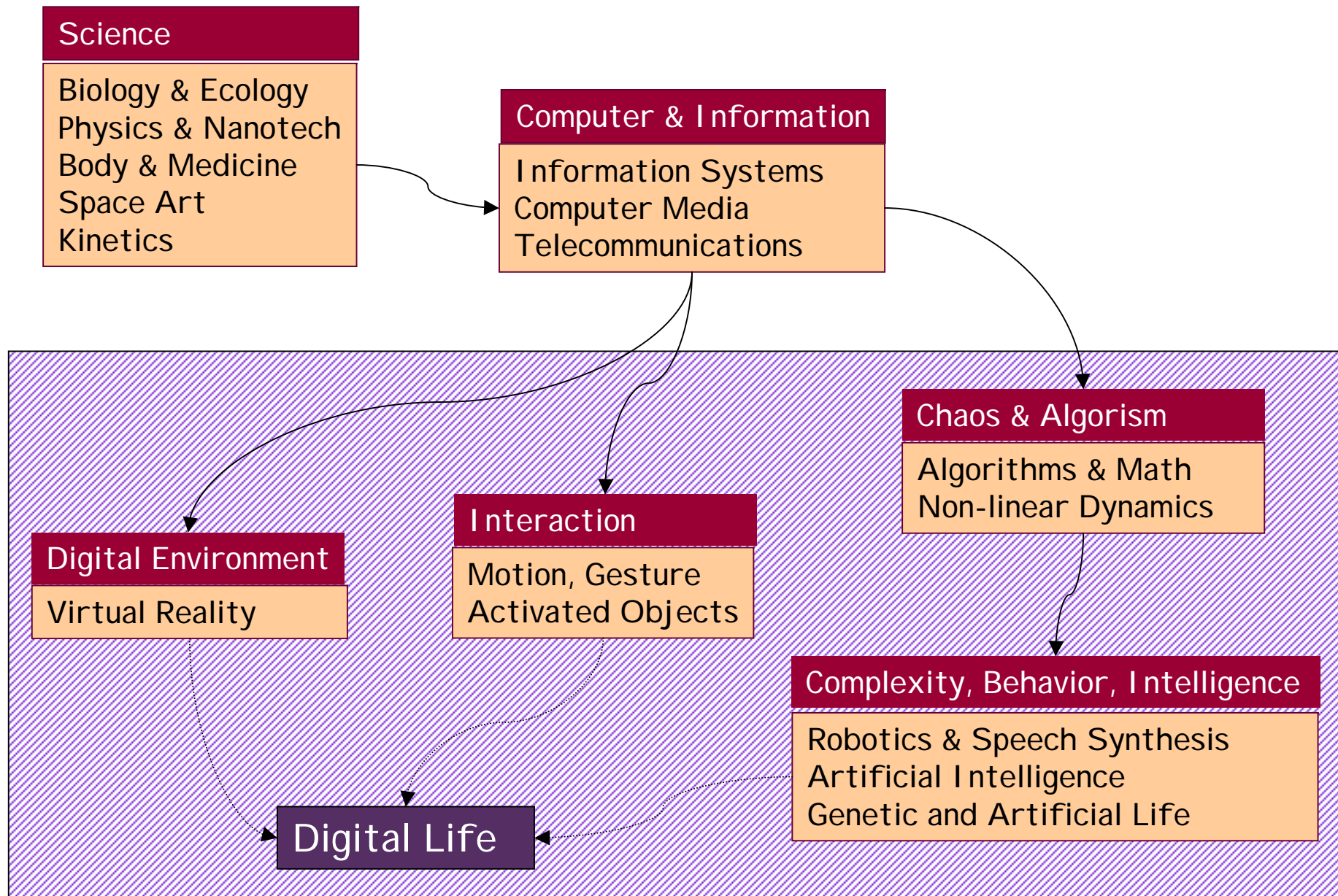
<http://userwww.sfsu.edu/~infoarts/links/wilson.artlinks2.html>

Art Futura site

- Artist links
- Self classification

<http://www.artfuture.com/>

Stephen Wilson categories for art-science artworks



Risorse: eventi e centri di riferimento

Festival e competizioni

Siggraph - USA
Prix Ars Electronica - Austria
Imagina - Francia
ISEA - vari stati
DEAF - Olanda
VIDA - Spagna
Virtual Worlds - vari stati
Milia - Francia
Videoart - Svizzera
Alife - USA
Art Futura - Spagna

Centri di riferimento

Ars Electronica - Austria
ZMK - Germania
ICC - Giappone
Exploratorium - USA
Banff - Canada
CAIIA - UK
IAMAS - Giappone
ART & Science LAB - USA
ANAT - Australia

Raccolte di links e risorse web

ART FUTURA - UK
Stephen Wilson - USA

Organizzazioni e giornali

Leonardo - USA
YLEM - USA
ASCI - USA

Festival in Italia

Generative Art
Virtuality
Opera Totale
Mediartech
EVA Florence
Monumedia
Incontri Sorrento
Biennale Arte Elettronica

The complexity paradigm between art and science

Fractals ('70)

Fractals

Chaos ('70)

Chaos Art

Genetic Algorithms ('70)

Algorism

Neural Networks '70)

Generative Art

Self-Organization ('70)

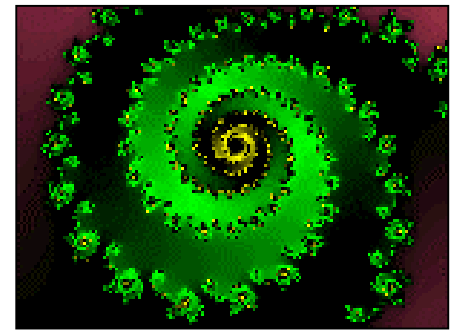
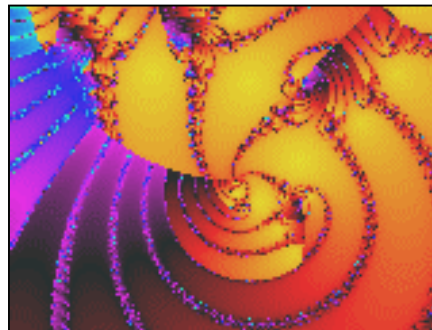
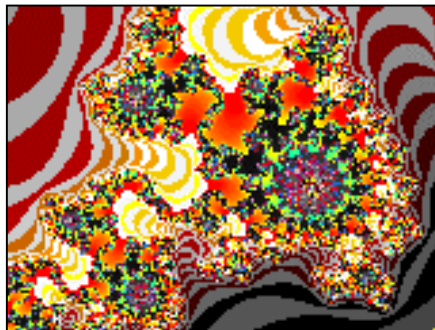
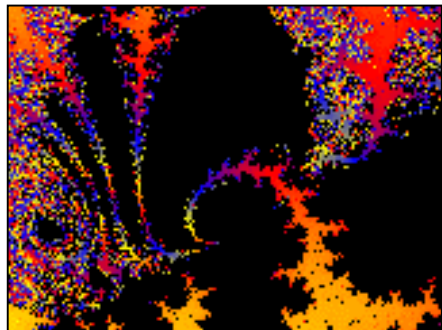
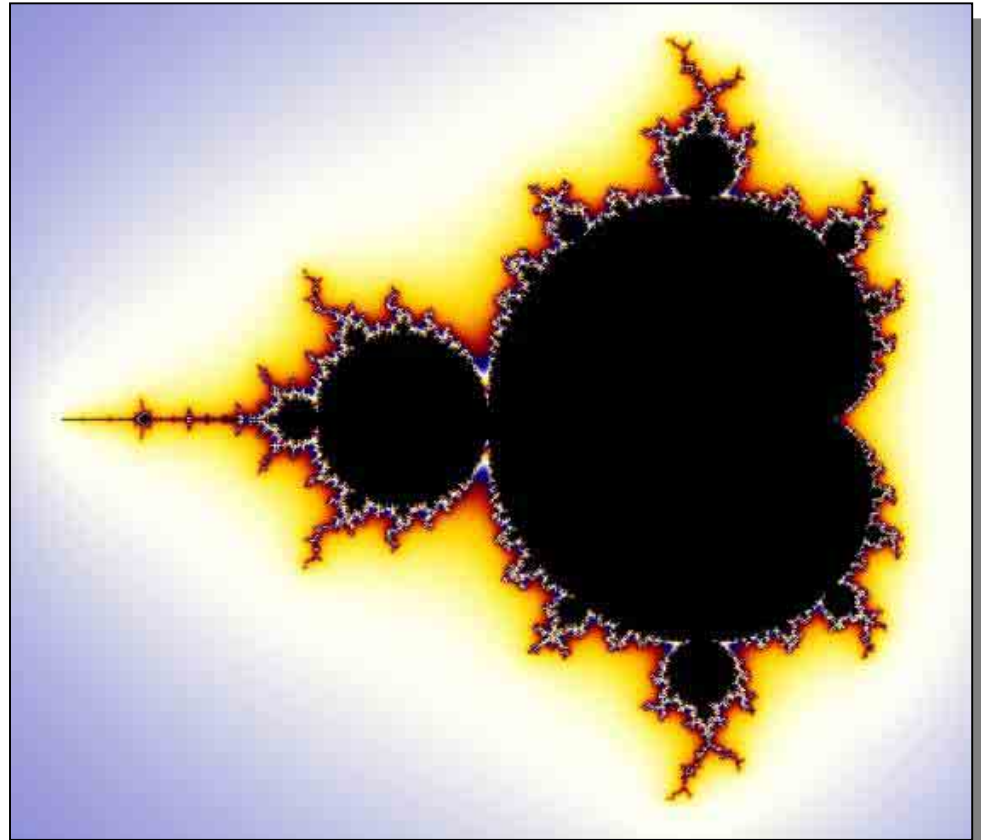
Cellular Automata

Cellular automata ('80)

Frattali



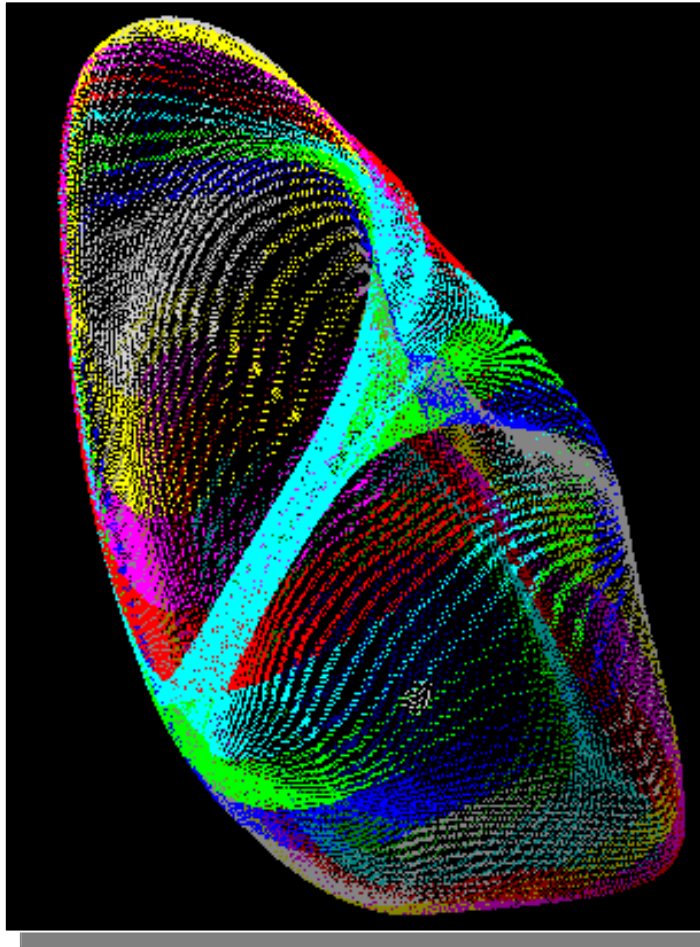
Benoit Mandelbrot



Ken Musgrave

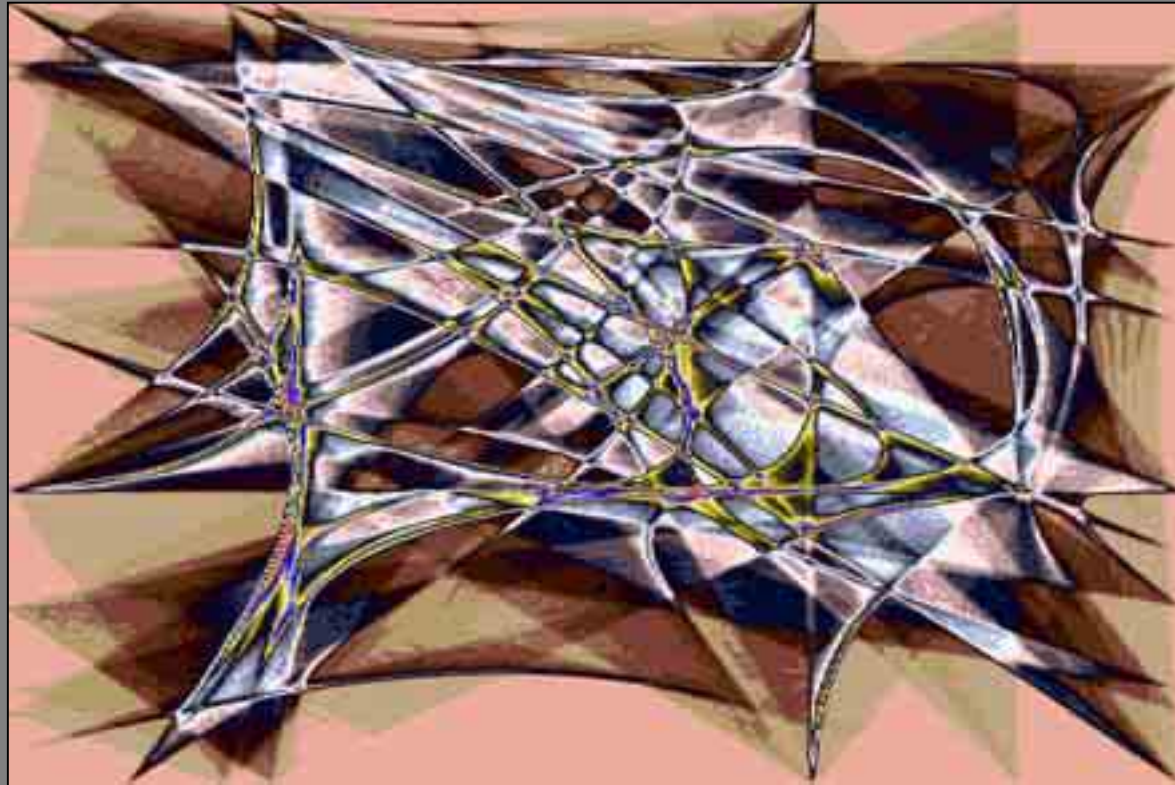


Chaos art



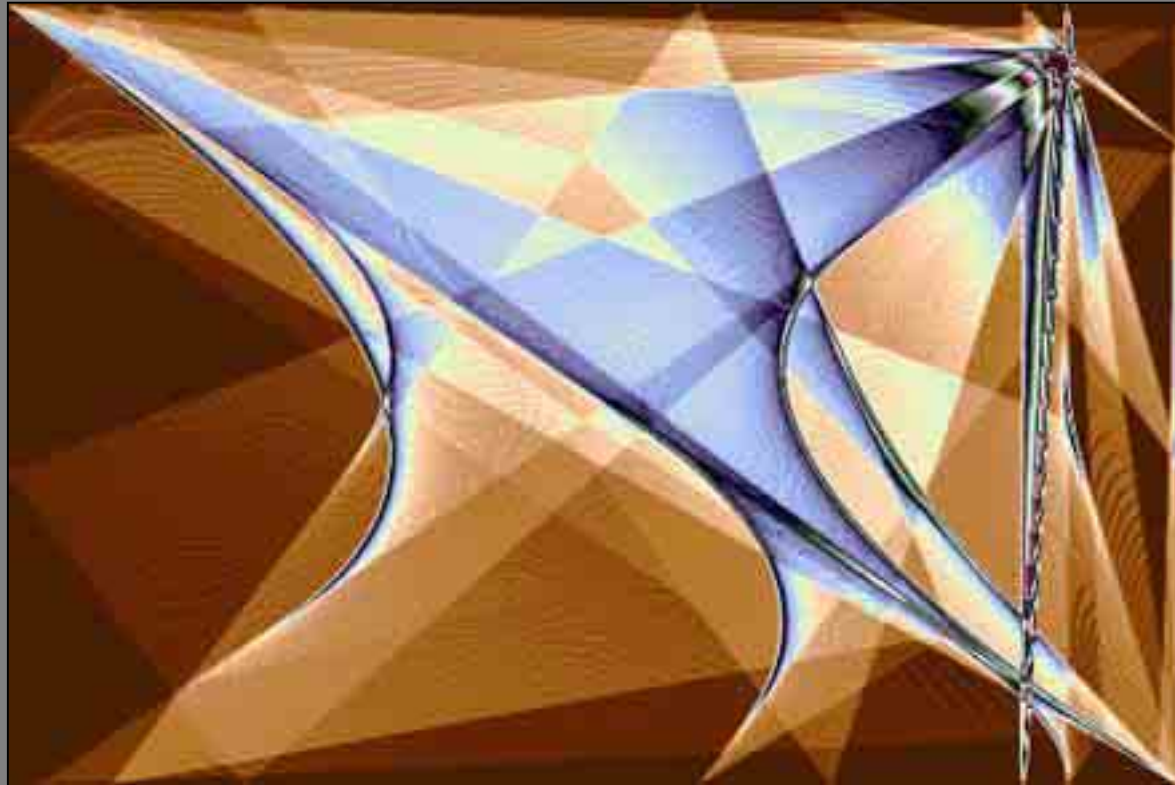
(ChaosLab)

Plankton



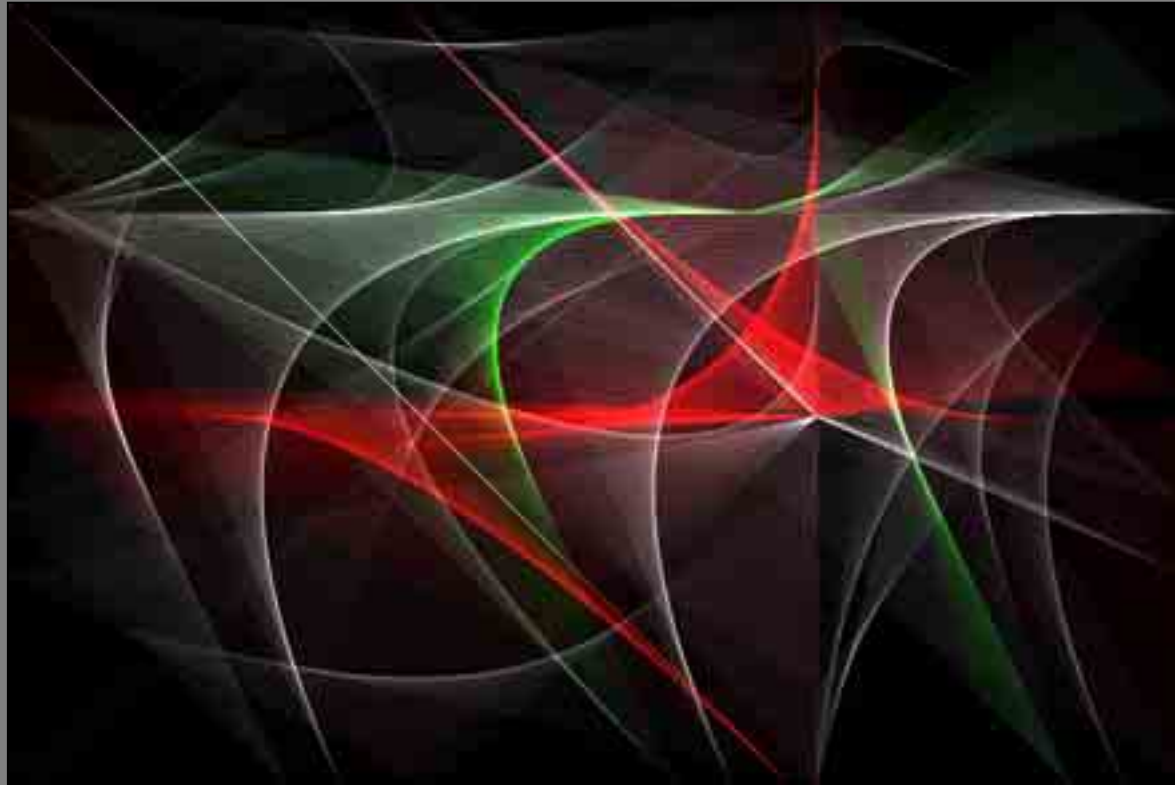
Violin dance

Plancton



Proiezione

Plankton



Wind

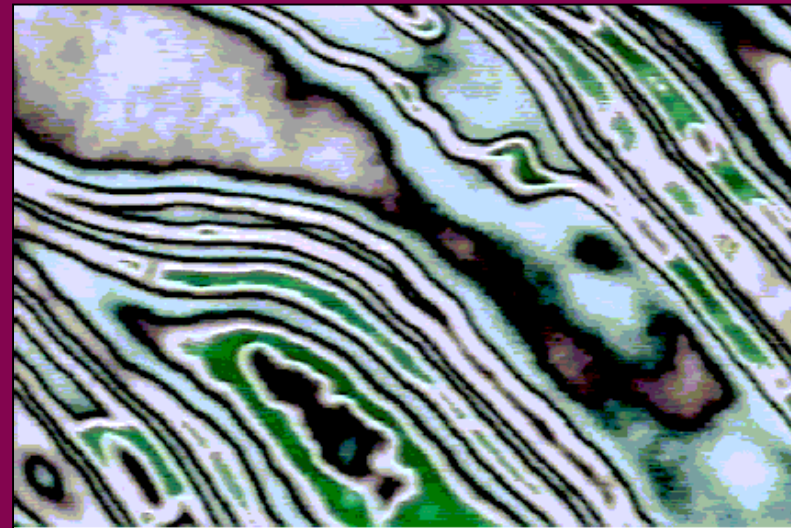
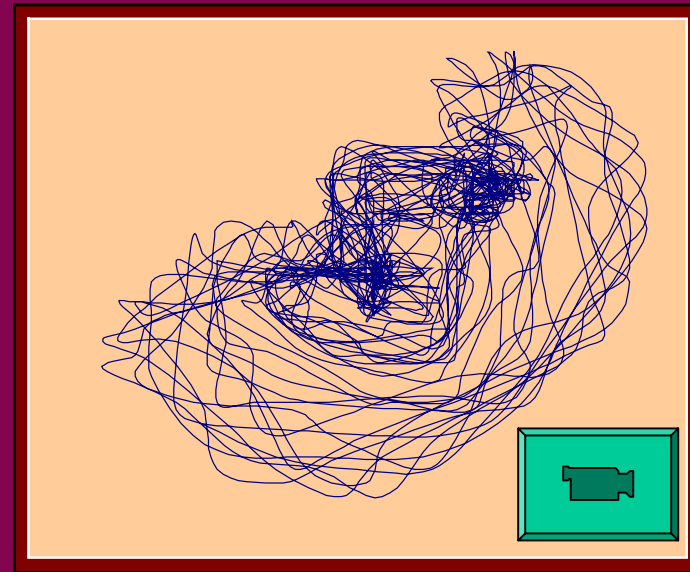
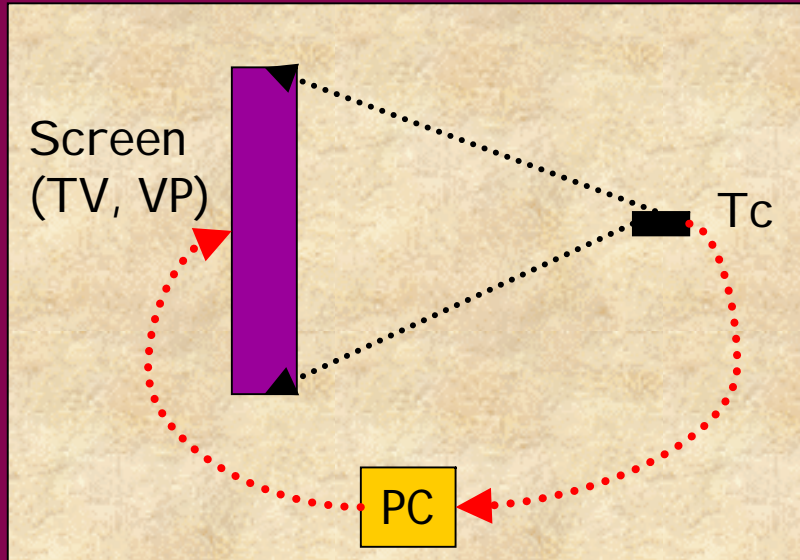
Plancton



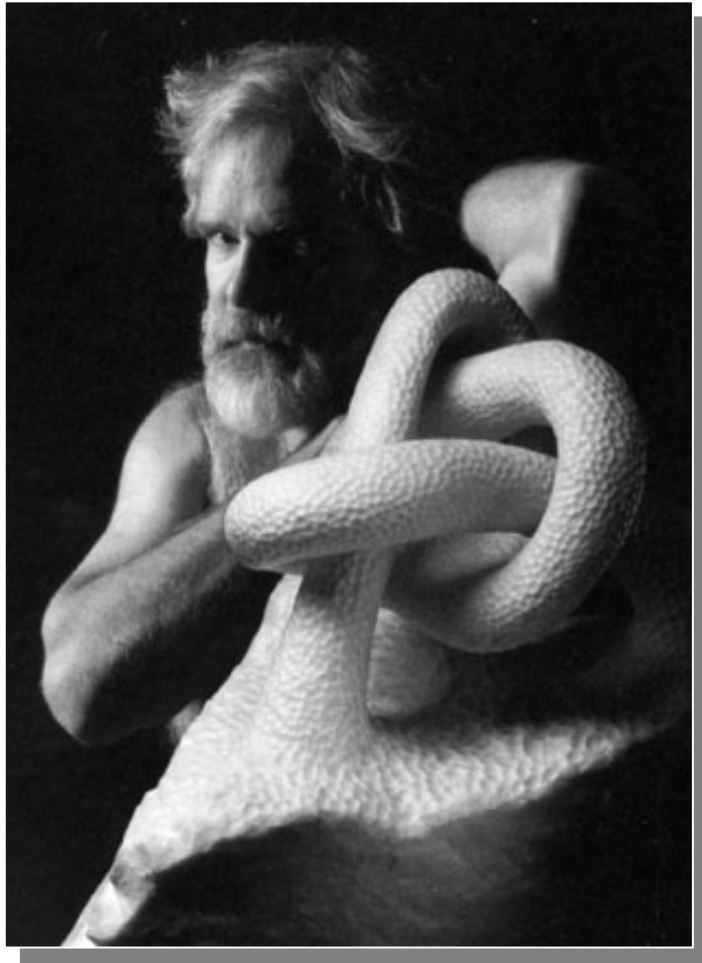
Mantra

Vid-A-Feeba (Annunziato, Pierucci, 99):

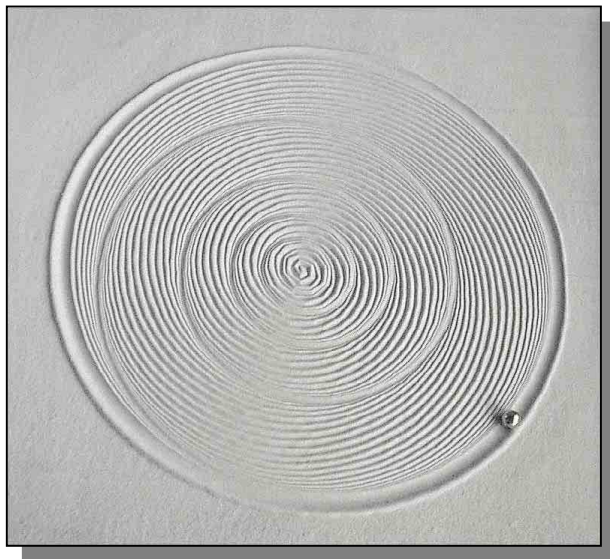
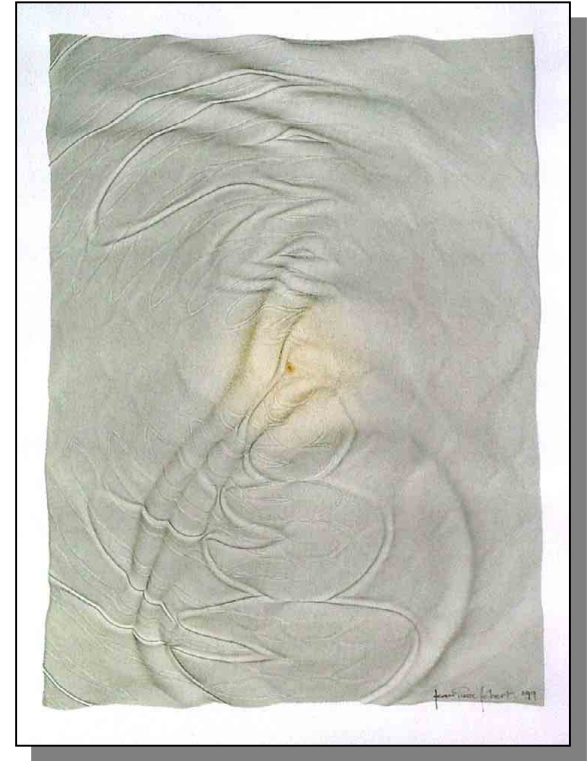
the edge of chaos...



Algorists: Helaman Fergusson



Algorists: Jean Pierre Hebert



Sand as a medium
Ulysses, 2001



Il pensiero generativo

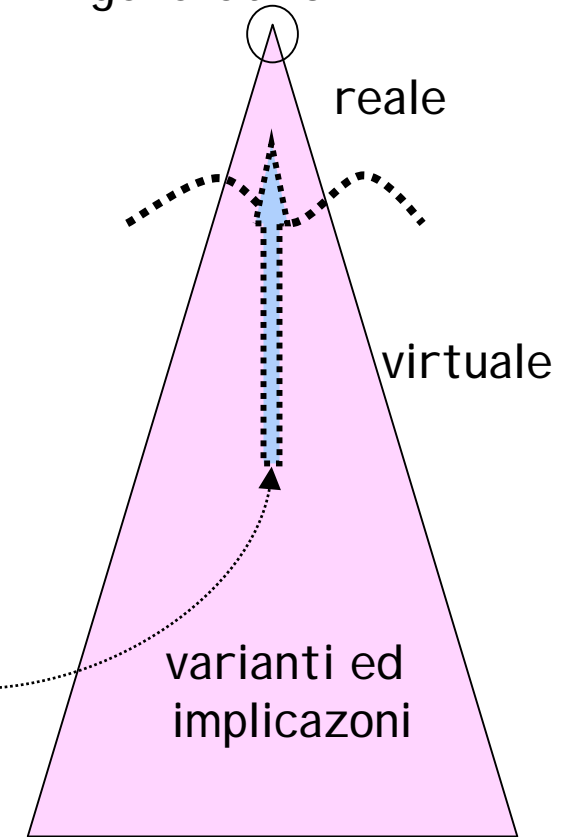
Opera

stato attuale + tutte le implicazioni e potenzialità estetiche e concettuali ad essa associate
(corpo virtuale dell'opera)

Processo Creativo

Flusso generativo continuamente manipolato dall'artista (*meta-design*)

Il stanza del flusso generativo



Generative Art Defined

(P. Galanter, 2003)

Generative art refers to any art practice where the artist uses a system, such as a set of natural language rules, a computer program, a machine, or other procedural invention, which is then set into motion with some degree of autonomy contributing to or resulting in a completed work of art.

Highly Ordered (thus simple) Generative Systems

- Islamic Art - Tiling Systems
- M C Escher
- Traditional Craft
 - Border Patterns, Weaving, Symmetric Design
- Prehistoric Art
 - Generative Art is as old as Art!!!!
- Minimal, Conceptual, & Pop Art
 - Carl Andre, Mel Bochner
 - Sol Lewitt, Paul Morgensen
 - Frank Stella, Andy Warhol

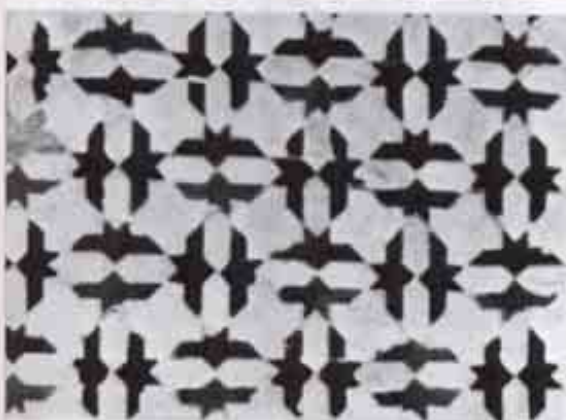
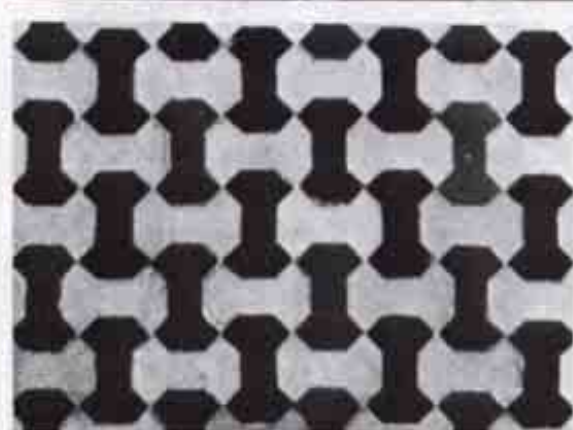
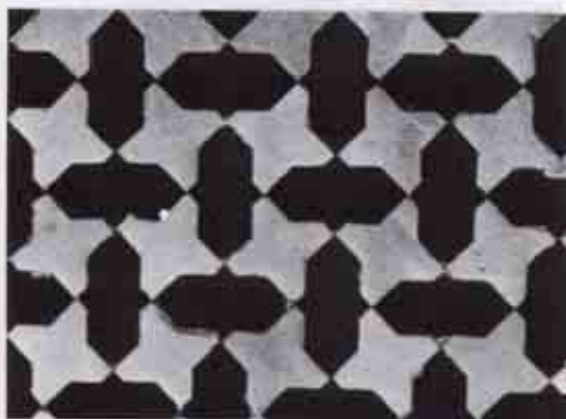
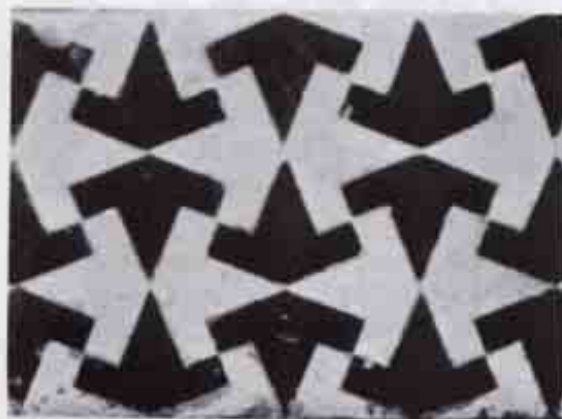


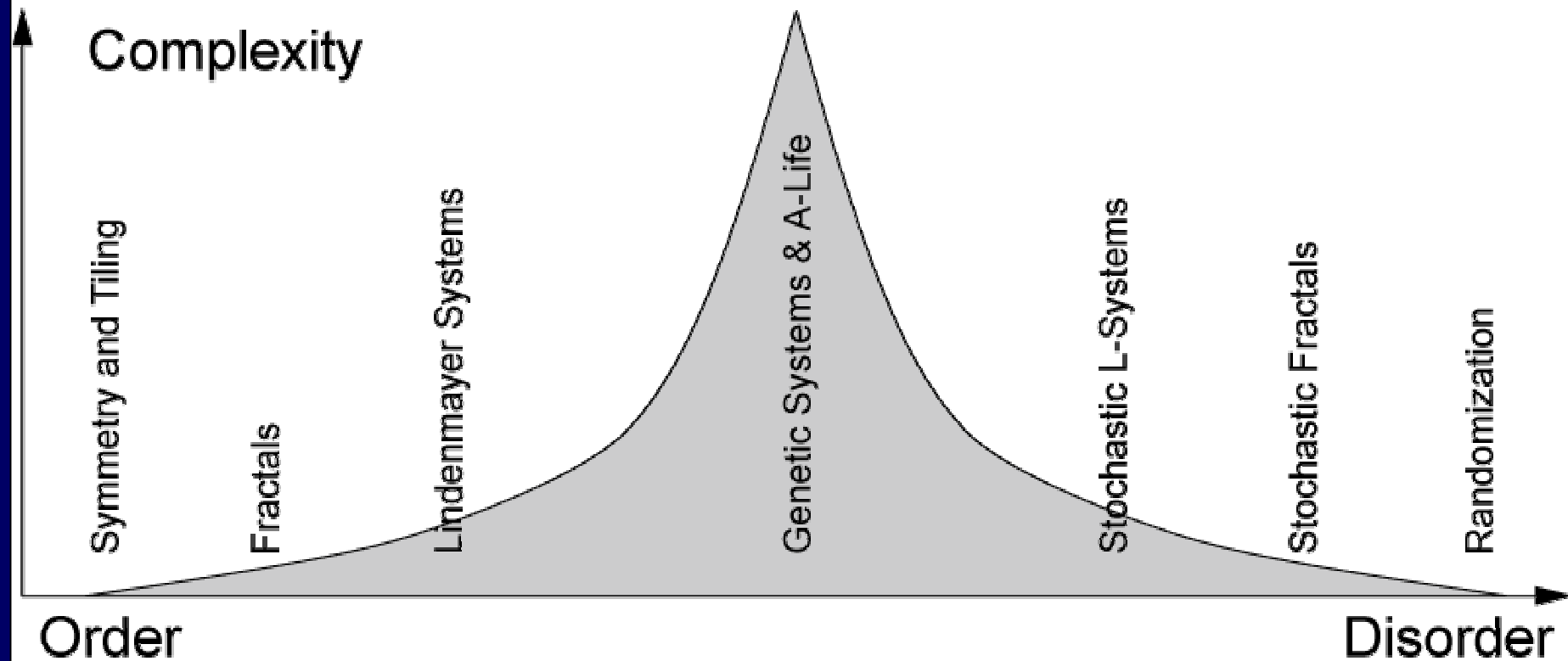
Figure 3
Details of several tilings from the Alhambra. Such tilings are widely known, in part due to sketches made in 1936 by the Dutch artist M. C. Escher (see Escher [1971, plates 83, 84]).



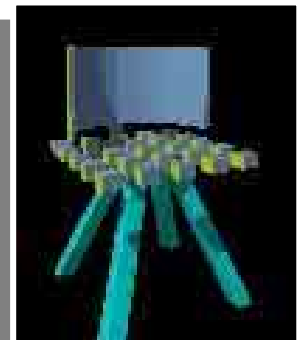
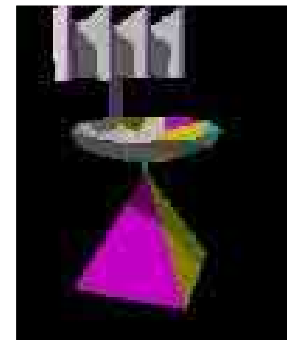
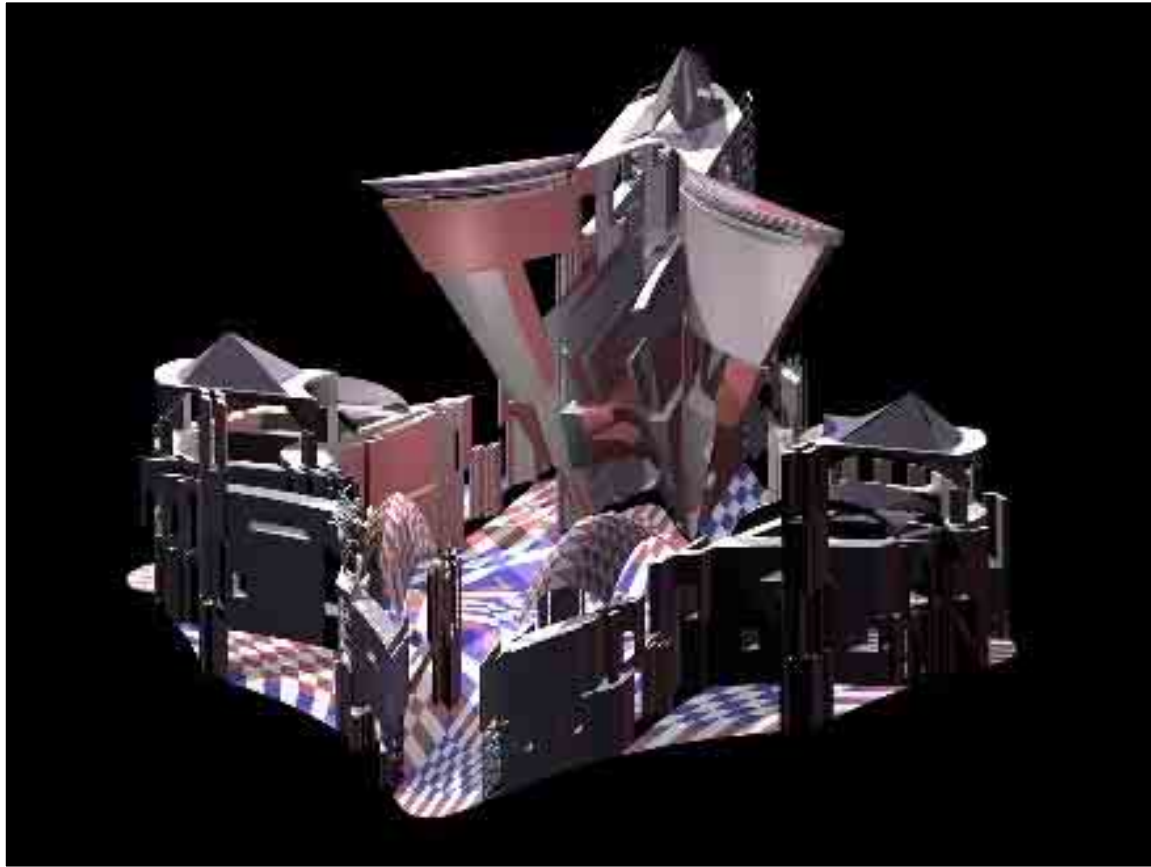


"Cretto" di Burri:
modellare non la
forma ma il processo
di generazione della
forma

Generative Art Systems



Celestino Soddu: il design argenico



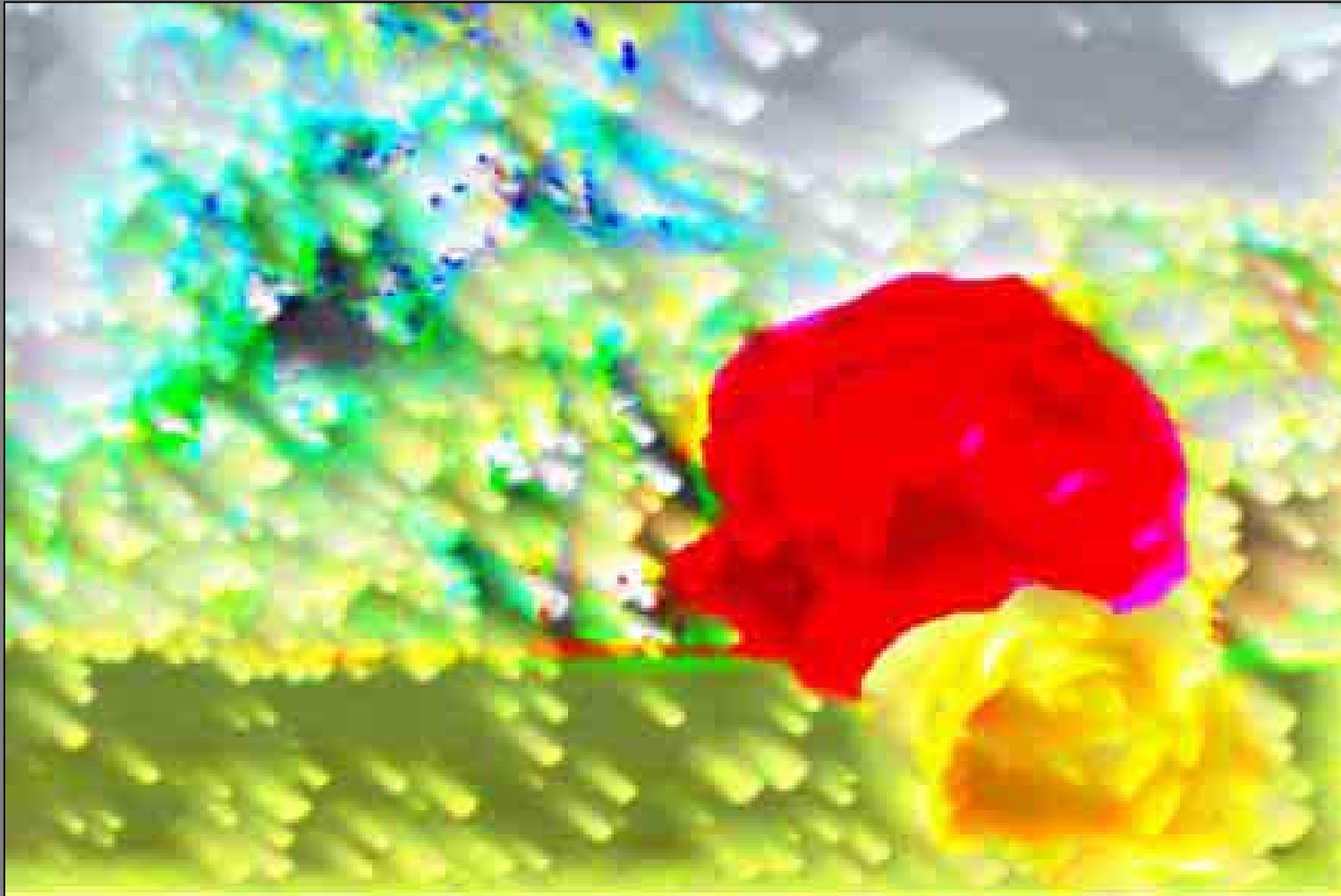
Plancton

processi neurali come aggregatori del rumore ...



Mind Noise

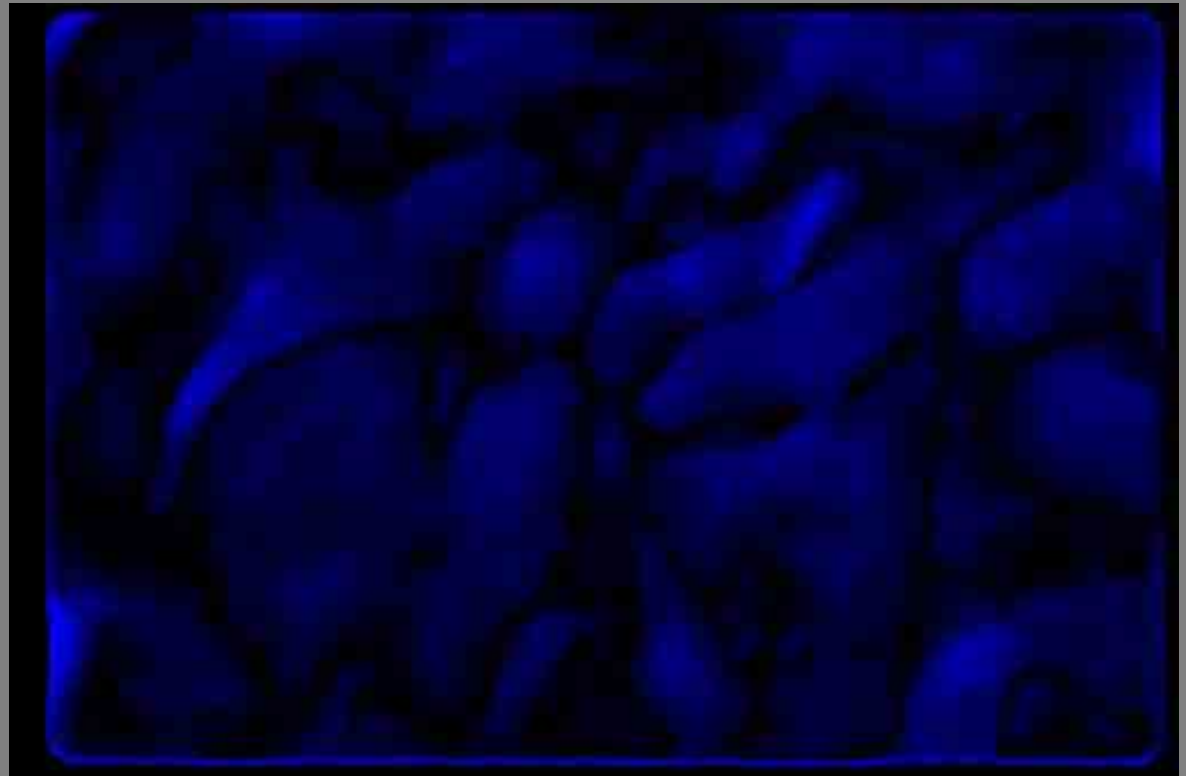
Plancton
... e sintesi di forme



Aurora

Plancton

*attrattori
di forma*



Plancton



*Attrattori dinamici
di forma*

Visioni Notturne

M. Annunziato

Cellular Automata: Yoichiro Kawaguchi

