

**TYLER HOBBS**

Miriana Nicole Gixti

Idm6.I

BORN ON MARCH 24 1987.  
FROM AUSTIN, TEXAS



- Visual artist which uses algorithms and plotters and paint to create art.
- Computational aesthetics.
- Creative coder
- Inspirations
- Painters.

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- Studied science at collage.
- First work was as a software engineer.
- Hobbs states “programming shaped how he sees the world around as he saw it through out Patterns and processes.”
- He started making art in 2014

# TOOLS FOR CREATING ART

- Clojure language, not specific on generative art.
- Programmes everything
- Processing a basic graphic library.
- Physical sketches
- Ideation
- Programming
- Curation
- Final format

## BEST WORK

Other work

QQQ analogs

Mechanical hand

- One of work is Fidenza (2021) a collection of 999 art works.
- “It is his most versatile generative algorithm.”



## HISTORICAL DEVELOPMENT

- Generative Art goes back to 1960.
- In past it consisted of curation steps, According to Hobbs.
- He looked at Wassily Kandisky, Mark Rothko, Frank Kline, Helen Frankenthaler and Robert Motherwell he liked there work.

## CORE PRINCIPLES & THEORIES

Analyse the key concepts in their work and how they align with generative art principles.

- Fidenza Project

The idea to create generative art was to create an algorithm to be larger amount number of inputs.

Hobbs initial work didn't have variety.

He used shapes and curves in the composition.

## CONTEMPORARY APPLICATIONS

Discuss how there techniques are used or have influenced modern creative practices.

- Hobbs starts by a simple starting point, from there the art work starts its creation.
- If he doesn't like something in the art work he removes it.
- He works step by step
- He used different strategies depending on the time.
- Today he works without the approach of how the end result will be but take the process as a journey his job is to discover the final work.



## WHY THIS ARTIST

- I choose this artist for the fact that he uses colours but in a simple way and you can see that it is something IT related.
- He uses simple shapes and colours but makes them look different.
- His work will be seen in future as in my opinion he has a particular unique way to use colours and shapes in his art works.

## REFERENCES

- <https://tylerxhobbs.com/words/the-rise-of-long-form-generative-art>
- <https://unframed.lcma.org/2024/06/05/remembrance-things-future-conversation-tyler-hobbs-artist-experimenting-blockchain>