REPRESENTING ARTIFICIAL NEURAL NETWORKS IN ART

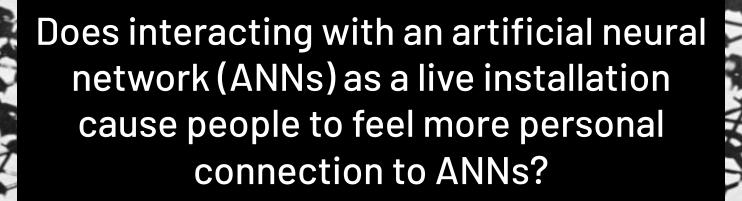
COGS 401 2024

SOL SKELTON

O1 RESEARCH QUESTION O3 PEER FEEDBACK

02 METHODOLOGY 04 OUTCOME

Research Question



Methodology

Methodology

Interactive installation

Qualitative experience
Particle system whose movement behavior is generated by ANN
Real-time interactivity: training via participation

* Methodologies overlap & complement *

Paper

Deep learning network with convolution and pooling layers

Investigation into the role of metaphor and abstraction in cognitive science
History of cybernetics & digital art | Contemporary art
Present context and reasoning for artwork

Peer Feedback

"Narrow your scope"



Refik Anadol. Unsupervised – Machine Hallucinations – MoMA. 2022.

Examples of ANN & Al in art

Outcome



Response to Installation

Visuals	Continuously generating particle system: feeling of animacy, evolution
ANN	Particle responsiveness creates connection, may feel "conversational," learning process visible in real-time
Installation	Life size - taking up space, presence creates greater emotional impact
Results	Greater interest in understanding ANNs Visualization help inspire new ways of using, building networks - "feeling" of interaction and learning

"Artists, what we bring to the party is thousands...of years of thinking about what the hell an image is. The kind of engineering/computer science tradition does not have that. This is a place where artists are bringing voices to the conversation that I think are quite urgent."

Trevor Paglen

"How to See like a Machine" https://www.moma.org/magazine/articles/864

References

Education of Vision, Kepes

How We Became Posthuman, Hayles

THANK YOU

"How to See Like A Machine," How to See, Museum of Modern Art.

"Modeling Charisma: Al's Fashion Mirror Stage"

Nam June Paik

Postmasters 5.0 Gallery

References (complete list)

- Butterworth, G. (1992). Self-perception as a foundation for self-knowledge. Psychological Inquiry, 3(2), 134–136. https://doi.org/10.1207/s15327965pli0302_11
- Cowan, Sarah. "How to See like a Machine | Magazine | Moma." *Museum of Modern Art*, 14 Mar. 2023, www.moma.org/magazine/articles/864.
- Crimp, Douglas. *Pictures: s'approprier la photographie*, New York 1979-2014, ed. Gaëtan Thomas, trans. Nicolas Paul and Gaëtan Thomas, Cherbourg-Octeville: Le Point du Jour, 2016, pp. 75-88
- Hayles, N. Katherine. How We Became Posthuman: Virtual Bodies in Cybernetics, Literature, and Informatics. University of Chicago Press, 1999.
- Ilfeld, E. J. (2012). Contemporary Art and cybernetics: Waves of cybernetic discourse within conceptual, video and New Media Art. Leonardo, 45(1), 57–63. https://doi.org/10.1162/leon_a_00326
- Kepes, G. (1965). Education of vision ed. by Gyorgy Kepes. Studio Vista.
- Kepes, Gyorgy. Module, Proportion, Symmetry, Rhythm. G. Braziller, 1966.
- Khamitov, M., Rotman, J. D., & Piazza, J. (2016). Perceiving the agency of harmful agents: A test of dehumanization versus moral typecasting accounts. Cognition, 146, 33–47. https://doi.org/10.1016/j.cognition.2015.09.009
- Kluszczynski, Ryszard W. "Strategies of interactive art." *Journal of Aesthetics & Culture*, vol. 2, no. 1, Jan. 2010, p. 5525, https://doi.org/10.3402/jac.v2i0.5525.
- Pasquinelli, Matteo. The Eye of the Master: A Social History of Artificial Intelligence. Verso, 2024.
- Sawon, Magda, and Tamás Banovich. "Postmasters 39 Years." Postmasters 5.0, 1999, www.postmastersart.com/.
- Sim, Suning. "The Essential Works of Nam June Paik." *Artasiapacific*, 29 Sept. 2021, artasiapacific.com/people/the-essential-works-of-nam-june-paik.
- Smith, T. (2024). Modeling Charisma: Al's Fashion Mirror Stage. InVisible Culture. https://doi.org/10.47761/494a02f6.a022d87c
- Waytz, A., Gray, K., Epley, N., & Wegner, D. M. (2010). Causes and consequences of mind perception. Trends in Cognitive Sciences, 14(8), 383–388. https://doi.org/10.1016/j.tics.2010.05.006
- "Nam June Paik." FLUXUSMUSEUM, fluxusisland.org/nam-june-paik/. Accessed 15 Nov. 2024