

# WORKSHOP B-SEITE

1. Presentation of the participants + short pitch about their interest: 15 mn
2. Presentation of our own artistic work wrt the issues in this workshop: 15 mn
  - explore generativity/control/expression
  - define new expression modes based on new materials (audio & graphical) that generativity allows
3. Discussion time (or later) about the ambivalence between control and generativity: 20mn
  - various modes of human “interaction” : no interaction, breeding + selection, in- teractive parameter control, parallel expression & combination, decorative generativity...
  - various types of generative art:
    - physical models: mass-spring systems, particles,
    - biological models: tumors, bio-cultures
    - mathematical models: random, fractals, L-systems, cellular automata...
  - expressivity of generative art: elasticity, contamination, scars, memory, noise, spreading & percolation,
  - generative sounds as an instrument in composition
4. Presentation of Porpyrograph & use in musical composition 45mn
  - layer architecture
  - multi-layer drawing + decay + transparency, track record and replay
  - particles on BG layer (directly or through flashes), incay, echo, texture, speed, color, stroke vs repop, vs very large stroke, particle radius
  - CA through strokes on a drawing layer or repopulation, CA families, parameters, deca, flash back
  - sound to image: color, radius, particles, hue, flashes (particle flashes)
  - image to sound: sensors
  - loop: supercollider / flashes / sounds through graphics
  - composition over random and non structured samples
5. Hands-on practice - installation - tests with the participants: 1h
6. conclusion 15mn
  - setups from alkemi, gn
  - community sharing and sprouting
  - feedback from participants