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Paper, Artworks, Software: Generative Platform Environment (GP)

Abstract:

A proof-of-concept system is built upon the Generative Platform Environment (GP), a lightweight and non-exclusionary architecture for developing and deploying dynamic audiovisual narratives, both online and in situ. GP builds upon the near ubiquity of the Flash runtime and exploits its current position as the de facto standard for online video distribution, extending input support for the vast majority of video content sources found on the web. Consequently, narratives generated by GP are executable on nearly 99% of internet-connected personal computers in use today, ensuring consistent content accessibility. Generative Platform delegates functionality between three linked modules: a source data parser, a generative logic sequencer and event handling system, and a multithreaded audiovisual playback subsystem. XML support is inherent to GP. enabling the capability to import and export a variety of data sources including XSMP, RSS feeds and automated archival search results. Object-oriented iterative sequencing logic is programmed using standard ECMAScript-syntax. Video compositing and playback are designed to minimize processing and network overhead, allowing higher framerates and more universal user experiences.

Topic: Web Art, Time-Based Narrative

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References:

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[2] Iro Laskari et al, "Generative System for the Synthesis of Audiovisual Narrative", National & Kapodistrian University of Athens, 2008

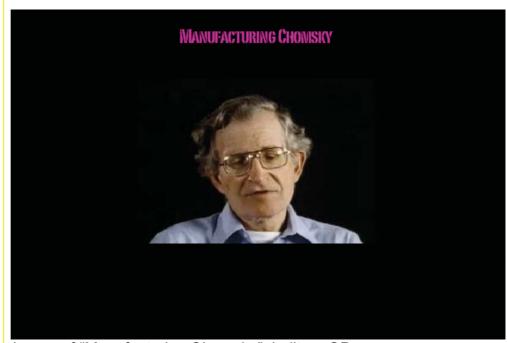


Image of "Manufacturing Chomsky", built on GP http://reizner.org/chom/

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Keywords:

time-based narrative, hypervideo, flash