

GENERATIVE ART

**Proceedings of GA2012
XV Generative Art conference
edited by Celestino Soddu**

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"...Ars sine scientia nihil est", Jean Vignot, 1392

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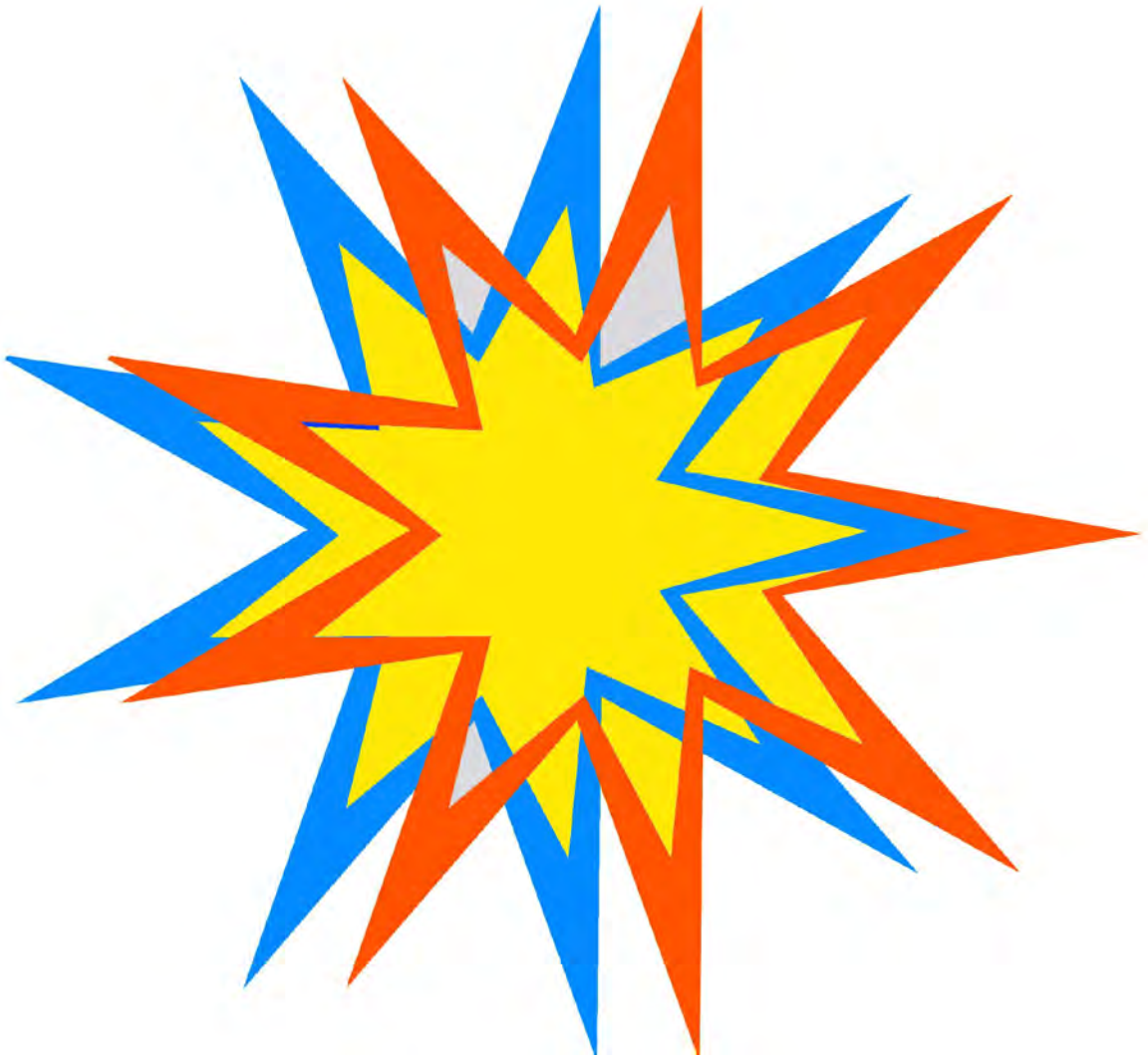
***"Generative Medieval Cities, interpreting Lucca with generative logics".
A Visionary 3D scenarios generated with Basilica by Celestino Soddu, 2012.***

***Each proceedings book is personally dedicated to a GA2012 participant as
author with an unique cover representing one variation of 50 variations
of Generative Scenarios of Lucca***

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GENERATIVE ART 2012

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Proceedings

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*Generative Design Lab - Politecnico di Milano University, Italy
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Generative Art, the Art of Generating

*Fifteen years. When, fifteen year ago we met together at Politecnico di Milano for the first GA98, **Generative Art** was a not-used term. We chosen it following its multi-disciplinary meaning, instead of other terms focusing the field of peculiar interests like Generative Systems, Design, Music and so on.*

*We have chosen the term Art because **Art** identifies the **Art of Generating**, as well as the **Science of Generating**. Referring to its meaning in Latin where Ars is the synonymous of Science. As in Science, Art identify the strong relationship between a subjective vision, knowledge, feeling, observation, logics and the ability to develop and perform the character and identity of each possible result. Not forgetting that Art, as Science needs to reach results able to answer to inter-subjective needs and requests as the aesthetic character of artworks can do. More, Art is appliable to all field and this term identifies a cross-disciplines approach. Art is Science. As well as Science is Art.*

Today, after fifteen years, Generative Art is a term widely used all over the world. A lot of universities have their Generative Art courses, many artists and musicians identify themselves as generative artists.

On the other side, Generative Art seems to be an abused term, with simplified definitions able to include all approaches and experimentations that are experienced using advanced technologies. Generative Art seems to be homologous of other terms like Software Art, Algorithmic Art and similar terms that focus what tool is used, software, algorithms, and not how the Art of Generation is experienced.

Following many attempts in defining it, Generative Art seems to be the same of Generative Systems, Autonomous Systems, Evolutionary Systems and other similar terms that identify how to perform generative tools and not how to perform the Art of Generation. Making confusion about the difference between tools and aims.

Now, after fifteen years from the first use of this term for identifying a common field of interest and answering to the need of all us, as well as hundreds of participants to Generative Art conferences, we have to take care of this term by going in deep in clarifying the character, the uniqueness, the recognizability and the creative philosophy of Generative Art. Discussing together how, in the multi-disciplinary field of Art and not only of tools, a creative approach could be really generative.

Many contributions of the participants to this XV Generative Art conference will talk about that, and we are happy that we will go ahead in taking care of this particular, young but ever growing common field of interest.

At the end of this XV conferencer a round table to discuss it is planned, and we should like to involve all the participants. More, our aim is to develop an article for our new Journal, GASATHJ, with the report of this round table.

Celestino Soddu, Enrica Colabella, Chairs of GA conference

Lucca, 30 November 2012

INDEX PAPERS

11

Alan Dunning

Alberta College of Art + Design, University of Calgary, Canada

Doppelganger: a technological ghost

21

Alec Groysman

ORT Braude College of Engineering, Karmiel, Israel

Abstraction in Art, Science, Technology and Engineering

43

Basak Ucar

Ted University, Ankara, Turkey

Constant Redefinition of Boundaries in Responsive Environments: Unpredictability and Boredom as Provoking Impulses

55

Boris Magrini

University of Zurich, Switzerland

Should generative art be political?

66

Bridget Baird, Andrea Wollensak

Connecticut College, New London US

Obstacle/Flow: interactive presence project

78

Celestino Soddu

Domus Argenia Center for Identities and Generative Art; Generative Design Lab, Politecnico di Milano University, Italy

Logics of Imagination. Generative Art performs a style as executable process.

95

Daniel Bisig, Pablo Palacio

Zurich University of the Arts, Switzerland

STOCOS – Dance in a Synergistic Environment

110

Derya Gulec Ozer, Sinan Mert Sener, Cagri Zaman

ITU, Informatics Department, TURKEY - MIT Media Lab, MA, USA, Turkey, US

Optimization of user accessibility using genetic algorithm: aDA

123

Dmitry Weise

International Society for the Interdisciplinary Study of Symmetry, Russia

Phyllotaxis of the Vatican Pigna

132

Enrica Colabella

Generative Design Lab, Politecnico di Milano University, Italy

Rhythm in Generative Art

145

Elif Belkıs Öksüz, Gülen Çağdaş

Istanbul Technical University Turkey

Simulating the organization of multi-cellular organisms within the framework of spatial relations in architecture

157

Ferhan Kiziltepe

artist, Turkey

A brief essay onto JoeL- Peter Witkin from symmetry perspective

165

Guzden Varinlioglu, Yekta Ipek, Gulen Cagdas

Istanbul Technical University Turkey

Visualisation of Archaeological Data Using Voronoi Diagrams

174

Igor Peteh

University of Zagreb, Croatia

The art of transcription

181

Jean-Paul Courchia, Guigui Sarah, Courchia Benjamin

Saint Joseph's Hospital, Dpt of Ophthalmology. Marseille; Ben Gurion Univ Israel; France

The unit of vision: the concept of opsieme

196

Karina Moraes Zarzar

Delft University of Technology and the Haagse Hogeschool, The Netherlands

Jan Jans' Iconographic Regionalism in The Netherlands

201

Mahnaz Shah

Cardiff Metropolitan University, UK

Le Corbusier's Potato Building Typology 1962-65

211

Maria Kerkidou, Anastasia Pechlivanidou-Liakata

National Technical University of Athens, Greece

Spatial formations of interacting agents

223

Marie-Pascale Corcuff

ENSAB, GRIEF, France

From labyrinths and recursive folds towards generative architecture

239

Michele Leigh

Southern Illinois University Carbondale, US

Animated Music: Early Experiments with Generative Art

247

Oliver Gingrich, Alain Renaud

Bournemouth University; Musion Systems Ltd, UK

Generative Art - Interactive Art: Delineations, Crossovers and Differences

260

Peter Beyls

University College Ghent, Belgium

Autonomy, influence and emergence in an audiovisual ecosystem

271

Philip Galanter

Texas A&M University, US

Generative Art after Computers

283

Phillip Hermans

Dartmouth College, US

Computer Modelling and Analysis of Goal-Oriented Acoustic Music Compositions

296

Quinsan Ciao

Tongji University, CAUP, Department of Architecture

Metaphoric and Symbolic Representation in Design Generative Scheme - Yangzhou Pu Harding Urban Redesign/Regeneration

297

Remi Ronfard, Quentin Doussot

Université de Grenoble, France

Generating 3D Scenes in the style of Keith Haring

308

Robert Spahr

Southern Illinois University Carbondale, US

Generative Processes Resulting in CRUFT: Experiments in Indeterminism, Feedback and Mindfulness

321

Silvia Titotto, Clice Mazzilli

University of Sao Paulo, Brazil

Floating Transgenesis

333

Simon Schofield

Nottingham Trent University, UK

An approach to creating very large, high resolution artistic printed images

346

Sonja Nikolic

The Rugjer Boškovic Institute, Zagreb, Croatia

Generative Art of Nature – Molecules

347

Stanislav Roudavski, Gwyllim Jahn

University of Melbourne, Australia

Emergent Materiality through an Embedded Multi-Agent System

artwork: Freeze-Volume Perceptions: Seeing Dynamic Architectural Systems through Static 3D Prints

364

Tatsuo Unemi

Soka University, Japan

Synthesis of sound effects for generative animation

377

Valery Vermeulen

University of Ghent, Belgium

The EMO-Synth, an intelligent music and image generator directed by human emotion

388

Yekta Ipek, Guzden Varinlioglu, Gulen Cagdas

Istanbul Technical University, Turkey

An alternative approach to structural optimisation in generative design

ARTWORKS AND POSTERS IN THE EXIBITION

400

Alettia Vorster Chisin

Cape Peninsula University of Technology, South Africa

The social designer: a narrative vignette of lived experience in design teaching and supervision

401

Anna Chupa

Lehigh University, Bethlehem, Pennsylvania, US

Tilings

402

Celestino Soddu

Generative Design Lab, Politecnico di Milano, Italy

Logics of Imagination. Interpreting Lucca with Generative Art Scenarios

403

Anna Ursyn

University of Northern Colorado, Greeley, US

A Breakthrough, Architectural Impacts, Ecosphere,

From the Village to the Big City, Timetable

404

Anthony Viscardi

Lehigh University, Bethlehem, Pennsylvania, US

Bio-structural analogies:

412

Enrica Colabella, Celestino Soddu

Generative Design Lab, Politecnico di Milano

Generative Art Criteria

414

Ferhan Kiziltepe

artist, Turkey

Two sculptures from inside of noneuclid space

415

Julie Clarke

The University of Melbourne, Australia

The Body and the City

416

Laurence Gartel

artist, US

Art Cars

417

Massimo Gasperini

artist, Italy

Spirals from a board

418

Mehrdad Garousi

freelance artist, Iran

Let Me Go

419

Peter Beyls

University College Ghent, Belgium

PETRI

420

Philip Galanter

Texas A&M University, US

TSP Analytics: solver

421

Shih-Ting Tsai

University of Tatung, Taiwan

The Interior

422

Tatsuo Unemi

Soka University, Japan

A fully automated evolutionary art

423

Dai Juren, Li Dezhao

University of Tongji, College of Architecture and urban planning, China

Parametric design in representation of culture

LIVE PERFORMANCES

437

Evans Badu

Amamere Concepts, Ghana

Heritage Inheritance and Diversified Cultural Value

438

Gregory Davy

composer, France

BIPMAT 3.1

439

Malgorzata Dancewicz, Krzysztof Pawlik

Inire, Poland

shipwreck score

440

Marco Cardini

artist, Italy

PAGe of light

441

Robert Spahr

Southern Illinois University Carbondale, US

Pattern Recognition (the memory of all that)

442

Valery Vermeulen

University of Ghent, Belgium

Montage Cinema Revived by the EMO-Synth