Daniela Sirbu	*Performance:* **Mixed Worlds**

Topic: Interactive Art

Authors:
Daniela Sirbu
University of Lethbridge, Faculty of Fine Arts, Department of New Media
Canada
http://www.uleth.ca/finearts/new-media

References:
[1] Reas, Casey and Chandler McWilliams. 2010. *Form + Code in Design, Art, and Architecture*. New York, NY: Princeton Architectural Press.
[2] Arnheim, Rudolf. 1974. *Art and Visual Perception*. Los Angeles, CA: University of California Press.
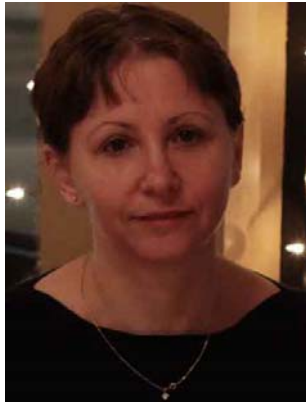 [3] Shiffman, Daniel. 2012. *The Nature of Code: Simulating Natural Systems with Processing*. The Nature of Code 1st ed.

Abstract:
Mixed Worlds is a life animation building a world in which human and animal life, growing plants, cityscapes and interior spaces emerge from one another, mix, and disappear leaving behind a remnant presence like in a dream world*.*
The Mixed Worlds' life animation is created through a combination of drawing as life performance evolving in tight interaction with an active background that responds to the artist's gestures. The system records temporarily the drawings developed life throughout the performance, but as soon as a line is drawn it starts to dissolve into the active evolving textures developed by the kinematic drawing system. This creates a very particular medium for artistic expression which is designed to visually support the theme of the Mixed Worlds life performance. The kinematic drawing system is based on an algorithm implemented in the Processing 2.0 programming language by the artist.

Mixed Worlds. Still frames captured from kinetic drawing performance.

Contact: daniela.sirbu@uleth.ca	**Keywords:** generative art, kinetic drawing, artificial creativity, Processing.