

Daniela Sirbu

A-Biopoiesis
Interactive Art/ Installation



Abstract:

A-Biopoiesis is an interactive piece of genetic artwork that metaphorically emulates in the artificial world the natural biopoiesis process of life emerging from non-living matter. Artificial creatures are formed from primitive geometric shapes which then live, adapt to an environment structured in non-deterministic ways and evolve in interaction with external input to aggregate traces of their bodies in motion into visual worlds organized by design principles. A heuristic analysis of the artificial ectropy in these emerging worlds reveals processes of a-biopoiesis in the arising of the a-life creatures from abstract forms and code structures and in emerging visual compositions that continuously evolve.

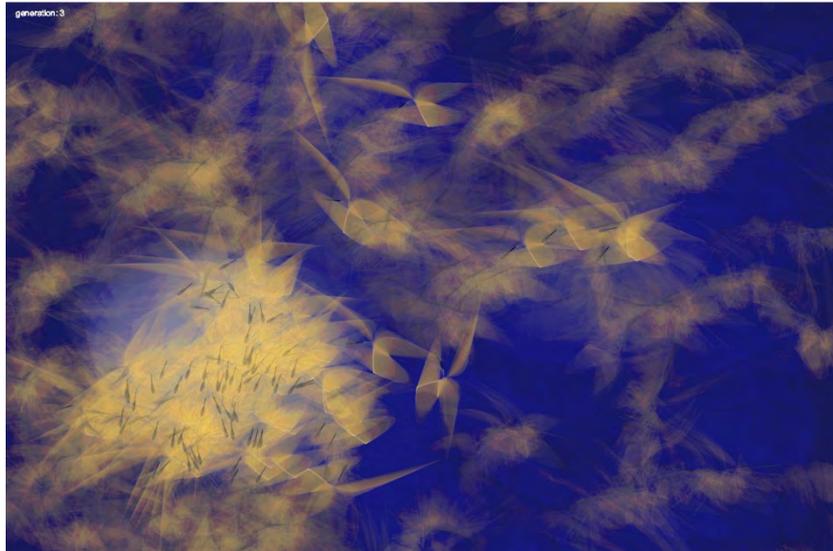
Topic: Interactive Art

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References:

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- [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.



A-Biopoiesis. Still frames from the time based interactive art piece. Author: Daniela Sirbu, 2015

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Keywords: software art, evolutionary computing, artificial life, generative art, artificial creativity, interactive art.