Dear Generative Art friends,

When, in 1998, eleven years ago, in the same Aula Magna at Politecnico di Milano we meet for the first for the 1st GA conference, Generative Art was just born. With Enrica Colabella I founded in 1996 the Generative Design Lab and we decided to name this conference "Generative Art" , choosing the word Art, in the ancient significance of Art sinonimous of Science, and also because our aim was to enlarge the generative approach by facing it to other disciplines and to other similar approaches as Evolutionary Systems, Genetic Algorithms, Software Art, Emergent Design, Interactive Installations and Fractal Art. Starting from this first event, Generative Art increased its importance, identity and recognizability opening to other fields and disciplines the use of Generative attribute that, until that moment, was only used for Grammar language.

Now, as you know very well, Generative Art is worldwide identified and, year by year, increased its creative role by involving artists and researchers, naming university courses, founding new labs, research groups and research centers.

Now, at our XI Generative Art conference we can clarify better potentialities and boundaries of our Art.

We cannot talk only of techniques, also if techniques are important for identifying each generative approach.

Generative Artist uses techniques and dedicated software, for running the generative process. But this is not enough for identifying GA.

Generative Art is not a tool only, as Evolutionary Systems or Genetic Algorithms are, because as Art, needs to be pursued following a possible vision.

Generative Art is the "Art of creative processes". These processes can be created, developed and used by designing peculiar tools. Creating own subjective tools, quoting Henry Focillon, is the way used by Visionary People. People that look at future through their creative processes.

Always in our history each artist have created processes and subjective techniques for carrying out his artworks. Generative Art focuses in the creation of processes the main creative field. Processes are the generative artworks.

Many generative artists, architects, designers, musicians and mathematicians present and discuss here their creative processes and how they performed them with a generative approach. Art and science is the common field of interest and we find in these discussions a lot of suggestions for going ahead. Each subjective generative approach to Art is not against the others but, all together, they succeed in creating the field named Generative Art. Each subjective process is used for creating by referring to each own cultural references. It clarify itself by generating future visionary scenarios. All are different but all belong to the same generative approach.

When a vision is represented as operative process and the process can be automatically repeated , we have Generative Art.

Generative Art is a philosophy of creative processes which aim is to generate Variations, like in Nature. The process identify the Species, species are recognizable by Variations, the contingent identifies the individuals inside the Species.

This is a bridge that connects tradition to future.

In these eleven years we had here at Generative Art conference enthusiastic discussions about this approach, finding out fields of interest like Identity, Recognizability, Clarity, Complexity, Random, Transformations, and trying to

exchange among different disciplines, from Mathematics to Visual Art, from Music to Architecture, from Robotics to Design, from Literature to Geometry, how this philosophy can help human creative acts in defining better future and quality of life.

Some contributions were about particular tools and particular technical approaches but the main stream of Generative Philosophy was the common field of discussion. And, in this way, each participant found the possibility to go ahead in his subjective creative path.

I am sure that this year we will go ahead in this way. We have participants from different disciplines and from different cultural heritages.

If Generative Art is defining processes able to be applied to our own Past for creating future scenarios, the multiple cultural references and the multiple technical knowledge of the participants to Generative Art conference are the main treasure of our meeting.

Thank you so much to be here,

Celestino Soddu
Chair of Generative Art International Conferences

Milan, 16 December 2008