

BASIC CONCEPTS IN CREATIVE COMPUTING III

“Computer” Artists or
“Computer Artists”

Principles of Form and Design, Wucius Wong 1993

TV BUDDHA



Artists Using Machines

- ▣ John Whitney (Film Art)
- ▣ Nam June Paik (video art – TV Buddha)
- ▣ Desmond Paul Henry (bombsite computer art)
- ▣ Harold Cohen (AARON)
- ▣ Stan Vanderbeek

Artists Using Machines

- ▣ Larry Cuba
- ▣ Vibeke Sorensen
- ▣ Malcolm Le Grice
- ▣ YAK (Jeff Minter)

Coordinates

Cartesian (x,y)

Polar (Radius, Angle)

How do we measure an angle?

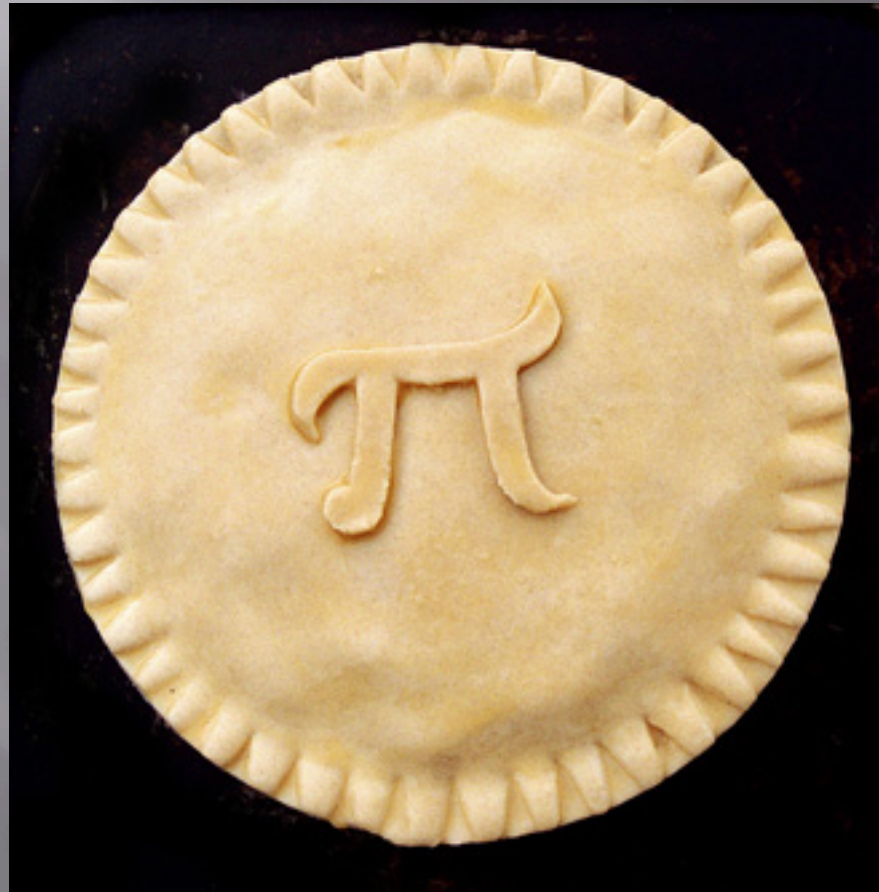
What is a Radius?

What is a Radian?

PI

- ▣ How do we measure the outside of a circle (the diameter?)
- ▣ What is PI?
- ▣ 3.14.... It's what happens when you try to work out the length of the outside of a circle, and you know that the diameter == 1.
- ▣ What is PI divided by 2? What is PI * 2?

PI



Generative Art

- ▣ Is Tristan Tzara's Cut-Up method 'Generative'?
- ▣ What about Sol Lewitt?
- ▣ What about John Whitney?

Brian Eno

- ▣ “Some very basic forms of generative music have existed for a long time, but as marginal curiosities. Wind chimes are an example”
- ▣ “Until a hundred years ago, every musical event was unique: music was ephemeral and unrepeatable, and even classical scoring couldn't guarantee precise duplication”
- ▣ *Generative Music 1*

John Conway

- ▣ Mathematician
- ▣ Conway's *Game of Life*

- ▣ Cellular Automata

- ▣ S. Wolfram, *A New Kind of Science*:
 - <http://www.wolframscience.com/nksonline/toc.html>
 - The universe based on cellular automata?

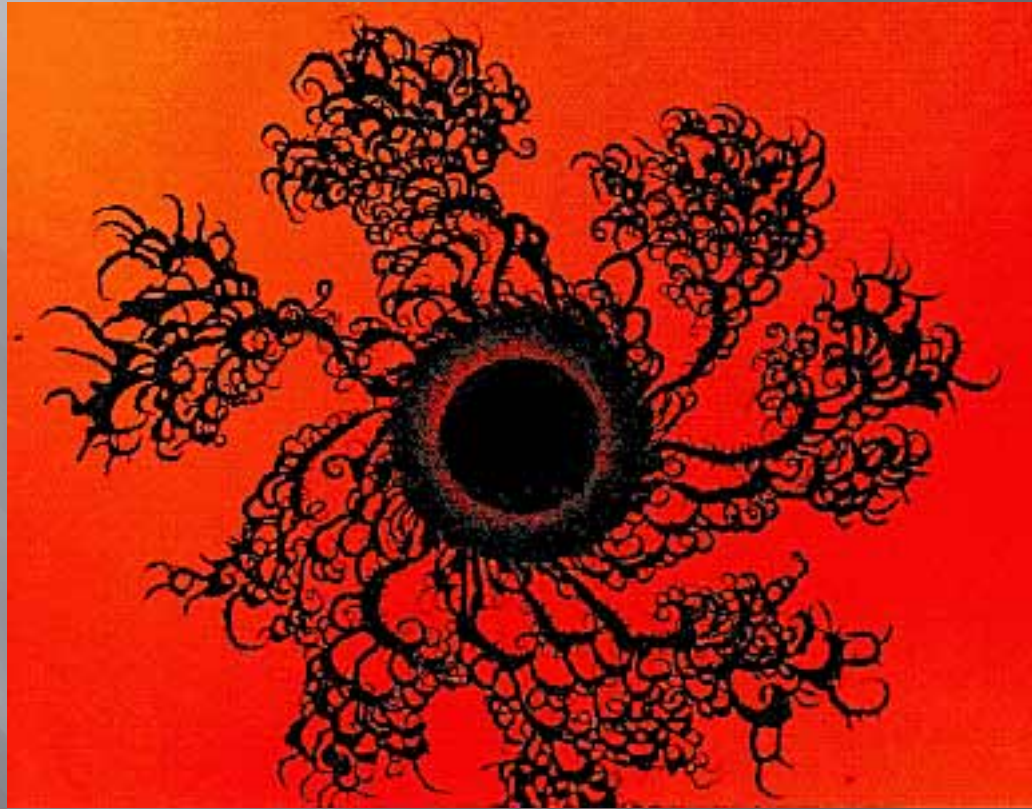
Recursion

- ▣ Take something (anything)
- ▣ Apply something (anything) to it
- ▣ Take what's left
- ▣ Apply something to it again
- ▣ Keep going....er....that's it

Recursion

- ▣ $Z=Z^2+C$
- ▣ Very famous equation
- ▣ If you run it over and over again, by taking the answer (the output) and using it as the input, strange things happen.
- ▣ Let's do it...

Fractal Geometry



Fractal Geometry



Fractal Geometry

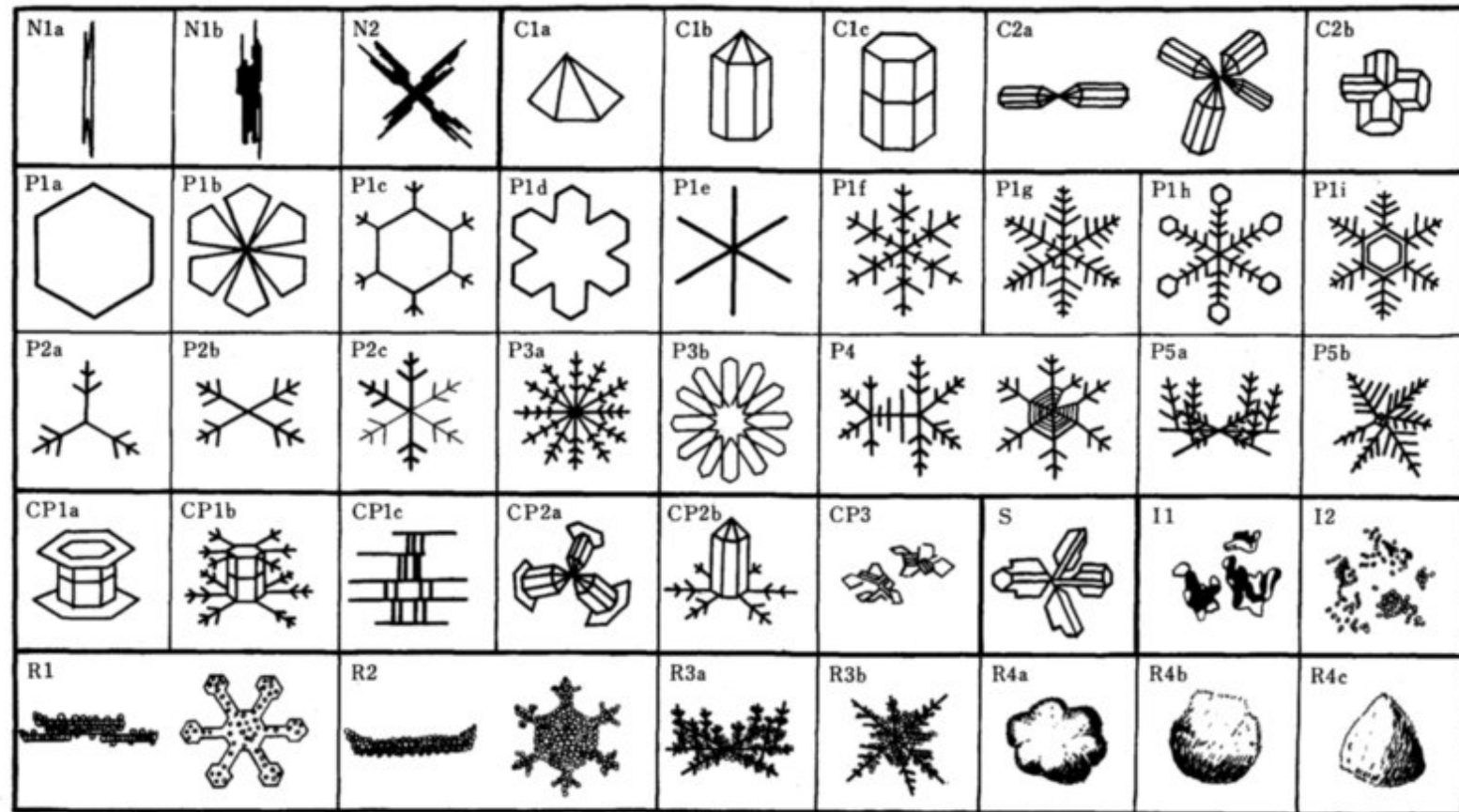


FIG. 197. General classification of snow crystals, sketches.