Christopher Andrews will talk about his recent forays into the world of generative/computational/algorithmic art. This talk will include a discussion of what generative art is, a short survey of some of the different approaches artists/developers have taken (from basic pattern repetition to AI driven work), and a preview of the evolutionary art tool that he has been working on. Christopher hopes to cover some of the technical aspects of creating generative artwork, as well as some of the high-level questions raised by generative art, such as “who is the artist?,” “what role is there for automation in creative processes?,” and “are we getting closer to automated creativity?”