

CS 467 GENERATIVE ART

what have you gotten yourselves into?

Spring 2020

“Generative art refers to any art practice where the **artist creates a process**, such as a set of natural language rules, a computer program, a machine, or other procedural invention, which is then set into motion with **some degree of autonomy** contributing to or resulting in a completed work of art.

-Philip Galanter



*70,000 year old rock
found in Capetown*

*Entrance slab in front of
Newgrange in Ireland,
3200 BC*

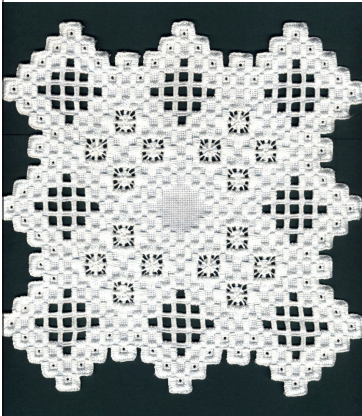


*The Great Mosque of
Cordoba, Spain, 784*

*Darb-e Imam, Iran,
1453*

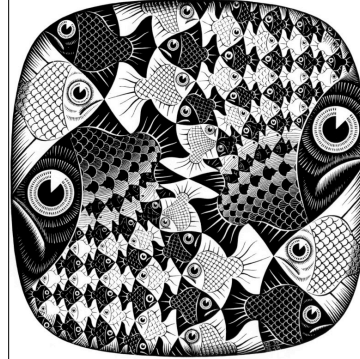


Book of Kells, 800

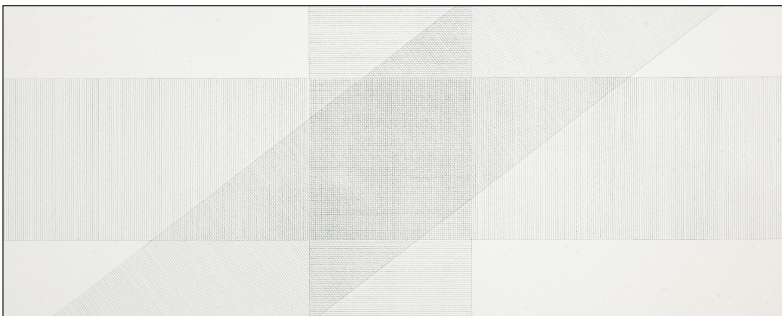


Hardanger embroidery

M.C. Escher



Carl Andre



Sol LeWitt, Wall Drawing 16

Bands of lines 12 inches (30 cm) wide, in three directions (vertical, horizontal, diagonal right) intersecting.

AUDIO TOO!

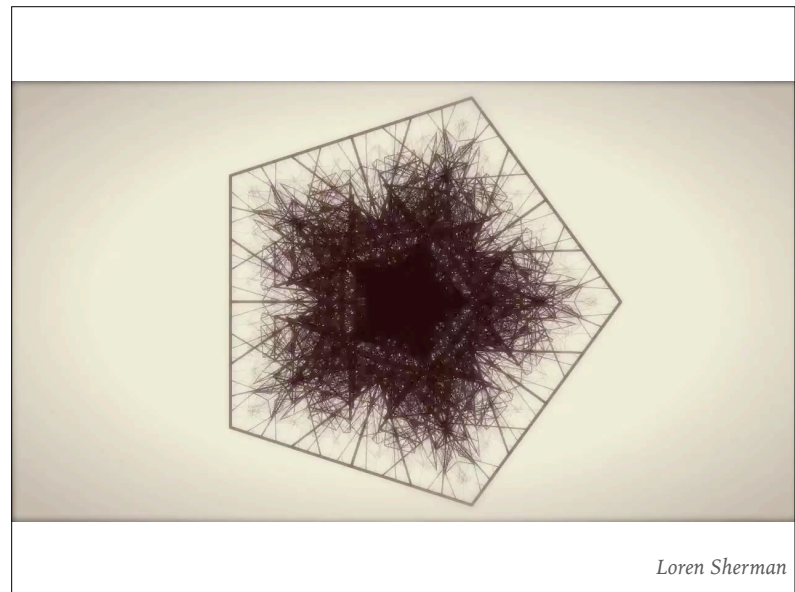
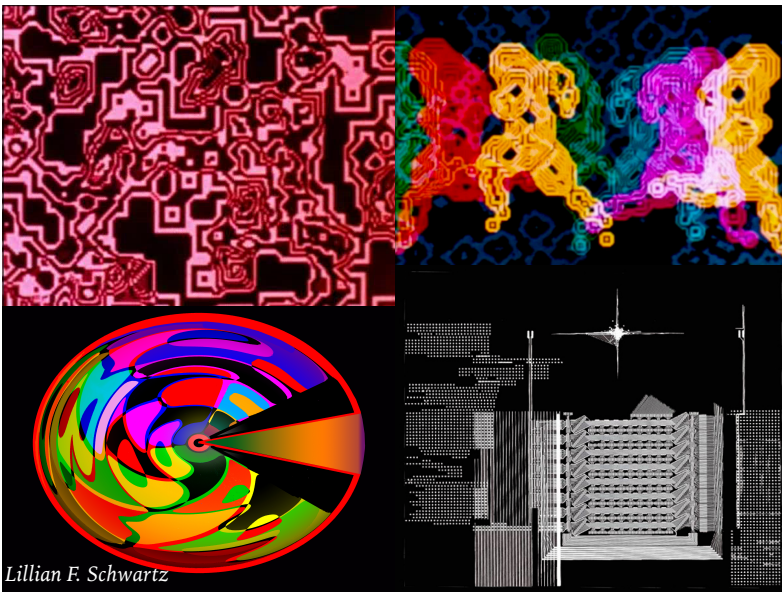
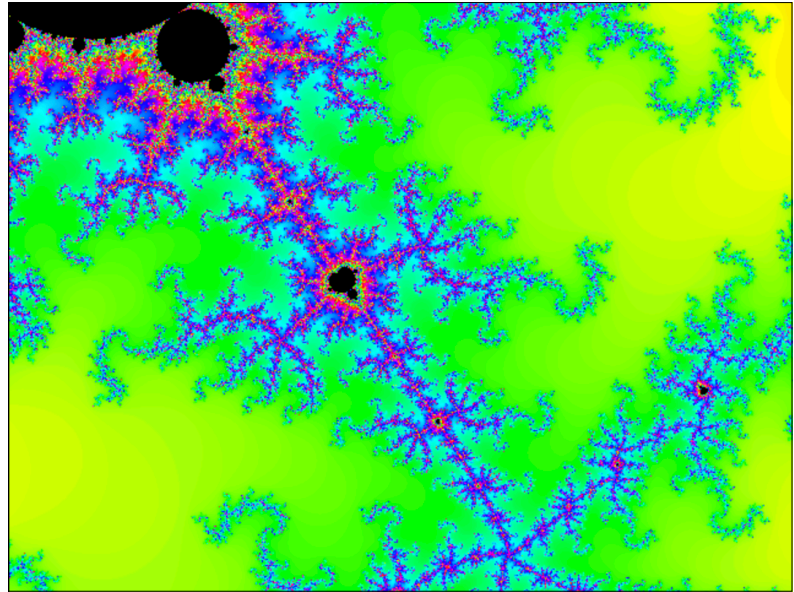
Use dice to pick from a set of 272 measures to create a 16 bar minuet and 16 bar trio. 1.3×10^{29} possibilities

Musikalisches Würfelspiel (musical dice game)

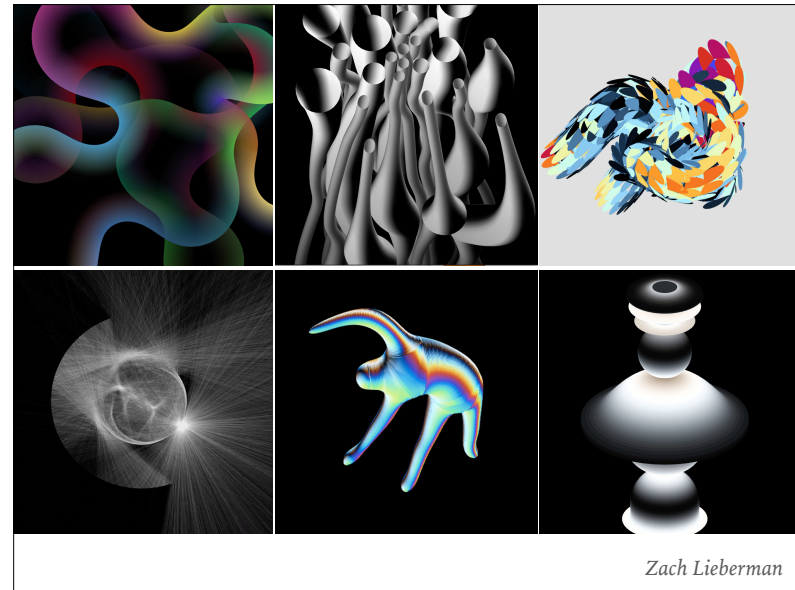
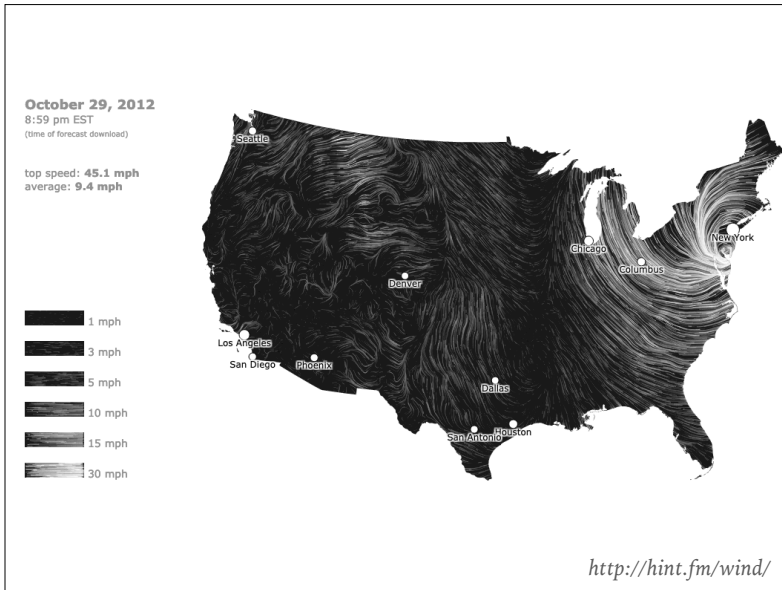
Wolfgang Amadeus Mozart (maybe)

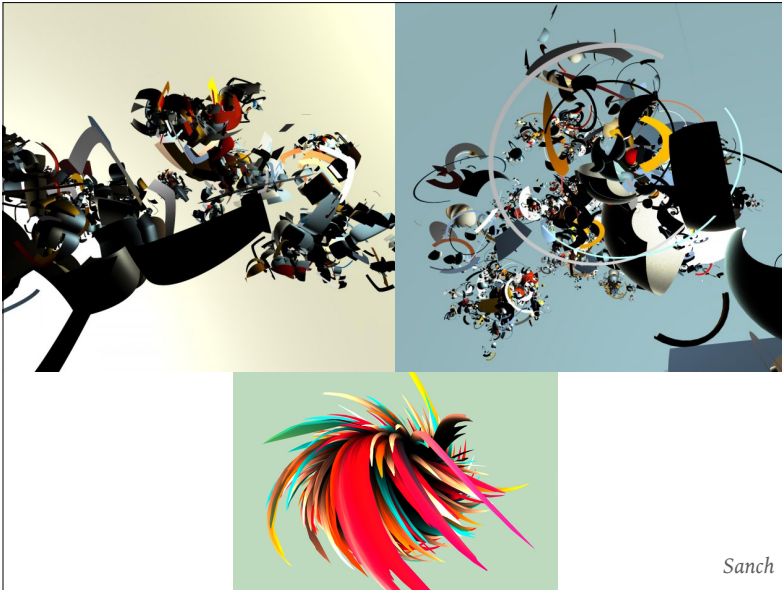
Other artists include: John Cage, Alvin Lucier, Brian Eno, etc...

WHAT DO COMPUTERS ADD?



Loren Sherman





Untitled from the "Athlete Series". Harold Cohen, 1986. Acrylic on canvas, 88" x 106". Computer generated, enlarged and hand-colored.

Coming into a Lighter Place. Harold Cohen, 1988. Oil on canvas, 54" x 77". Computer generated, enlarged and hand-colored. Collection of Robert and Deborah Hendel.

