

Generative Art

basics / *lab-1a*

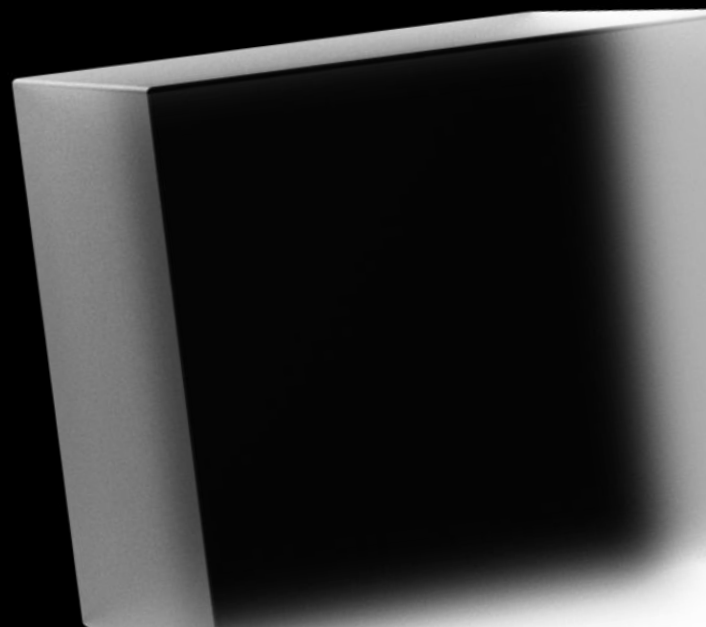
tl:dr; **elkaar leren kennen,
wat is generative art,
processing principes en
concepten**

*Tell a
bit about
yourself*

**Introduce
yourself**

today

- I. Inspiration (concept)
- II. Basics (explanation)
- III. Principles



Inspiration

generative

?

Generative Art is a process of algorithmically generating new ideas, forms, shapes, colors or patterns. First, you create **rules that provide boundaries for the creation process**. Then a computer (or less commonly a human) follows those rules to produce new works.

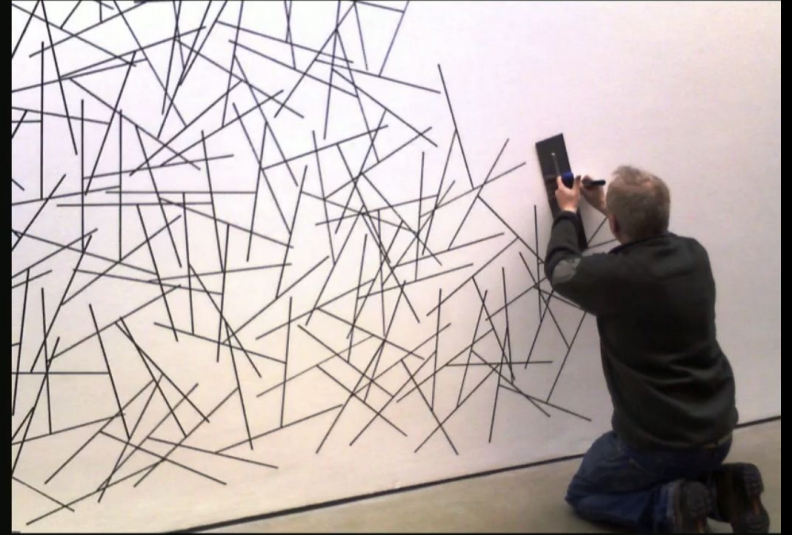
wikipedia.com/generative-art



lighting



fashion



painting



products

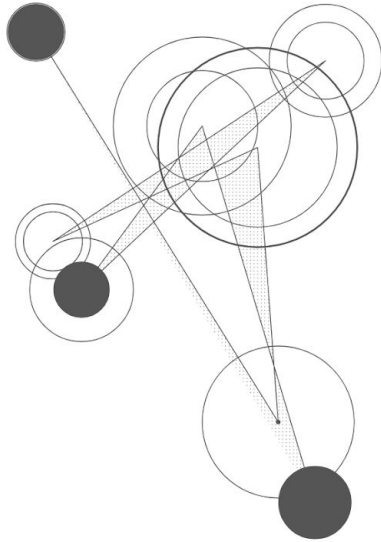
set design



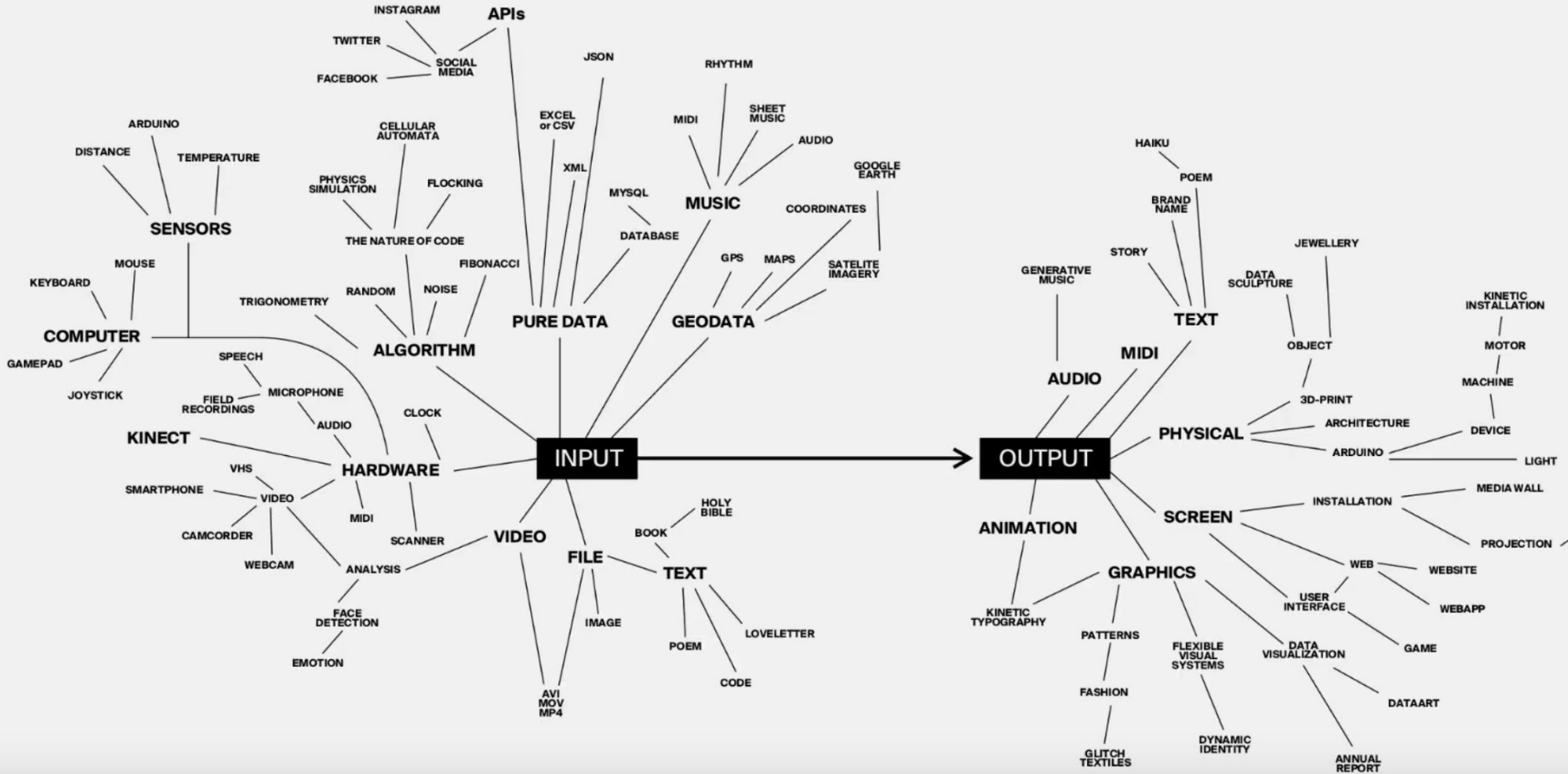


procedural modeling

**Focus of
this course**



Screen (browser)



Basics

concept

examples

The idea is that you **set a couple of variables that are unique to you**. Design movement, colors, typography, shapes, patterns etc. and your **code generates an artwork based on those variables**.

/assignment

generative

?

[...] features of an artwork that would otherwise *require decisions* made directly by the artist. [...] **the system takes on the role of the creator.** [...] of a system able to *generate unpredictable events*

wikipedia.com/generative-art

Creative Coding

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Generative code artists use computers to **generate thousands of ideas in milliseconds.**

They leverage modern processing power creating **happy accidents and novel ideas** that normally take time to stumble upon.

Creative Coding

Creative Coding

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Using programming to create art.

The goal is to create something **expressive instead of something functional**. Using code for something expressive instead of creating something functional. A playful thing but it still uses code for it's creation.

Visual Art

Creative Coding

?

Processing is a free graphical library and integrated development environment (IDE) built for the electronic arts.

In processing you create '*sketches*' by *writing functions*.

Processing

Creative Coding

?

You can think of your whole browser page as your sketch [...]

including HTML5 objects for text, input, video, webcam, and sound.

p5js.org

Creative Coding

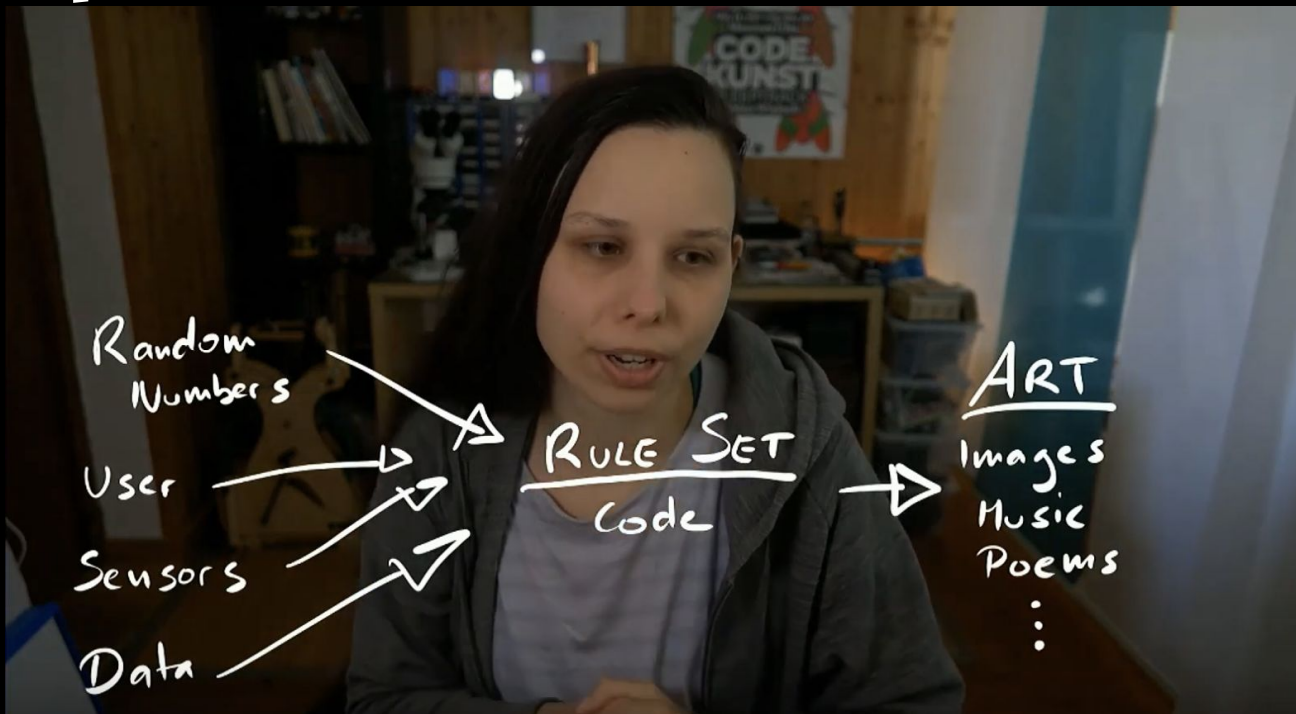
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the power of generative art is that you can **experiment quickly**. you can quickly change the output. tweak variables and see the result. the fear of the unknown.

p5js.org

concept

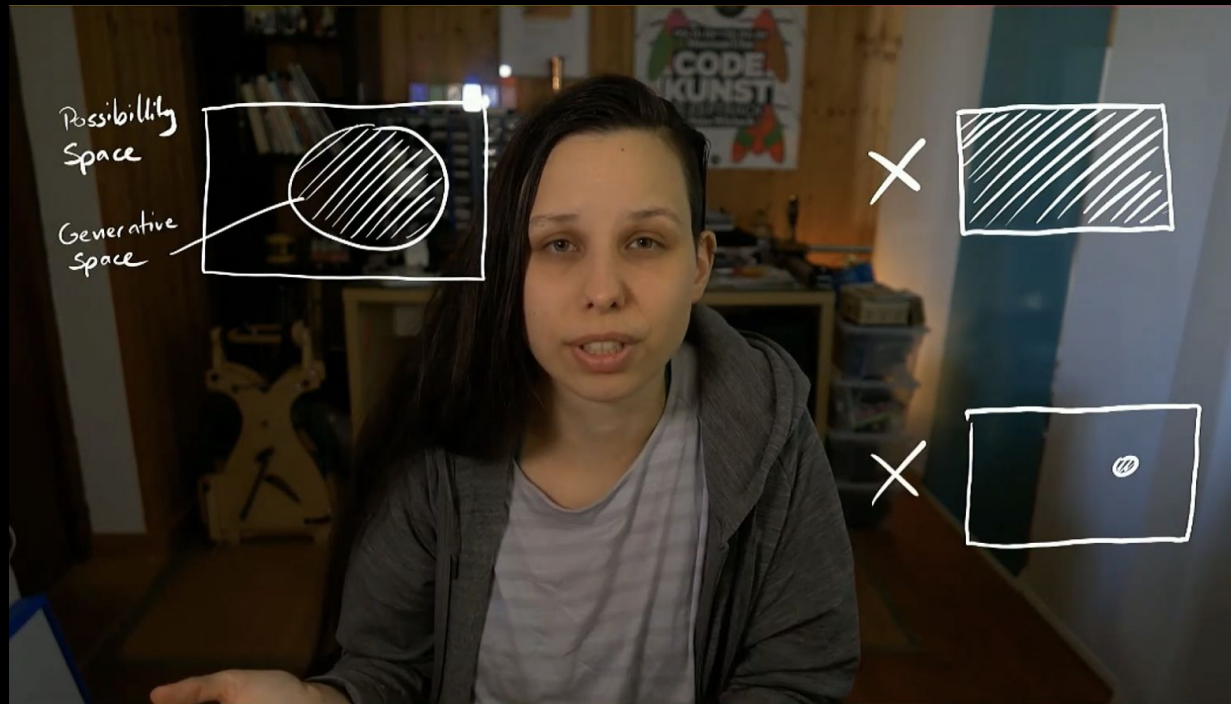
inspiration



/resources

concept

inspiration

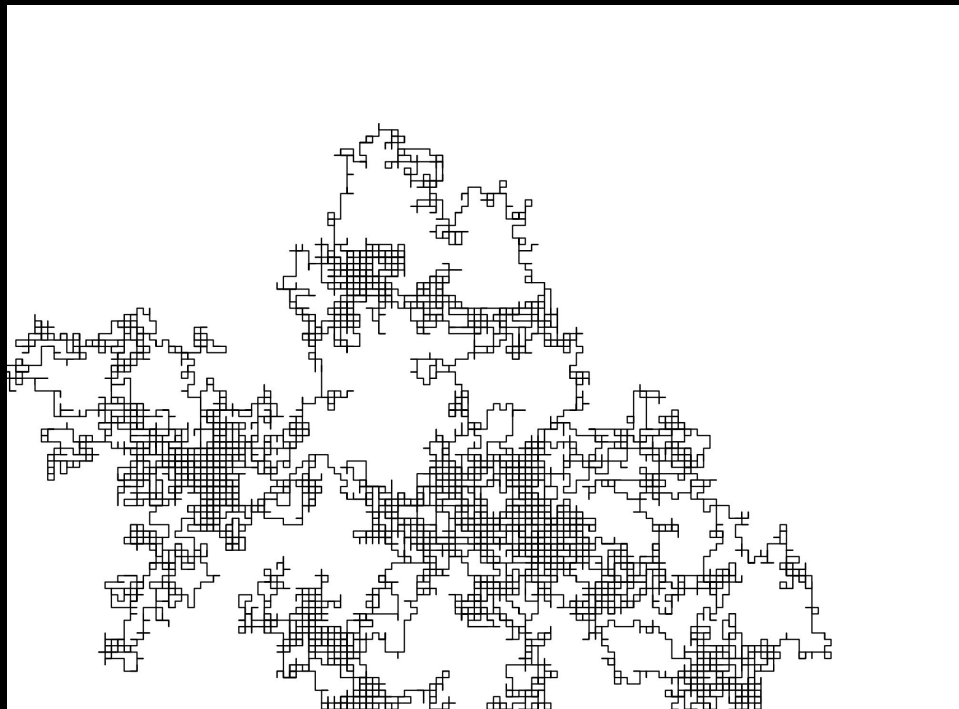


/resources

Principles

creative coding

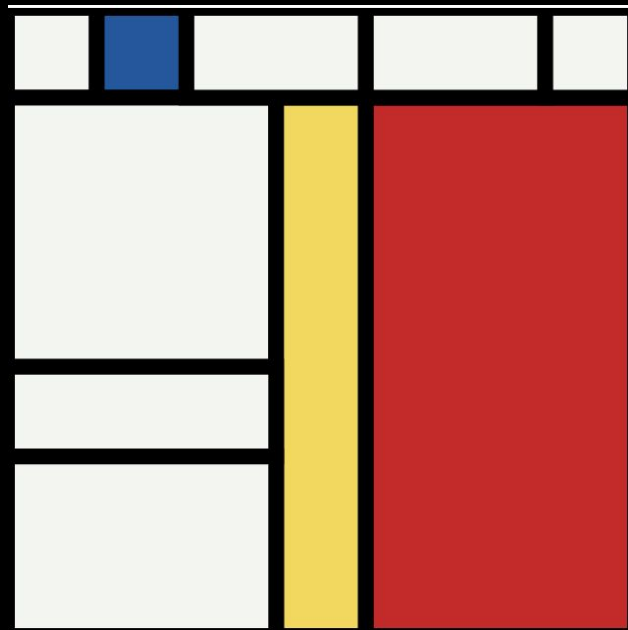
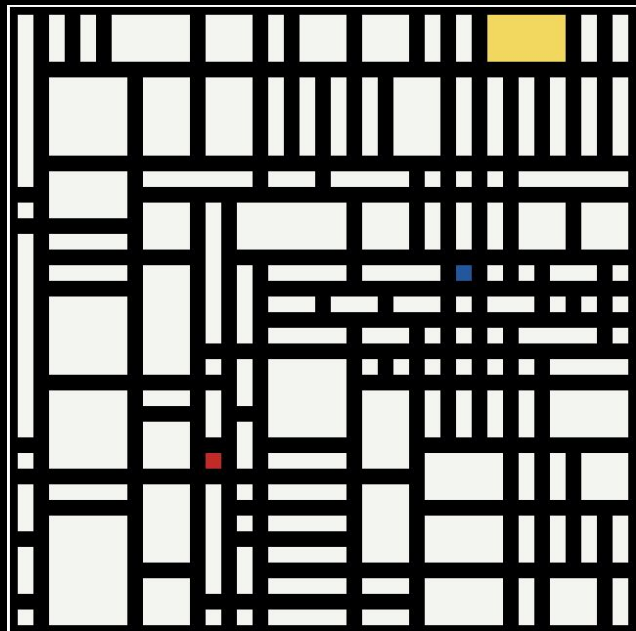
examples



randomness

creative coding

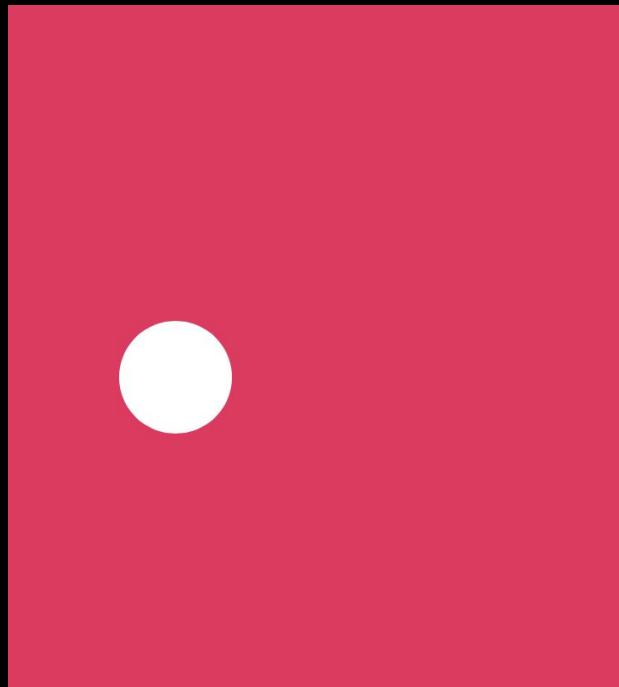
examples



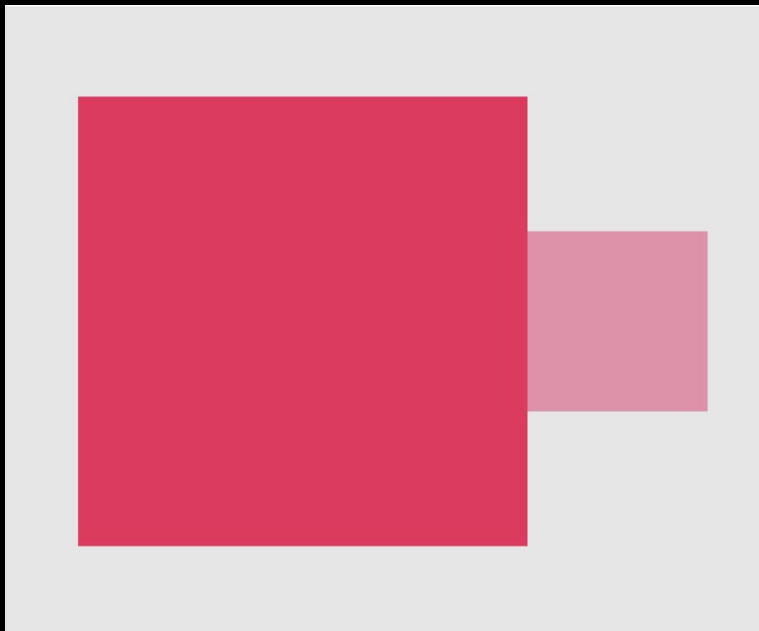
variables

creative coding

examples

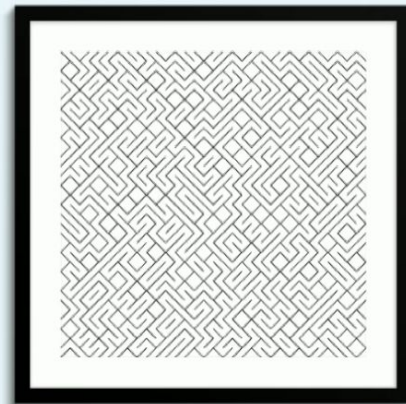
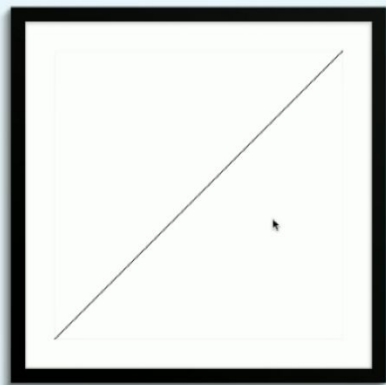


input



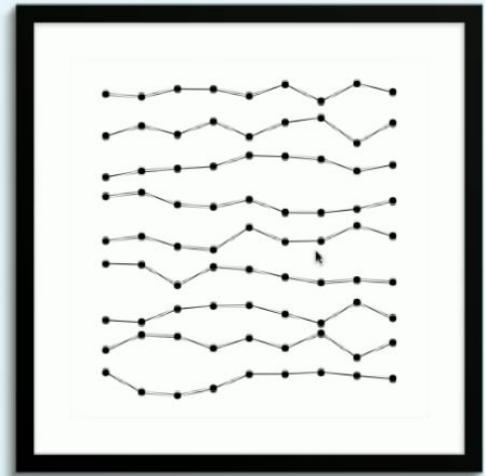
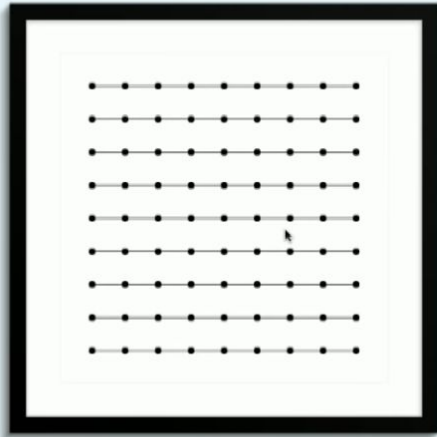
Tiling

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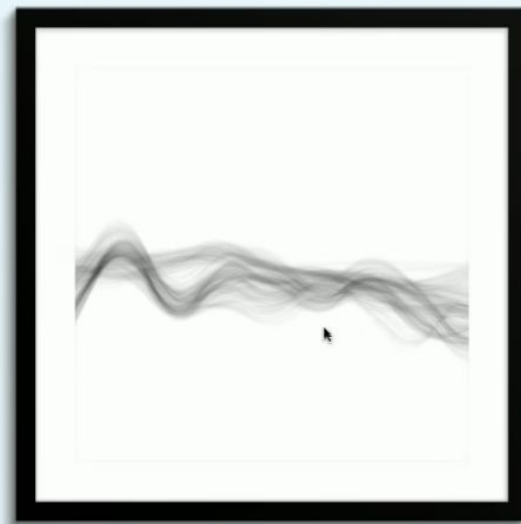
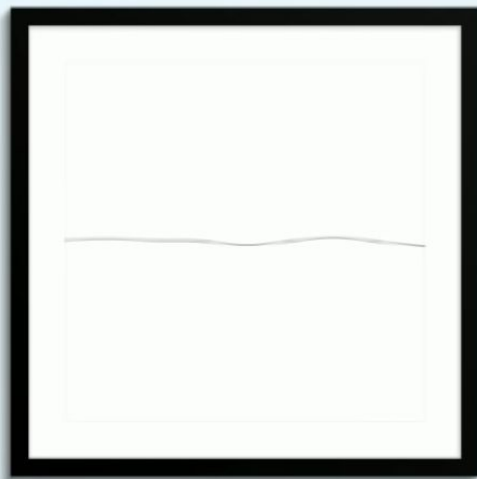
Displacement

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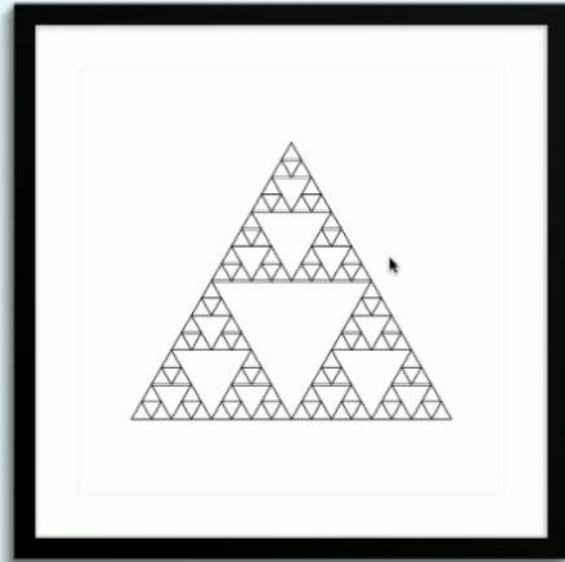
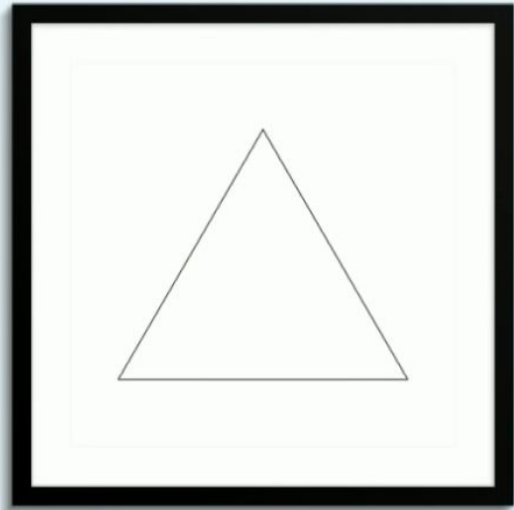
Repetition

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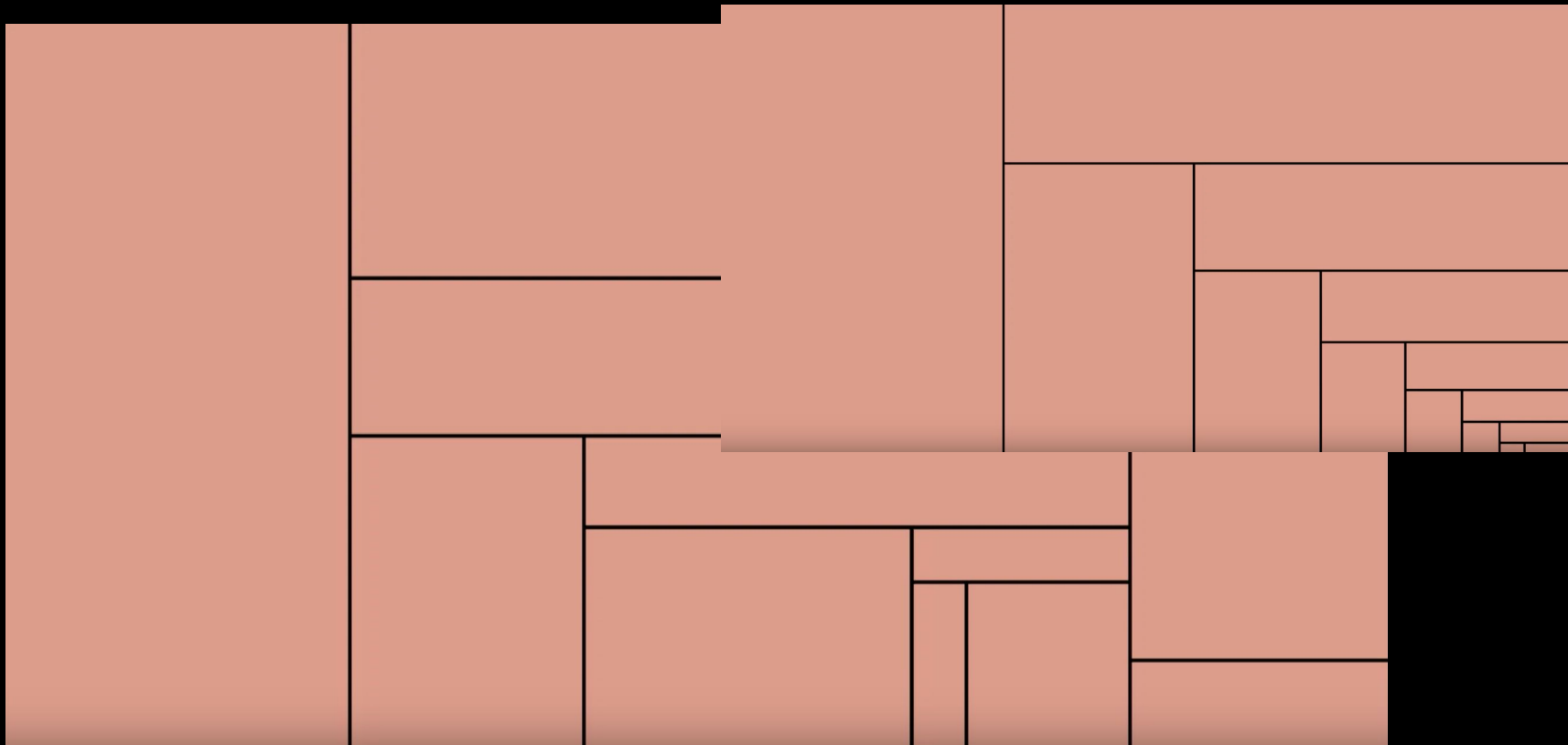
Recursion

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Randomness

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What to do?

Look for inspiration, research examples and document your own concept in the **readme.md** of your **GitHub repository.**

exit;

see you in *lab-1b*