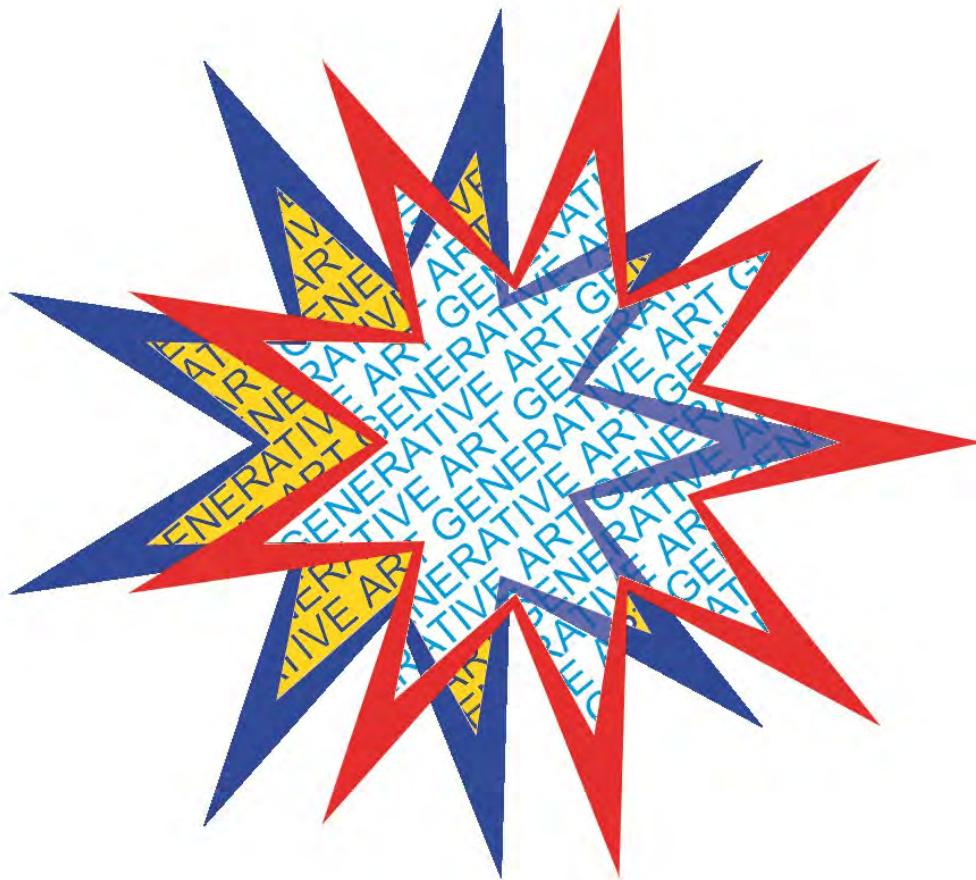


# XX GENERATIVE ART 2017

proceedings of  
XX Generative Art conference

edited by  
Celestino Soddu  
Enrica Colabella





# **GENERATIVE ART 2017**

**GA2017, XX International Conference**

***Ravenna, 13, 14, 15 Dec. 2017 at Biblioteca Classense and MAR, Museum of Art***

***Proceedings***

***Edited by Celestino Soddu and Enrica Colabella***

***Generative Design Lab, Politecnico di Milano University, Italy***

***Argenia Ass. Roma, Italy***

***The book contains the papers, installations, artworks and live performances presented at XX Generative Art conference in Ravenna, Italy.***

**In the 1<sup>st</sup> cover, a generated Mosaic-Architecture, a generative study on the futuring Identity of Ravenna. The architectures are generated by Celestino Soddu, designing, with his own Argenia software, a possible artificial DNA of Ravenna.**

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## Index

**Celestino Soddu, Enrica Colabella**  
Chairs of Generative Art conferences  
*opening GA2017*

## Papers

Pag. 13

**Celestino Soddu**

Italy, Argenia Association, Generative Design Lab, Politecnico di Milano

*Designing Generative Art. Mosaic concept, Creativity, and Idea in Generative Design*

Pag. 28

**Agnieszka Mars, Ewa Grabska**

Poland, Jagiellonian University in Kraków, Faculty of Physics, Astronomy and Applied Computer Science

*Aesthetic-Oriented Generation Of Architectonic Objects With The Use Of Evolutionary Programming*

Pag. 38

**Ahlam Bavi, Lior Shamir, Tang Ming Xi, Yagub Ajand**

Iran, US, HK, Iran, University of Tehran, Faculty of Fine Arts; United States, Lawrence Technological University, College of Engineering; Hong Kong, The Hong Kong Polytechnic University, School of Design; Iran, University of Tehran, Faculty of Fine Arts

*Computer algorithm analysis contents of painting*

Pag. 49

**Alain Lioret**

France, ESGI / Université Paris 8

*Fractal Beings*

Pag. 58

**Alexey Krasnoskulov**

Russia, Rostov State Rakhmaninov Conservatoire

*TongArk: a Human-Machine Ensemble*

Pag. 66

**Angela Ferraiolo**

USA, Sarah Lawrence College, Visual & Studio Arts/New Genres

*FLIGHT: A Scene of Escape*

Pag. 78

**Asako Soga, Yuho Yazaki, Bin Umino, Motoko Hirayama**

Japan, Ryukoku University, Faculty of Science and Technology; Toyo University, Faculty of Sociology; University of Tsukuba, Faculty of Health and Sport Sciences

*Automatic Synthesizing System of Choreography for Supporting Contemporary Dance Creation*

Pag. 87

**Barbara Strug, Grażyna Ślusarczyk, Ewa Grabska**

Poland Jagiellonian University, Department of Physics, Astronomy and Applied Computer

*ScienceStyle-Directed Evolutionary Design*

Pag. 98

**Ben Jack, Bernard Guy**

New Zealand, Victoria University of Wellington, School of Design

*The Style Machine: digital tactility through generative collaboration*

Pag. 111

**Ciaran Frame**

Australia, Sydney Independent Artist

*BOTSOT: a Generative Sonification Toolbox*

Pag. 125

**Enrica Colabella**

Italy, Argenia Association, Generative Design Lab, Politecnico di Milano

*Generative Art Language*

Pag. 140

**Daniel Bisig, Florian Bogner**

Switzerland, Austria, Zurich University of the Arts, Institute for Computer Music and Sound Technology

*Pendulum – Exploiting Simple Physics for Generative Art*

Pag. 161

**Artemis Sanchez Moroni, Jônatas Manzolli**

Brazil, Center for Information Technology Renato Archer, Robotics and Computer Vision Nucleus (CTI/NRVC), University of Campinas, Music Department, Interdisciplinary Nucleus for Sound Studies (NICS)

*SELFHOOD, an experience around the self*

Pag. 175

**David Upton**

UK, King's College London

*The Portrait Machine*

Pag. 182

**Egemen Narderehli, Sema Alaçam**

Turkey, Istanbul Technical University

*Imperfection In Fabrication: Seeking Authenticity Through Dissolvent Forming*

Pag.197

**James Whitehead**

UK, JLIAT

*The Black Swans*

Pag.205

**Janusz Rębielak**

Poland, Cracow University of Technology, Faculty of Architecture

*Examples of application of numerical models in engineering and architectonic design*

Pag. 214

**Jean-Paul Courchia, Sarah Guigui, Benjamin Courchia**

France, Saint Joseph's Hospital, Dpt of Ophthalmology, Marseille; Department of Internal Medicine, Mount Sinai;

USA, Medical center, Miami; Department of Pediatrics, Jackson Memorial Hospital, Miami

*Art and brain: thinking beauty.*

Page 217

**Laurel Johannesson**

Canada, Alberta College of Art + Design, School of Visual Arts

*Chronophobia – Temporality, Technology, and The Artist*

Page 218

**Manuel Beaz**

Canada, Carleton University, Azrieli School of Architecture and Urbanism.

*The Light Keeper, Ceiling Installation*

Page 225

**Marija Obradović, Srđan Marković**

Serbia, University of Belgrade, Faculty of Civil Engineering, Department of Mathematics, Physics and Descriptive Geometry

*Creating 3D shapes by time extrusion of moving objects*

Page 239

**Mark Zanter**

USA, School of Music, Marshall University

*Surface and Structural Generative Processes in Music*

Page 256

**Nikolaus Bezruczko**

USA, Chicago School of Professional Psychology, Department of Clinical Psychology

*Is DNA expression generative art?*

Page 288

**Nicolas Reeves**

Canada, NXI GESTATIO design lab, University of Quebec in Montreal

*Origin point: harmonic echoes of a mineral cosmology*

Page 320

**Pier Luigi Capucci**

Italy, Fine Arts Academy of Urbino; University of Udine, Department of Mathematics, Computer and Physics Sciences

*Evolutionary creativity. The inner life and meaning of art*

Page 331

**Severi Virolainen**

Finland, Aalto University, School of Arts, Design and Architecture

Random Hexagons and Other Patterns Continuities

Page 353

**Silvija Ozola**

Latvia, Riga Technical University

Ethnographic Symbols in Latvian Regional Architecture

Page 395

**Silvio Ferragina**

Italy, Politecnico di Milano, Dipartimento di Scienze e Tecnologie Aerospaziali

The Music Of Chinese Calligraphy

Page 413

**Peter Beyls**

Belgium, Independent Artist

Symbiotic Interaction In/With Artificial Ecosystems

Page 419

**Stig Møller Hansen**

Denmark, Aarhus University, Department of Digital Design and Information Studies

Deconstruction/Reconstruction: A Pedagogic Method For Teaching Programming To Graphic Designers

Page 431

**Tatsuo Unemi, Daniel Bisig**

Japan, Soka University, Department of Information Systems Science

Switzerland, Zurich University of the Arts, Institute for Computer Music and Sound Technology

Rapid Biography In A Society Of Evolutionary Lovers

Page 442

**Robert Spahr, Michele Leigh, Jay Needham**

USA, Southern Illinois University, Dept. of Cinema & Photography; Dept. Radio, TV, Digital Media

***Scholars on a Picnic: 1) Dada m'dada. DaDa mhm dada Da 2) Feminist Coloured Glasses 3) Risk Ecology and the Songs of Ants***

Page 459

**Yiannis Papadopoulos, Darren McKie, Luis Torrao**

UK, University of Hull, Computer Science

***TIMAEUS: Three-dimensional Illuminated Media Augmented Sculptures***

Page 470

**Varlık Yücel, İlke Yıldan**

Turkey, Istanbul Technical University

***Form Follows Algorithm: Differentiation Of Chladni Patterns Through Mathematical Functions In Processing***

Page 484

**Zeynep Budak, Altan Başık and Sema Alaçam**

Turkey, Istanbul Technical University, Architectural Design Computing Graduate Program, Faculty of Architecture

***Blurry Boundaries: Queries On Boundary Phenomenon By Using Doppler Effect***



Artworks, Installations:

Page 504

**Alfredo Monaldi**

Italy, Graduating student at the Academy of Fine Arts of Macerata

***Cosmic Birth***

Page 505

**Barak Chamo**

USA, New York University

***Company / The Company I Keep***

Page 506

**Cesar Baio, Lucy HG Solomon**

UK, Plymouth University

USA, California State University San Marcos

***Degenerative Cultures: Corrupting the Algorithms of Modernity***

Page 515

**Daniela Sirbu**

Canada, Department of New Media, University of Lethbridge

***Evolving C-Plants***

Page 516

**Dejan Grba**

Serbia, New Media Department, Faculty of Fine Arts, Belgrade

***ANALOGIES: When I Draw a Song for a Film***

Page 520

**Hector Rodriguez, Felipe Cucker**

Hong Kong, City University of Hong Kong, School of Creative Media, Dept. of Mathematics

***Approximation Theory***

Page 525

**Chin-En KEiTH Soo**

New Zealand, Department of Computer Science, Faculty of Computing and Mathematical Science

University of Waikato

***Hueue***

Page 526

**Laurel Johannesson**

Canada, Alberta College of Art + Design, School of Visual Arts

***Chronophobia – Hypnos***

Page 530

**Luís Miguel De Matos**

Portugal, Independent artist

***Un\_Habit.tants #muoverciper:ar\_muovere***

Page 536

**Philippe Kocher, Daniel Bisig**

Switzerland, Zurich University of the Arts, Institute for Computer Music and Sound Technology

***ONE-TO-ONE***

Page 537

**Daniel Buzzo**

UK, University of West of England, Creative Technology Lab

***The Time Machine: a Multiscreen Generative Video artwork***



**TITLE**

*Hueue (Artworks)*

**Author(s):**

**Chin-En kEiTH Soo**

Senior Lecturer ( Visual Design )

Department of Computer Science

Faculty of Computing and Mathematical Science

University of Waikato

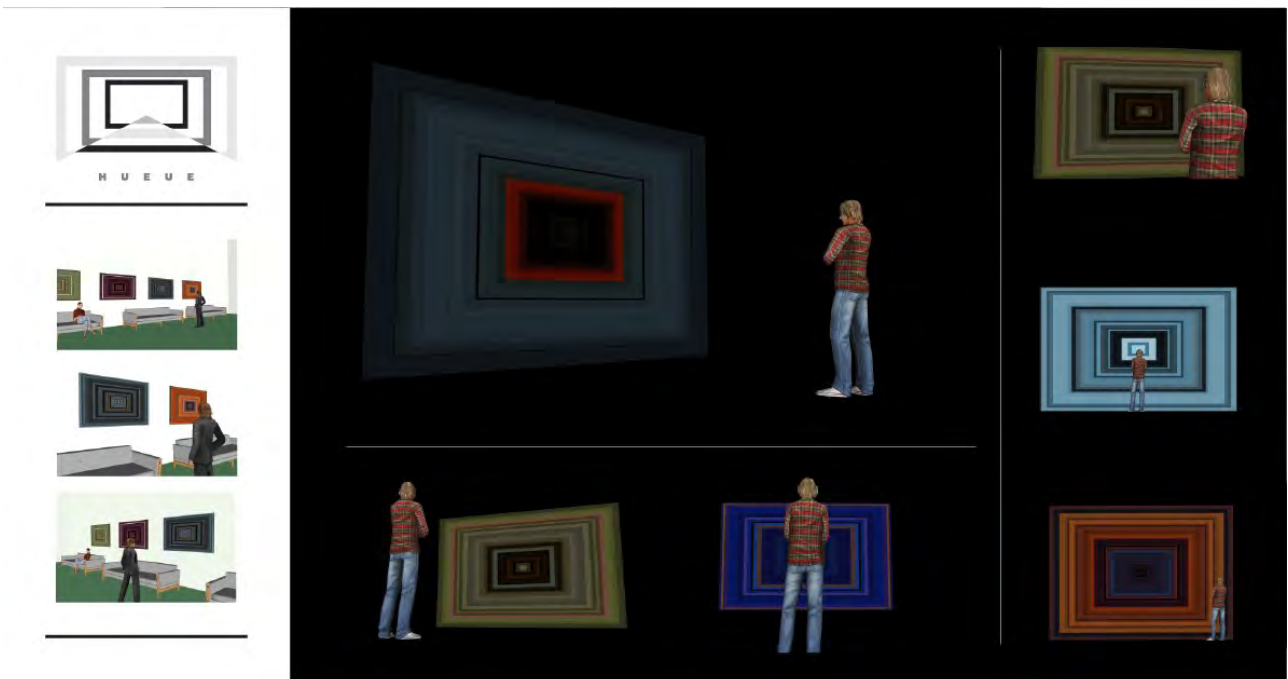
<http://www.cms.waikato.ac.nz/people/ceks>

**Abstract**

**HUEUE** aims to capture the colour story of a movie and present it in an accessible time frame of a minute. Movies at their simplest are colour, sound and motion.

**HUEUE** aims to distil any movie into these basic forms and generate a unique form of escapism, bring the audience on a journey into the movie itself.

**HUEUE** creates a tunnel effect. The effect indicates an impression of a portal. This is intended to give life to the escapism and create a more concrete feeling of the journey with the aid of sequential colours flowing from the movie. The audio is condensed creating a pitch shift, simulating the Doppler effect. All these elements create an experience that accelerate the viewer into the escapism and further into the movie.



email/address  
ceks@waikato.ac.nz

**Key words:**

Visualisation, movie, colour, animation