

Computational Art

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- Discuss the intersection of technology and creativity as applied to these works

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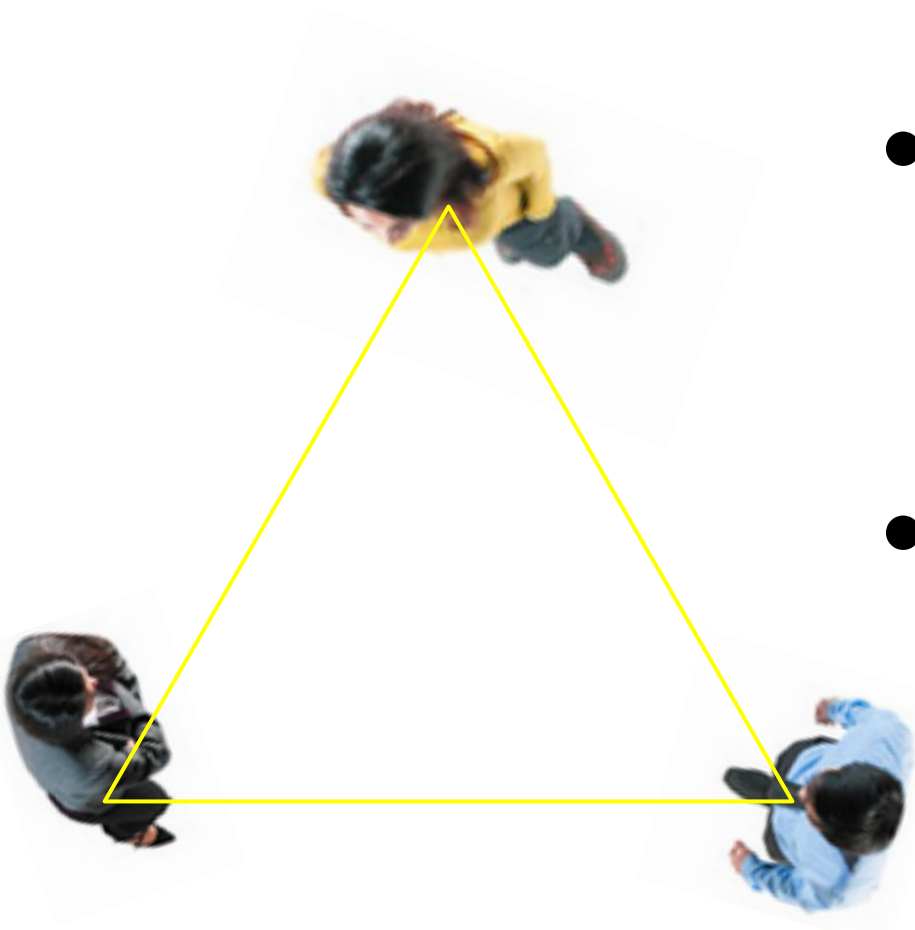
- Reflect on the observation that computational art is a system
- Recognize the presence of technology and computation in the creative practice of contemporary artists
- Discuss the intersection of technology and creativity as applied to these works
- Question assumptions about the role of technology in the creative process

Warm-Up Exercise: System in System

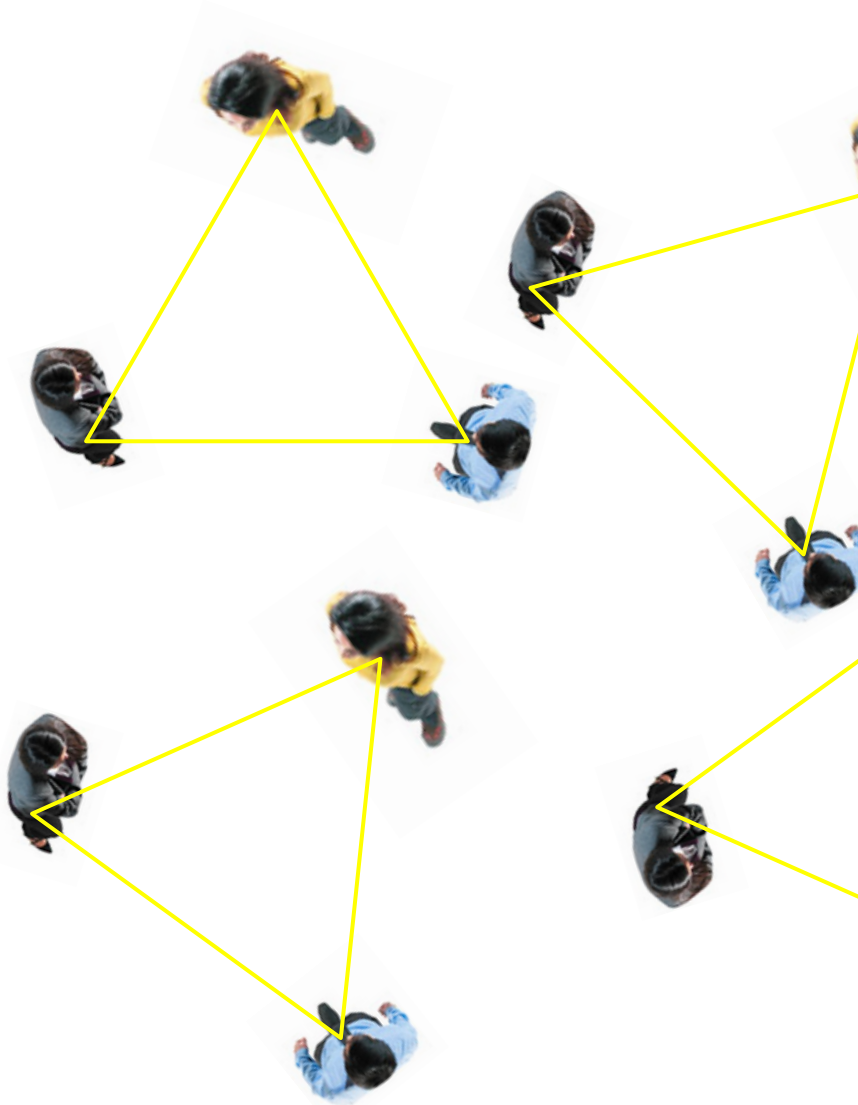
- Look down at your feet and the feet of those around you
- Refrain from speaking, gesturing, or communication of any kind
- Find 2 people and put yourself equidistant to those 2 people
- No straight lines, be at a angle with one another

What Happened?

- When one person moved, what happened?
 - Other people around that person had to move
- Your system was affected by the other systems.
- The indirect effects within this system of systems are much greater than the one move was.



Perceptual Skills



- Seeing the big picture
- How one decision affects other parts of the system
- You must be able to operate from not only YOUR perspective, but from the BROADER perspective

What systems do you impact?

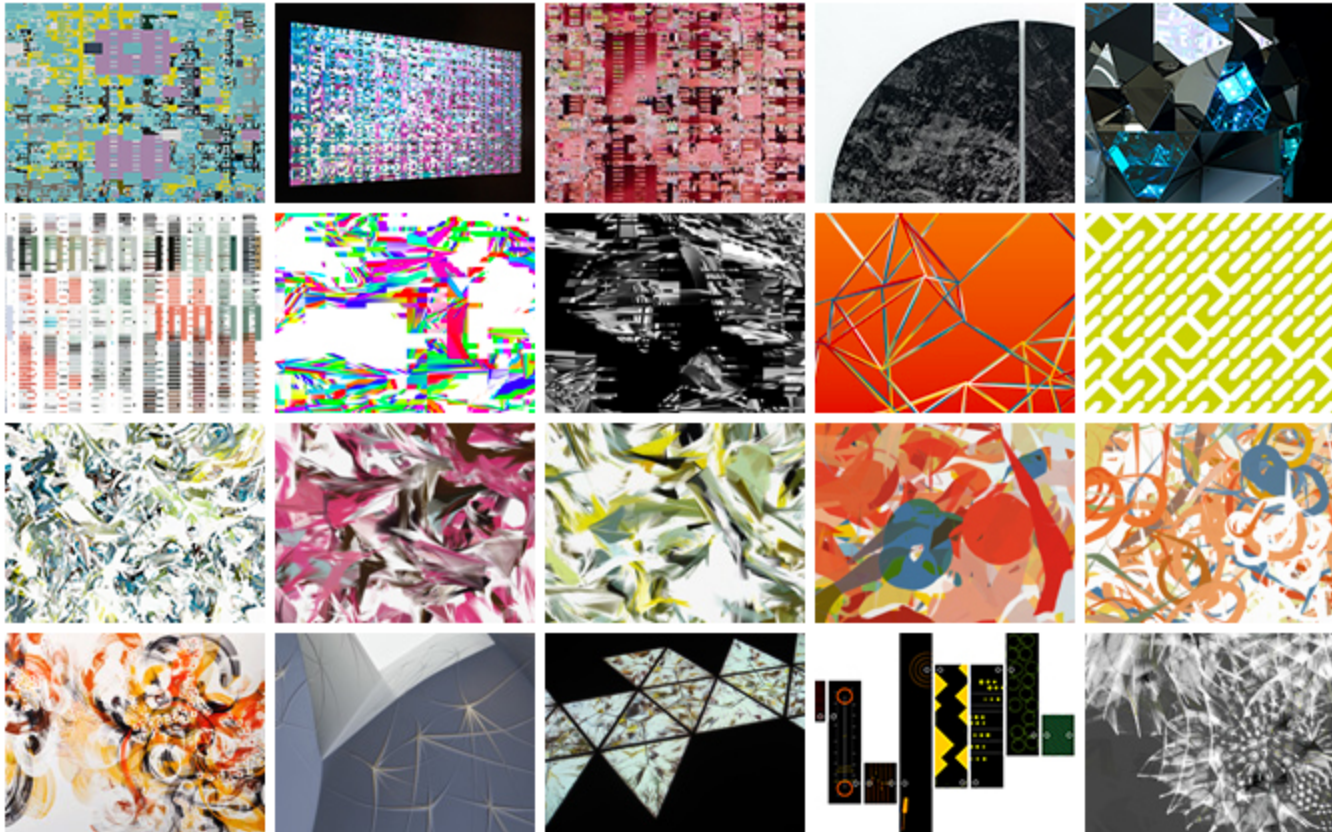
Notice the systems in your own personal life.

REAS

INDEX

NETWORK

INFORMATION



RAFAEL
LOZANO-HEMMER

Individual Projects

Touring Shows

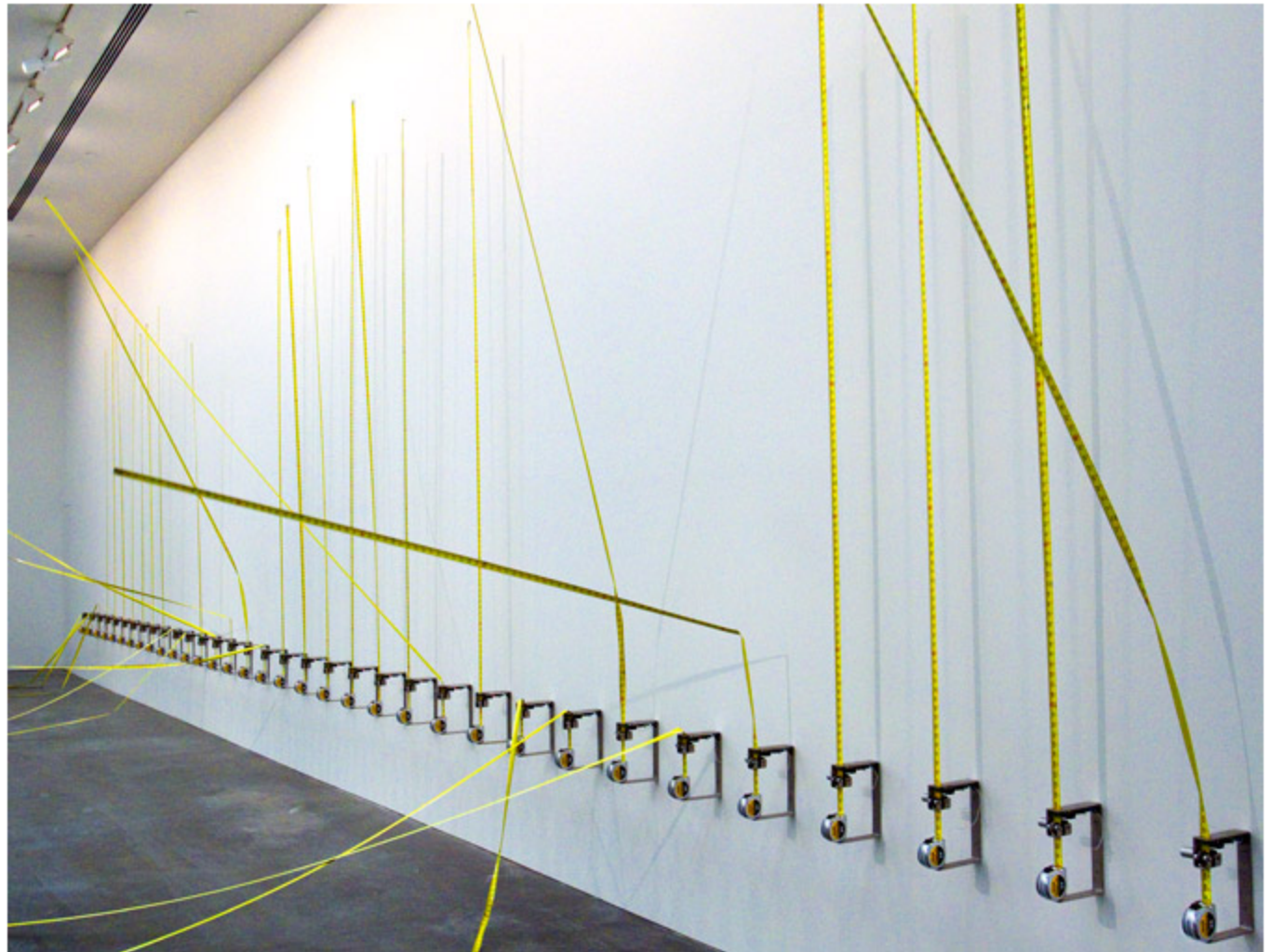
Publications

Biography

Images

Videos

Contacts



Tape Recorders – Museum of Contemporary Art, Sydney, 2011



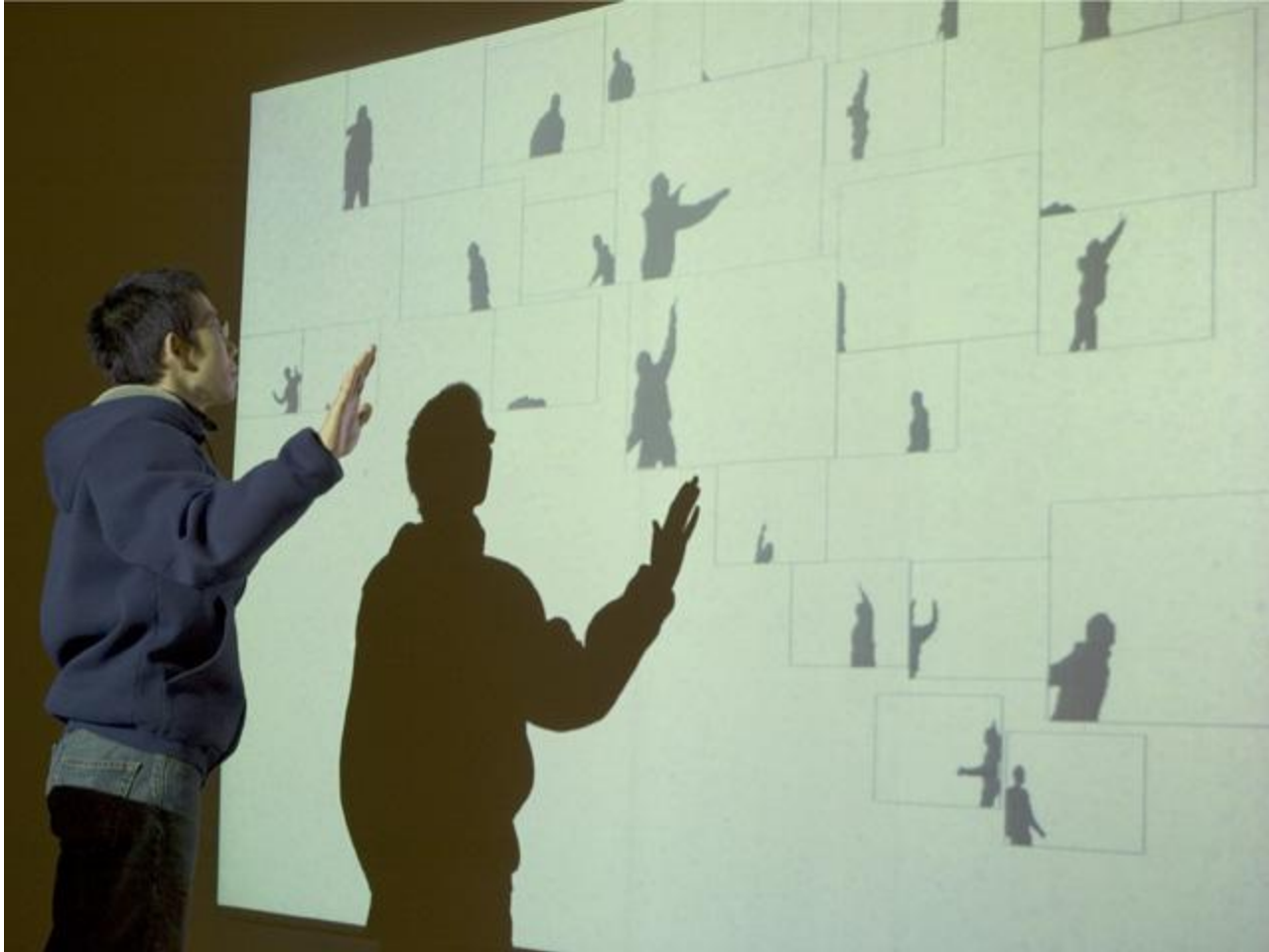


Image Source: [Scott Snibbe](#) - [Cause and Effect](#)



Image Source: [Daniel Rozin](#) - [Wooden Mirros](#)

Kyosaku will motivate people to master their many digital devices when induced stress arises, using these same technologies to promote sanity and awareness.

Follow the project's development >>

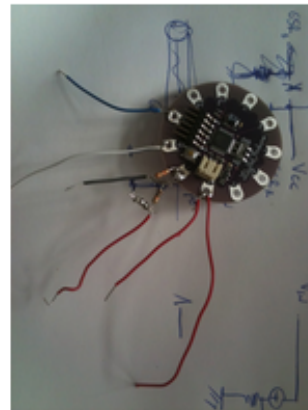
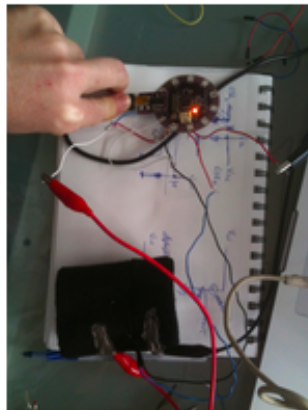
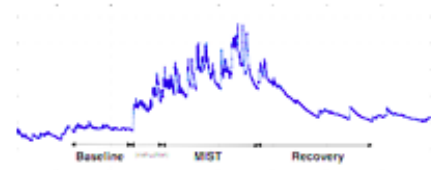




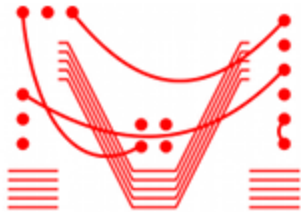
Image Source: [Cristobal Mendoza](#) - [Nervous Structure](#)



Image Source: [Corey Arcangel](#) - [I Shot Andy Warhol](#)



Image Source: [Galo Moncayo](#) - [Choir](#)

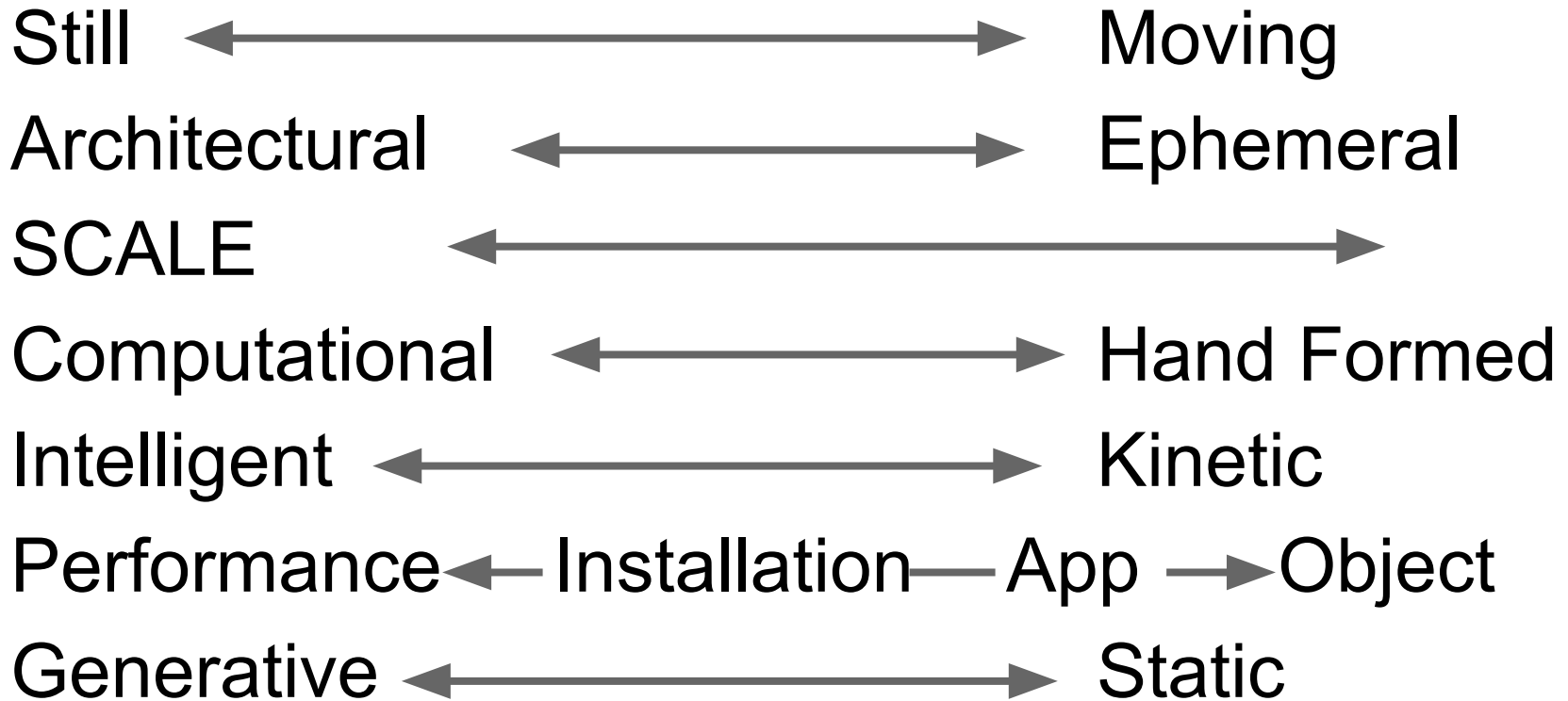


MING MECCA

VOLTAGE CONTROLLED VIDEOGAME CONSOLE



Some Continuities For Consideration



Activity

In teams of 2-4,

1. categorize three previously shown works according to either a technological or structural similarities and explain your choices to the class.
2. Why did you choose these 3 projects?

GROUP: 10 minutes

SHARE: 15 minutes

Practice “Whole Speak” sharing - from your mind, heart, and spirit

Projects to Share (links list)

<http://reas.com/>

<http://www.lozano-hemmer.com/>

<http://www.snibbe.com/>

<http://www.smoothware.com/danny/>

<http://www.sester.net/category/projects/>

<http://www.matadata.com/index.php>

<http://www.coryarcangel.com/things-i-made/ishotandywarhol>

<http://galomoncayo.net/>

<http://www.specialstagesystems.com/system-overview/>