

**Daniela Sirbu**

**Artwork/ Installation: Living Fence**



**Abstract:**

*Living Fence* is an interactive art piece that creates the appearance of an active living fence crossed by plants in continuous development. While new plant forms grow, the older ones fade gradually until they disappear. The gradual fading of the older plant structures enter in a visual dialogue with the new growing forms so that a suggestion of depth, volume, and space is created. These generative plants seem to be part of a garden space, a digital garden that grows beyond the limits of a decorative fence that also changes itself in time.

The fence and plants are built autonomously or interactively by the system from seed geometrical unit forms that interact with an invisible substrate of active areas embedded within the frame of reference. Based on pure abstract building units, the system creates the illusion of an evolving garden.

The interactive art piece *Living Fence* is created with Processing 2.0 programming language.

**Topic: Interactive Art**

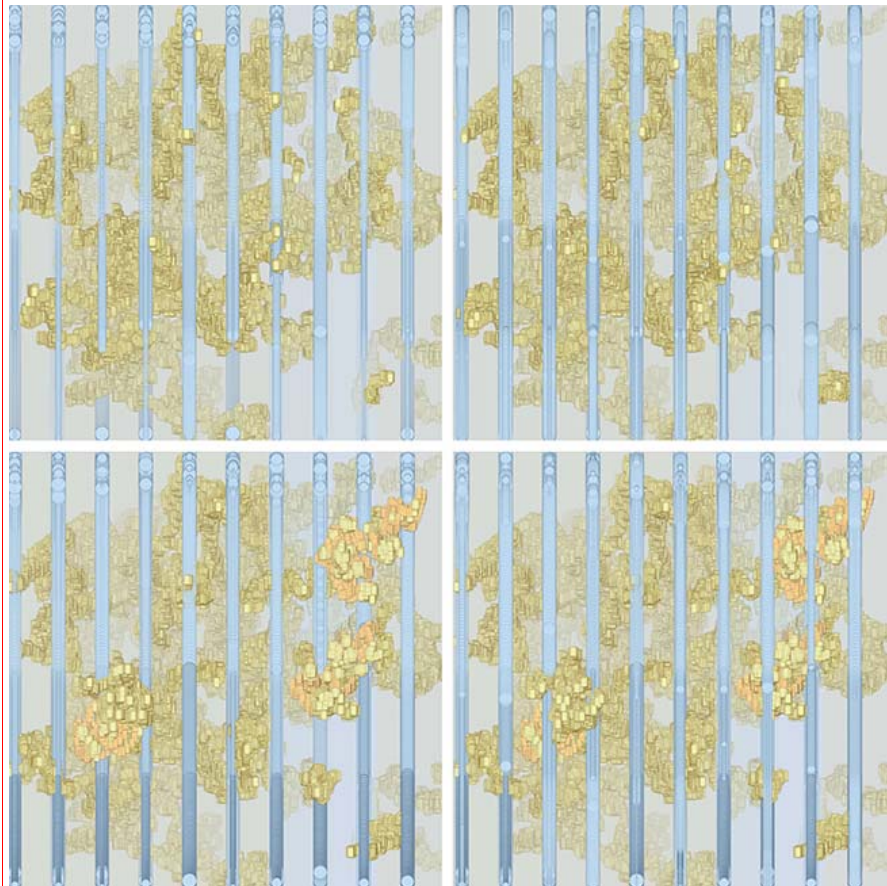
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**References:**

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*Live Fence. Still frames from the time based interactive art piece.*

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**Keywords:** generative art, artificial creativity, Processing.