



**TITLE: The Wanderings of Linear A-Creatures
(Live Performance)**

Topics: adaptive drawing, live performance

Daniela Sirbu

Associate Professor
Department of New Media
University of Lethbridge
Canada
daniela.sirbu@uleth.ca

Abstract

The Wanderings of Linear A-Creatures (Artificial Creatures) is an adaptive drawing piece that allows creating artwork interactively as live performance. The audience is taken into a virtual space where artificial creatures with linear formal qualities interact with environments reconfigured live by the artist. Through adaptive drawing, visual structures are evolved interactively in ecosystems driven by aesthetic principles. Drawings are generated through the activities or movement of A-Creatures. The artist's intervention leads the environmental dynamics in relation to which the A-Creatures adapt for aesthetic fitness.



The Wanderings of Linear A-Creatures. Still frame from adaptive drawing artwork by Daniela Sirbu.

Email:
daniela.sirbu@uleth.ca

Key words: computational art, computational creativity, evolutionary algorithms, genetic algorithms, software art, generative art

Main References:

- [1] Braitenberg, Valentino. *Vehicles. Experiments in Synthetic Biology*, Cambridge Massachusetts MIT Press, 1986.
- [2] Daniela, Sirbu and I. Dumitrache. 2017. "A Conceptual Framework for Artificial Creativity in Visual Arts." *IEEE IJCCC International Journal of Computers, Communications, and Control* 12(3):381-392, ISSN

1841-9836, June 2017, DOI:
<http://dx.doi.org/10.15837/ijccc.2017.3.2759>.