

Opening

Firstly our thanks to Ravenna, to MAR, the museum of art, and Classense Library that hosting our XX Generative Art conference and particularly to the Director Maurizio Tarantino and his collaborators Marta Zocchi and Francesca Boschetti.

Twenty years ago, the first Generative Art conference took place in Politecnico di Milano University with a great enthusiasm and open mind for different and new fields of Art and Science.

Now Generative Art is well known all over the world with very interesting open doors in Art toward the complexity of our time, also with really different intents and significances. Frequently people call GA all the digital art and, often, it has been used to propose a creative approach based on random and not on the interpretative creation of logical complex processes for generating artworks. During these two decades of Generative Art conferences, several papers and artworks delineated many different possibilities and characteristics of Generative art, by finding specifications, convergences, and interchanges. And our meeting was really a space for discussions and knowledge. We are really grateful to artists, scientists and researchers that participated in these GA conferences and discussions with their enthusiasm and knowledge.

Since our first studies on complex intelligent systems, we tried to follow the Renaissance vision with the close relationship between Art and Science, which was strongly emerging since the first Generative Art conference twenty years ago.

Since the first GA conferences, we identified a bridge from past toward the future for gaining a quality open toward complexity in Generative Art processes. This is the basic structure for gaining answers to new questions that is the main role of an artist. We hope that this approach can connect also different visions for gaining as a river aesthetic quality of our time toward the sea.

The future can hold us the surprise of not being so fascinated by technology as a novelty but to find humanistic interest in a new approach, where technology is only the tool for enhancing own creativity, uniqueness, and ability to a logical interpretation of future. As it is happening in the scientific research, as medicine, where advanced technology is used for focused approaches to uniqueness and diversity.

It would be interesting to discuss and evaluate together how we would like Generative Art in the next future. Where we would like to continue in meeting generative artists who find the possibility of building their own generative tools and we would like to think to an advanced technology that opens to different contents and that enhances the creative potential of everyone. In a world where identity, expressed and amplified through Generative Art, is appreciated as an increasing subjective identity, as an expanding knowledge of the world.

*Celestino Soddu and Enrica Colabella
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