

Design for textile prints (Poster, Installation)

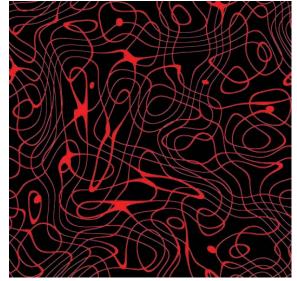
Topic: (Art, Design)

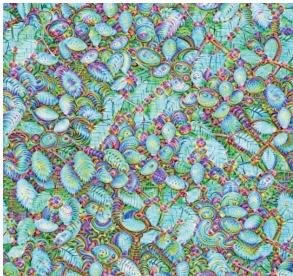
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Abstract

A practical use of procedural graphics in the real world: the design of textile printable or weavable patterns for fashion design. Connections between the words of fashion design and computers are difficult these days. Difficult also because digital is now deep and essential in fashion as it is in most other fields of human practice. So indeed there are many connections. Algorithmics design are often modular, repeating as tiles. Changing both deterministic parameters and or applying controlled variations of the seed values generates different designs. Being math based they have all the graphic depth of the infinite: a look that can be deceiving as hyperreal. They have a scary mechanical quality that is their limit, but also their fascination. They can be tools or layers or whole systems. Neural convolutional network and generative pareidolia are the extreme edge of this research.

All the designs presented here have been then printed on fabric for commercial use in fashion.

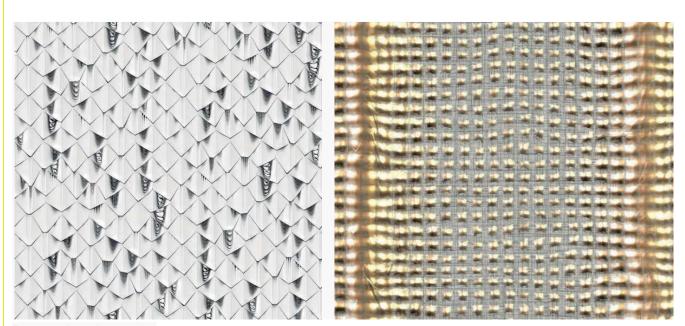




procedural design - 2015

Two vertical lines panels distorted through some noise and overlapped Al dream - 2015

Neural convolutional network - generative pareidolia



Procedural - 2015

Noise based modifications of a grid

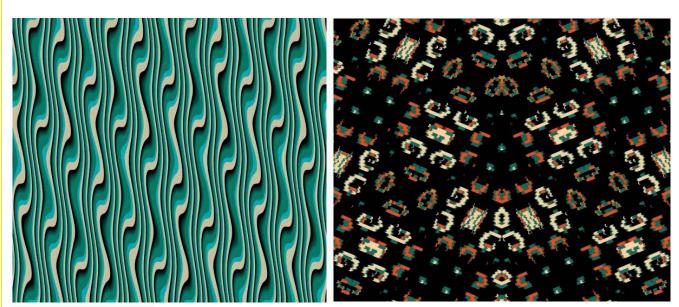
Procedural: materic effect - 2015

Reflection environment applied to a grid overlapping a generated cloth pattern



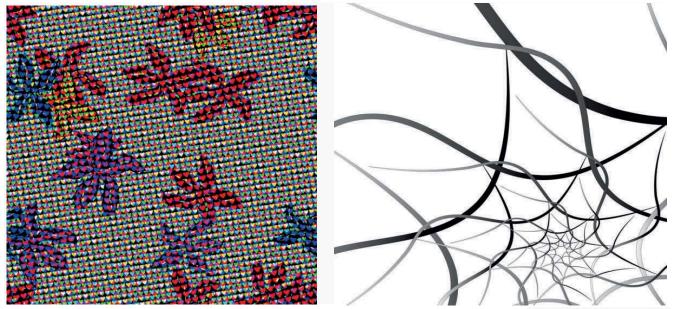
Procedural + tribal - folk image - 2015 Folk object color separated by rotating inclined graphic pattern

Ai dream - 2017 Neural convolutional network



Procedural - 2017 Colorized wave noise

Procedural Algorithmic generated icat weaving



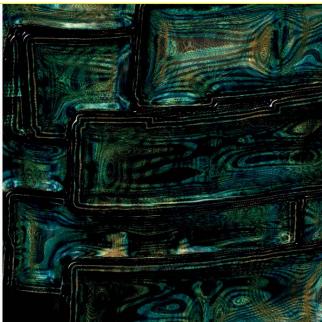
Procedural - 2019

Folk object color separated by rotating inclined graphic pattern

Procedural - 2014 Generated 3d spiral ribbons

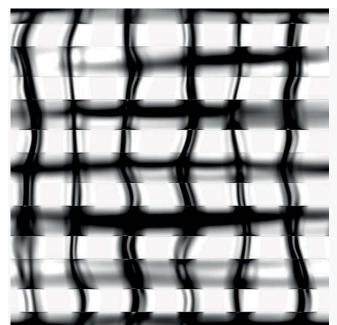
XXII Generative Art Conference - GA2019

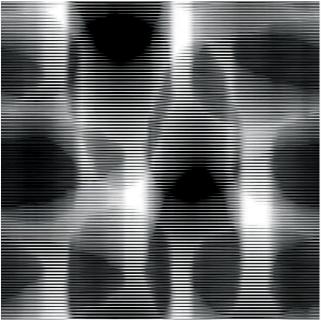




Procedural - 2018

Procedural - 2018 Glasses refraction over imaginary rug - detail





Procedural -2018
Overlapping noise distorted lines

Procedural - 2019 One more procedural icat

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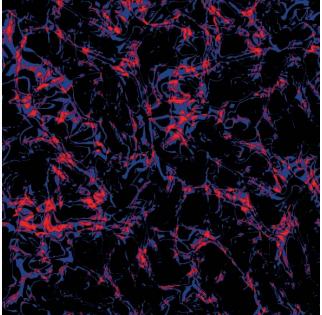




Procedural - 2019 Gradient driven distortions Generated 3d spiral ribbons

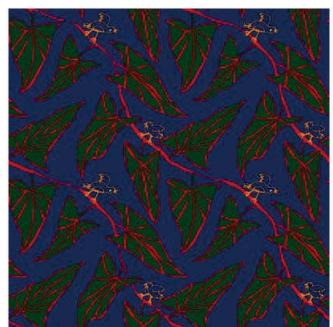
Traditional - 2017 Digital painting - tiled

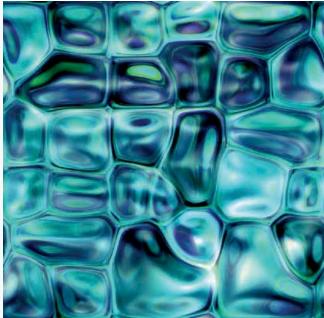




Traditional - 2017
Digital painting - procedurally fragmented

Procedural - 2018
Gradient on complex stratified noise





Traditional -2018
Birds repeat - procedural brush

Traditional -2018
Glass bubbles effect



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Key words: #cgi #designer #wallpaper #prints

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