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Paper: 20 YEARS ARGENIA EVOLUTION

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www.Argenia.itwww.generativedesign.comwww.generativeart.com**References:**

[1] C. Soddu, "Citta' Aleatorie", Masson Publ. Milano 1989

[2] C.Soddu, Milan, Visionary Variations, Gangemi Publ. Rome, 2005

[3] www.soddu.itwww.domus.argenia.itwww.generativeart.com**Contact:**Celestino.soddu@gener
ativeart.com**Abstract:**

Starting from 1986, I developed my generative approach by identifying, from Basilica generative software to the last Argenia "open" version, the challenges linked to my own creative Vision:

1. The cultural references to Italian Heritage, from Renaissance to Futurism, particularly Leonardo, Borromini, Palladio, Piranesi and Depero, and the reference to Gaudi' and Kandinskij, following my subjective approach to complexity.
2. Subjectivity as the main way to reach the complexity
3. Moving through multiple dimensions as the main engine for generating identifiable series of events,
4. Variations as the main expression of a Vision, following Bach approach.
5. Recognizability of each possible unpredictable result as confirmation of the quality of a generative process.
6. Identity, architectural, environmental identity, following own cultural and creative Identity as the main topic to manage with Generative approach.

Moving from subjectivity to multi-subjectivity, the new challenge is the possibility to extend Argenia to different users with the possibility to involve each user in constructing, in a while, the artificial DNA of his own creativity. This new software will be used, together I hope with other tools made by the friends of Generative Art, for starting new research and teaching activities also inside Domus Argenia, the international centre on Identities and Generative Art just now established in Sardinia.



1989, Cover of the book "Aleatory Cities" by C.Soddu with his first generative design of architectures and cities.

2001 Cover of Blueprint magazine, n. 186, with Generative Visionary Architectures by C.Soddu

2003 Aura Uniqueness, Poster for Argenia, Unique and Unrepeteable Objects and Artworks, C.Soddu

Keywords:

Generative, complexity, subjectivity, multidimensions, identity, recognizability.