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The space-time - Architecture of Art, Art in the Architecture -
(artwork, performance, poster)

Topic: Generative Art, Contemporary Art, Video art

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Abstract

In this paper a Generative Design System as a Generative Art approach is implemented within art and design practice environment. The presented artwork is characterized by two ways. One way highlights classical aspect of art and painting, other side show us metamorphosis process through generative deformation of created painting and graphic space. The artwork in my intention should express a dialogue between past, present and future. Thus notion of "the space-time". Transformation and metamorphosis is one of the relevant feature of generative art philosophy. In the certain extent my art is a play attempt between static painting, graphic space and dynamic performance the virtual generative art approach. The context of my generative art experiments is an architecture, city, urban composition.

Ever since the age of Plato and Vitruvius, the pursuit of truth, beauty and good has been accompanied by the quest for an ideal city, ideal architecture and urban composition. The dream of an ideal city (citta ideale) was found so fascinating by many illustrious thinkers and artists of the Italian Renaissance from Filareti and Alberti to Leonardo and Scamozzi. Achieving harmony and perfection by designing an ideal city was much craved but remained utopian. As early as the 16th and 17th century clashes between utopias such as Francesco di Georgio's plan of an ideal city and the reality of great European metropolises inspired extensive programs that aimed to bring urban space under control. Examples incorporated Sixtus V's Master Plan of Rome or Christopher Wren's plan for the restoration of London. Louis XIV's Versailles, the layouts of Kassel, Karlsruhe and Mannheim in Germany of the famed Royal Crescent in Bath represented an escape from absolute urbanization and anxiety about the untamable chaos of public space in a big city. Is a city of work of art, then, especially a big city?

History of architecture gives us inspiration to understand an architecture and urban composition as a process related to the generative systems mechanism.

In my artwork I consider the following example.

The artwork presents a generative video made by transformation acrylic painting to 3D virtual object. In this way I wished to point at and find common factor between traditional art and generative art. Additional, my video is an attempt to distinguish and recognize role of "the space-time" as a relevant factor of creating in generative art.

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Key words: Architecture, generative art, acrylic painting, video animation, transformation, metamorphosis, contemporary art

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