

Generative Development of Visual Narratives Evoking Memories of Spring

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visual design and evolve the behavior of the agents towards generating form aggregates organized in compositions that are aesthetically meaningful. The focus of the paper is placed on the artistic development process and on the aesthetic analysis of the final product in relation to specific affordances of the computational medium developed by the artist.

Abstract

This paper presents artwork created with a computational system for visual creativity (SCVC) created by the artist for the development of an evolving visual narrative space evoking experiences and memories of spring. A spring-like pictorial space is created by a population of autonomous agents that move and act within the confines of an artificial life environment. Chances of survival in this environment are rooted in the agents' ability to change their behavior in response environmental constraints. The constraints are based on principles of

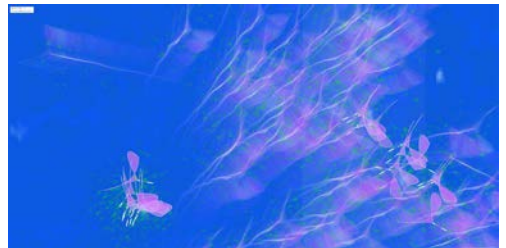
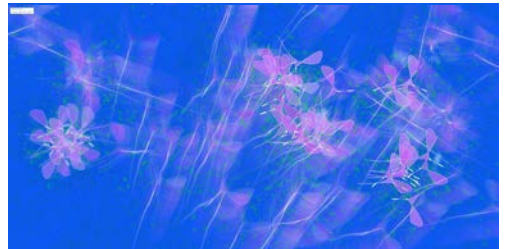
Impressions of Spring – Generative Art Series (artworks)

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Abstract

“Impressions of Spring” is an art series created with a computational system developed by the artist. The system is mainly based on genetic algorithms that evolve the motion of a population of drawing agents to generate visual compositions that create a pictorial space suggestive of spring. While the shapes and visual motifs employed by the system are abstract, the aggregated forms and their organization in visual designs are meant to synthesize the feeling of freshness, openness, delicate revival, and hope that always seem to characterize the spirit of spring.



Memories of Spring (Live Performance)

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Abstract

“Memories of Spring” is an artificial life system developed for live animation. The system can generate live animation autonomously or in interaction with the artist and pre-recorded animations can be integrated in the live performance as needed. The live performance is intended to create a spring-like pictorial space, which is alive, in motion, and continuous development, suggesting the seasonal regeneration of life in the spring. The live performance is based on influencing the drawing agents’ behaviours to create poetic narratives related to intangible memories of spring.

