

*At tibi prima, puer, nullo munuscula cultu
errantis hederas passim cum baccare tellus
mixtaque ridenti colocasia fundet acantho
Virgilio, IV Egloga, Bucoliche*

We founded, 12 years ago, Generative Art conference, defining a unique international role for opening a new meeting, able to focus the state of art of advanced approaches to creativeness.

Generative Art is open to all new fields of Art research. The main character of our conference not belongs to pre-defined categories, disciplines and other attempts to build boundaries for limiting exchange experiences. It works, on contrary, for opening dynamically doors in the wall of a fixed scientific power of all the times.

Generative Art is a philosophy, imprinted by the vision of art in imitation of Nature, as mirror of our uniqueness. Unique ad continuum.

Following our tradition of Renaissance, of Baroc and of Futurism, this generative approach is able to create logical processes and not only single results. The focus is that the Idea, structured like an organic code, works by involving logics and technologies and not only is focused for single results. Using advanced and scientific approaches Generative Art really links Science and Art: in each Generative Artworks. It is really difficult to understand where creativeness was applied to Science or to Art. As Leonardo in Renaissance.

The generative processes, as in natural life, need a precedent. So the crisis, developed in the last century from the past to a totally new time, is completely behind.

We are sure that each generative engine defined and developed by an artist is really an artwork. It is not only a technology performing users and not artists. GA engines work generating a lot of possible variations of an artist vision. Variations increase more the performed artist Idea than single possible events. Generative artworks are systems able to run and produce unpredictable and unique events fitting the artist's desires: music, images, 3D models, poetry, literature, movies.

So, Generative Art is the wandering field of creativeness that works for Idea first than event, vision first than object, harmony first than sounds.

Celestino Soddu

Enrica Colabella

(this introduction collects our mixed sentences for the perfectible 12th dimension of GA conference)