

Two Synthetic Gardens

Artwork

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obstacles in pursuit of some final outcome, this project imagines character as a generative process created by the ongoing computations of states, of an ongoing strategy of perception, computation, adaptation, and response. This conception of character is not separate from more conventional views, but it emphasizes character as a pattern of reactions rather than a force acting within a field of possibilities.

Key words: complex adaptive system, Braitenberg, simulation, post-dramatic

Abstract

These garden artworks come from a series of slowly evolving digital landscapes which are meant to depict the temperaments of various fictional characters. The Tuttle garden shifts from cheerful optimism to moments of frailty and self-doubt. Meanwhile, the Macker garden moves from a hermetic distance to generative self-expression. The gardens rely on a system of sensors, deliberation, and reaction to generate their character states. They then model these states as visual elements on screen. This project draws on the work of Valentino Braitenberg to portray character as a dynamic system. Character is not a fixed set of strengths and weaknesses set against several

Main References:

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