

History of Computer Art

URL: http://iasl.uni-muenchen.de/links/GCA_Indexe.html

Part VII: Evolutionary Art

Seminar, 28nd April 2014

Danube University Krems

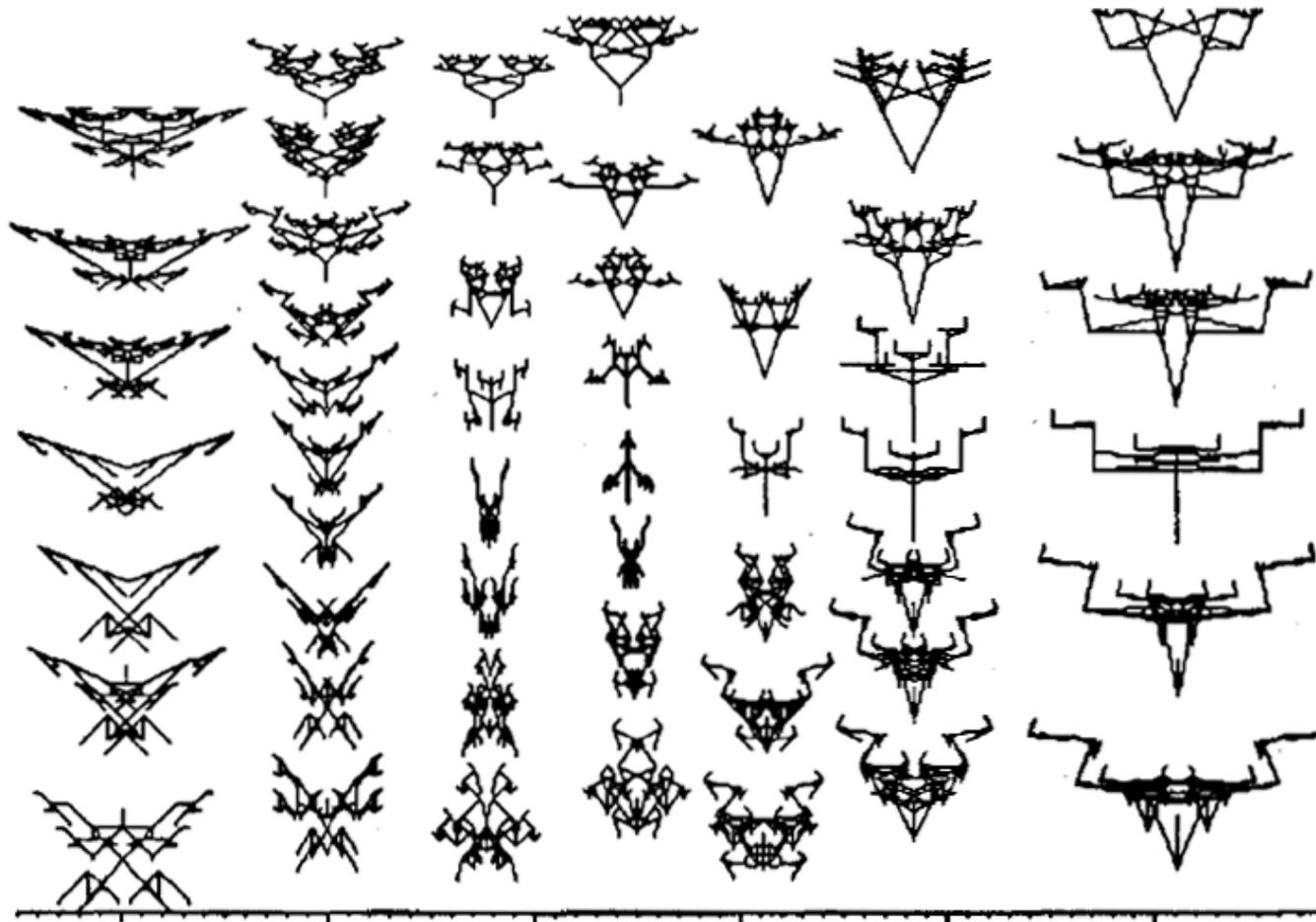
Department for Arts and Image Science

MediaArHistories: Masters of Art

Thomas Dreher

URL: <http://dreher.netzliteratur.net>

Biomorphs

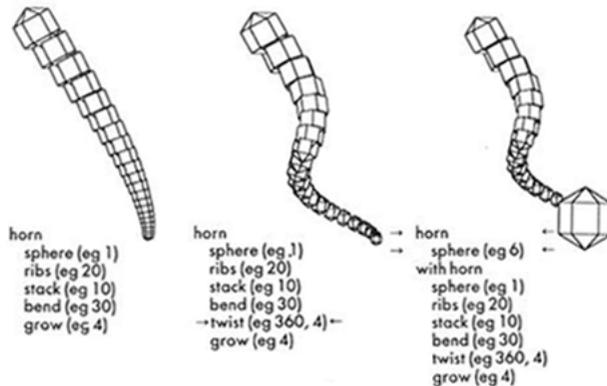


Dawkins, Richard: *The Blind Watchmaker*, 1986, examples of a model for the "evolution game" (Dawkins: *Watchmaker* 1986, p.70, fig.8).

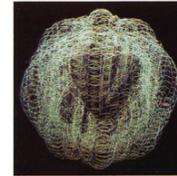
William Latham



Left, top: Form Synth, 1989, detail of a drawing, 10 meter long (Todd/Latham: Evolutionary Art 1992, p.5, fig.1.6).



Left, bottom: Horns, structure mutation with the software Mutator (Todd/Latham: Evolutionary Art 1992, p.99, fig. 5.26).



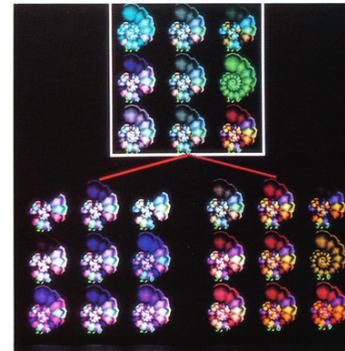
(31a) Sculpture Wire Frame.



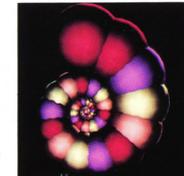
(31b) Sculpture Rendered.



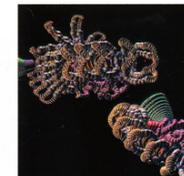
(31c) Sculptured Textured.



(31d,e) Evolution of Colour.

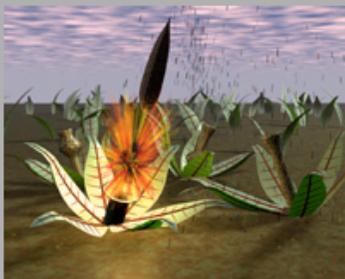
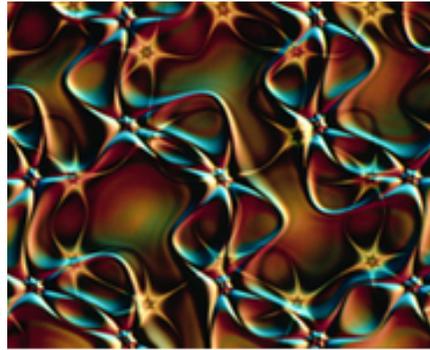
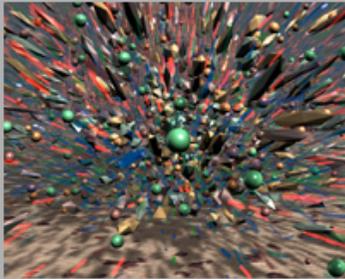


(31f.g.h.) Sequence of Frames from the Film "Mutations". Latham 1992.



Right: Mutations, film, 1992 (Todd/Latham: Evolutionary Art 1992, unpaginated, fig.31).

Karl Sims



Top: Primordial Dance, film, 1991.
Image source: URL: <http://www.karlsims.com/primordial-dance.html>

Left: Sims, Karl: Panspermia, film, 1990.

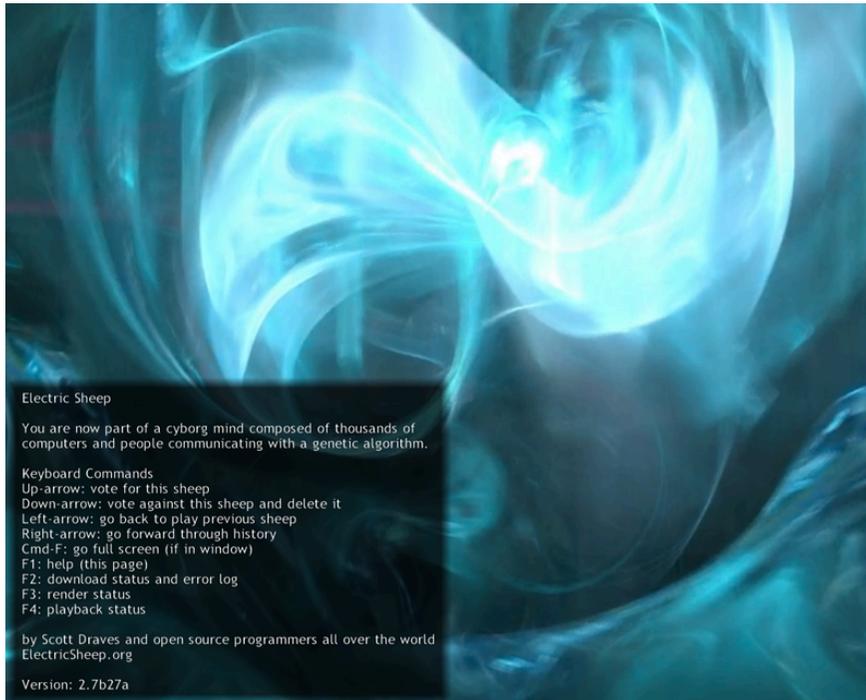
Image source: URL: <http://www.karlsims.com/panspermia.html>



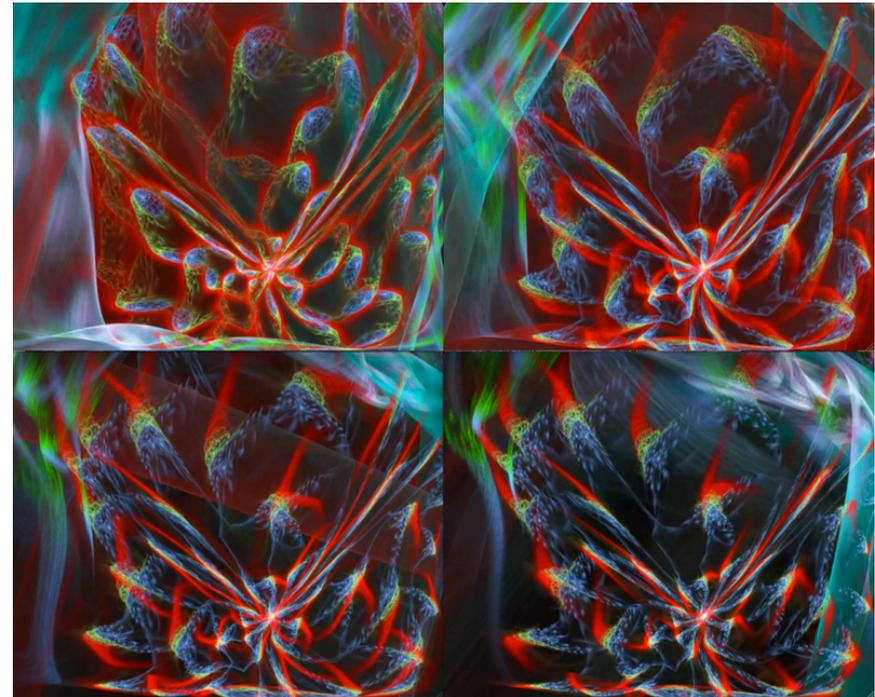
Right, bottom: Sims, Karl: "Genetic Images", installation, Linz 1993.
Screenshot from URL: <http://vimeo.com/7723361>.

Scott Draves: Electric Sheep, 1999

Internet-connected personal computers, screensaver.
URL: <http://www.electricsheep.org/>



Left: Screenshot (March 2011) with user manual.



Right: Screenshots of successive phases (March-April 2012).



Bibliography with informations about the abbreviations used in the captions:

Dreher, Thomas: History of Computer Art. Chap. Bibliography. In: URL: <http://iasl.uni-muenchen.de/links/GCA-IXe.html>