

Algorithms in Art

Artist Lab IV

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After researching a lot about algorithmic art and what it can teach us about Artificial Intelligence, seeing a lot of examples from history in the purest form of algorithms were quite interesting. The term has its origin in mathematics as the step by step procedure for solving a problem, it evokes for me personally, mostly somehow computer-generated art. I found most of the artworks a bit far away from what I am interested in.

Most of them were philosophically significant and had a certain purpose. What Richard Long trying to do; that the idea of that the outcome depends on the time of the day, the memory of the walker, etc. is experience-based. Almost the same idea was also applied by Mai Yamashira & Naoto Kobayashi but their approach seemed a bit more doubtful and easier to achieve in daily life, thus Richard Long is really connected to the environment but the infinity loop seems a bit surfaced. I haven't tried both of them but they seemed to be more what can be done easily and I want to see what kind of experience they gave whilst doing them.

A lot of the examples were actually massively helpful to see the difference between conceptual art and software art. What Dan Graham is trying to do in 'Past Future Split Attention', to put two people together who already knew each other to describe each other's behavior from the memory, is quite interesting. Because right now, lots of artists trying to achieve those things with computers. We're training computers to learn certain behavior than we want them to create a new reality from their memories. The great difference making it analog and digital at the moment is creating different artworks.

And I guess the simplest algorithm from my life probably would be sleeping, or even recently it would be sitting in front of the laptop screen which consumes a lot of time for a lot of people. So changing old algorithms (like going to university almost every day), and adding new features (sitting at home) also broke most of the chains for our design (like being unmotivated).