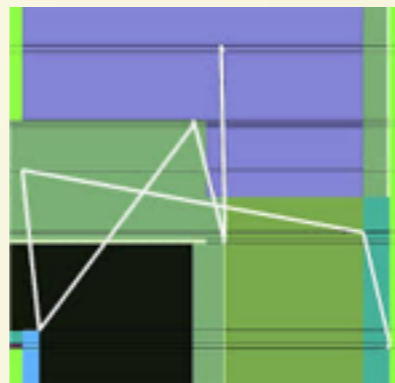


think the image :: generative art

a summer workshop 2020

frieder nake



day 3

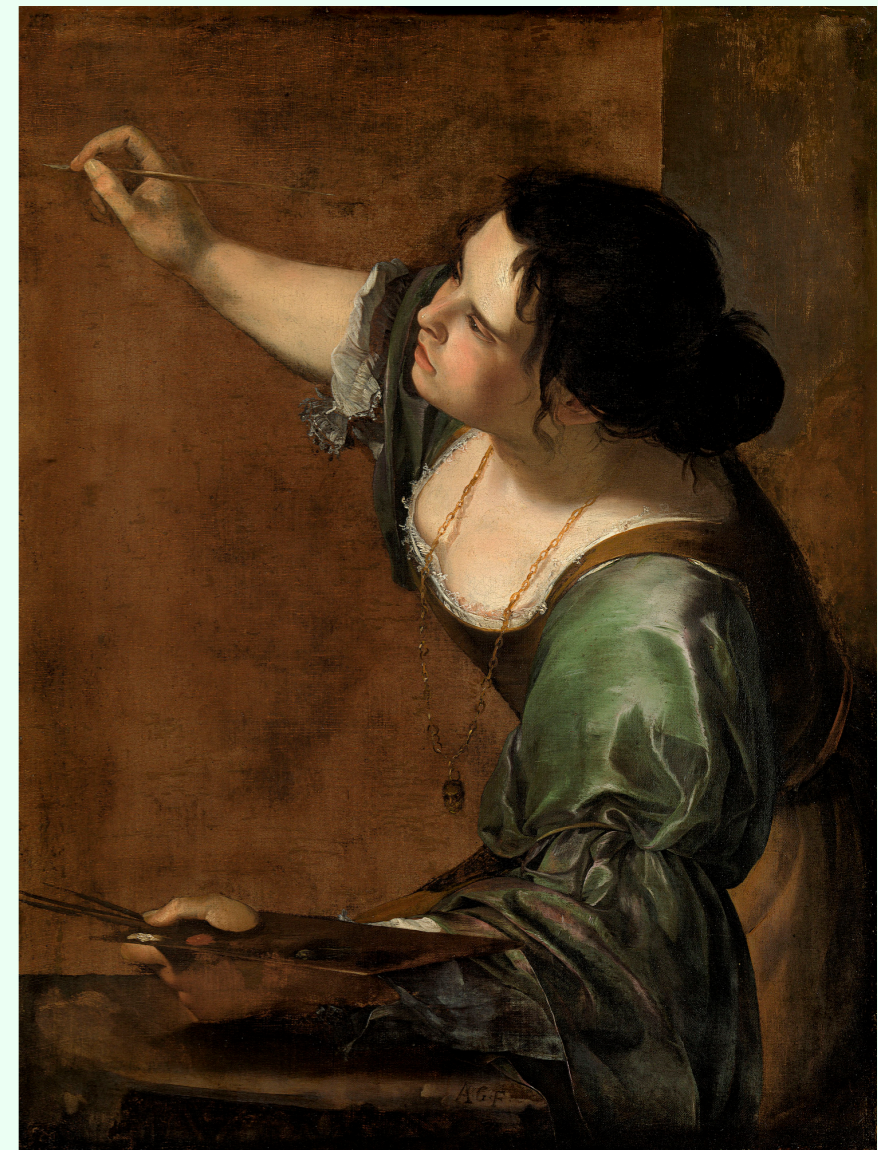
once more:



**THINK THE IMAGE,
DON'T MAKE IT!**

But -

*is this possible, is it not stupid, is it not against the painter, against all of art?
is it not immoral?*



IMAGINATION
IMAGINATION

Imagination

is the ability to produce and simulate novel objects, peoples and ideas in the mind without any immediate input of the senses.

.....

The common use of the term is for the process of forming new images in the mind that have not been previously experienced.

– Wikipedia



**Imagination is
Real Magic**



Imagination is seeing
with the eye of God.



Neville Goddard

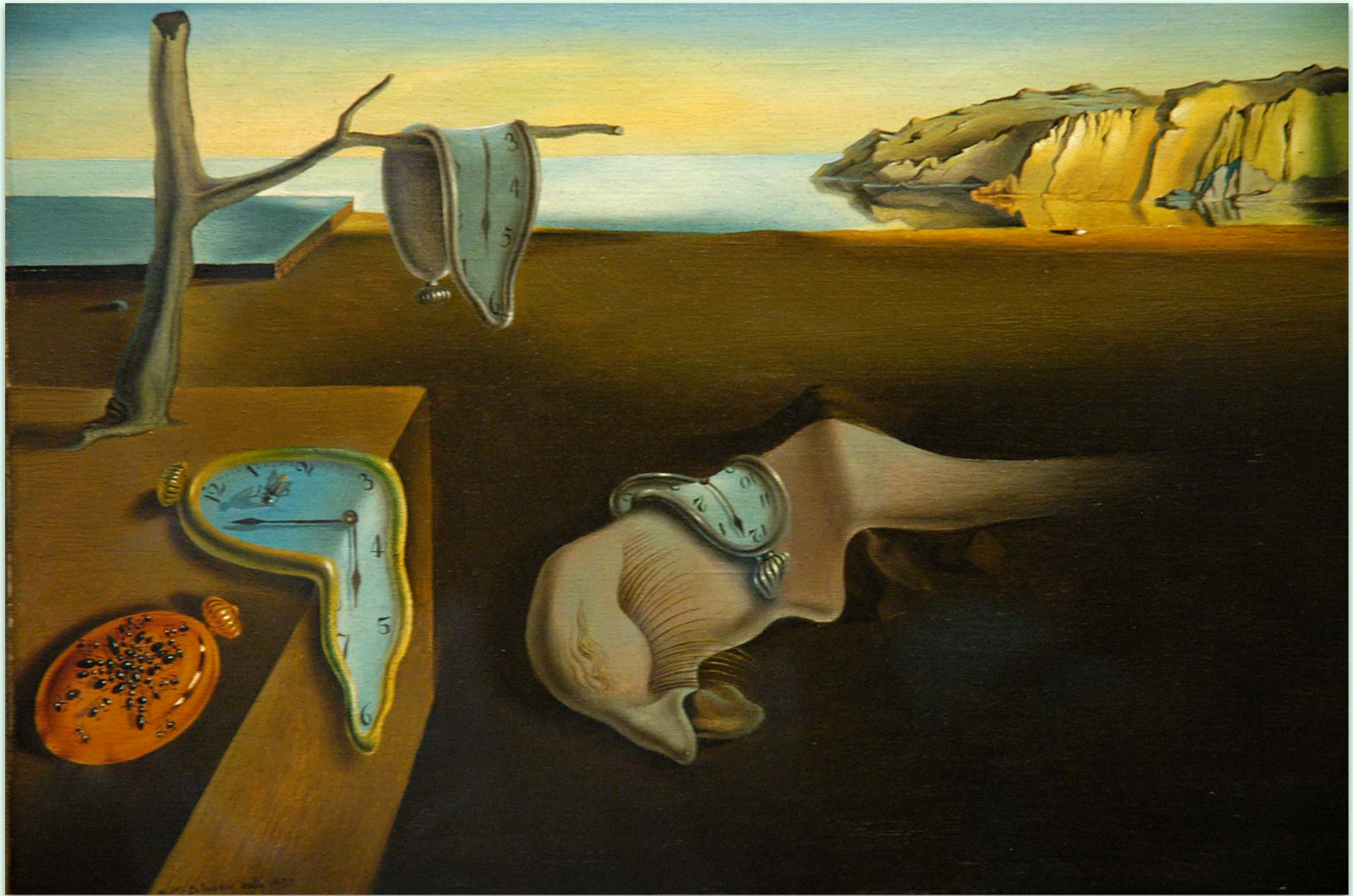
“Algorithmic Art”

Some of the earliest known examples of computer-generated algorithmic art were created by

Georg Nees, Frieder Nake, A. Michael Noll, Manfred Mohr and Vera Molnár in the early 1960s.

These artworks were executed by a plotter controlled by a computer, and were therefore computer-generated art but not digital art.

The act of creation lay in writing the program, which specified the sequence of actions to be performed by the plotter.



Salvador Dalí, The persistence of memory



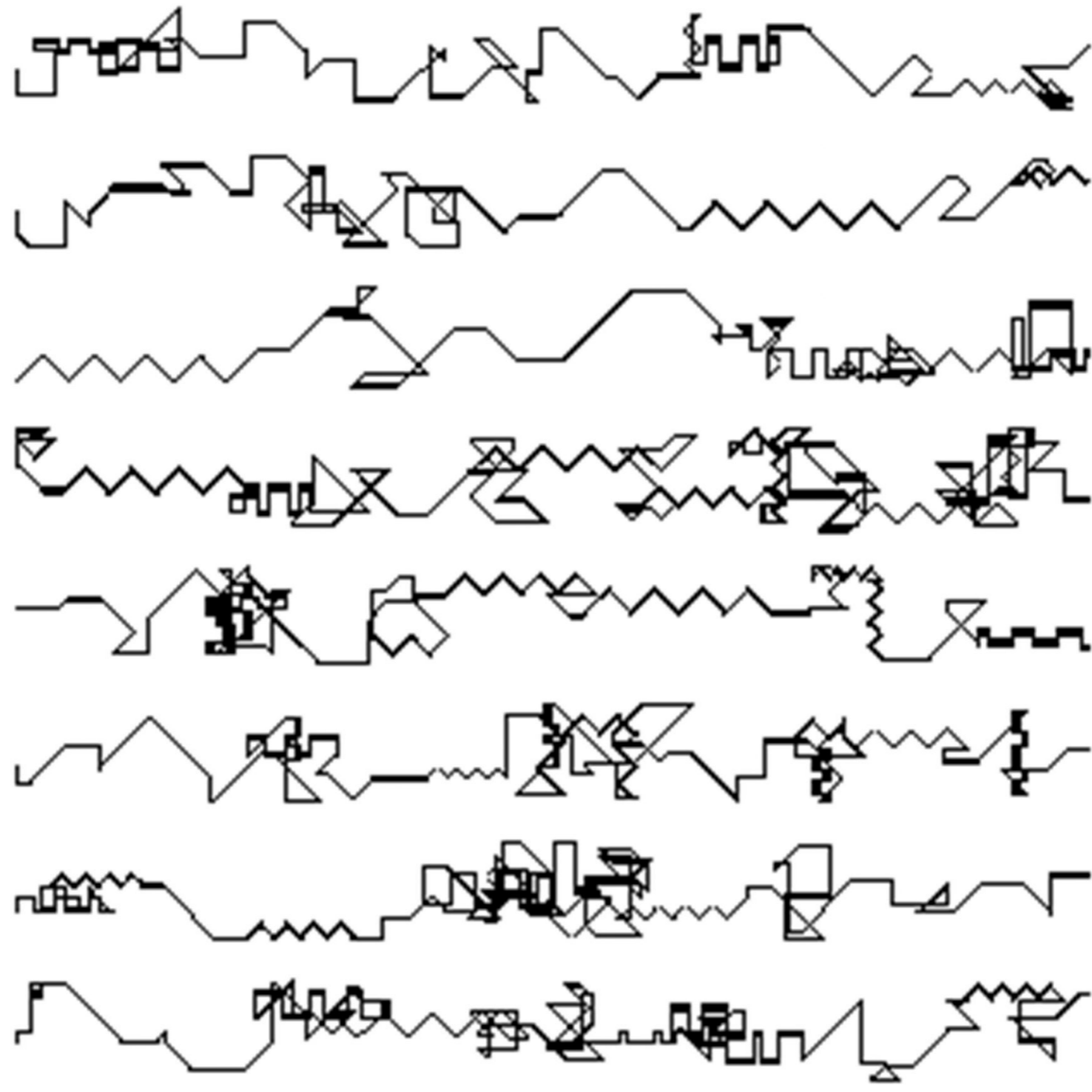
Salvador Dalí, The temptation of Si. Anthony

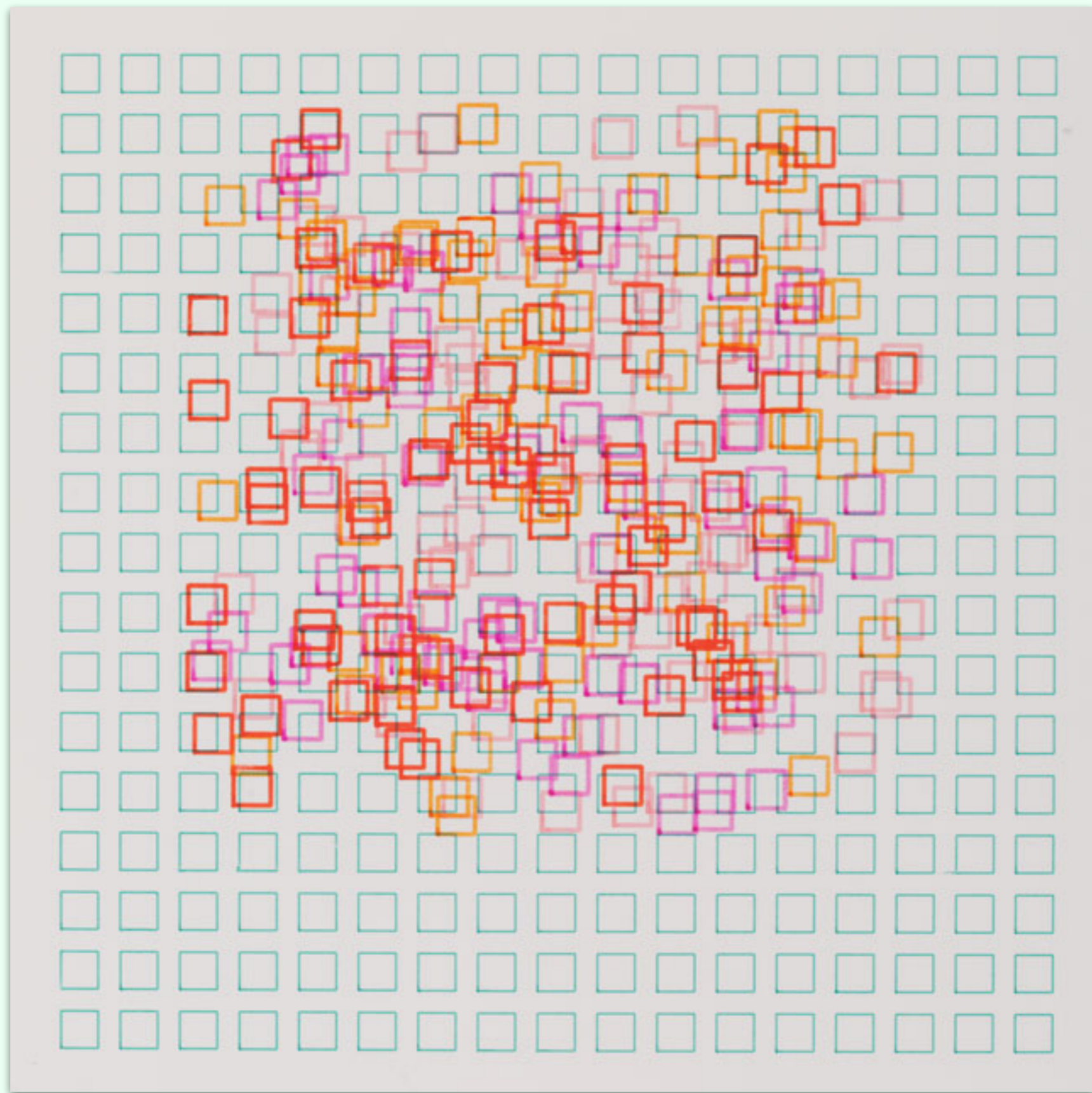


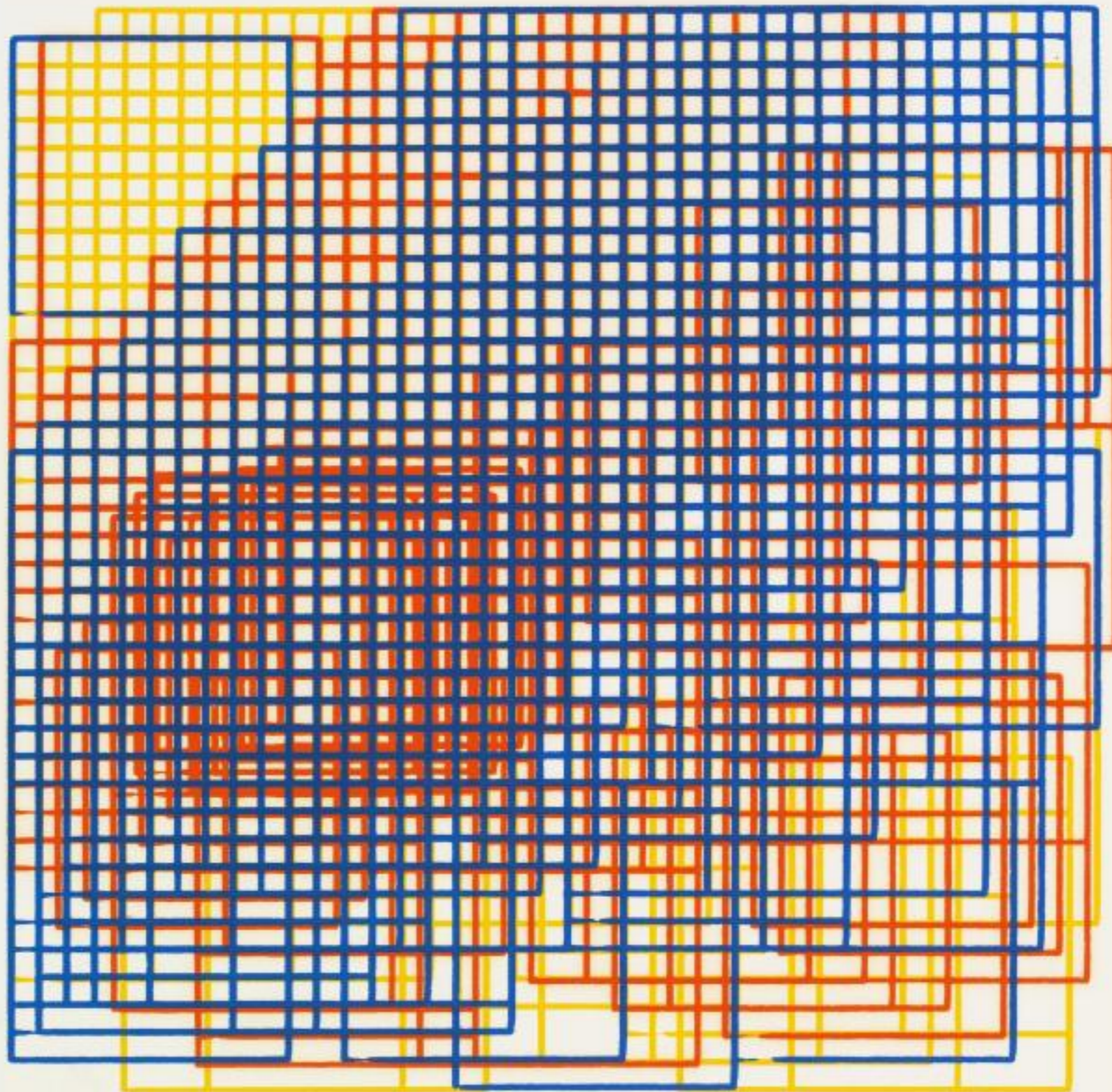
Joan Miró, Tierra labrada (The tilled field)



Henri Matisse, La danse and Nu bleu I







193 / 200

Nabe

