

Creating the tools

Call for Artworks and Artist's Presentations

Computational Aesthetics 2011

Many digital images testify of the software with which they were created. At times, the specific aesthetics of the software is predominant over the style and aesthetic choices of the creator of these images. Creators who work with computational tools are wise to consider that they are interacting with a history of software creation and a context of visual culture within which these tools have been programmed.

Writing the software that underlies these computational tools is a cultural activity with a significant (but often overlooked) creative impact. The programmers of these computational tools define cultural processes as they shape code with their own mental images and worldviews. Whether conscious of this influence or not, these programmers enter into creative communication with the users of their software, and become co-creators of the aesthetic output. Frieder Nake, the German pioneer of computer art, stated that "Artificial Art" has its aim in controlling the process of the image, not in the production of the image itself, implying that those who make new processes of image creation possible participate in artistic practice beyond purely technical contributions.

Call for Entries

We want to emphasize the role of software creation as an aesthetic cultural activity, and are soliciting artwork and papers/artist's presentations that explore this space. We are calling for submissions and presentations of expressive tools and works created via these tools, which highlight the cultural impact of computational aesthetics. We invite programmers with an open spirit to submit creative software, filters and plug-ins, artificial intelligences for metacreation, or repurposed software tools. We also encourage submissions of artworks that directly thematize the software in which they were created.

Submissions may include computational tools and the artifacts that were produced with their help. Specific examples include, but are not limited to:

- ▶ artworks that employ real-time visual processing;
- ▶ artworks that employ computer graphics on the web;
- ▶ 2D or 3D artworks that run on stand-alone consoles;
- ▶ virtual worlds created for the web;
- ▶ Artist presentations, posters or screenings that explore topics related to computer graphics, modeling, and/or real-time visuals; and
- ▶ Prints, pictures or artifacts produced through custom-built software-tools.

Artists may submit an art work or a paper/artist's presentation, or both. Artworks will be part of a curated Art Show, accepted works will be listed in the catalogue and mentioned in the arts editorial of the conference proceedings. Papers will be peer reviewed – accepted manuscripts will be included in the

conference proceedings which will be published and printed in the Eurographics Workshop and Symposia Series, and will be listed in the Eurographics and ACM Digital Libraries.

Artwork Submissions

Submitted artworks should be original works created in the past three years. Artworks should be stand-alone and must be able to be run on a typical computer console with web access. For artworks, please send proposals including:

- ▶ Descriptive overview (proposed catalogue entry) half page A4
- ▶ a detailed listing of your technical needs, including the equipment you will provide and your space requirements, including diagrams for the setup (if applicable)
- ▶ images, sound samples, video
- ▶ a link to a website which shows examples of the work you will be presenting; and
- ▶ artist's resume/biography and artist's statement.

Submissions should comprise of a PDF file as the descriptive overview (proposed catalogue entry) and be accompanied by a single zip archive containing all other files (max. 5 MB).

Submission of Papers / Artist's Presentations

Papers must be written in English, must be formatted according to the EG publication guidelines (templates for LaTeX and Word are provided), and should be no longer than 8 pages. The submission is single-blind, so please format your paper camera-ready, including author names and affiliations.

Please note: Computational Aesthetics regrets no funding is available for travel, shipping or artist fees. Artists are expecting to apply for funding from their local institutions or granting agencies. Invited artists will be sent an official letter of acceptance.

Important Dates

Submission deadline:	Monday 18 April 2011
Acceptance notification:	Monday 30 May 2011
Camera-ready deadline:	Monday 13 June 2011
Conference dates:	Fri 5 – Sun 7 August 2011

Conference Chairs

Andres Wanner and Allen Bevans (cae11@sfu.ca)
Simon Fraser University, Vancouver, Canada

Further Information

www.computational-aesthetics.org/2011/

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