

RANÉ POČÍTAČOVÉ UMĚNÍ & BRNO

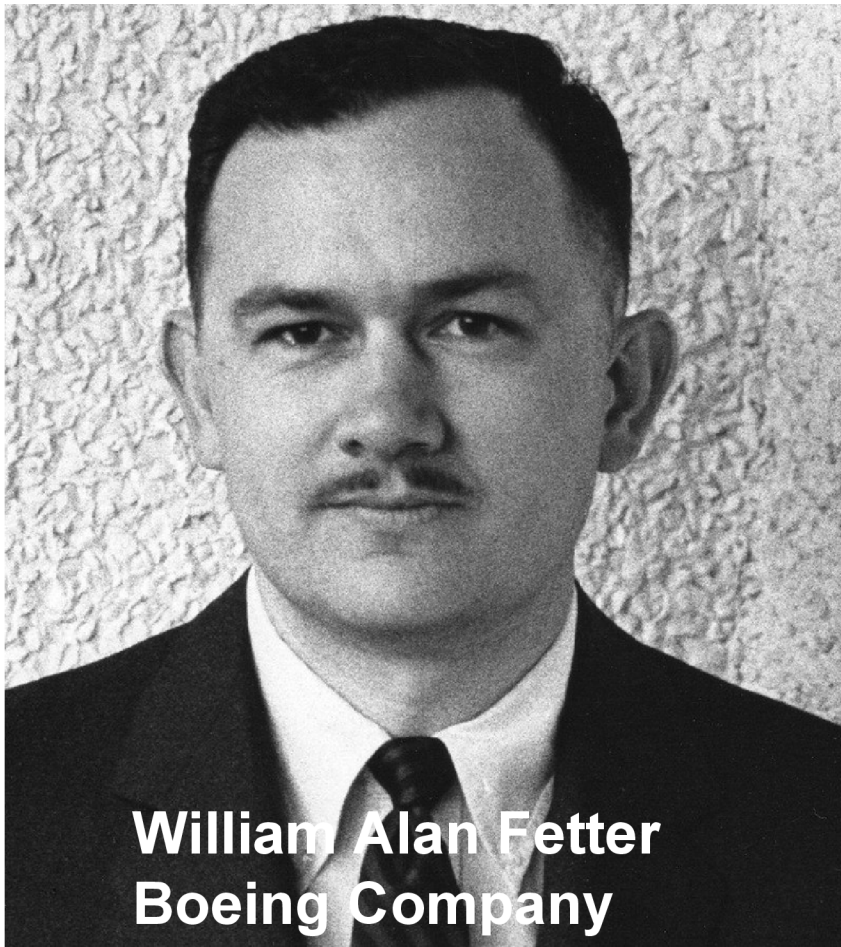
Popis jedné rekonstrukce

Počátky počítačového umění

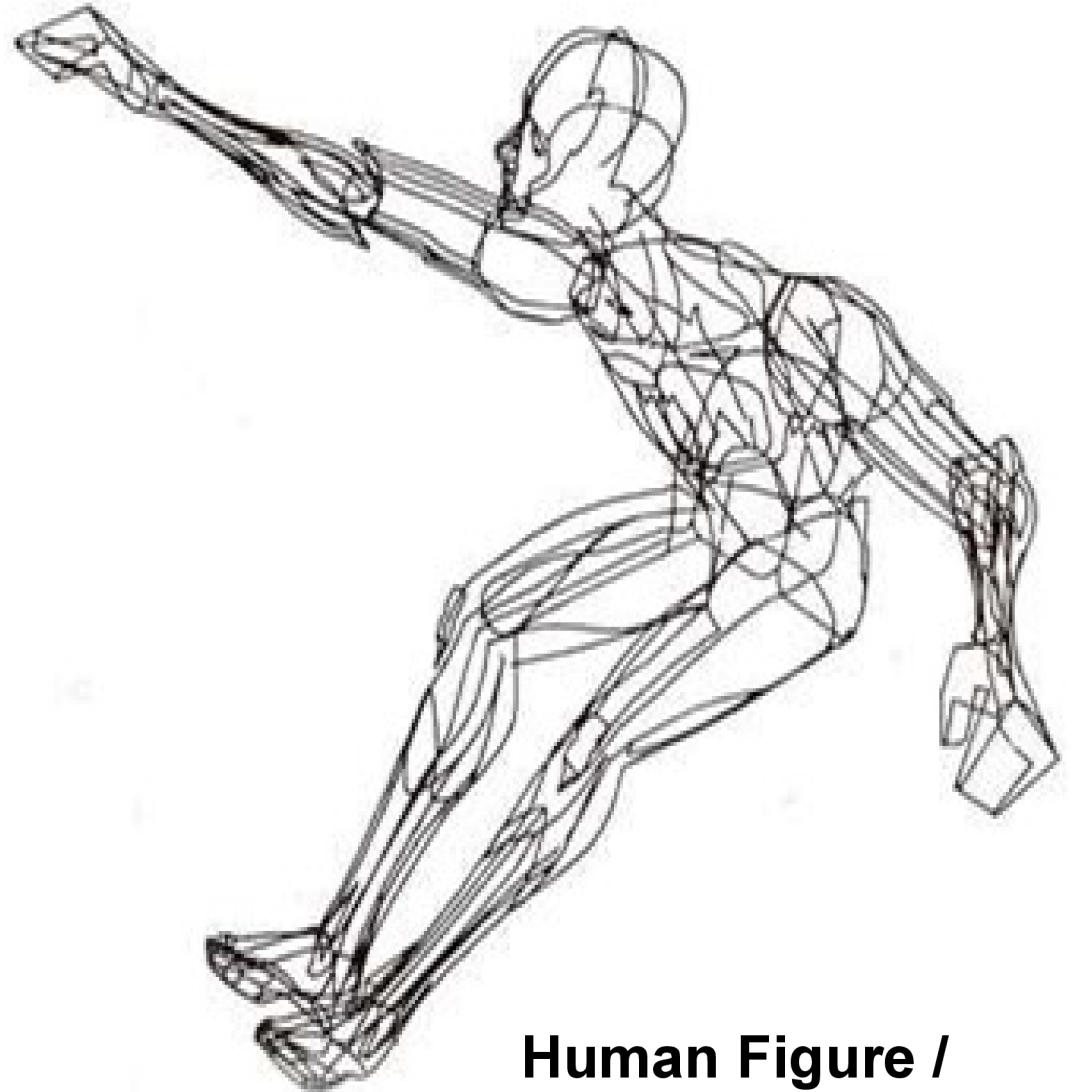


ENIAC 1946

Computer Graphics

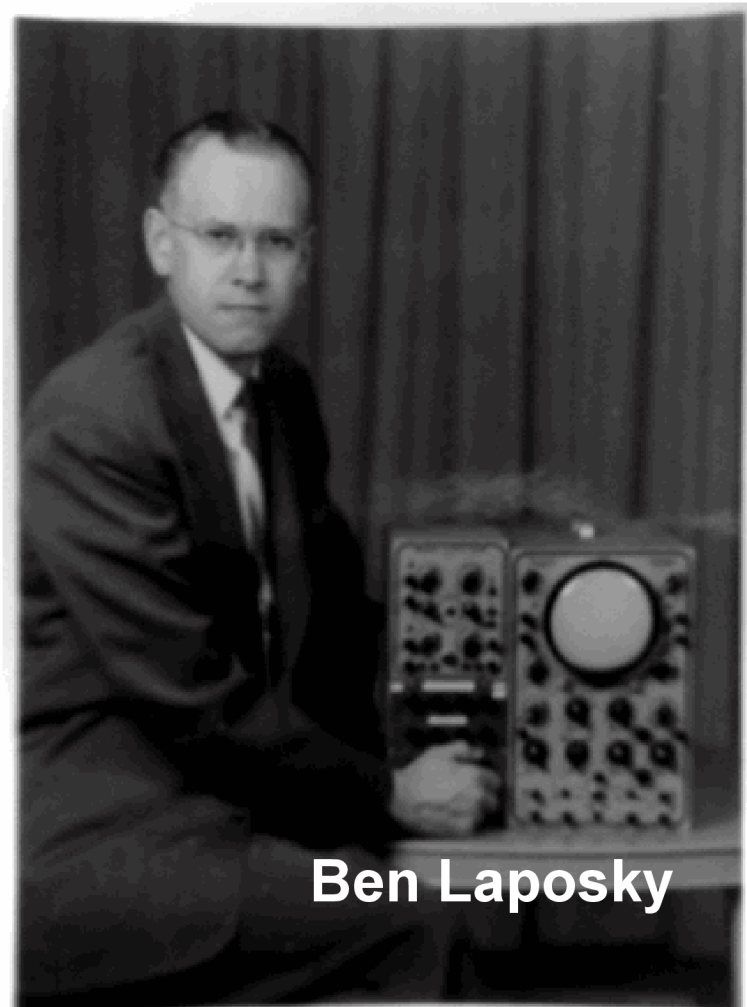
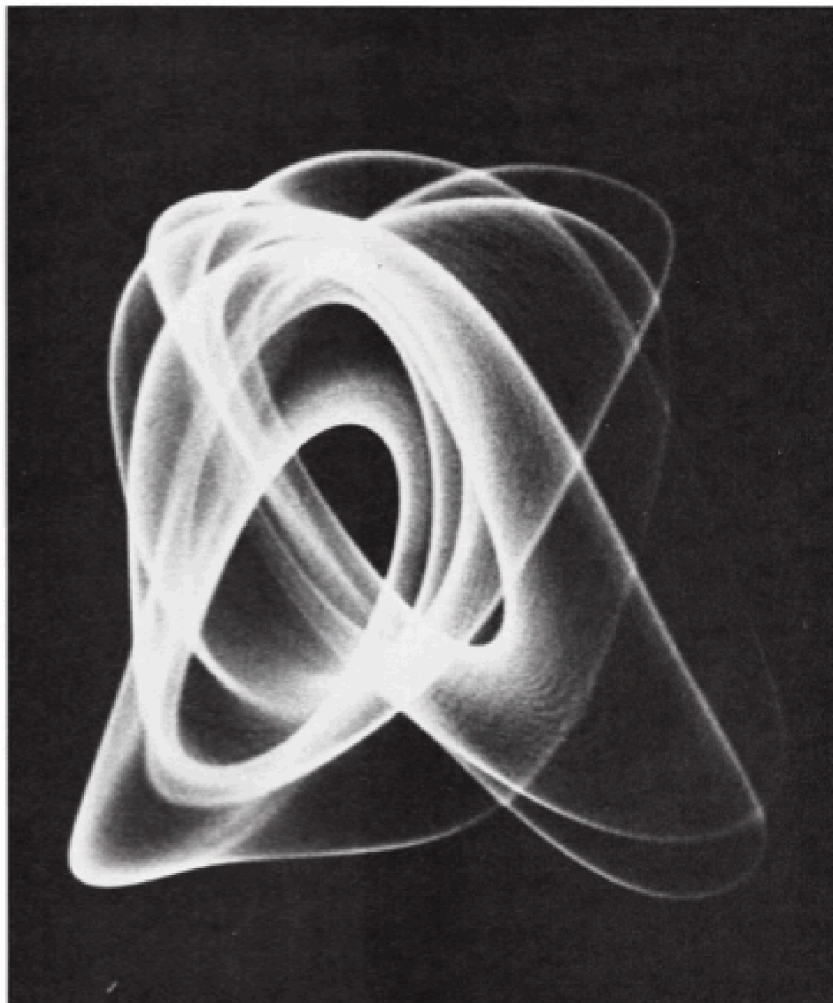


William Alan Fetter
Boeing Company

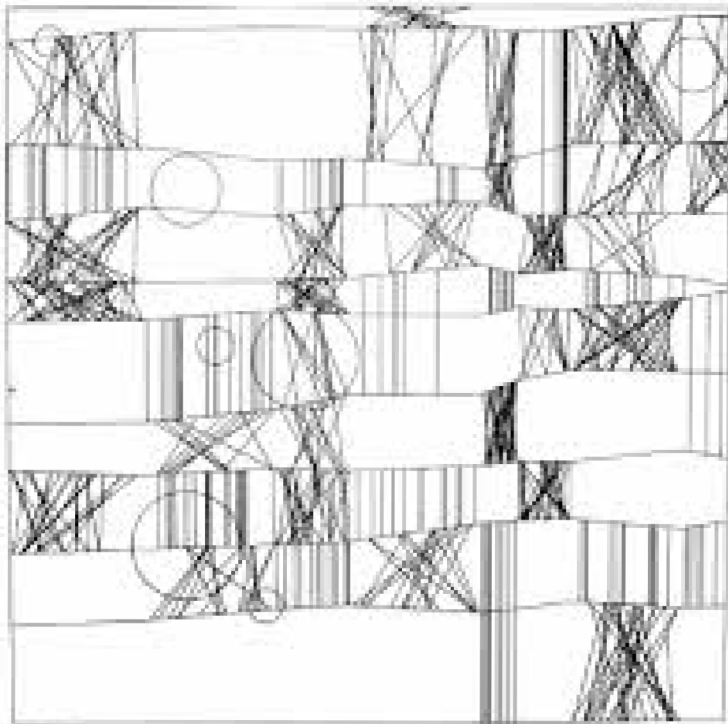


Human Figure /
Boeing Man

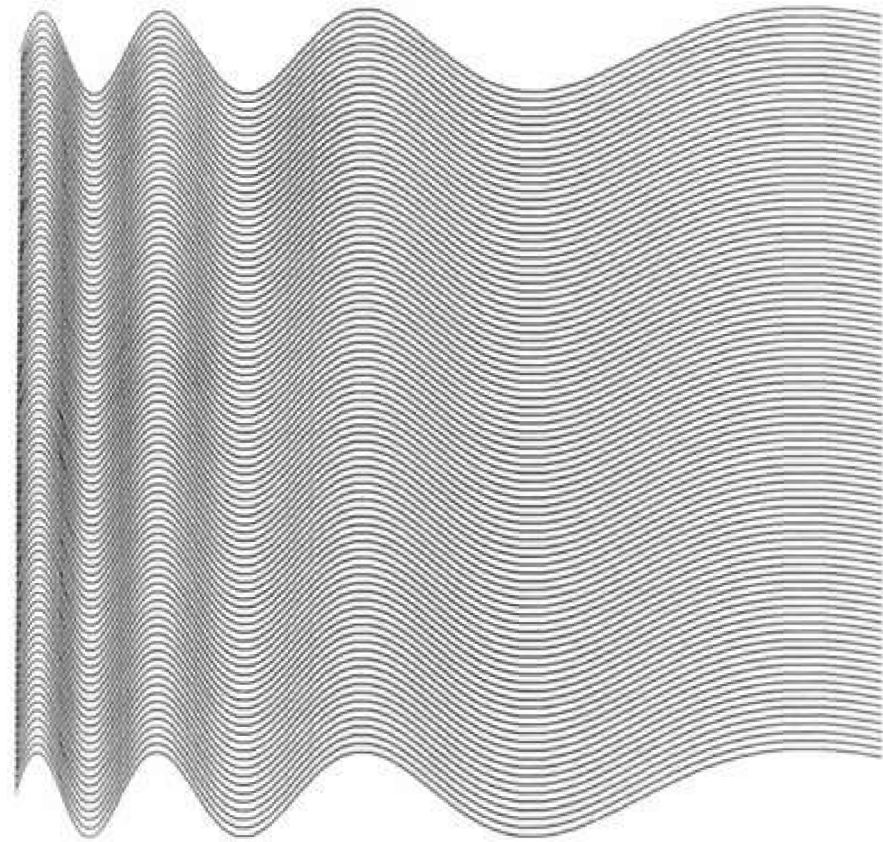
Oscilogramy. 1. počítačové umění



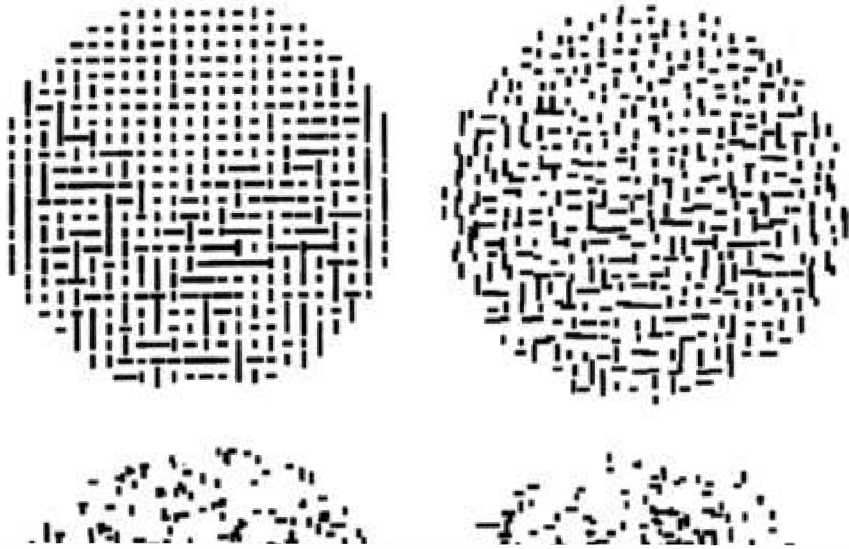
Ben Laposky

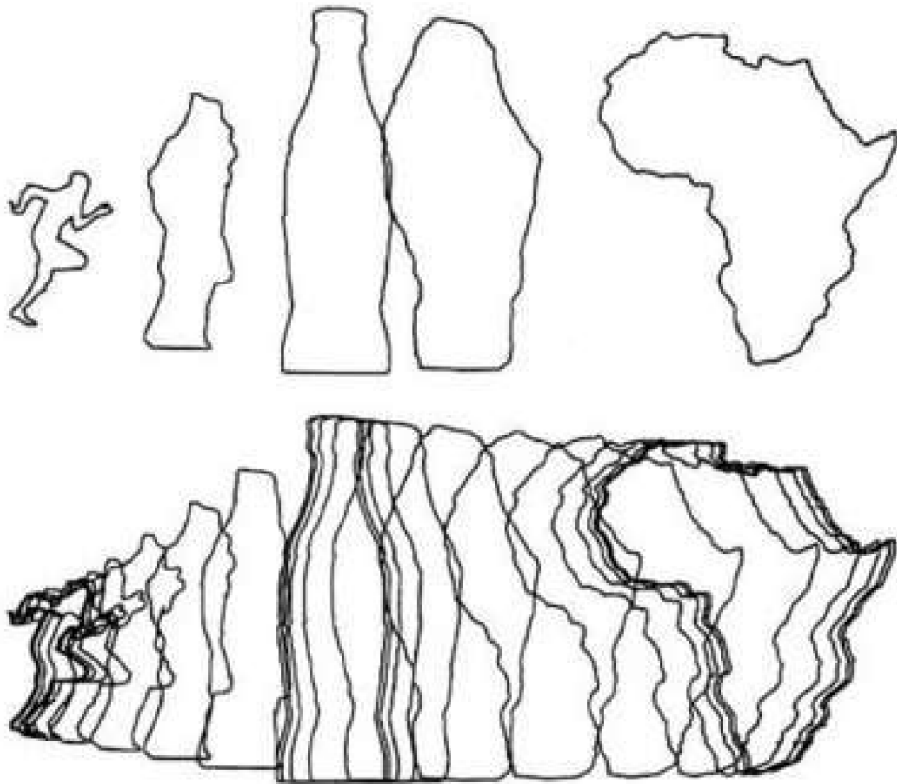


Frieder Nake: Homage à Paul Klee, 1965

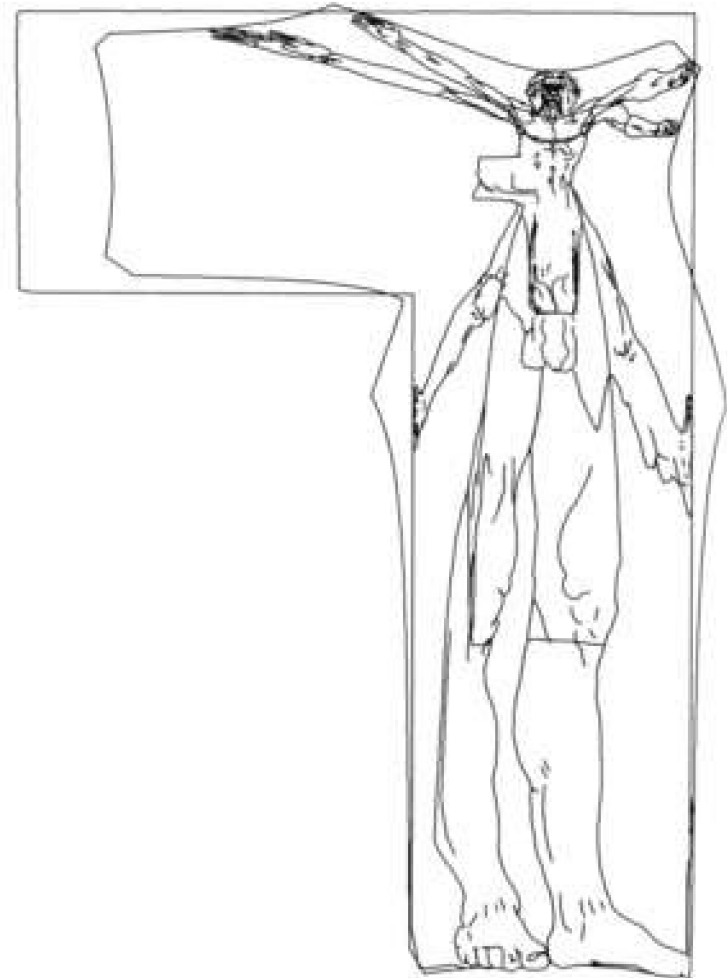


A. Michael Noll: Ninety Parallel Sinusoids With Linearly Increasing Period, 196? (podle Bridget Riley)





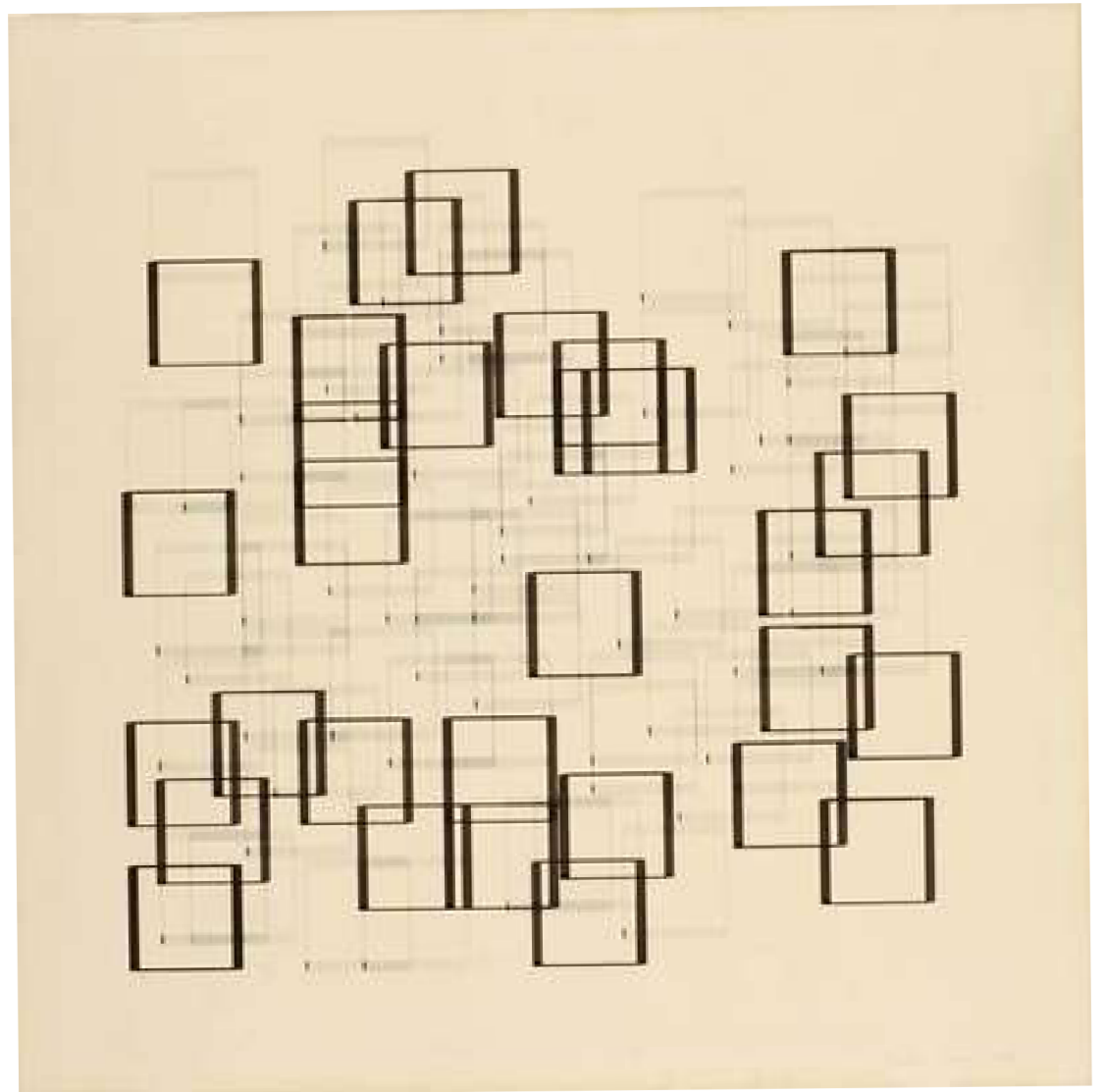
Masao Komura, Makato Ohtake: Running Cola is Africa!, 1967–1968



Charles Csuri: Vitruvius Man, 1968



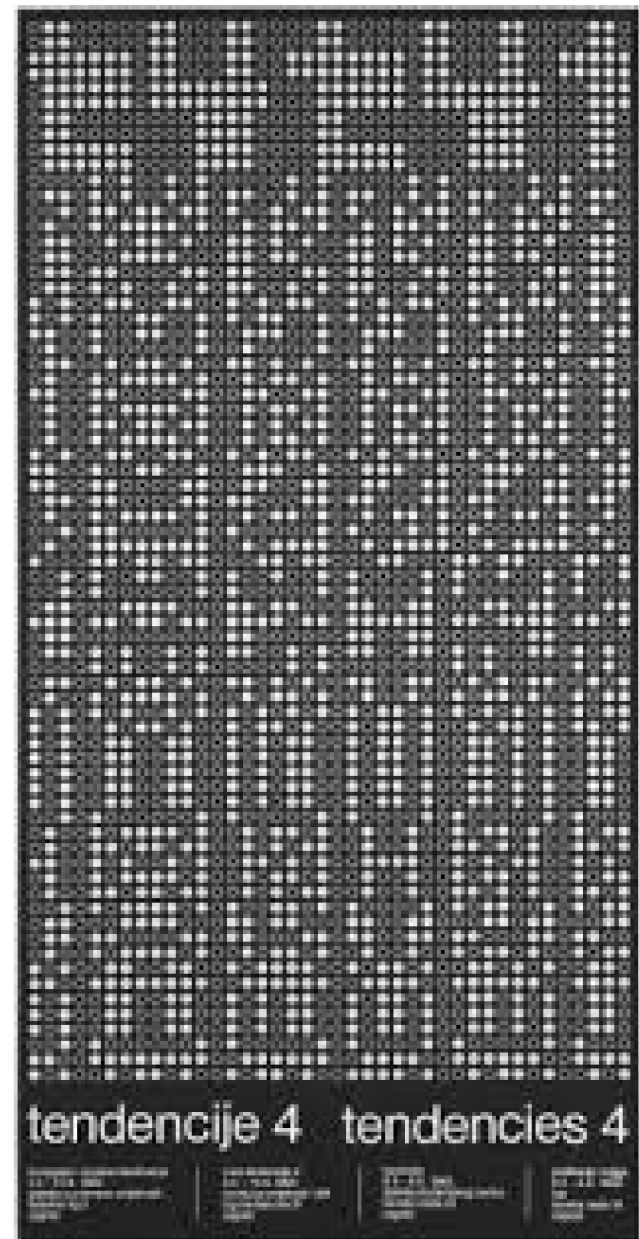
Georg Nees: 23-Ecke (Polygon of 23 vertices),
1965



Frieder Nake: Walk Through Raster, 1967

Max Bense
Informační estetika
generativní estetika

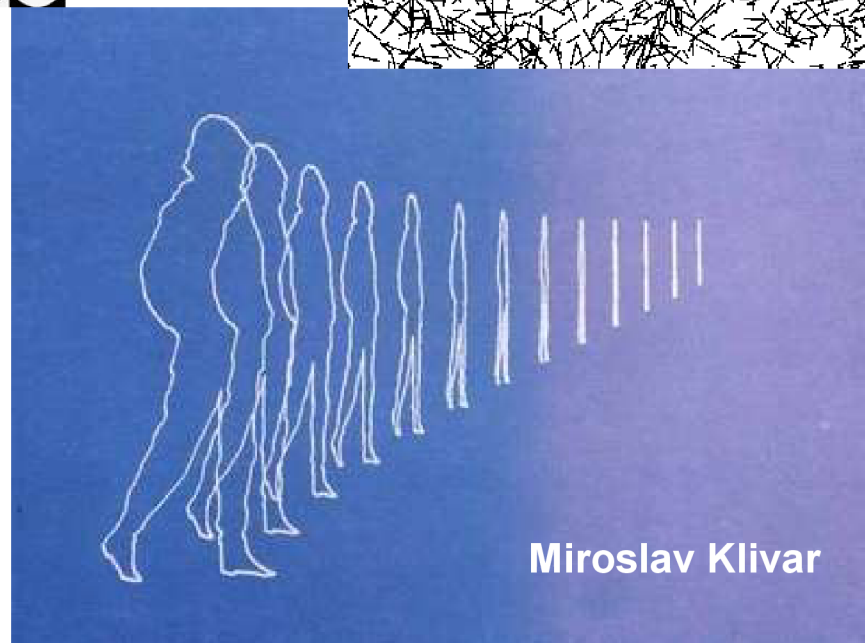
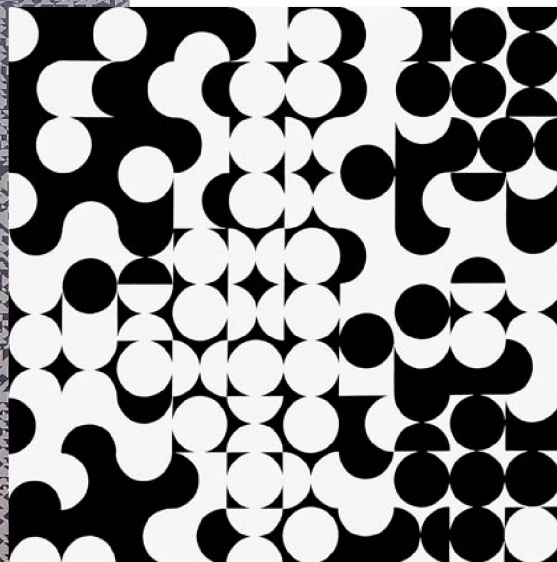




Situace v Československu

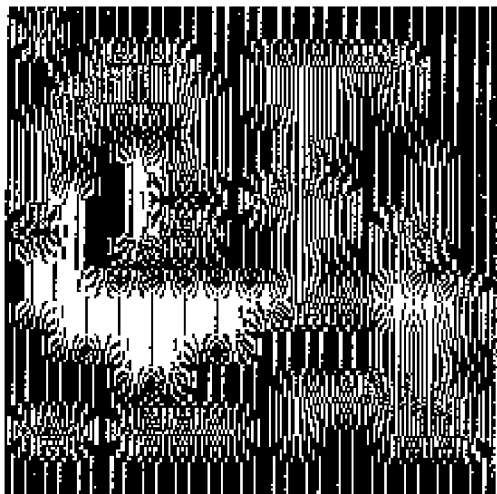


Zdeněk Sýkora
Odvětrávací komín Letenského
tunelu

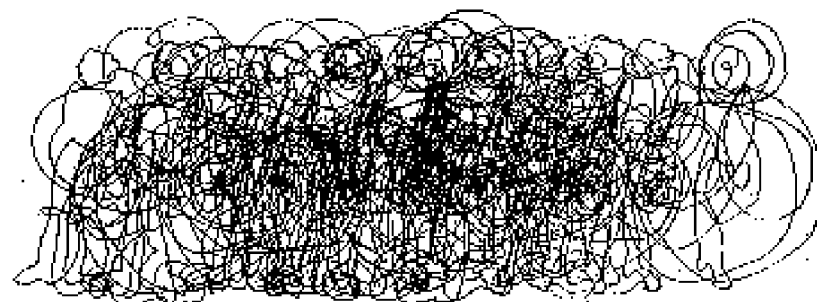


Miroslav Klivar

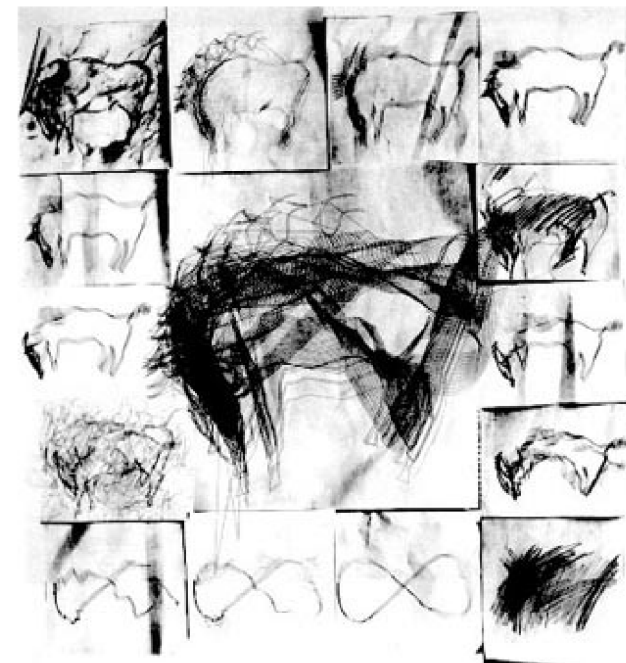
Situace v Československu



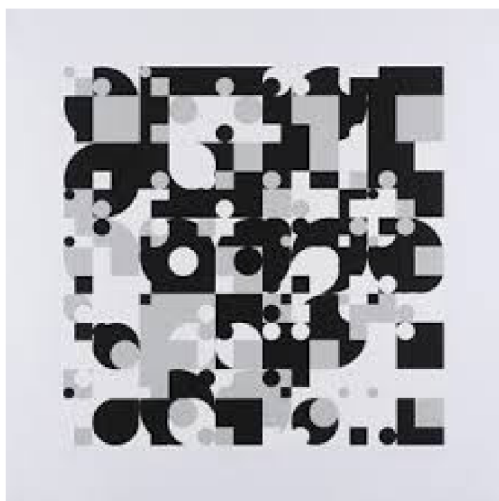
Zdeňka Čechová



Jozef Jankovič



Daniel Fischer



Aleš Svoboda

Computer Graphic 1968



- 5. 2. – 3. 3. 1968
Dům umění města Brna
- 10. 3. – 31. 3. 1968
Oblastní galerie Vysočiny v Jihlavě
- 25. 4. – 2. 6. 2018
Oblastní galerii výtvarného umění v
Gottwaldově (dnešní Zlín)

Computer Graphic 1968

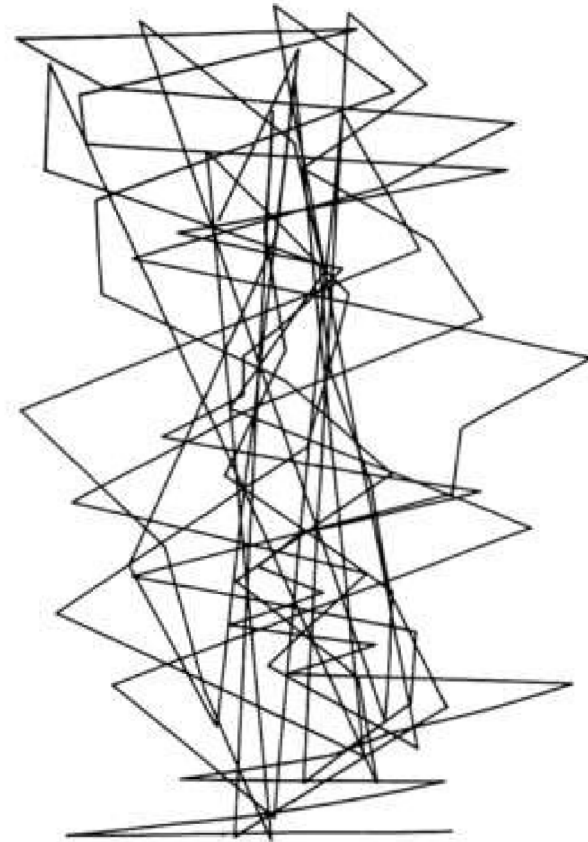
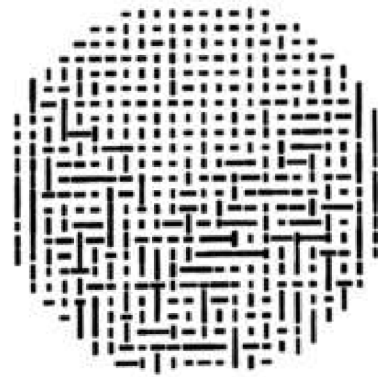
- A. Michael Noll (USA) 3 díla
- Charles Csuri (USA) 2 díla
- Leslie Mezei (Kanada) 6 děl

- Frieder Nake (Německo) 36 děl
- Georg Nees (Německo) 7 děl

- Lubomír Sochor (Československo) 27 děl

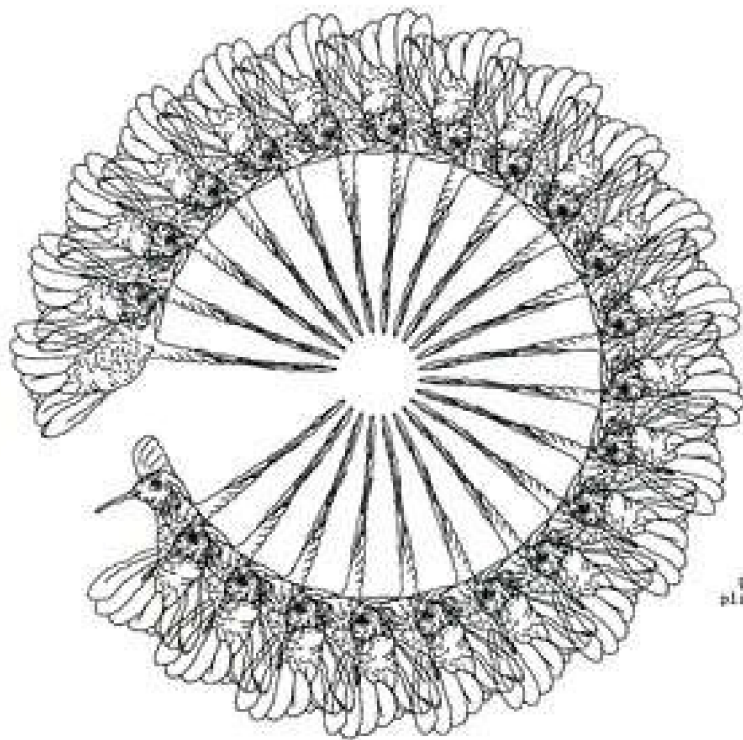
Computer Graphic 1968

- A. Michael Noll (USA) 3 díla



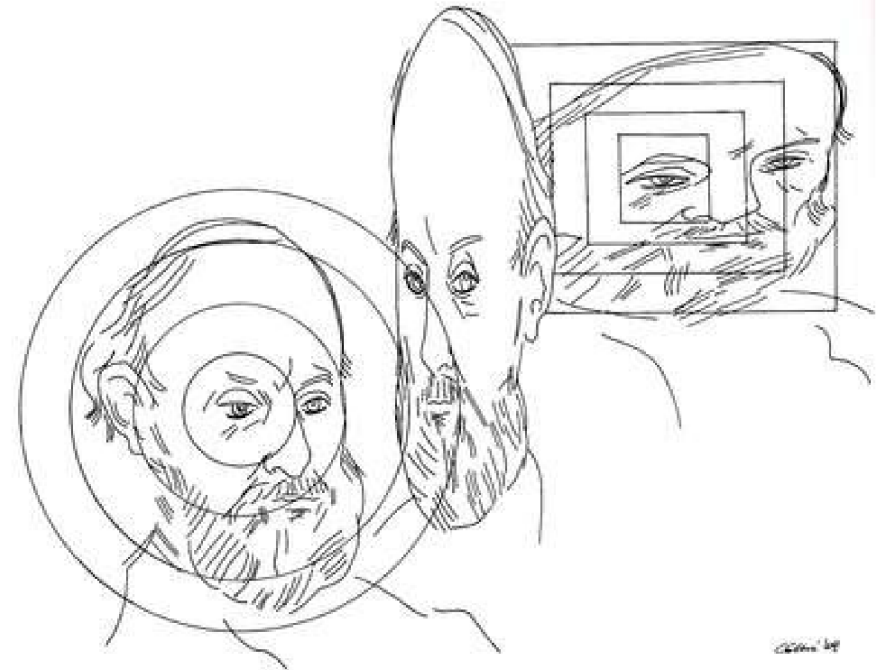
Computer Graphic 1968

- Charles Csuri (USA) 2 díla



BIRD IN A CIRCLE

The drawing of a hummingbird was placed on a polar coordinate system. The program calls for 22 birds to be placed in a circle.
- Charles Csuri, Professor
School of Art
James Shaffer, Programmer
The Ohio State University
Columbus, Ohio 43210



Csuri 68

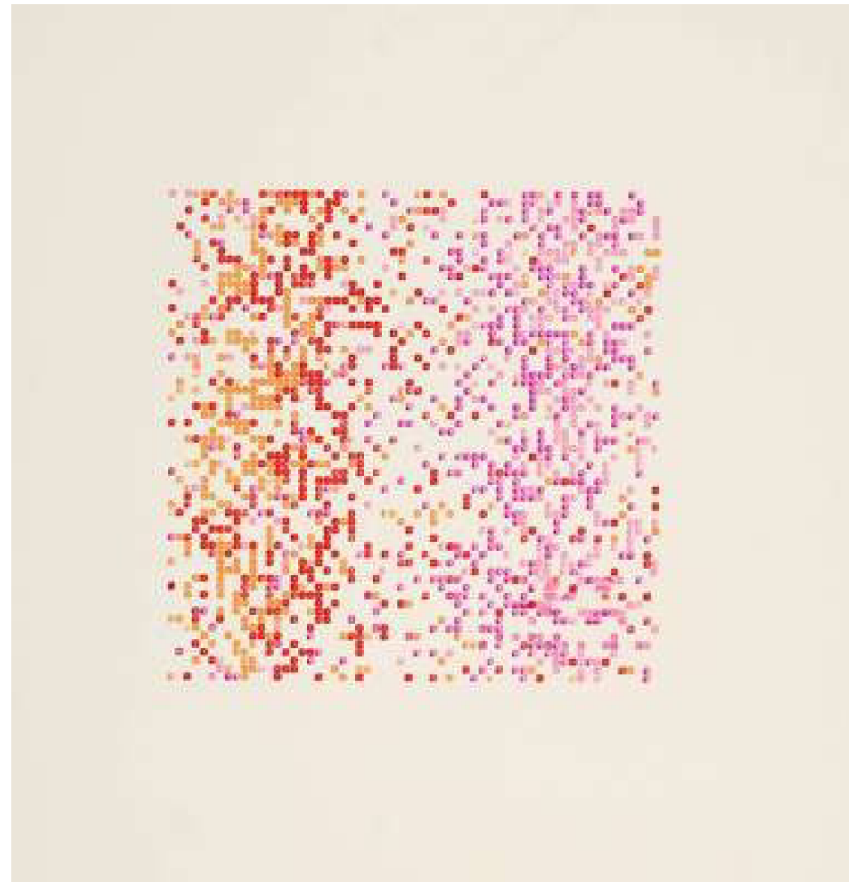
Computer Graphic 1968

- Leslie Mezei (Kanada) 6 děl



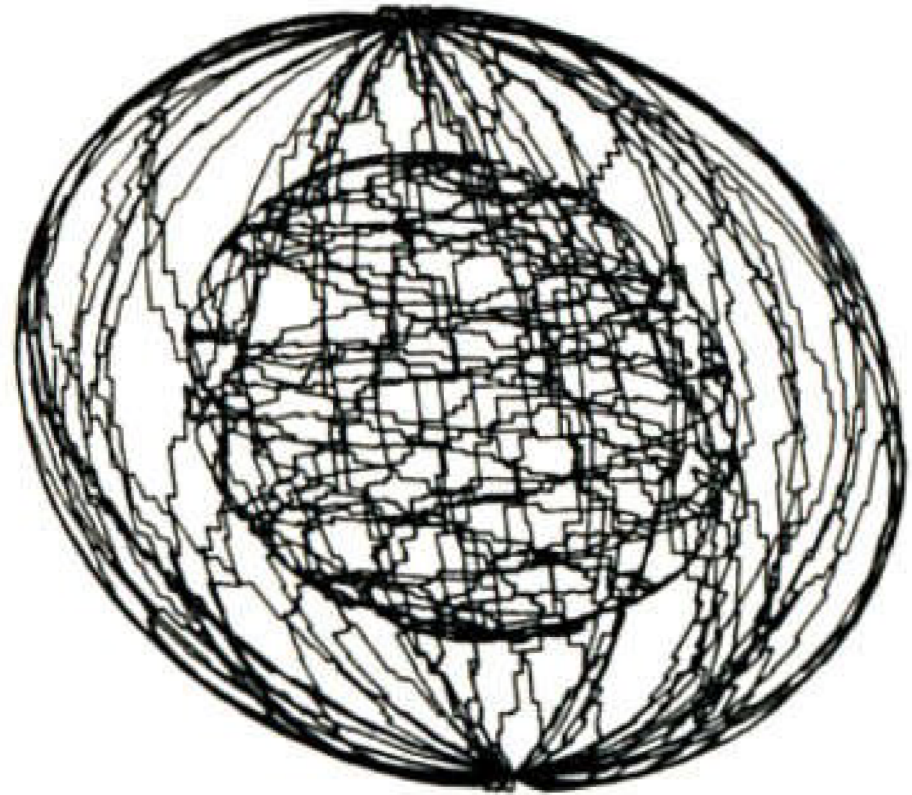
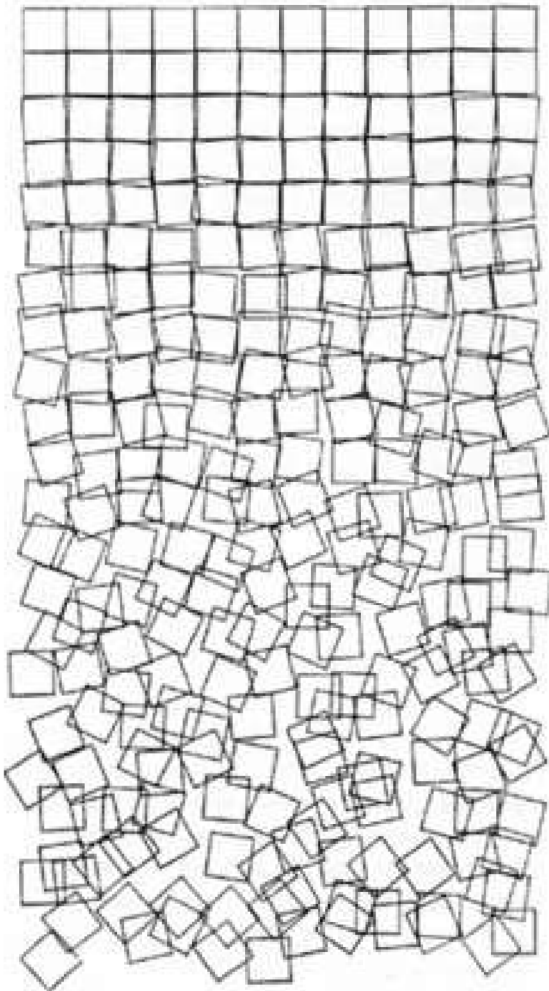
Computer Graphic 1968

- Frieder Nake (Německo) 36 děl



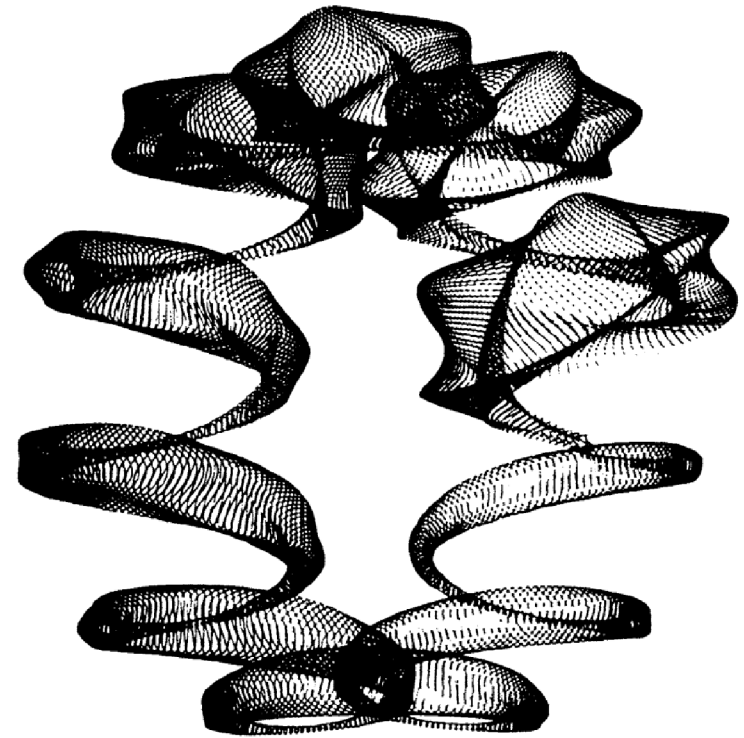
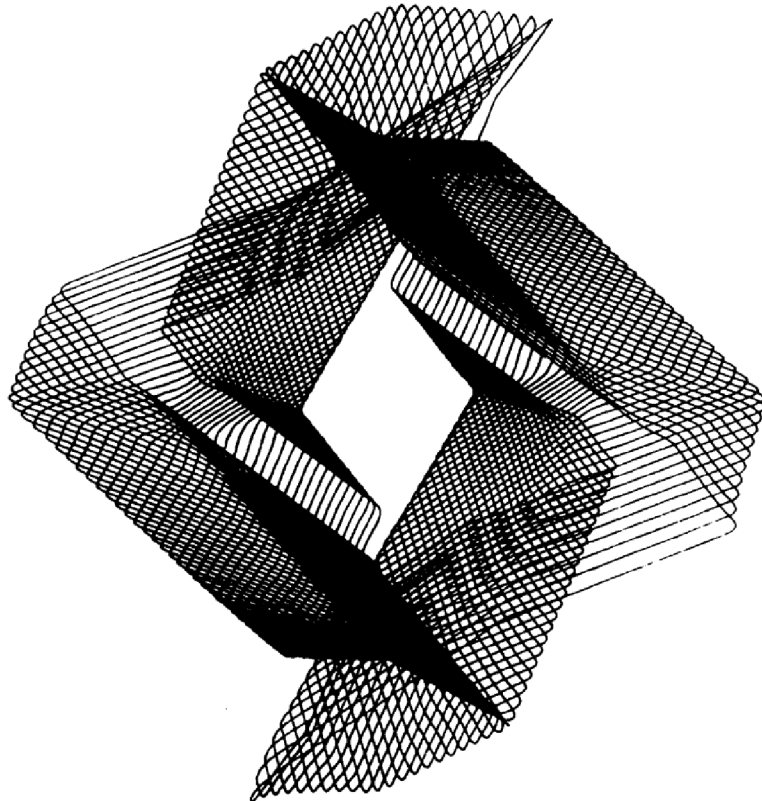
Computer Graphic 1968

- Georg Nees (Německo) 7 děl



Computer Graphic 1968

- Lubomír Sochor (Československo) 27 děl



Computer graphic / Jihlava



Computer graphic / Jihlava



Computer graphic / Jihlava



Virtuální rekonstrukce výstavy



Shromáždění dobových materiálů

programy:

charles csuri (columbus, ohio)
leslie mezei (toronto)
frieder nake (stuttgart)
georg nees (erlangen)
michael noll (murray hill, new jersey)
lubomír sochor (praha)

realizace grafik:

computery

projekty generativní estetiky:

prof. max bense (stuttgart)

poznámky pro jiřího valocha:

frieder nake (stuttgart)

o realizaci mých grafik:

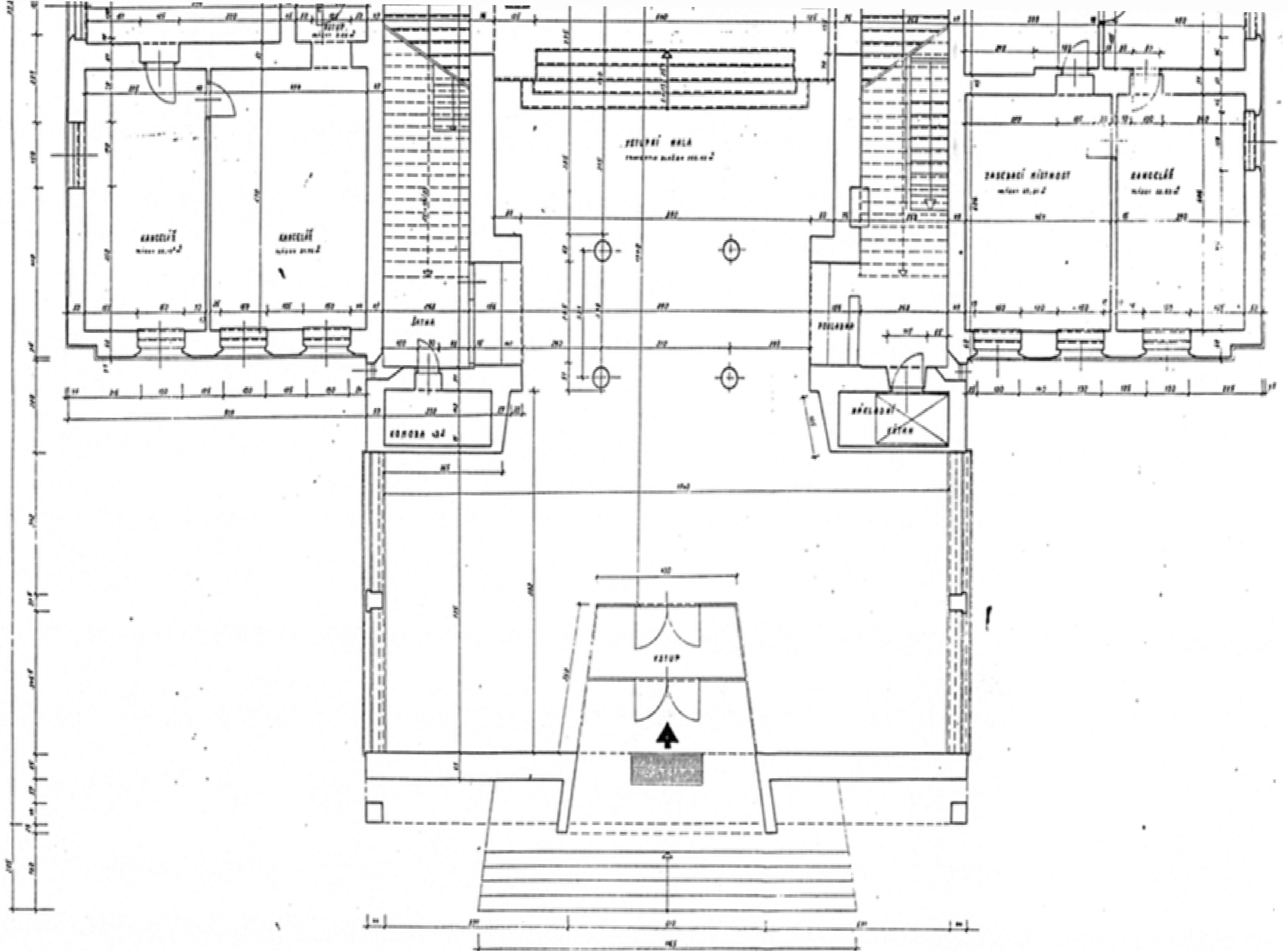
lubomír sochor (praha)

programované umění:

jiří valoch (brno)

příprava výstavy a katalogu:

jiří valoch (brno)

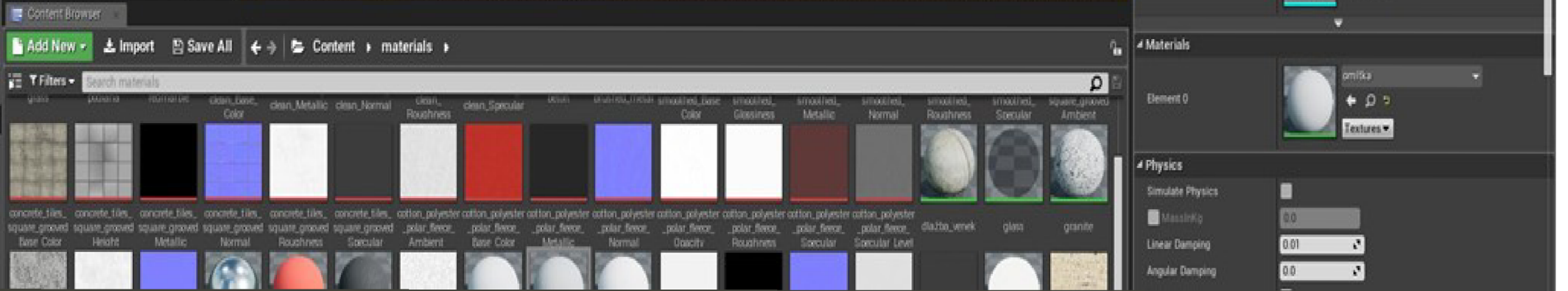




Kostrá 3D modelu (program 3DS Max)



Unreal Engine











Děkuji za pozornost