

WRITTEN IMAGES

17.03.2011

Created in collaboration with more than 70 media artists and developers from across the world, Written Images is the first of its kind. A 'programmed book', continuously regenerated for the digital printing process, offering each reader a unique experience.

We first announced our project in February 2010. Since then, more than 70 image generating software programs were submitted. A jury singled out the 42 most creative and successful submissions to be included in the book.

With the support of Kickstarter, we are able to produce the first edition of this unique book and also introduce the "Written Images" print-on-demand service.

Digital technologies are successful tools in contemporary design. No matter whether the material is processed by handicraft or digitally altered, the artist always creates out of his very own inspiration. He or she develops the rules of aesthetics which will be valid for their work. These rules will be played with and altered until the pre-defined final product comes into being. Within this work process the computer is not so much seen as a medium, but rather as a programmed simulator consisting of various materials and means to allow analogue steps.

This is the point at which generative art starts and helps generating products with the help of self-programmed, digital tools. A single impulse leads to a chain reaction of processes which are defined through mathematical relations.

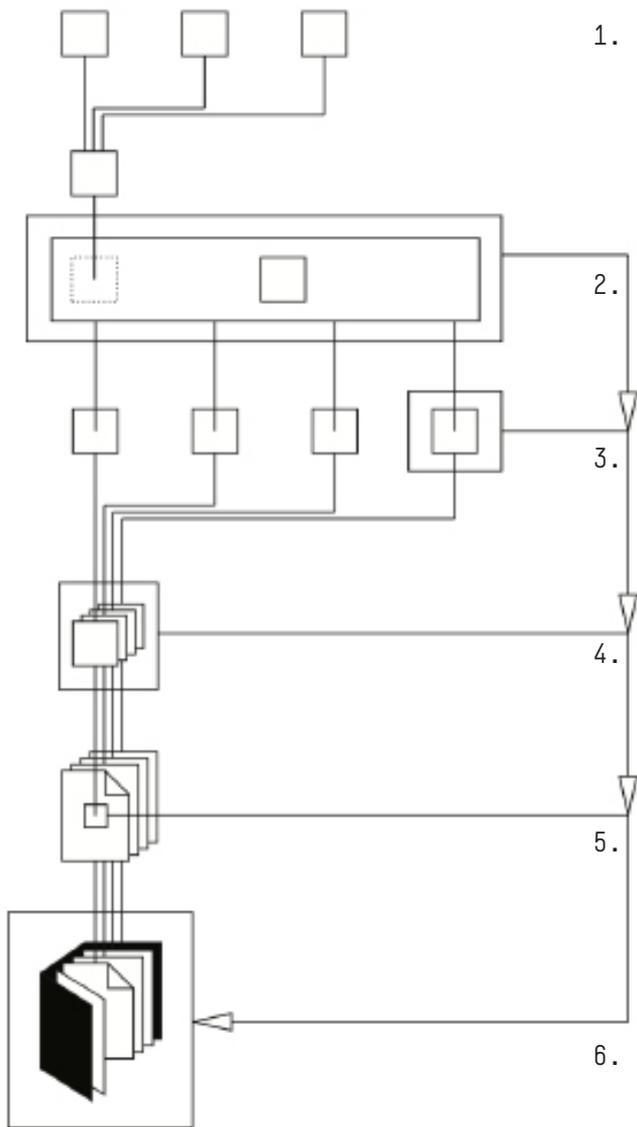
The further development of digital printing meanwhile allows a whole field of new opportunities like personalized prints such as bills, credit card invoices or bank statements. While a hard copy sample is required for offset printing, digital printing is possible without this so that every sheet of paper can be printed differently without additional work and expense.

"Written Images" links these technical innovations and uses them to produce an ever-changing art book.

Image generating programs interpret data taken from the internet or visualise self-created figures. They calculate and save unique and complex high resolution visual worlds.

These calculations are repeated for every copy of the book. They will be performed by a program designed for this purpose and will then be arranged to allow printing.

This procedure obviously is print on demand in its most extreme form, since every book



1: Input External input e.g., rss feed, stock exchange quotations, webcam, ...

2: Input Internet data / selfgenerated data, non- periodic algorithms

3: Algorithm programs of various authors being interpreted and displayed in resulting imagery

4: Program Integrating all generated content together

5: Digital print (Print on Demand) Data used for letterpress printing

6: One of a kind Individual generative process for each copy

can be understood as a printing assignment for a single copy only.

„Written Images“ is the result of an international collaboration and displays media and graphical design artists' and programmers' work solely created for this purpose. The project has been significantly influenced by the creative coding scene and related open-source networks. It benefits from its growing community and their desire to experiment.

The public announcement of our project was met with great international enthusiasm. We received 180 applications from more than 18 countries. A total of 70 generative software programs were contributed, out of which 42 were selected for print by a jury of distinguished curators, gallerists, and designers.

The visual and technical content of these submitted works are highly varied. The contributing artists used many different programming languages and tools, and all of the programs visualize dynamic structures of some kind. Some of the artworks incorporate live data feeds from weather forecasts, news reports or public webcams acquired at the moment of printing. Some explore generative typography, while others investigate notions of physical simulation or artificial life. The works range from conceptual to formal, and from realistic to highly abstract.

In order to understand the visual development of the images, every program will generate images for four subsequent pages in the book. Additionally, every artist and workpiece will be presented in a short text. also descriptions of the used programming languages and environment will be given.

The book begins with a generative preface by futurist author, Bruce Sterling.

WRITTEN IMAGES
February 9, 2010

Written Images; a project in contemporary generative print design and art. Its final products will be a book that presents programmed images by various artists. Each print in process will be calculated individually - which makes every single book unique.

- Retweet
- Stumble
- Delicious

TRAILER

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GNU gdb 6.3.50-20050815
(Fri Sep 18 20:40:51 UTC 2009)

Loading program into debugger...
Program loaded.
run
[Switching to process 1201]
Running...

-----
written_images_book_renderer
-----

applications located at:
/OF_v08617/apps/writtenImages0F/image_apps

found 2 applications:
    
```

DESCRIPTION

Artists, designers and developers are encouraged to program image creating applications, which will be published as four-page spreads in the book.

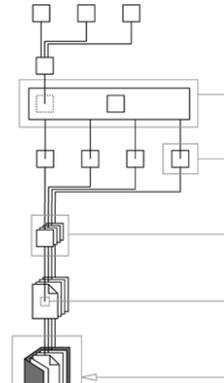
These programs visualize internet data-streams or display self-generated content. They are able to save continuously changing images on demand.

Every application will run through an auto-generative printing program which generates and compiles all images and metatexts into a printable book.

The letterpress printing will be done digitally due to continuously changing data.

The final result will be a unique art book; a fusion of various digital artworks in printed form.

PATTERN



Project Website
(<http://writtenimages.net>)

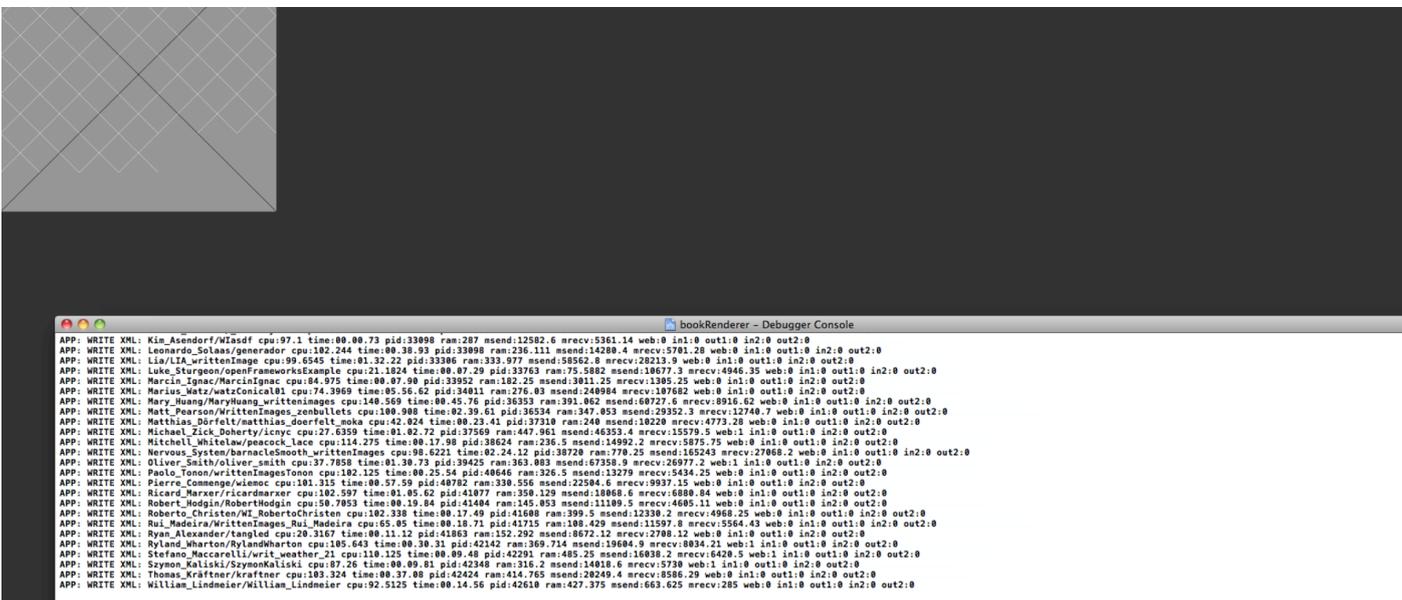
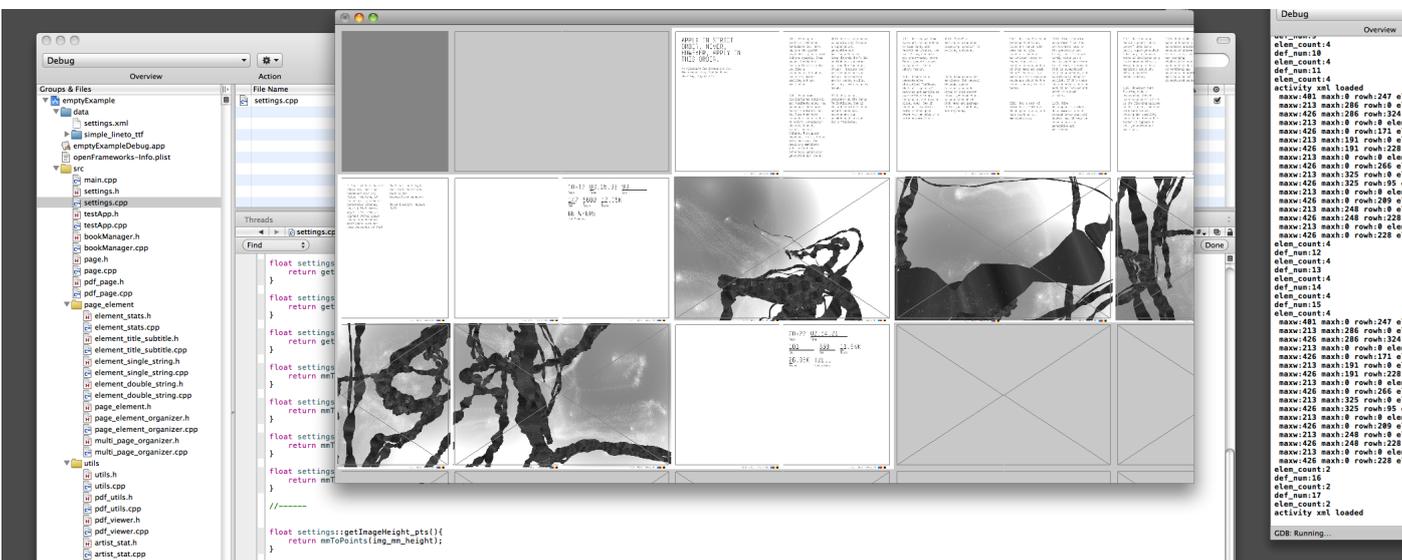


Image Render Queue Application
(C++, openFrameworks)



Layout Application
(C++, openFrameworks, Libharu)

The Book:

27x20.5cm, 400 Pages [glued]
High quality print
100% recycling/FSC certified paper

A generative prologue compiled by
Bruce Sterling.

A short introduction about generative
design.

42 programmed artworks with indi-
vidual descriptions and artist infor-
mation [four subsequent page spreads
per artwork]

Index, Tools, and programming lan-
guage descriptions.

Visualized information about the copy
and artworks [render time, cpu and
memory usage, delivery location]

Artists:

386dx25, Antoni Kaniowski, Ariel
Malika, Carl-Johan Rosén, Casey Reas,
clone, David Bollinger, David Bouchar-
d, e m o c, flight404, Golan Levin,
Jonathan McCabe, Jörg Piringer, Ju-
lien Deswaef, Kim Asendorf, kraftner,
Leonardo Solaas, Lia, Luke Sturgeon,
Marcin Ignac, Marius Watz, Michael
Zick Doherty, Mitchell Whitelaw,
Moka, Nervous System, Oliver Smith,
paolon, Perceptor, rhymeandreason,
Ricard Marxer, Roberto Christen, Rui
Madeira, Ryan Alexander, Ryland Whar-
ton, Sansumbrella, sojamo, Stefano
Maccarelli, Szymon Kaliski, Victor
Martins, W:Blut, William Lindmeier,
zenbullets

Jury:

Annette Schindler [PlugIn, Basel],
Christiane Paul [Whitney Museum, New
York], Filip Visnjic [CAN, London], Gill
and Diego Stampa [Stampa, Basel], Heinz
Widmer [BuroDestruct, Bern], Ludovic
Balland [Typography Cabinet, Basel],
Stefan Gandl [Neubau, Berlin], T.Tissot
and N.Bourquin [Onlab, Berlin], Wolf
Lieser [DAM, Berlin/Cologne]

Project by:

Martin Fuchs and Peter Bichsel

Supported:

Gray Area Foundation for the Arts,
Druckerei Dietrich

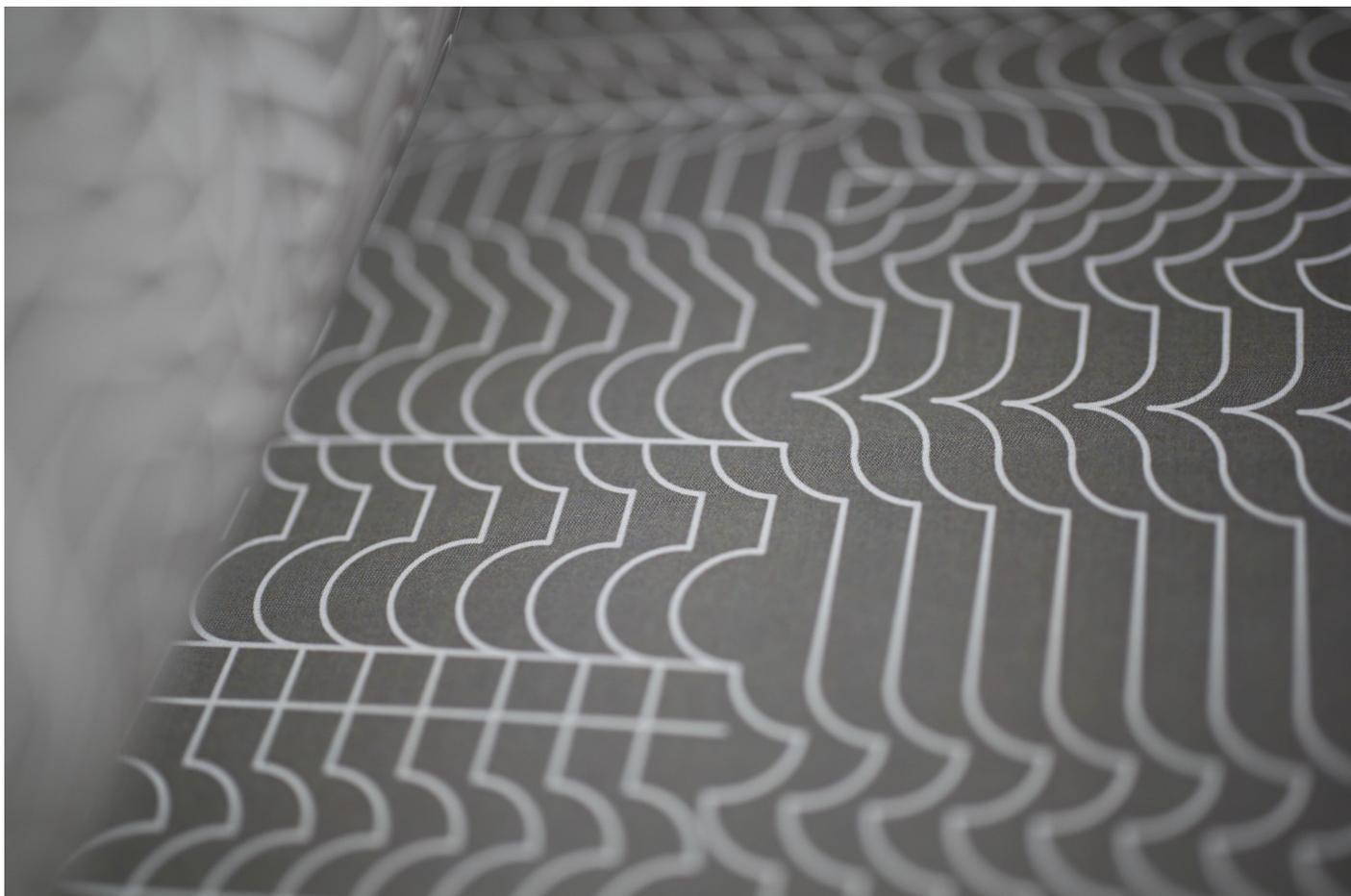
Thanks to:

Processing, openFrameworks, Cinder,
vvvv,

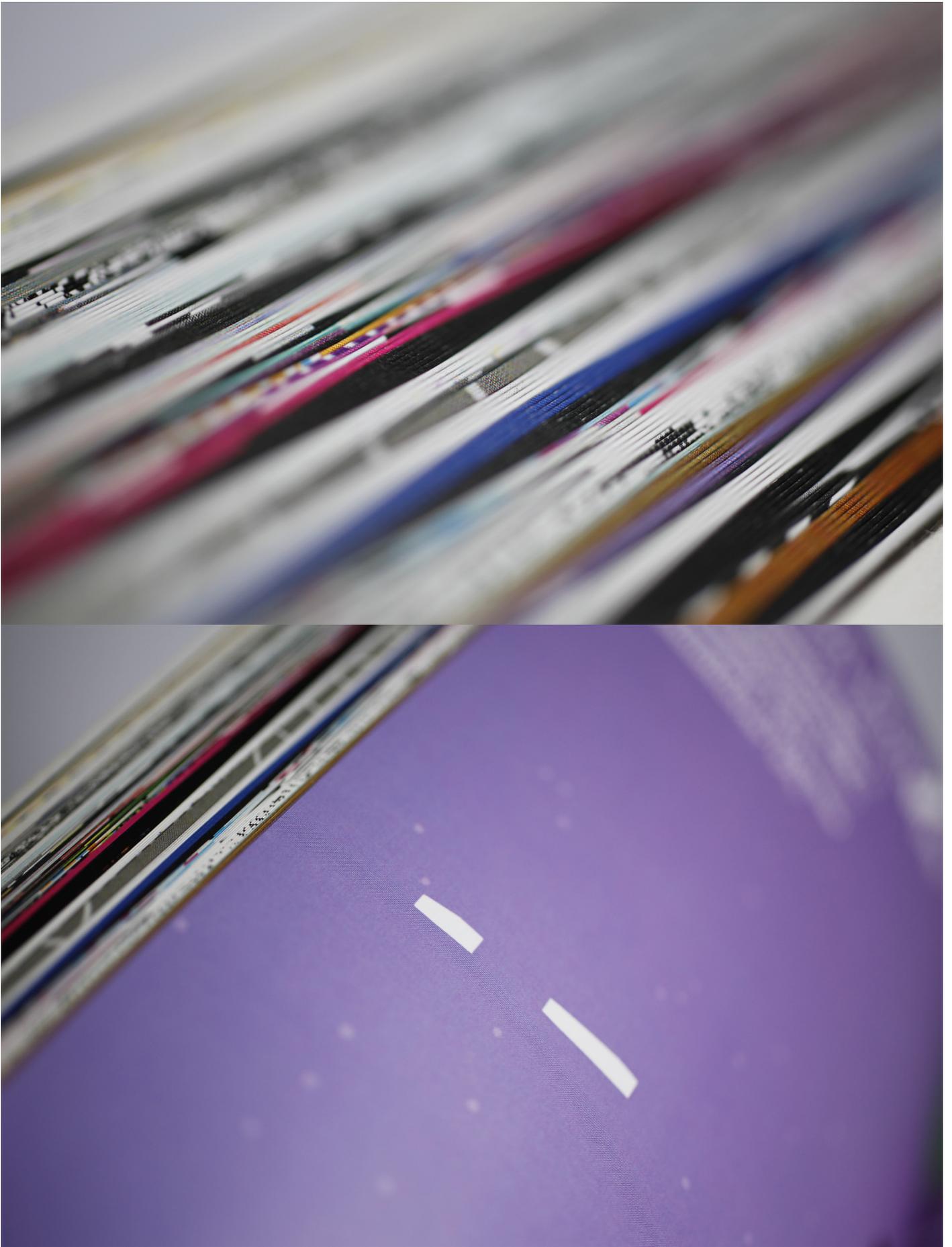
Golan Levin, Bruce Sterling, Institut
HyperWerk,

01010101, André Sier, Andy, Andy Cly-
mer, Andy Doro, Brad Borevitz, Brendan
Oliver, Dean McNamee, Dylan Collins,
ellala, Ethan Miller, Evsc, Generative
Gestaltung, Guido Corallo, Jan Vantomme,
Ken Huxley, Luke Noonan, Maff, makc,
Matthias Zauner, mb09, mentalX, Mo-
nokai, Neil Banas, Paul Prudence, Pierre
Proske, Rui P.G. Pereira, Sergio Albiac,

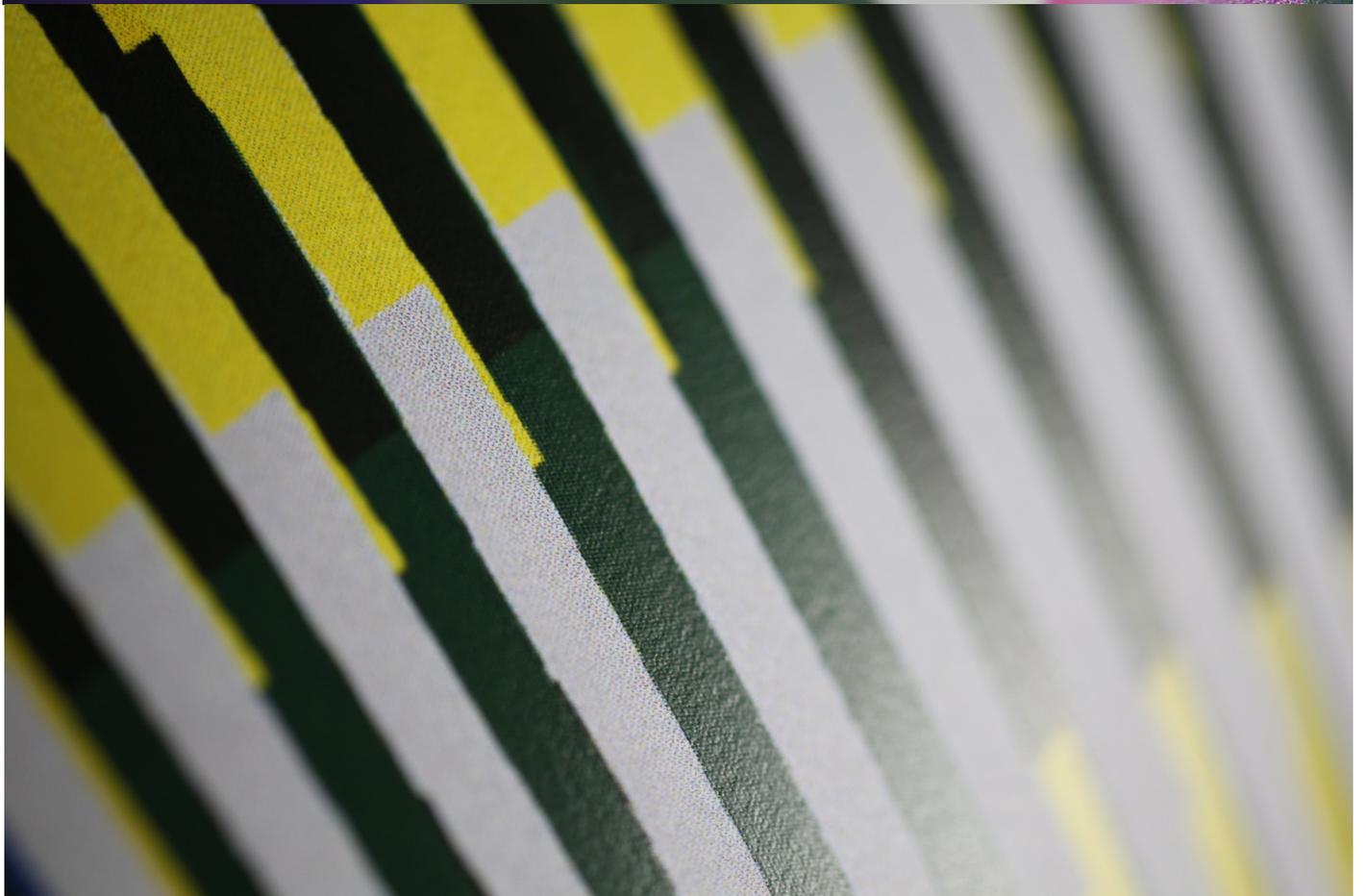
Philip Whitfield, Catherine Walthard,
Frank Fietzek, Ralf Neubauer, Luca Vi-
cente, Leander Herzog, David Bollinger,
Lukas Gross, Konrad Sigl, Christine
Gmür, Marina Siedl, Fabian Frei, Marion
Zoë Ramirez, Sairah Rizvi, Amit Bapat,
Leslie Marticke, Josette Melchor, Timon
Christen



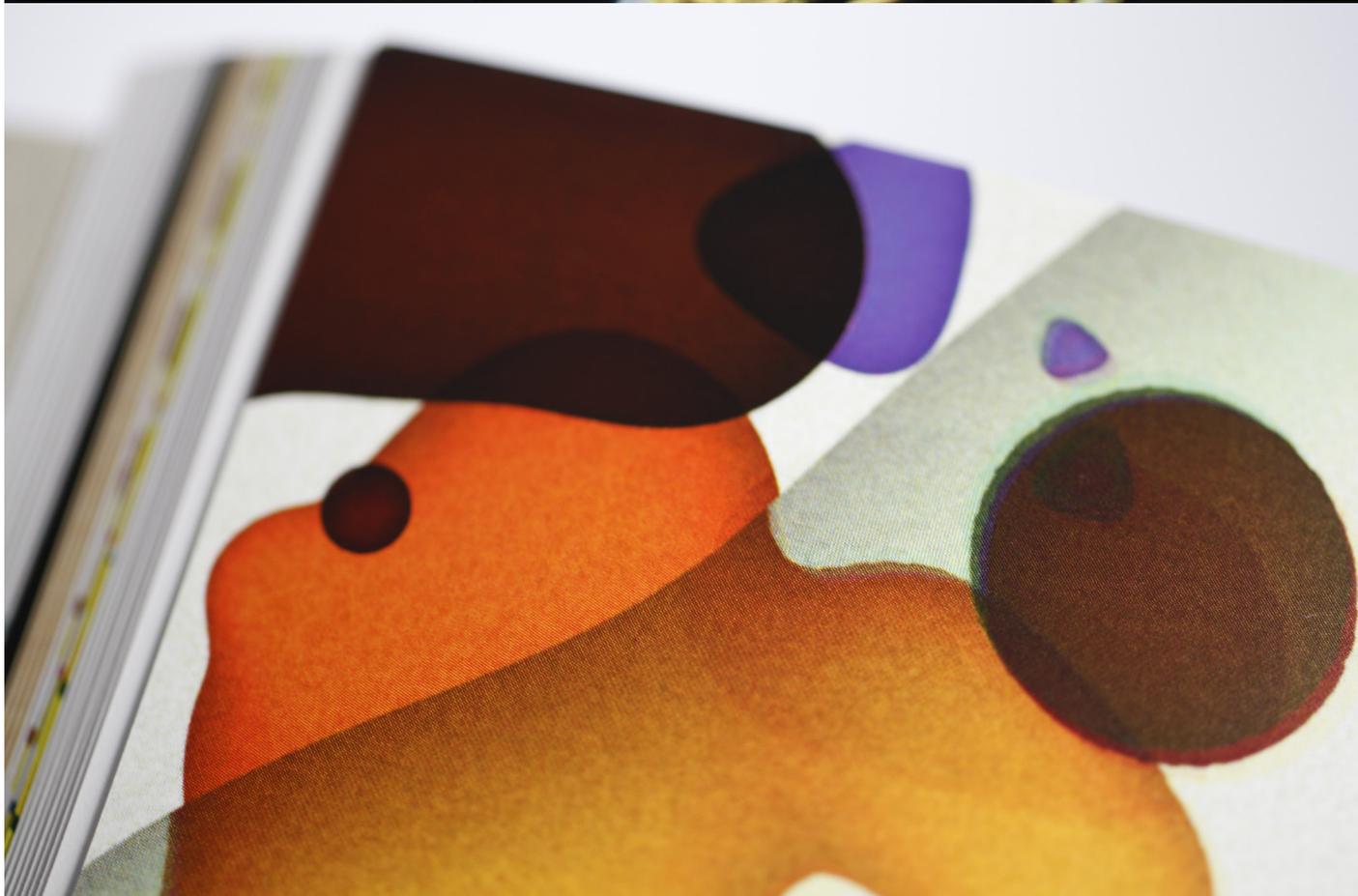
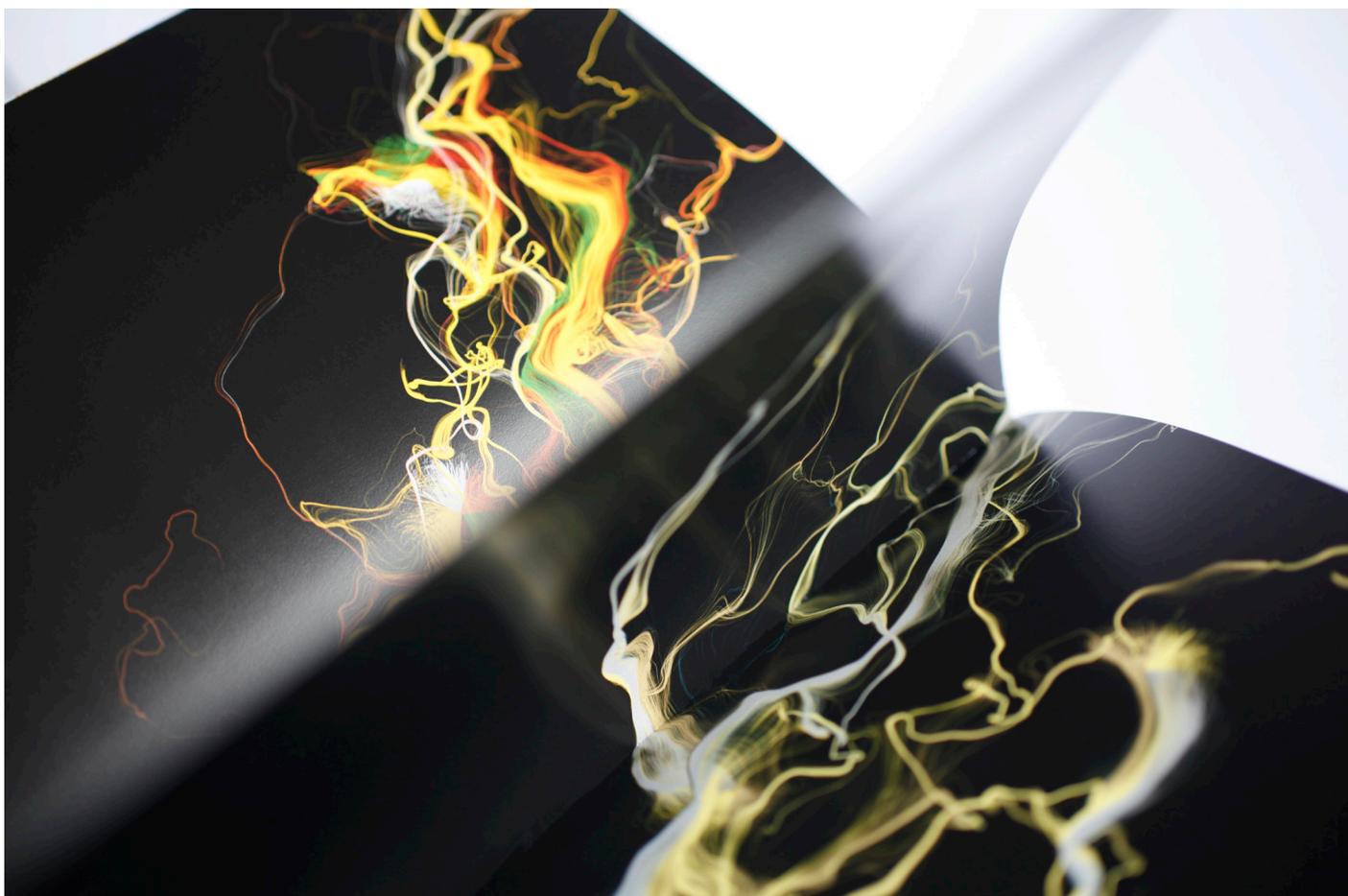
Macro images of high-resolution prints.
(Roberto Christen: *Untitled*, Ryland Whaton:
Continental Drift)



*Macro images of high-resolution prints.
(Stefano Maccarelli: Weatherverse)*



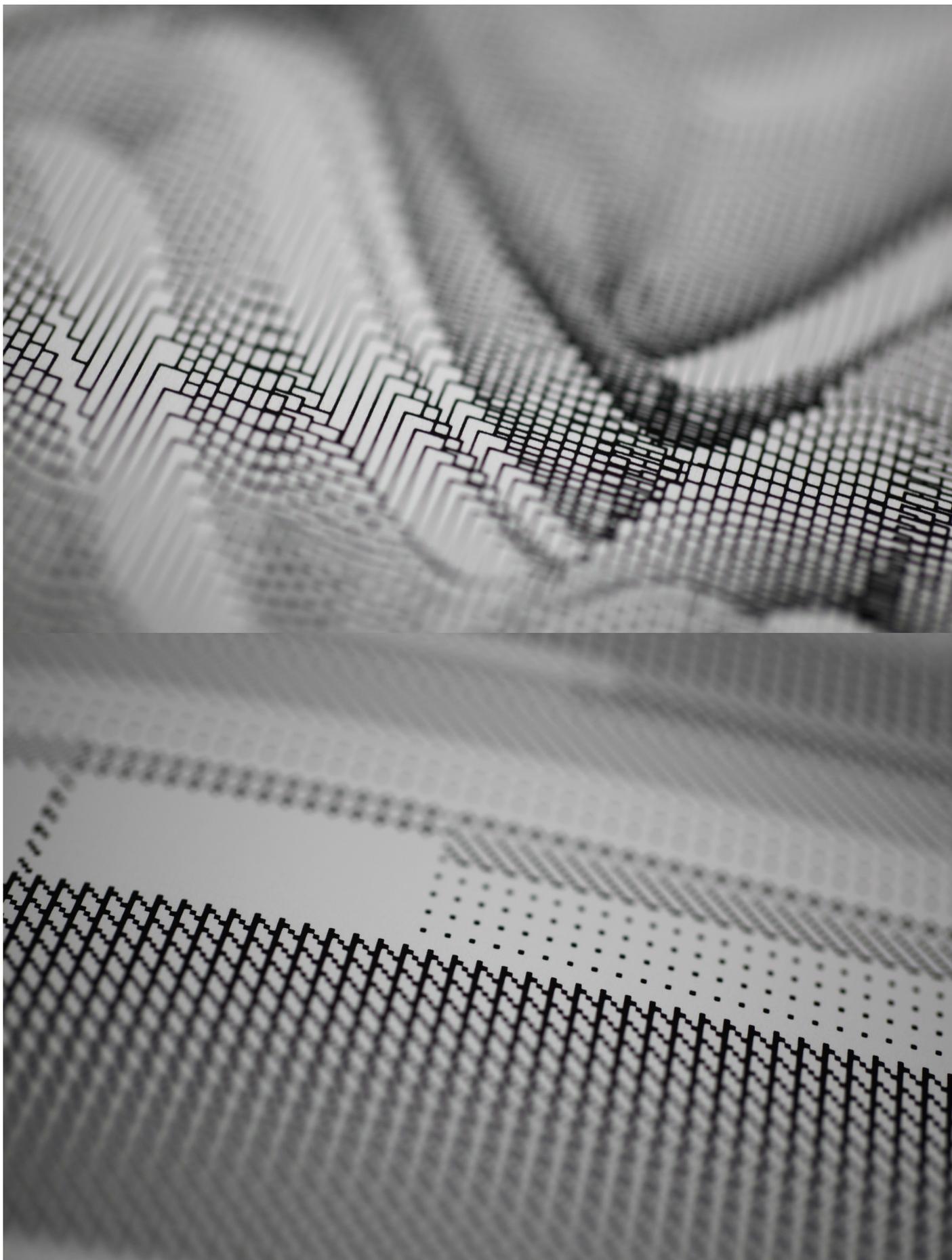
*Macro images of high-resolution prints.
(Paolon: Written Circles, Marius Watz:
Conical)*



Macro images of high-resolution prints.
(Ricard Marxer Pinon: Ink, Moka: Refake-
tion)



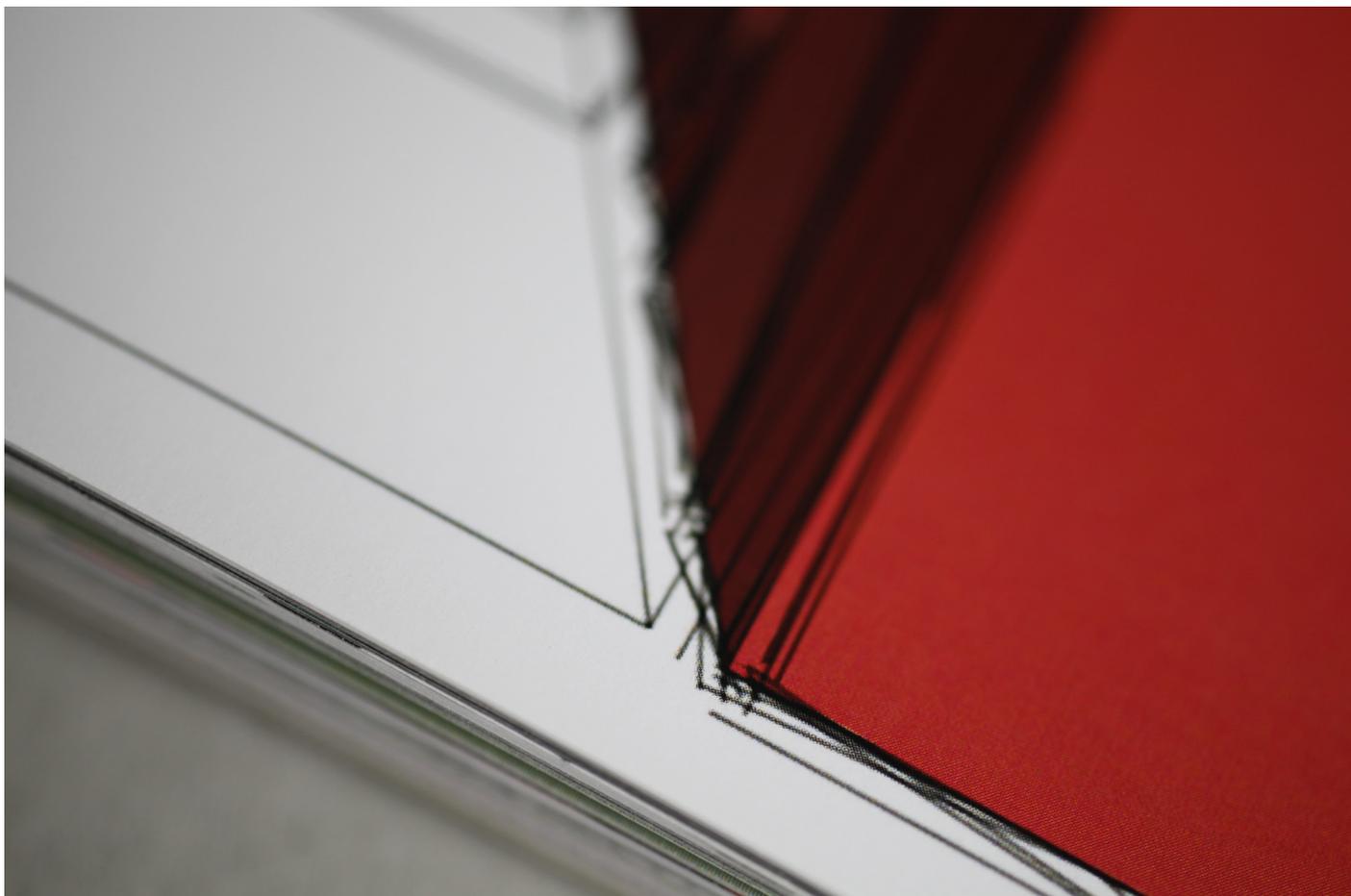
Macro images of high-resolution prints.
(Marcin Ignac: Cindermedusae, Antoni Kanio-
wski: Pure Coverage)



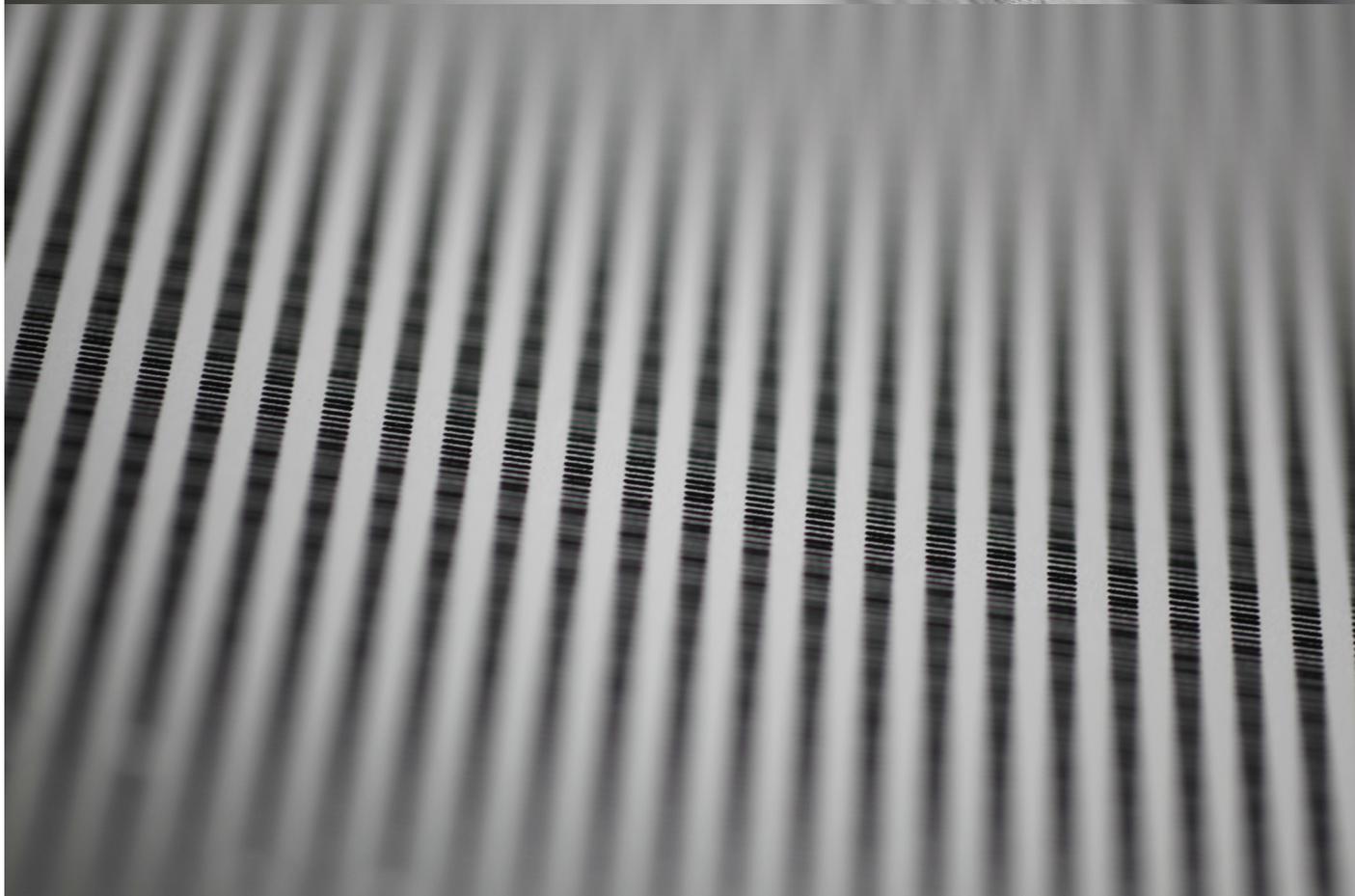
Macro images of high-resolution prints.
(sojamo: RandomNoiseFlow, Kim Asendorf:
asdf)



Macro images of high-resolution prints.
(Julien Deswaef: *_5imCity2000* , Jörg Piringer: *Gravity*)



*Macro images of high-resolution prints.
(W:Blut: division, Sansumbrella: Jacob's
Cave)*



*Macro images of high-resolution prints.
(David Bouchard: Traces, Carl-Johan Rosén:
No Translation Given)*