

Artificial Societies

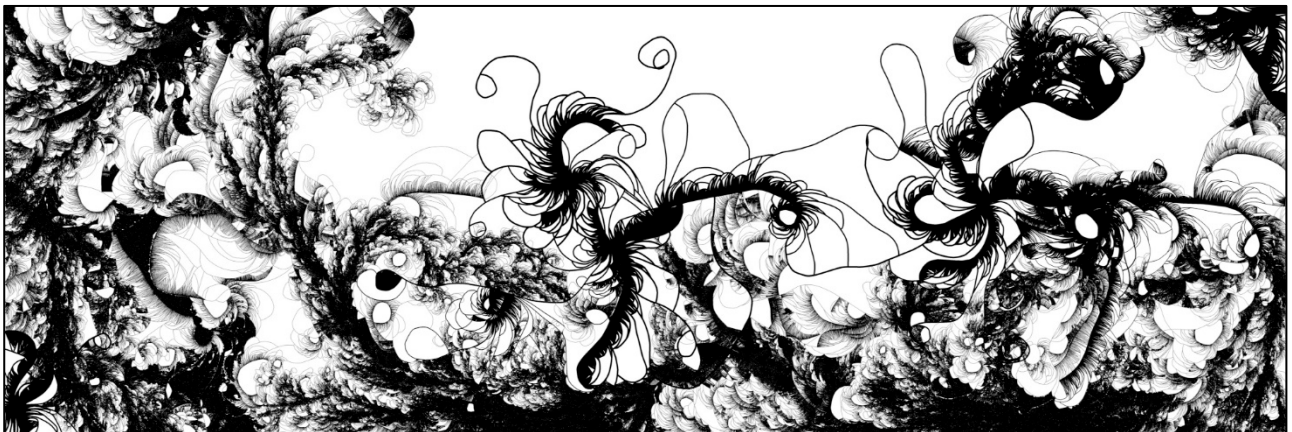
<https://www.mauroannunziato.com/portfolios/artificial-societies/>

The project is the ideal evolution of the project *Kaos* inspired to the Burri's artworks (*Cretti* in particular) in an attempt to push the research on matter to its extreme limit: from matter manipulation to the matter creation. A matter of a different dimension, the digital matter, giving it form and life.

The key step in the project is the attempt to simulate the material phenomena that emerged in the *Kaos* project with a computer program in order to control their generation. The *Artificial Societies* project actually grew out of an (unknowingly voluntary) misconception that, for simplicity's sake, led me to simulate the fractures as if they were living organisms endowed with a genetic code, with the possibility of reproduction and death. At the beginning, the desired fractures emerged, but early attempts to play with genetic codes pushed the project towards organic life. In essence, it is not just "digital matter" but "living digital matter," based on an Artificial Life approach.

The construction of the works is inspired in particular by the vision of the books of C. Castaneda, who describes being as a tangle of luminous filaments extending into space and connecting to other beings. Castaneda, speaks of an unknown and unknowable part of man, which he calls *left-side awareness*. Fascinated by this idea, the AS project pursues the construction of "digital oracles" that can tell stories and stimulate paths of resonance, recognition, and awareness.

These works have enormous complexity and exhibit a great *aesthetic biodiversity*. They show high degrees of self-creation of graphic aggregates, letting one guess the creation process. In the infinite space of genetic parameters, one can explore paths, each of which leads to different places. Some of them seem a vision of landscapes or organic worlds, others seem to paint the cultural evolution of a society, and still others lead to emotional evocations. For these reasons, I have given the title *Artificial Societies*, resonating with the idea of a *fil rouge* of the life that extends from nature to societies to the depths of the psyche all based on the interaction of a multitude of interacting fragments sculpted by their history.



Chaos Revenge

The media are digital fine-art prints black and white and/a colour at very high resolution in order to capture their great complexity. I have also experimented with various alternative media including wood and marble engravings.

These works are inspired to *Generative Art*. Several artists have confronted the use of artificial life in art but none with the specific particularities of the project *Artificial Societies*.