Digital Humanities Lecture 7 April 26

2024 Mario Verdicchio

The Digital in Digital Art

News from 2018

 Artificial-Intelligence-based artwork to be auctioned at Christie's



"Edmond de Belamy, from La Famille de Belamy" by the French collective Obvious



- "The technology used to create the work, has been used by artists since around 2015. This group is totally irrelevant."
 - Ahmed Elgammal, Director of the Art and Artificial Intelligence Laboratory at Rutgers University
- "When I saw that announcement of the auction, my reaction was 'you can't be serious.' The portrait by Obvious is connect-the-dots children's painting."
 - Mario Klingemann, German artist and artist-inresidence at Google Labs, Paris

since around totally irrelevant

2015

 Artificial Intelligence Technique used by Obvious: 3 years

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- Computers: 70 years



1950. The United States Government receives the UNIVAC 1101. This computer is considered to be the first computer that was capable of storing and running a program from memory.

Artificial Intelligence Technique used by

Obvious: 3 years

Computers: 70 years

Sculpture: 40,000 years

Löwenmensch, from Hohlenstein-Stadel, now in Ulmer Museum, Ulm, Germany, the oldest known anthropomorphic animal-human statuette, Aurignacian era, c. 35–40,000 BP

• Artificial Intelligence Technique used by

Obvious: 3 years

Computers: 70 years

• Sculpture: 40,000 years

• Painting: 42,000 years

Found in a cave on Spain's Costa del Sol, six paintings of seals are at least 42,000 years old and are the only known artistic images created by Neanderthal man.

A 3-year-old iPhone



iPhone 13 (2021)





- Artificial Intelligence Technique used by Obvious: 3 years
- Computers: 70 years

The portrait by Obvious is connectthe-dots children's painting.



Obvious

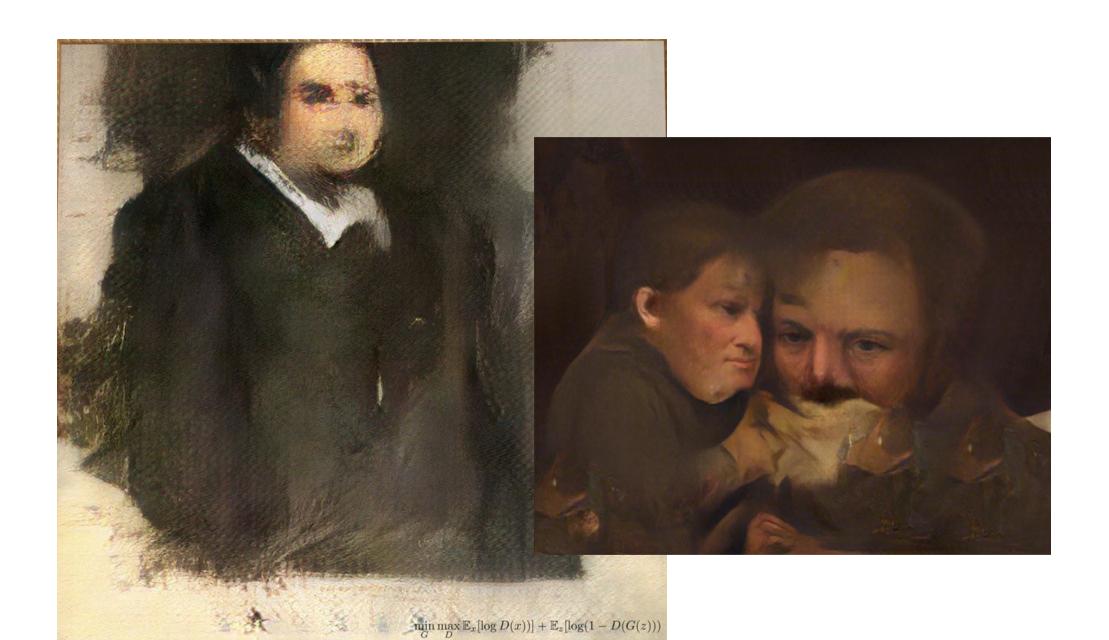


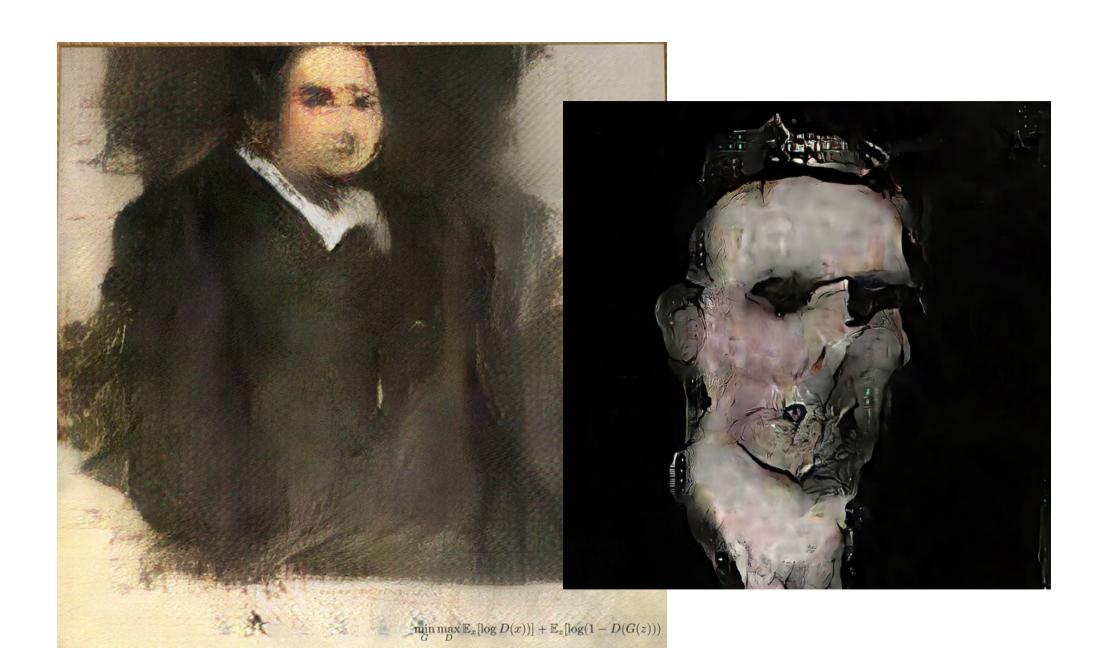
Obvious

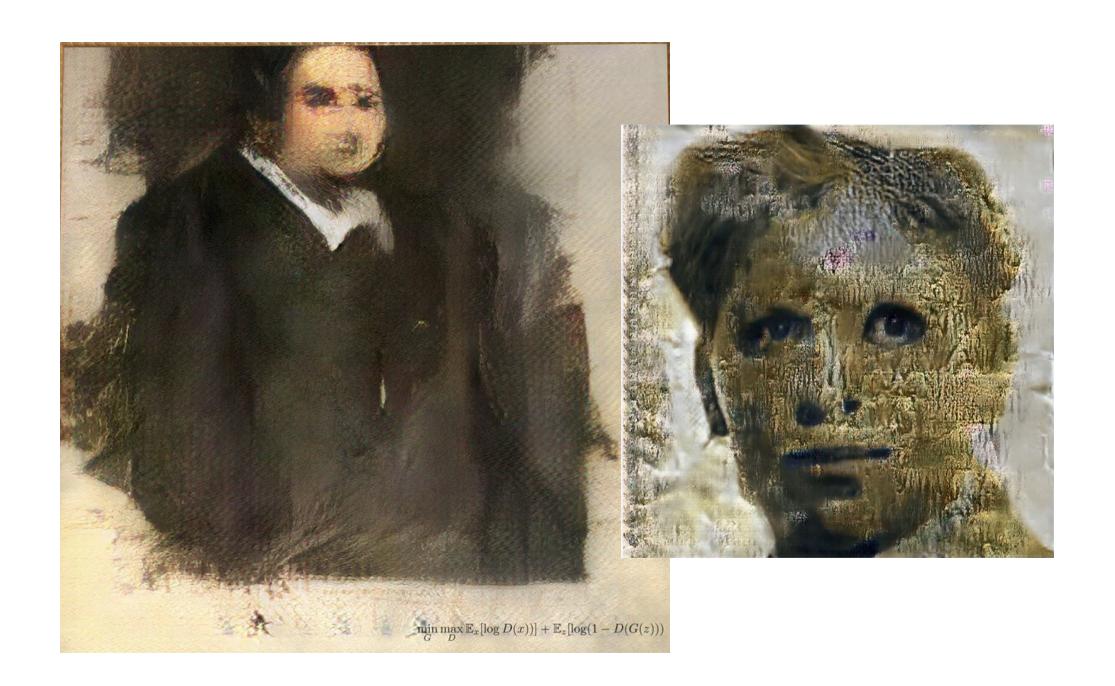


Mario Klingemann





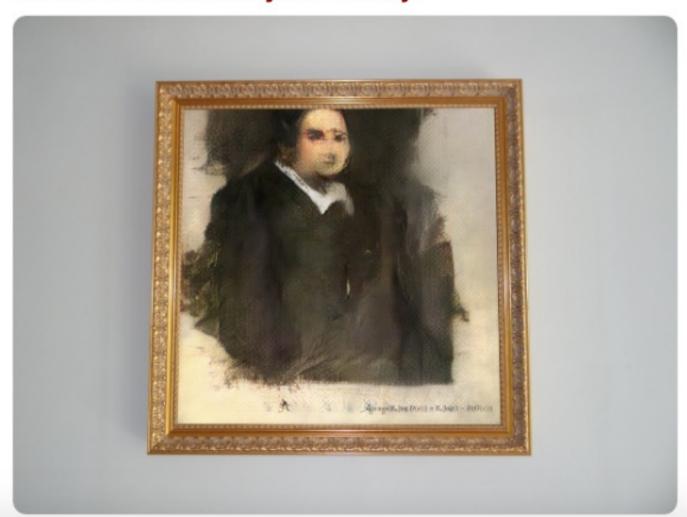






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#AuctionUpdate The first AI artwork to be sold in a major auction achieves \$432,500 after a bidding battle on the phones and via ChristiesLive bit.ly/2PVN2ly







Obvious



Mario Klingemann







Obvious

Mario Klingemann







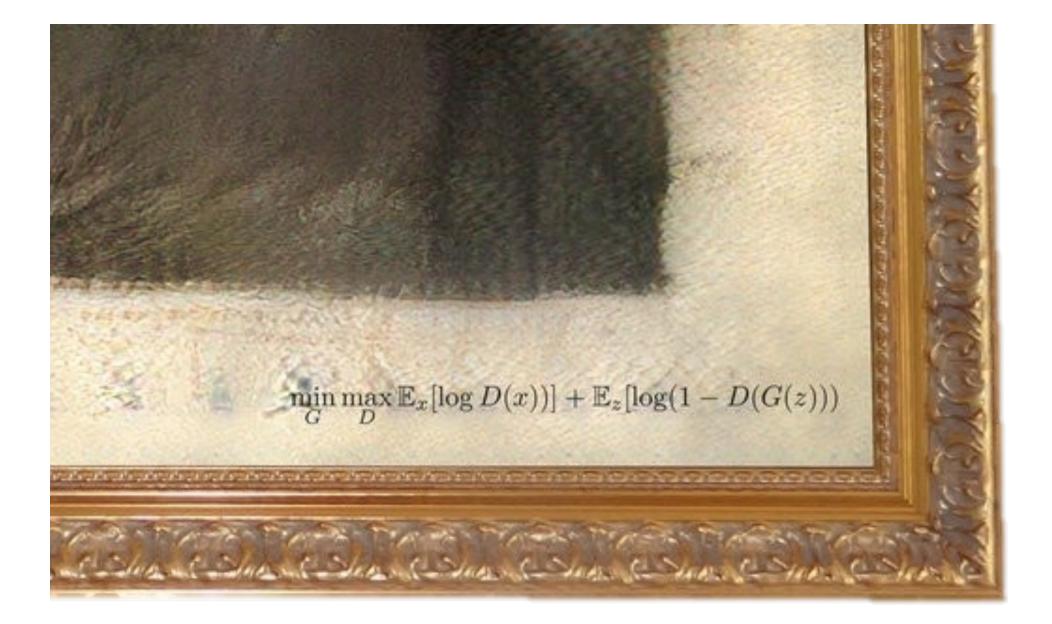


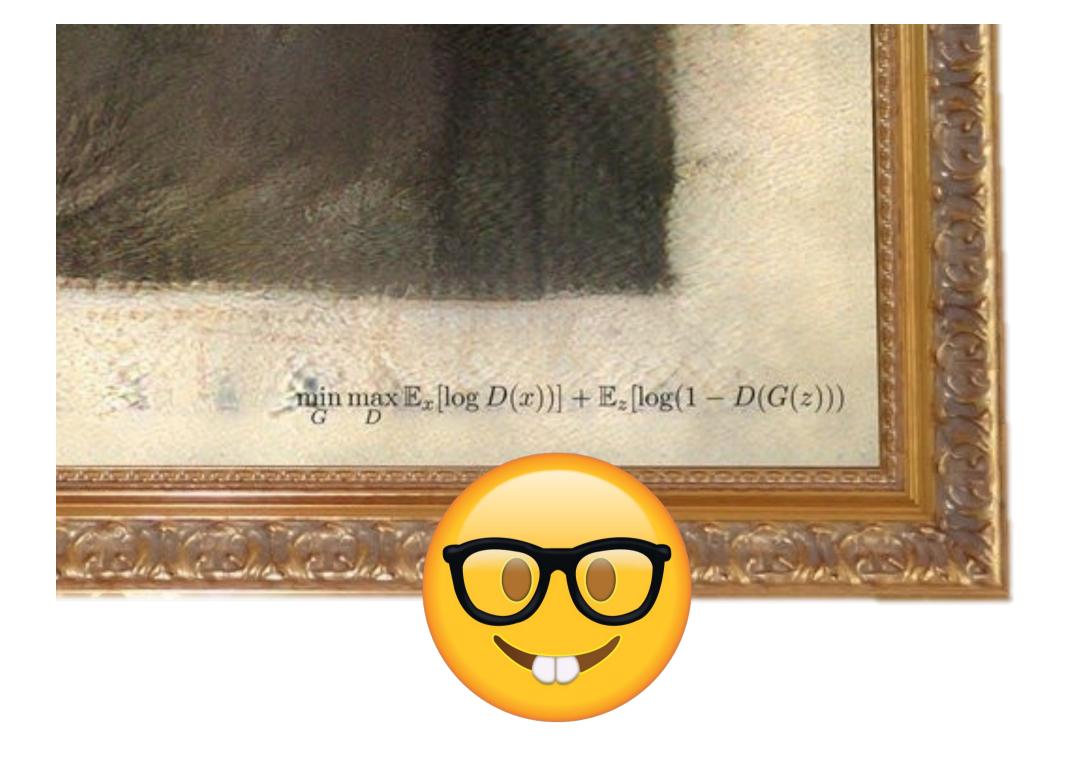
Mario Klingemann

Mario Klingemann's process

This image has been generated entirely by a machine using a chain of GANs (generative adversarial neural networks). In this chain a randomly generated stick-figure is used as an input to the first GAN, which produces a painterly-looking low-resolution proto-image. In several steps, the low resolution image is 'transhanced' and upscaled by another GAN increasing the resolution and adding details and textures. I control this process indirectly by training the model on selected data sets, the model's hyperparameters and eventually by making a curatorial choice, by picking among the thousands of variations produced by the models the one that speaks to me most.













Francis Bacon, "Triptych", 1983

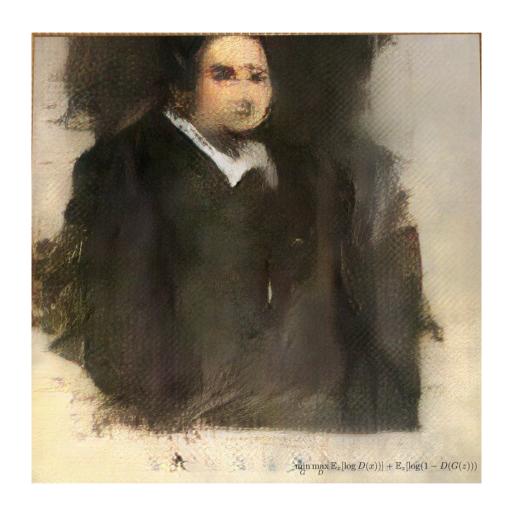
Francis Bacon (1909-1992)

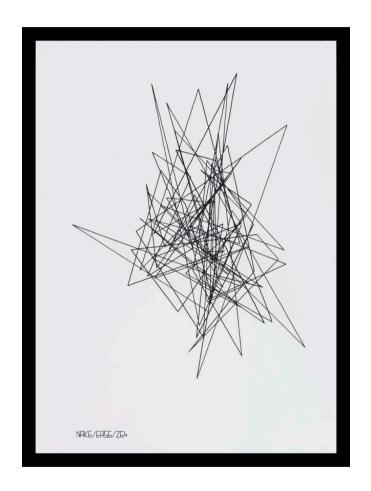
- Bacon was shy as a child and enjoyed dressing up.
 This, coupled with his effeminate manner, upset his
 father. A story emerged in 1992 of his father having
 had Francis horsewhipped by their grooms.
- At a fancy-dress party at home, Francis dressed as a flapper with an Eton crop, beaded dress, lipstick, high heels, and a long cigarette holder.
- In 1926, Francis was thrown out of the family home following an incident in which his father found him admiring himself in front of a large mirror draped in his mother's underwear.
- Bacon found himself drifting through London's homosexual underworld, aware that he was able to attract a certain type of rich man, something he was quick to take advantage of, having developed a taste for good food and wine.

This image has been generated entirely by a machine using a chain of GANs (generative adversarial neural networks). In this chain a randomly generated stick-figure is used as an input to the first GAN, which produces a painterly-looking low-resolution proto-image. In several steps, the low resolution image is 'transhanced' and upscaled by another GAN increasing the resolution and adding details and textures. I control this process indirectly by training the model on selected data sets, the model's hyperparameters and eventually by making a curatorial choice, by picking among the thousands of variations produced by the models the one that speaks to me most.









Frieder Nake "Random Polygons" 1965

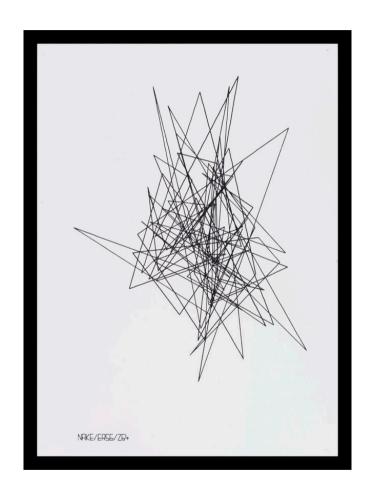




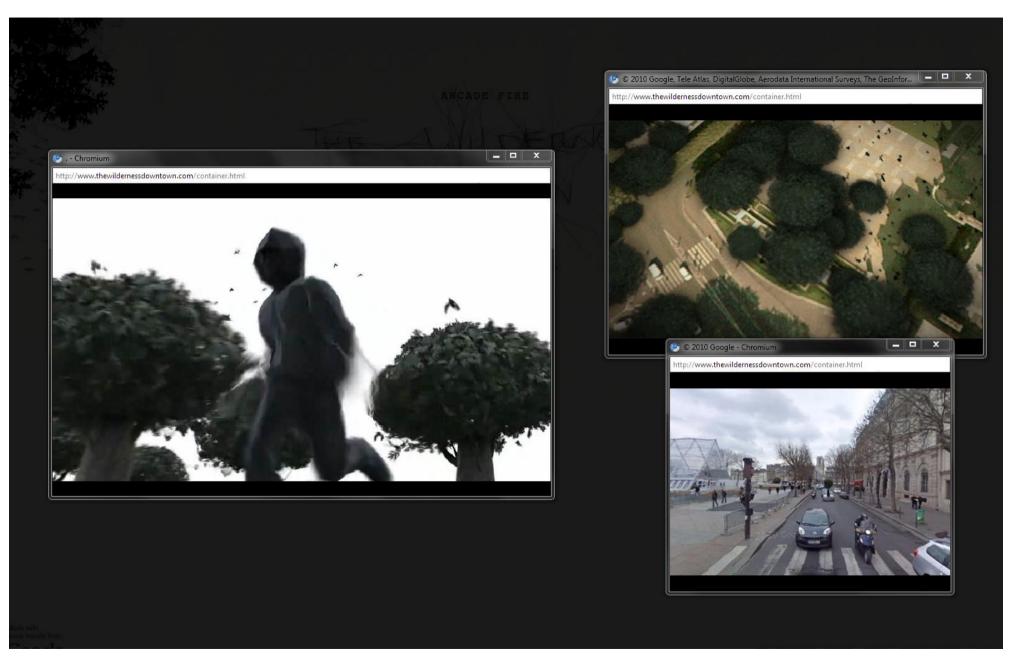
Nake: human algorist

ER56: electronic computer

Z64: plotter



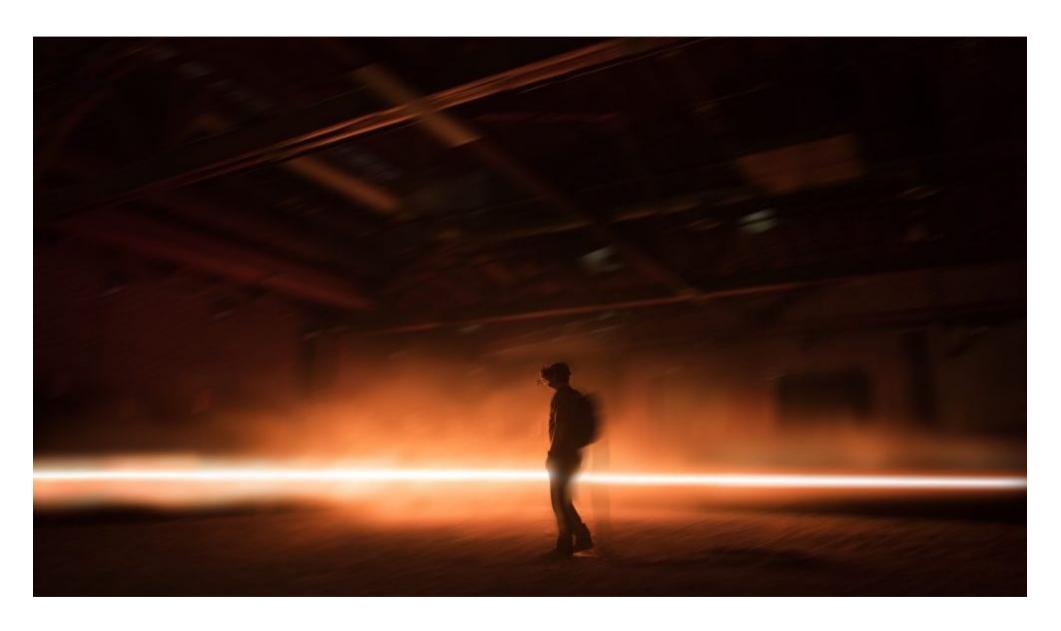




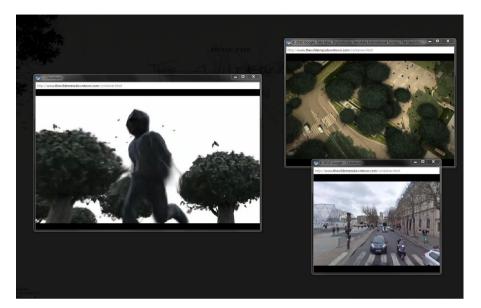
Chris Milk, "The Wilderness Downtown", 2010



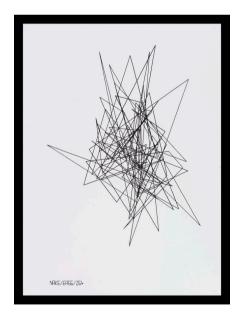
Scott Snibbe, "Boundary Functions", 1998



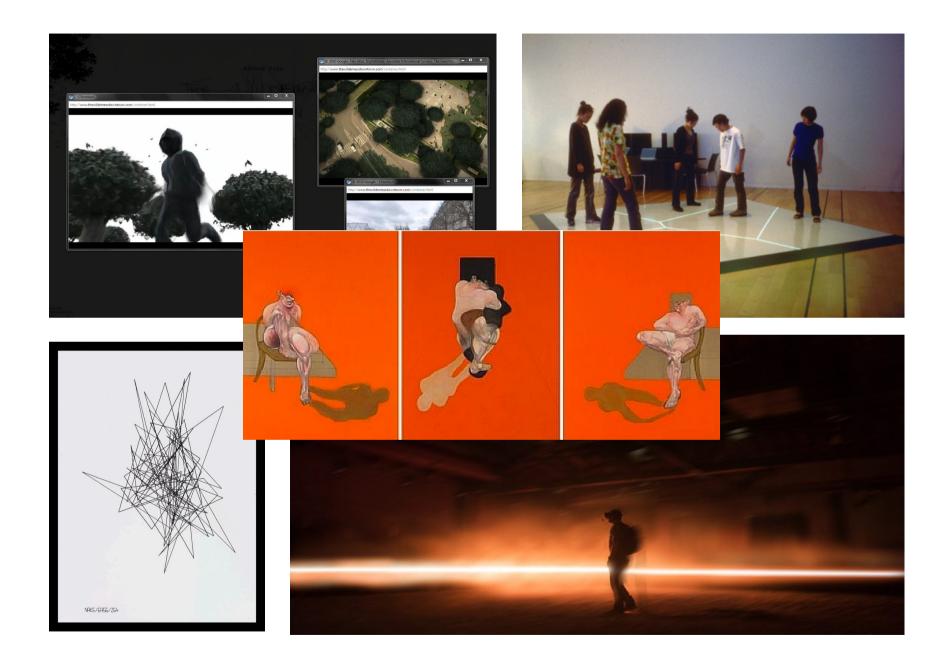
Alejandro González Iñárritu, "Carne y Arena", 2017

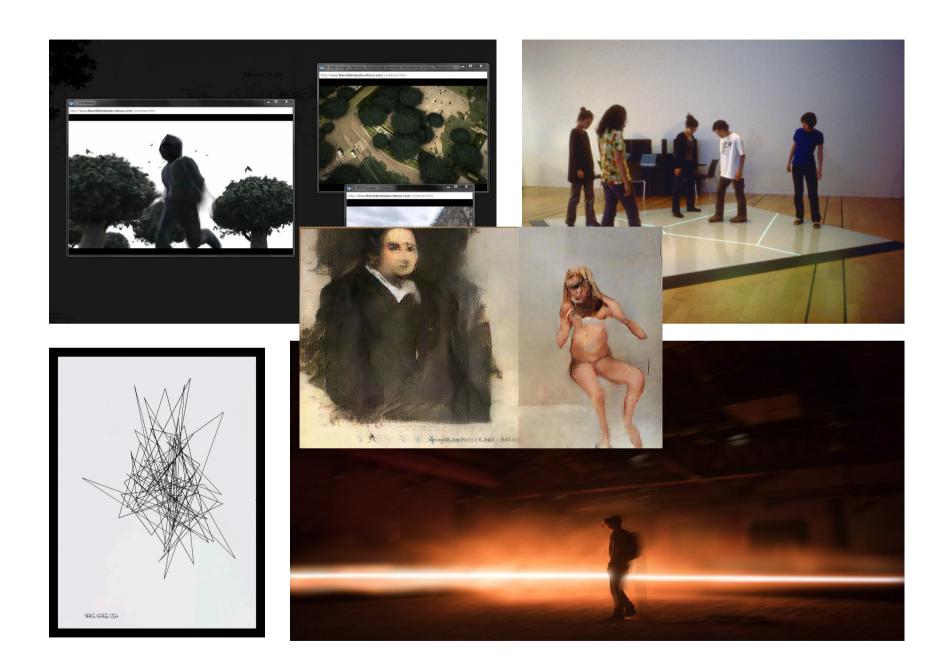












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