

## A buon intenditore poche parole

A word to the  
wise is enough

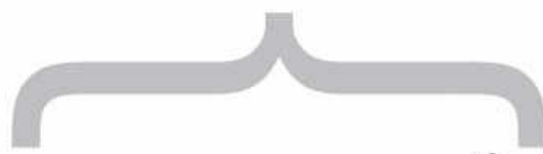
by Fathia Tayseir

**project:**

**G**enerative

**V**ideo

**P**erformance



**HOW** *sound*  
**generates changes**  
**IN THE** *vision*  
*of ourselves*

Thanks to the generative method everybody can see the process inside my mind and also my vision of design before the final result. In fact every step, every scenario is not a final result but it is a door for the next one, which follows the previous one and, at the same time, increases it. Everything changes through the rules that I located in my mind. These rules are my attributes, my aims, which are translated into universal and geometrical transformations. In this way my works get recognisable and understood by who applies these rules.

My two projects are linked through my vision: the idea of invisibility. The first one is entitled How the sound can change the vision of ourselves and it identifies the invisible aspect in the relationship

between a soundwave (invisible) and a listener (visible portrait). This relationship is generative because it doesn't have a unique and final result but it's the begin for the multiple ways that a listener can feel itself during the listening. I used my rules on the different aspects of a soundwave: frequency, phase and amplitude. Then I developed the relationship with the portrait and the space thanks to my paradigm. My evaluation is that this project has passed my expectations because I thought it was unattainable especially for the elevated complexity of my rules. In fact in one case the rendering has technical problems so the step couldn't go on (primitive= from 2D to 3D), but I am really satisfied and I'm working to develop other steps of this illimitate relationship.

The second project is a cover book for The Little Prince. I try to follow the idea of invisibility through the development of a generative texture and some generative illustrations. This invisibility is related to my vision as a child designer not as an intellectual adult. I developed three scenarios of a pattern which is composed through cell shapes. This choice increases the idea of invisibility in The Little Prince and also the concept that a form has an inside world. It can contain something else like the drawing of the hat by Saint-Exupéry. In fact the form suggests that the child drew a hat but the intention is to represent a snake that has just eaten an elephant. Moreover the graphic is abstract because I want to express my vision of knowledge: a child begins learning through a great Big Bang of primordial

abstractism. So I use images created through a generative process and not from existing images. The shapes follow my rules of chaotic, ambiguous and primitive through the use of grid, stretching, perspective, transformation from 2D to 3D and filling space. In fact it seems that the covers touch the physical limits of the book and at the same time they pass them. Moreover the text is treated like an image and it is mixed into the illustration. These two aspects are typical in the sketches of the children. My evaluation is that it's very hard to think as a child. I'm not sure that the various scenarios express my childhood or my impressions of my childhood because I didn't define a rule for colors, which are an important aspect especially in the childhood. This project is still a work in progress.

**project:**

**G**enerative

**C**over

**B**ook



*The Little Prince*