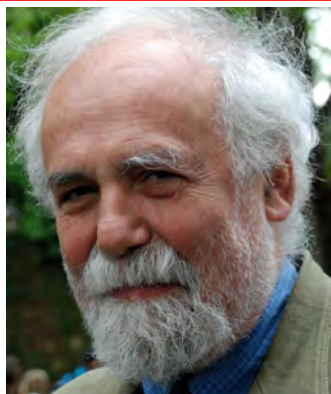| Celestino Soddu	Poster : **Logics of Imagination.** **Interpreting Lucca with Generative Art Scenarios**

Topic: Generative Art

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[3] Celestino Soddu, "*Milan Visionary Variations. Futuristic Meta Codes for Milan Identity*", Gangemi Pub, 2005
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www.generativeart.com
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Following my first Generative Art experiment about the generation of sequences of 3D models of Italian Medieval Town, published in 1989, I tried to identify my logical interpretation of Lucca, the city where we are for the 15th Generative Art conference.

The imaginary reference is not the actual town but the ancient drawings of Lucca, with its incredible towers all inside the city, Lucca was, for some centuries, one of the main Cities of Culture and its towers were a strong image of its time, as NYC was in the beginning of last century.

For gaining the urban complexity, the generative process must run a virtual history through different "historical" moments, sometimes in contrast one each other. Results are identifiable because the virtual history process is the same but each scenario gains its peculiar identity because the local contingent events start from different simulated time of beginning that interact with the parallel evolution of each transforming code.

For generating the 3D models, I used my old software Basilica, with some new algorithms focusing my interpretation of Lucca.

Basilica (written in 1986) is a program running in old MS Dos and able to perform an evolutionary process as virtual history developed by my logics of imagination.

I used these models for unique different covers of this book, each one dedicated to each participant at GA2012.

Interpreting Lucca with Generative Art 3D scenarios (C.Soddu, 11/2012)
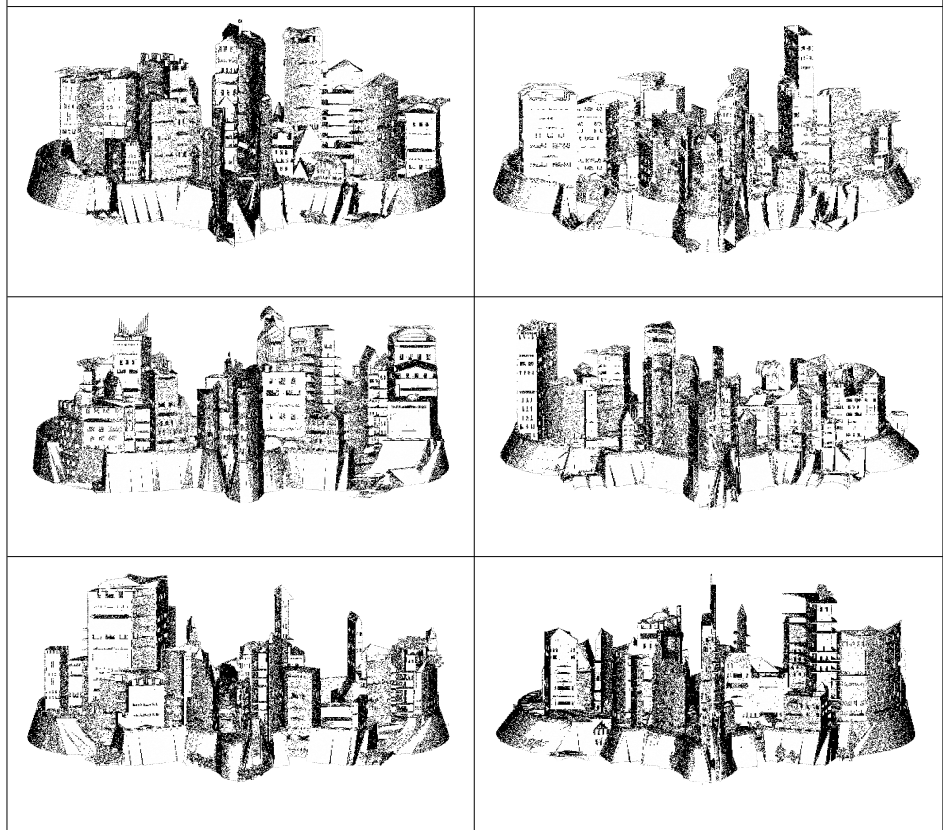
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generative, artworks, identity, variations, complexity, casuality & random, imprinting, style, recognizability, clarity