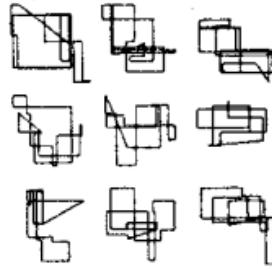
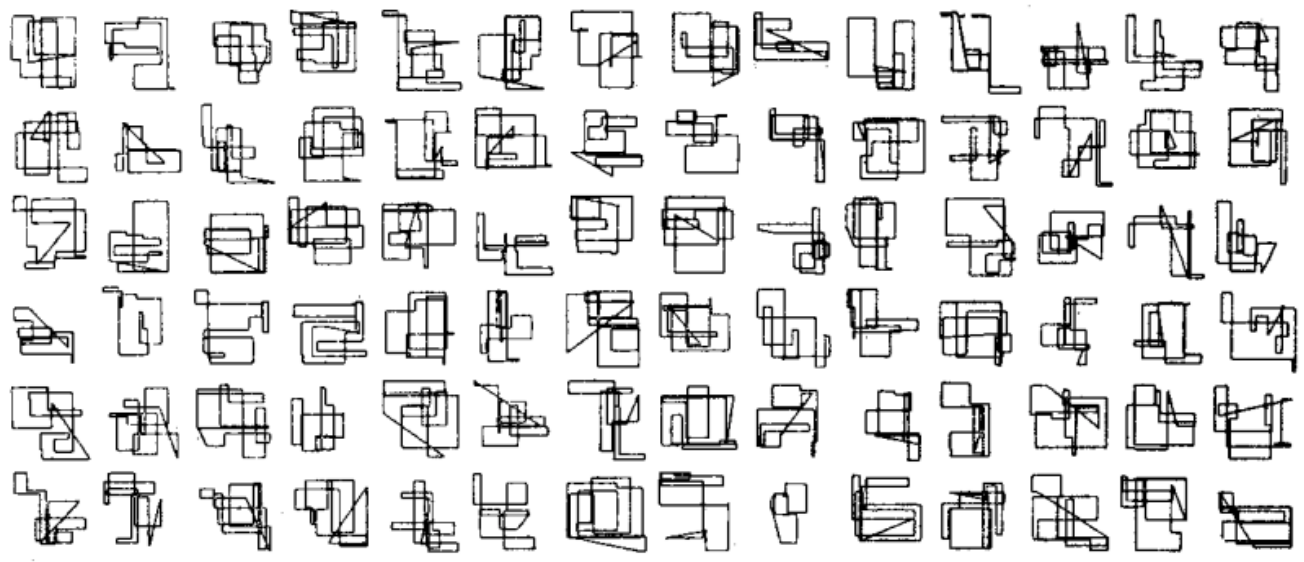


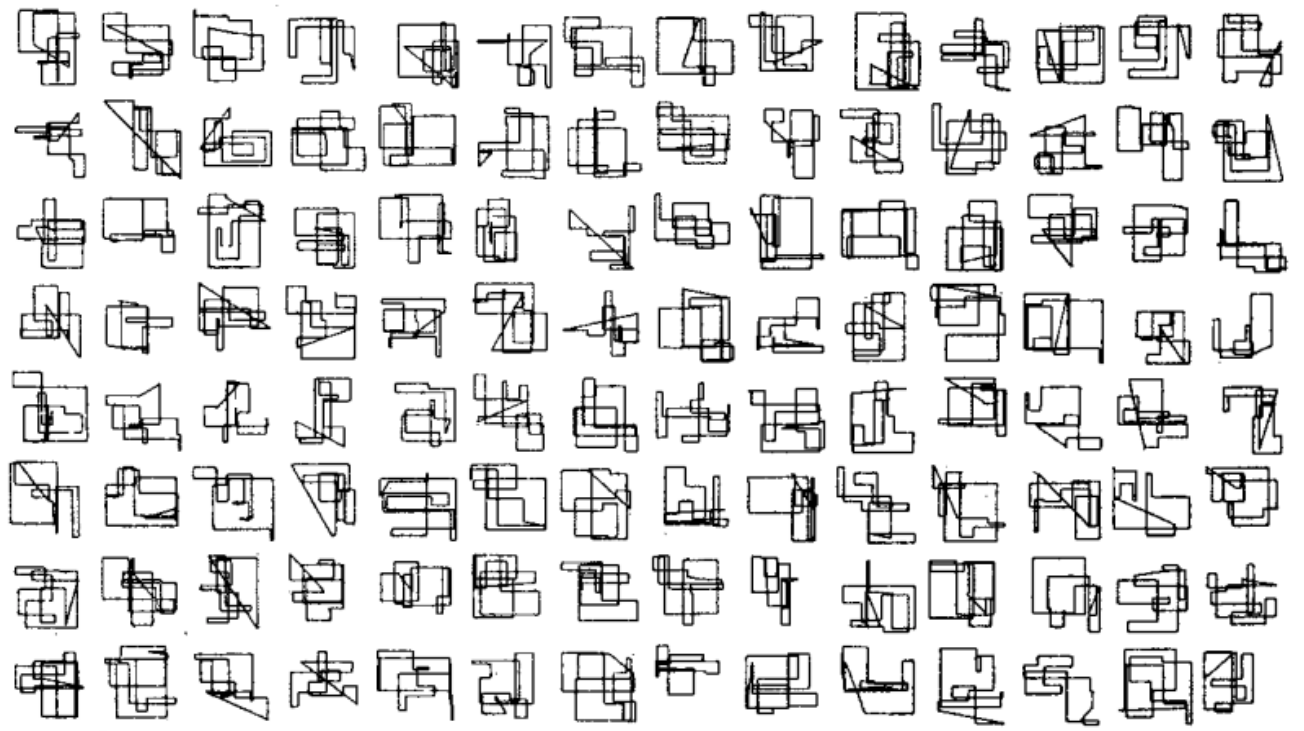
TGAM

tanhäuser generative art museum

02



Computergrafik





DUNE 03

Objkt #45084

Quentin Hocdé

TGAM.XYZ

02

TABLE OF CONTENTS

ABOUT THE TGAM

ISSUE 02:
COMPUTERGRAFIK

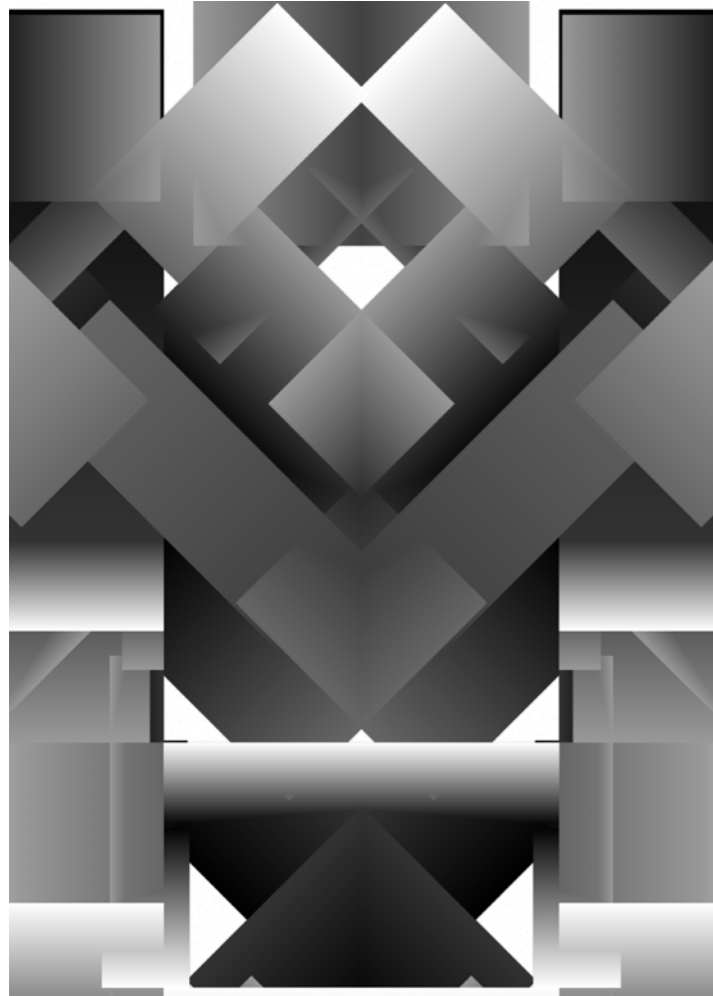
MEET THE ARTISTS:
Lisa Orth

MEET THE ARTISTS:
Quentin Hocdé

MEET THE ARTISTS:
Aurora

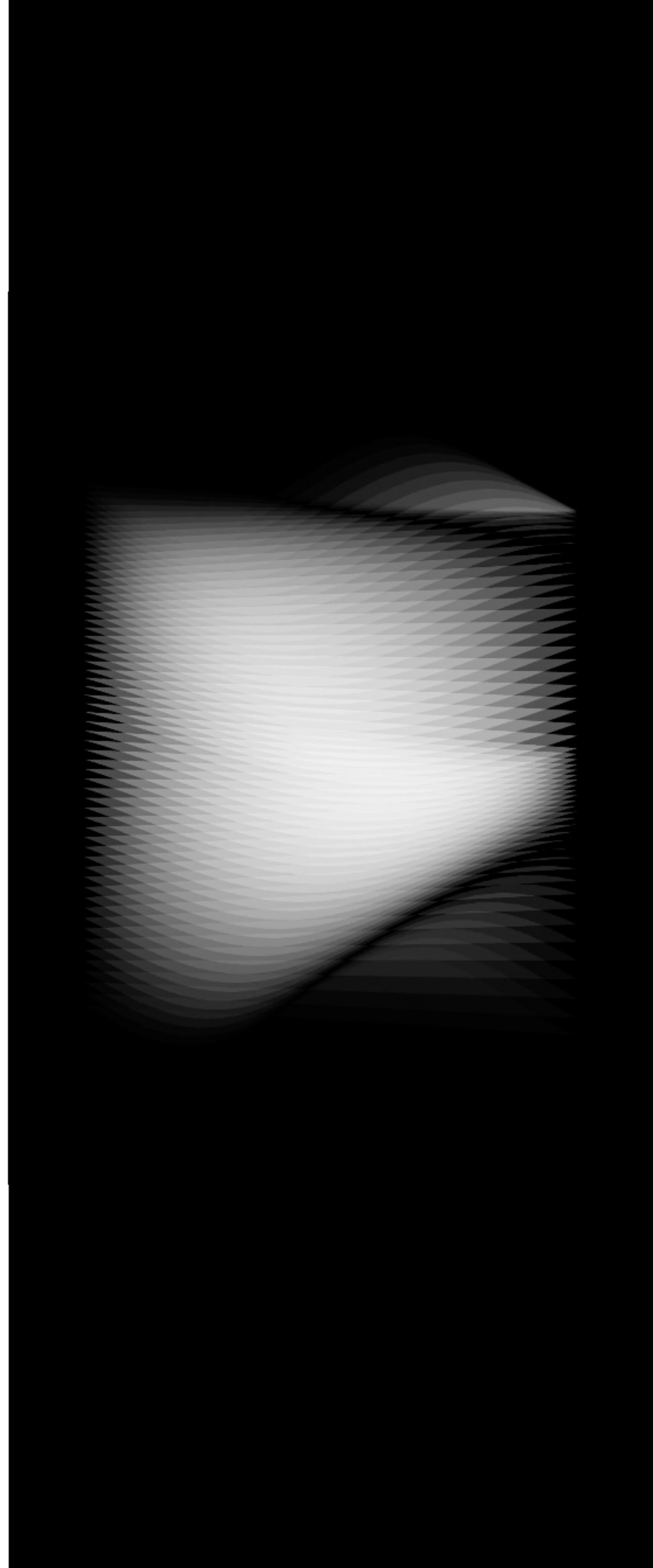
ISSUE 02

03

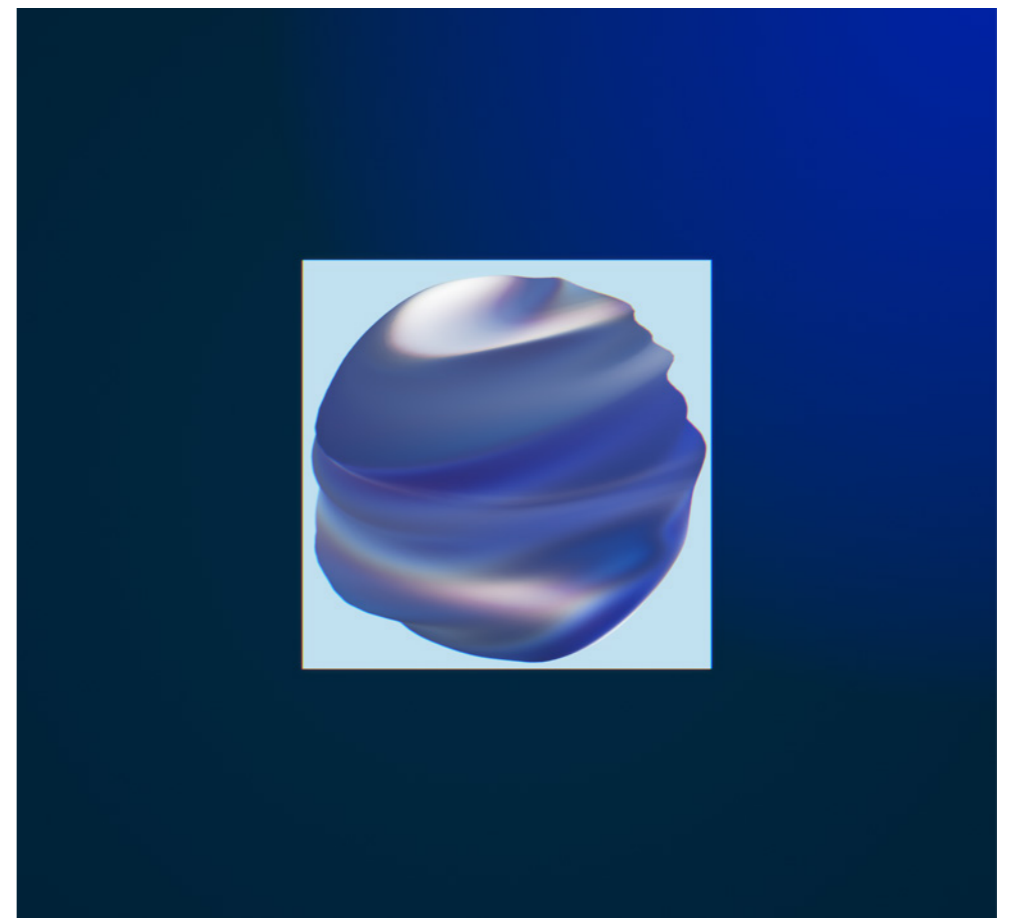


CONSTV-BW 1.8
Objkt #428514
Lisa Orth

DIP - POSTER 06
Objkt #159841
Quentin Hocdé



BOREAS DUSK
Objkt #709028
Aurora



ABOUT THE TGAM

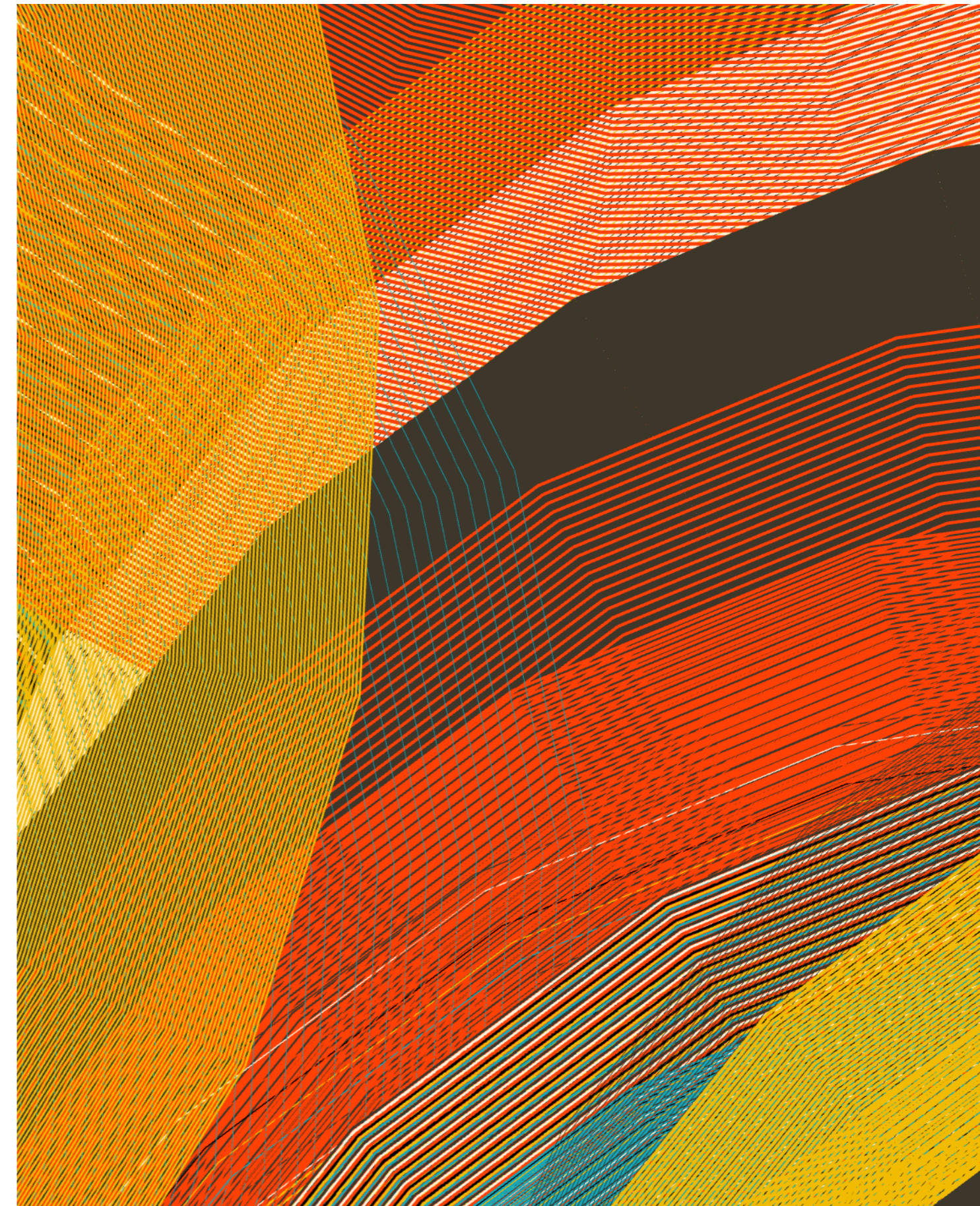
Welcome to the Tannhäuser Generative Art Museum.

TGAM is a space in the metaverse dedicated to celebrate and promulgate art made by autonomous systems (non-human) that can independently create artwork. This is a nonprofit organization made just for the love of art and supported by Tannhäuser Gate.

Our goal is simple: to spread the word about generative art in all shapes and forms. We embrace any piece where humans interact with automated tools to create unique pieces.

Blockchain has created the perfect playground for a digital renaissance: affordable computers and easy-to-use scripting tools are the icing on the cake for a revolution in the generative art like the world has never seen before. We are here to talk about it and share this exciting journey.

Join us. We're in this together.



A STICH IS FINE #10

Gentk #152156

Lisa Orth



As the digital art space evolves all roles in the ecosystem seem to slowly find their place and accommodate to it. Truth is that at the moment of writing this, the global vibes aren't the best for creative processes and art to arise. Multiple armed conflicts plague our way of life and endanger the future talents of this generation.

TGAM believes that the only cure to prevent this is to keep spreading the word about art, which means keep spreading beautiful and inspiring work, and that we refuse to believe it could be the wrong move to do.

So here we are, once again, with a new edition of our exhibition to showcase the best generative art around.

Computergrafik is important because it symbolizes a moment in time where some visionaries started to play with the concept of art and machines. This idea is quite settled in our times, but it must have been quite a change for some old school mentalities.

A lot has been said about how the technology will provoke millions of job positions to end. While it may be true, it is part of our evolution and the continuing need to adapt.

Charles Darwin once wrote *"Intelligence is based on how efficient a species became at doing the things they need to survive"*, and once again, the human species needs to change in order to survive.

The excessive usage of the resources of our physical existence is making the current time a stressful place to live in. Whether we like it or not, we are all responsible for leaving a place to live for future generations. Technology will play an important role to fight against the global warming and other not so silent challenges. Art will be a driving force to lead new and sustainable attitudes where preserving our environment must be at the core.

Metaverse can also be a place to reduce emissions, leveraging new virtual reality technology to avoid unnecessary meetings, planes and commutes around the world.

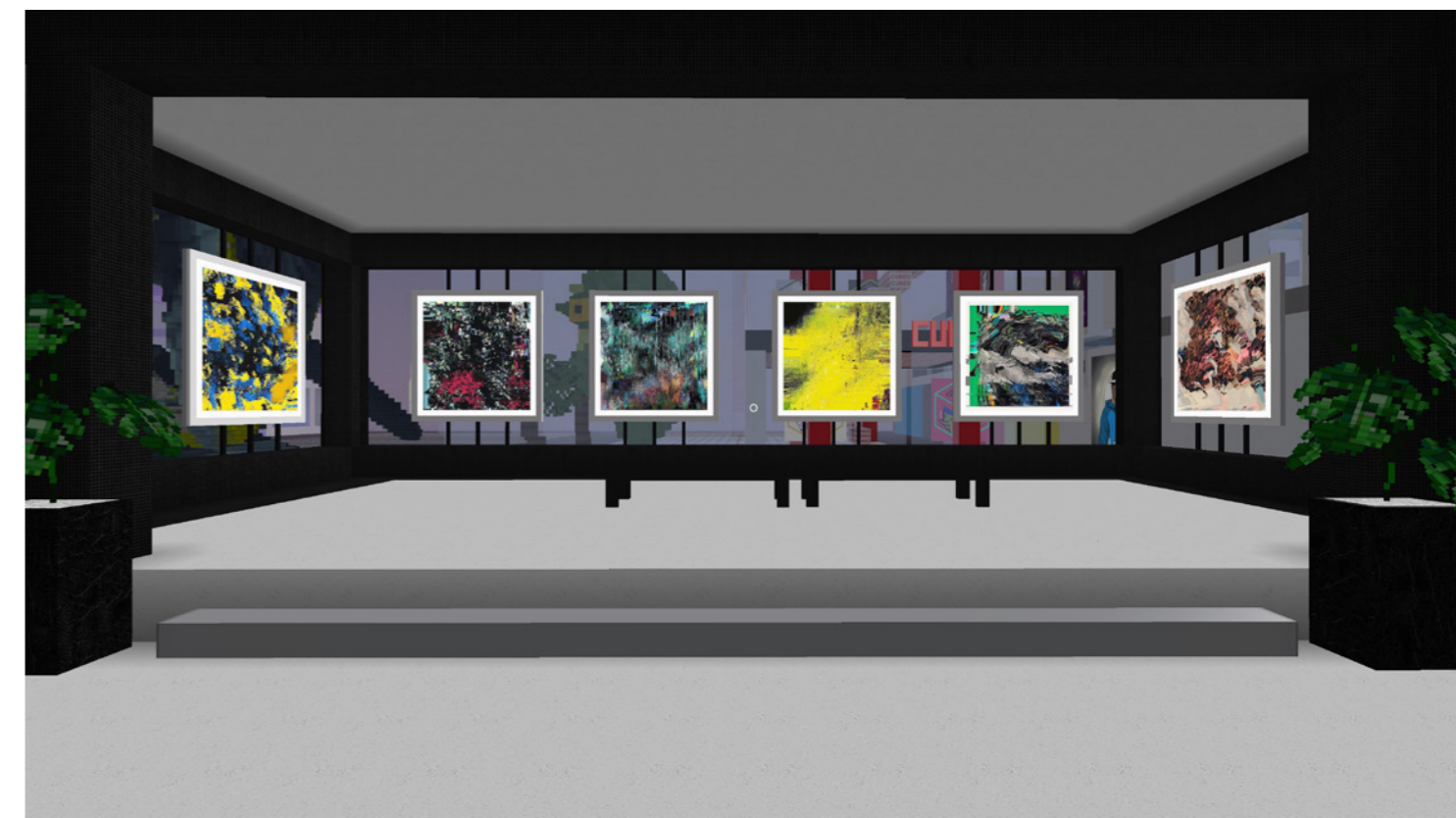
Our old beliefs about work, family and how this connects is rapidly evolving into a more self-respectful and more meaningful way of life

where the trend is to pursue a more balanced equilibrium between personal and professional life.

So get out there, experience new stuff, visit some galleries and get the most out of each moment, because each day is a 1/1.

The Tannhäuser Generative Art Museum will keep spreading the word about generative art and pursuing talent to create new shows that puts the focus on triggering new emotions in everyone looking at them.

The number of artists and amount of creativity we see in this space can be overwhelming sometimes, but it is just a proof of what we can do as humans.



COMPUTERGRAFIK

"Georg Nees: Computergrafik" was the first exhibition world-wide of graphic works algorithmically generated by a digital computer at the Siemens company in Erlangen (Germany). At TGAM we wanted to celebrate this first event by paying tribute to the pioneers that saw the potential of generative art.

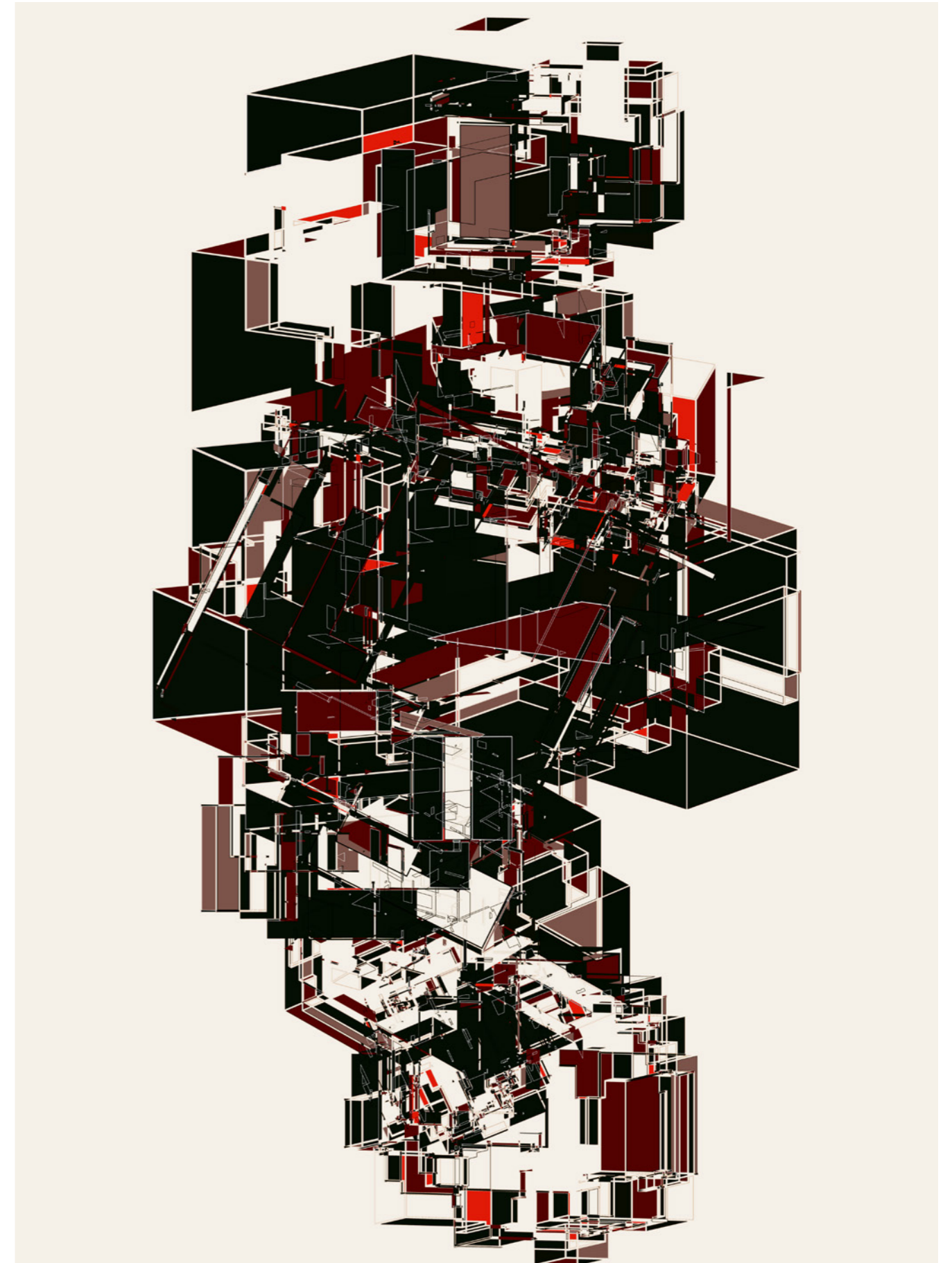
The works Georg Nees had on display were generated by a digital computer properly programmed. Only a few years later, Georg himself began to call his works generative Computergrafik (also the title of his doctoral dissertation).

A number of artist-professors from the Stuttgart Staatliche Akademie der Bildenden Künste attended the opening. One of them asked Georg Nees whether he could make his computer (a program) to draw the same manner the artist was drawing. Nees answer is a classic. After a short hesitation he replied: "Yes, of course, I can do this. Under one condition: you must tell me how you draw". In the ensuing irritation, Max Bense spontaneously coined the word "Artificial Art".

This interesting interaction between two concepts of art emphasizes on the blurry distinction of what we understand as art and how technology creates new paths for artists to explore. Although the use of autonomous machinery to create art has been present before computers, the personal computer is definitely the first tool that disrupts the scene and creates an endless box of possibilities.

Artists around the world have embraced the technology and computers for many purposes, not only the art itself, but to improve the process, the trial and error flow, and the distribution of art among many other things.

"Computergrafik" issue of the TGAM celebrates exactly that: the arrival of art to computers, and everything that this entails to the world of art and artists: a new era that empowers artists and collectors like we've never seen before. The event will take place from April 1 till June 30.

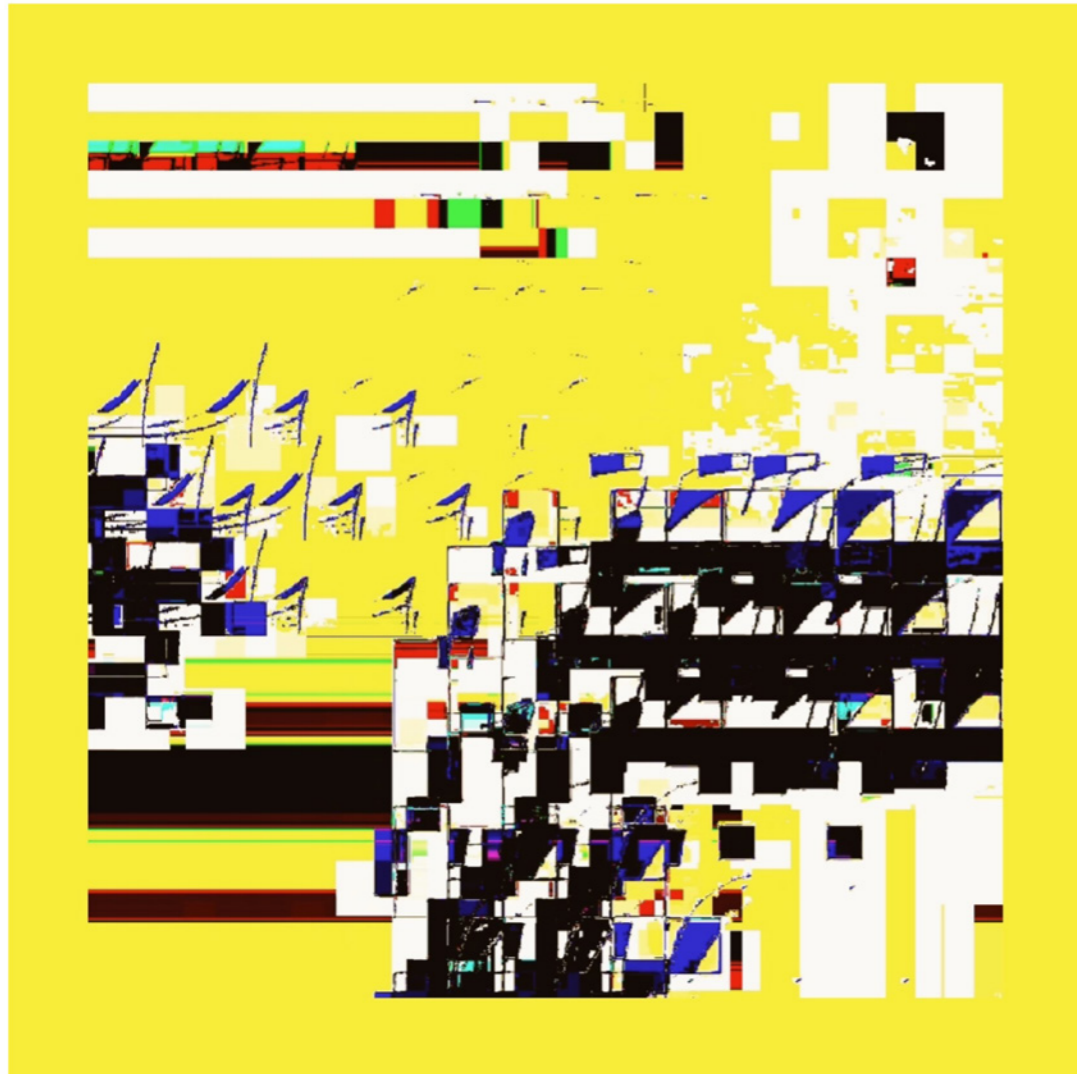


SON OF CODE

Objkt #413964

Ismahelio

MEET THE ARTISTS



Y002
Objkt #257909
Synesthesia



Lisa Orth



Quentin Hocde



Aurora



CALM 01
Objkt #310285

Quentin Hocdé

QUENTIN HOCDE

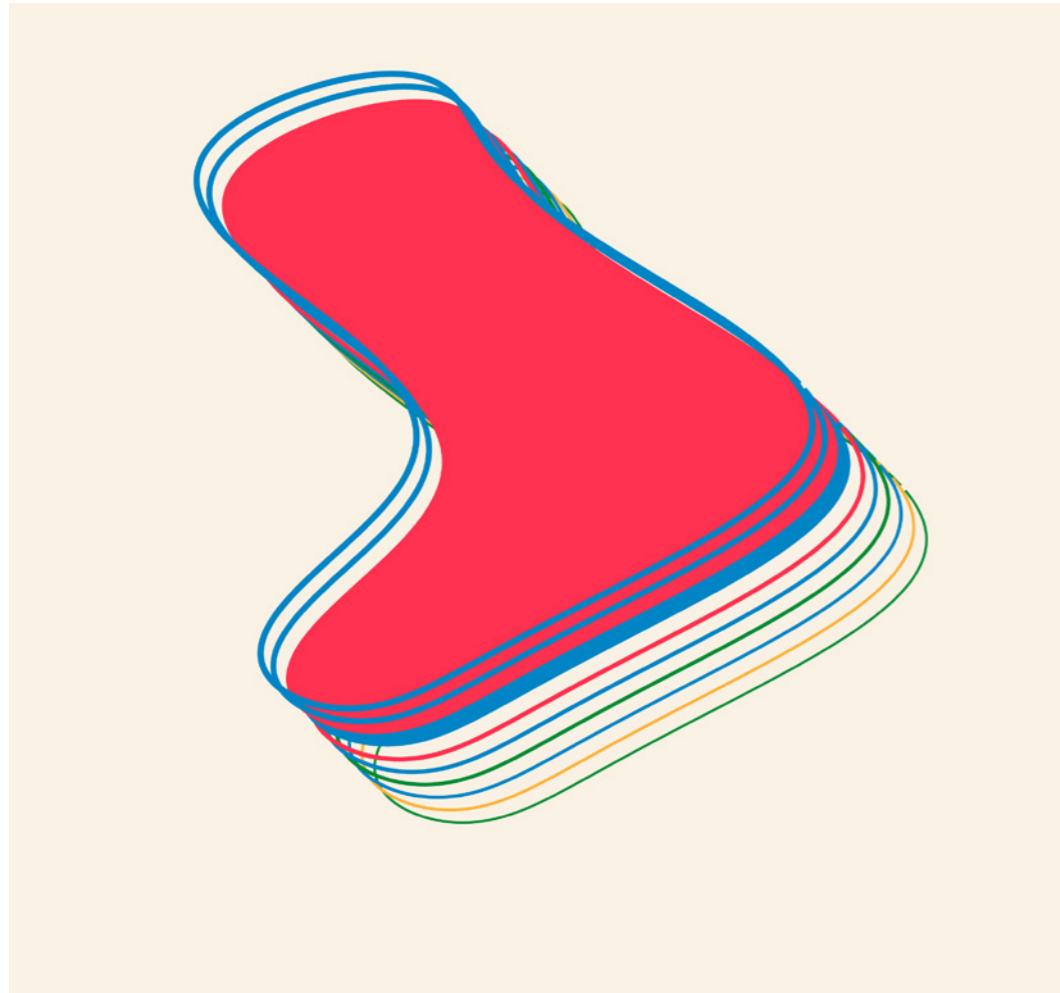
Creative developer & visual artist

Graduated from l'école de l'image Gobelins in France, Quentin has been creating websites as a front-end developer since 2013. During 6 years he was part of the team at Locomotive (Montreal, Canada) as a Creative Developer at the beginning, and Lead front-end later. This gave Quentin the ability to work on many different things, with many challenges to develop his creative spirit.

Quentin is addicted to well thought-through animations and smart user-experiences. This applies to small websites he likes to create, especially for social causes.

Quentin has been creating generative art, developing algorithms which generate visuals and animations, mixing technology and colorful palettes. You will find infinite mesmerizing loops but also with beautiful and smart generative compositions.

In 2021 Quentin was ready for new challenges and decided to quit his job, leave Canada, go and buy a camping-car to travel and work on the road in Europe. Now he is based in Brussels, Belgium, set to work developing great websites and creating his own artistic universe.



SIESTA #62

Gentk #52892

Quentin Hocdé



APERITIVO #64

Gentk #130247

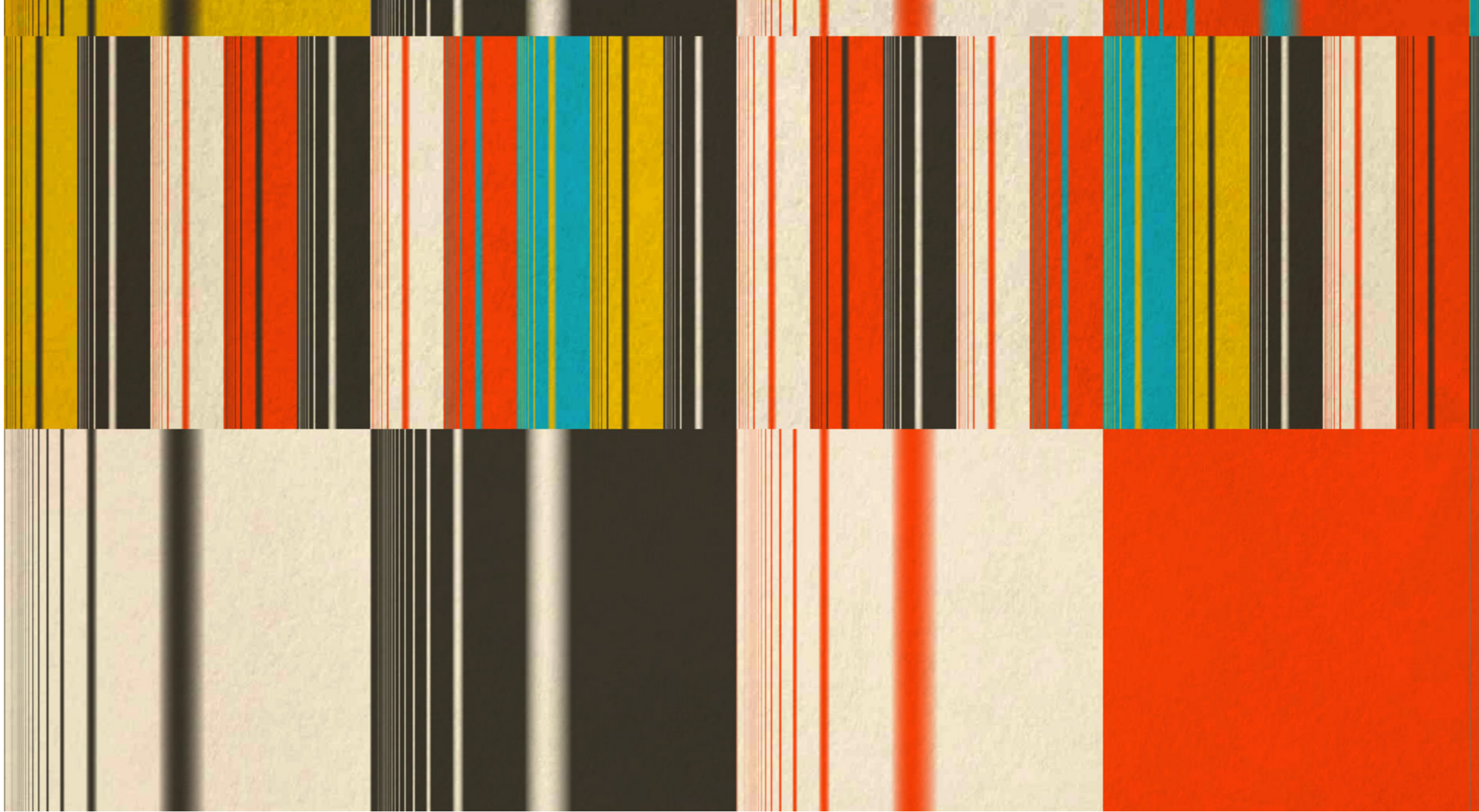
Quentin Hocdé



ROMA #63

Gentk #47214

Quentin Hocdé



BETWEEN STATIONS

Gentk #528

Lisa Orth

LISA ORTH

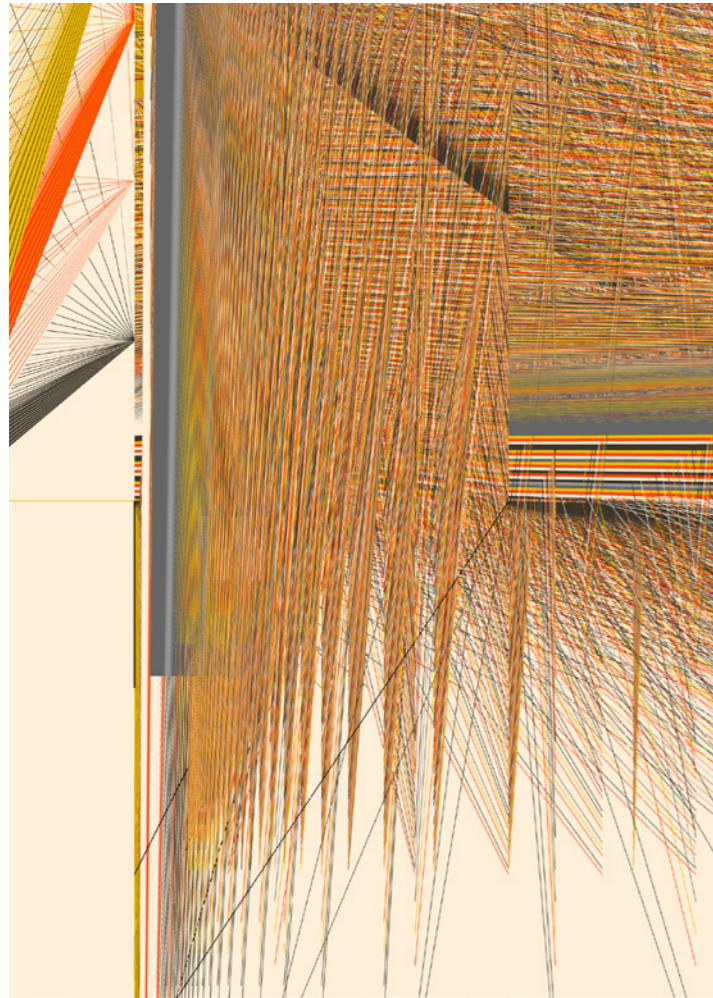
Artist, designer, tattooer and creative coder.

A creative polymath, Lisa began her artistic path in Seattle as a graphic designer and art director. In the late 80's, she was working for such luminary cultural institutions as COCA (the Center on Contemporary Art), local music magazine The Rocket, and Sub Pop Records as their first official Art Director. It was at Sub Pop that she designed Nirvana's first records and their now iconic logo.

She co-founded a design agency, where she got her first introduction to coding, and served as its creative director until leaving the design field to focus on tattooing. Her unique linework tattoo

style, reminiscent of woodcuts and engravings, has garnered her awards, international acclaim, and a bevy of eager clients.

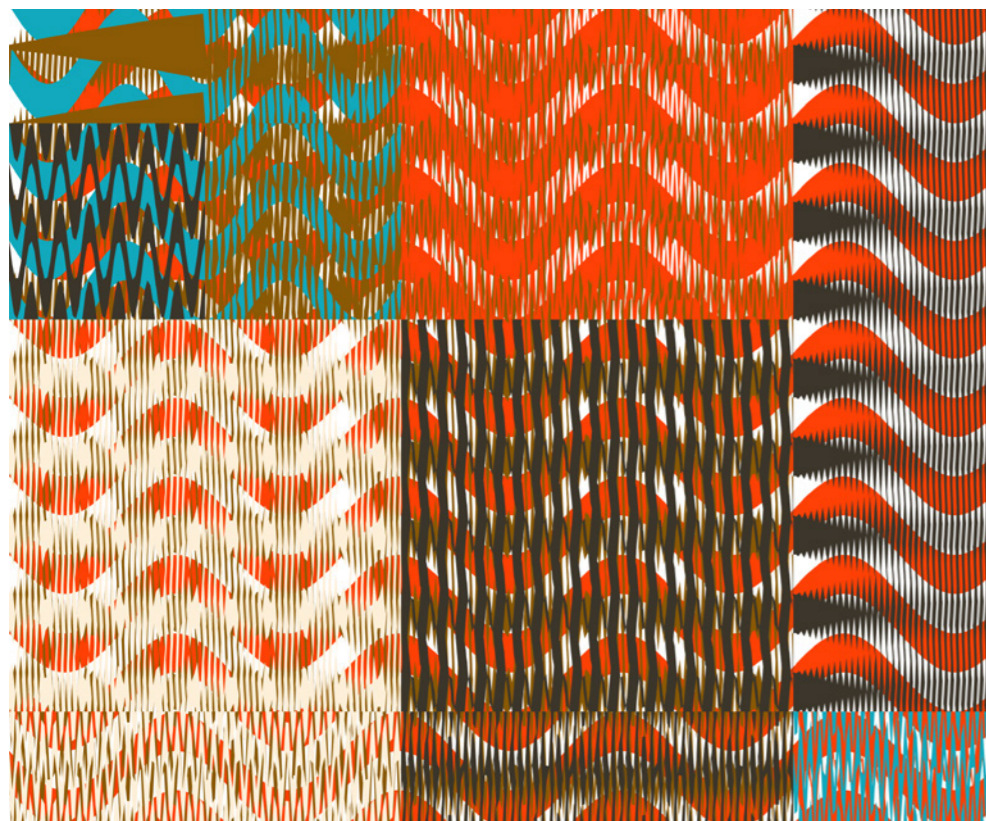
Since entering the NFT art space, Lisa's focus has been on creating abstract generative art. Using processing and p5.js, a JavaScript library created to make coding accessible for artists and designers, she's amassed an impressive body of work. Created entirely with code, her distinctive style of algorithmic art has inspired a strong collector base, with fans acquiring her work across varied platforms and ecosystems.



AETHER:ASTRAL LOOM

Gentk #8679

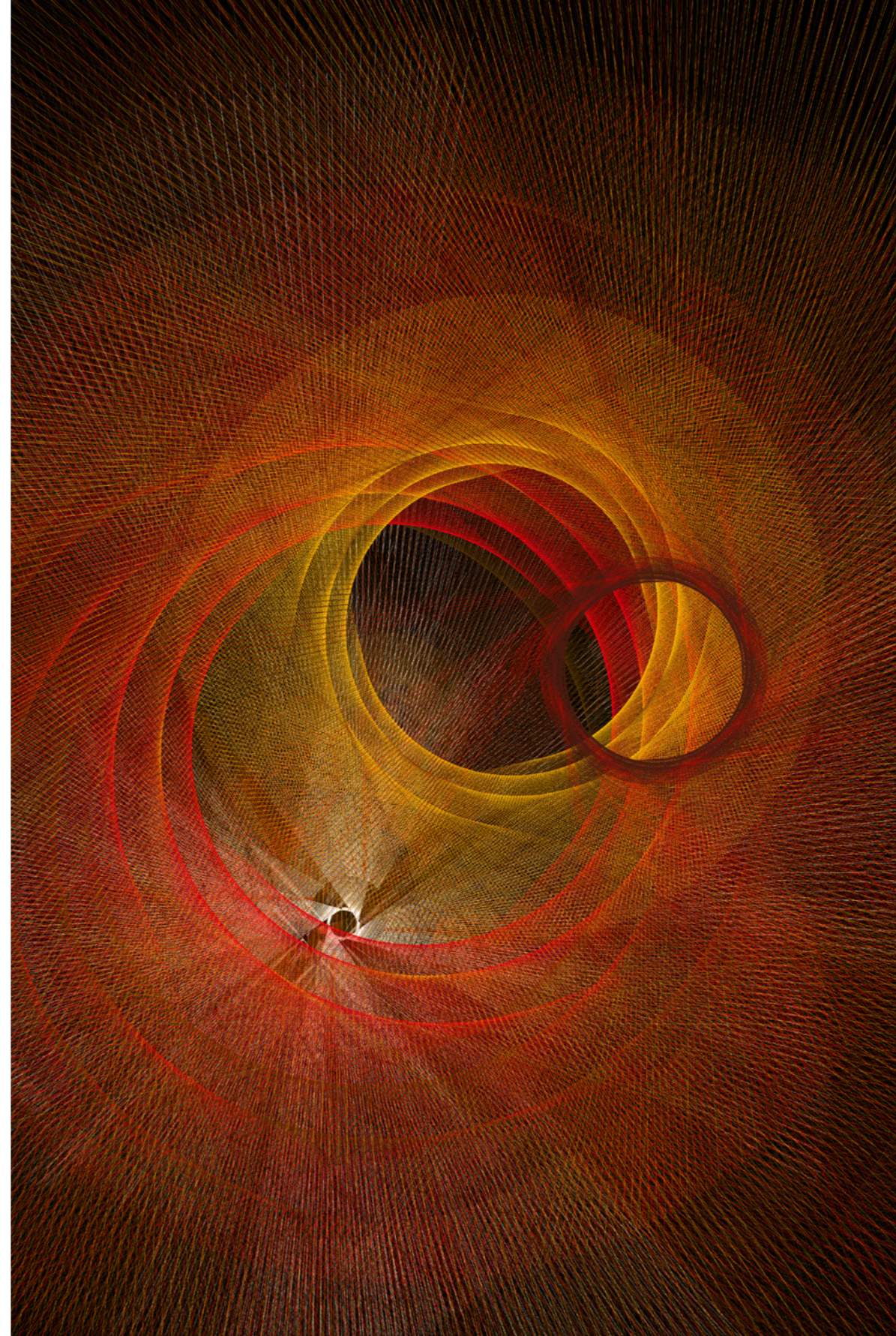
Lisa Orth



WINTER JACKET

Gentk #1937

Lisa Orth



**ASK ME ABOUT THE
DIMENSIONAL SHIFT**

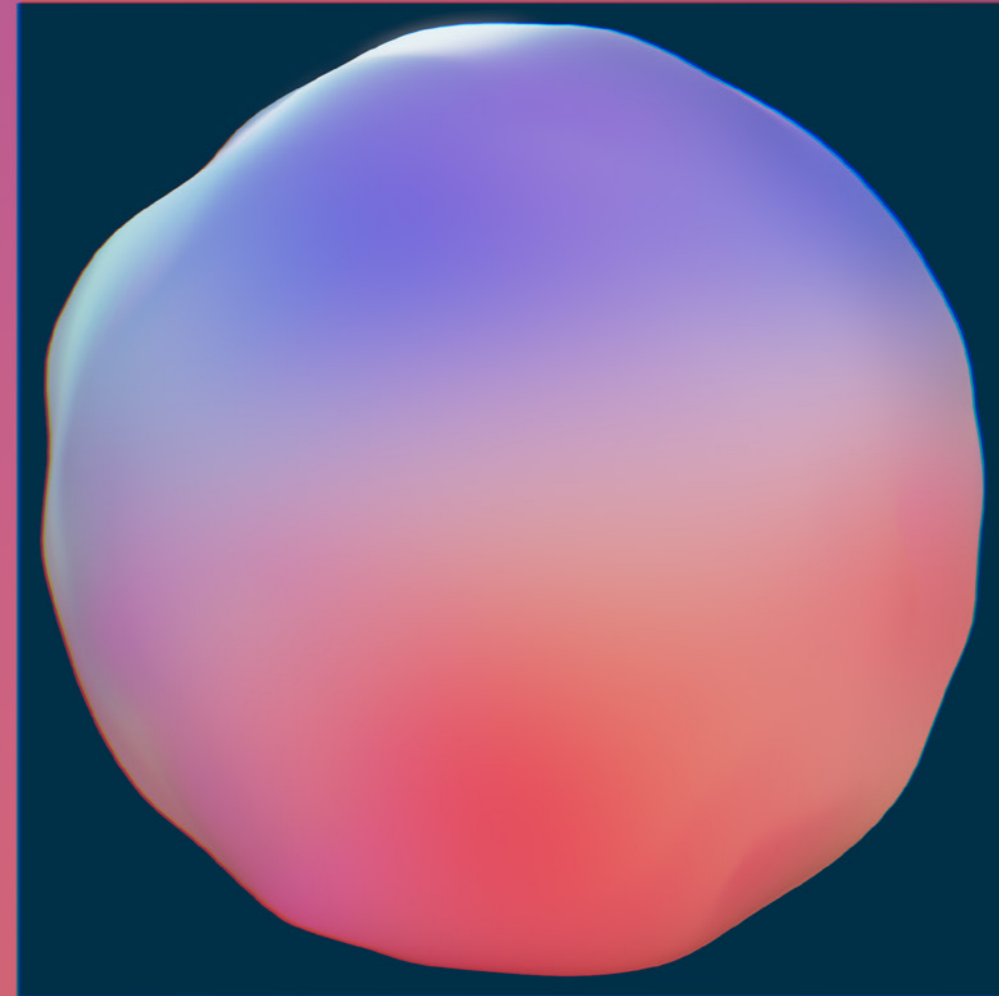
Gentk #7598

Lisa Orth

ZEPHYRUS DAWN

Objkt #709036

Aurora



AURORA

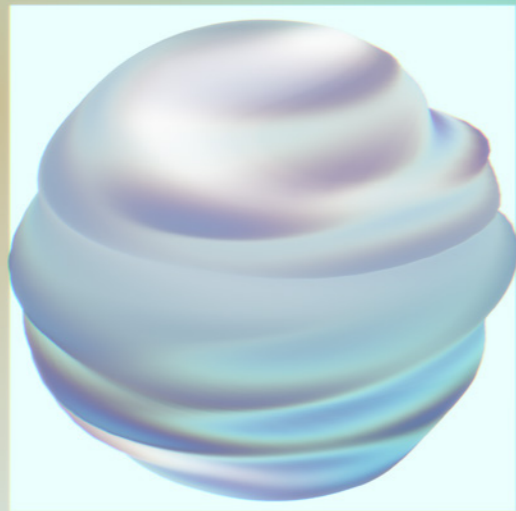
Visual artist and creative coder

Aurora has always loved to explore what moves people - in artistic creation as well as throughout her life.

Her work touches and evolves around all forms of human experience and expression. Having worked in a business context for most of her professional career, a recent life- changing experience allowed aurora to reconnect with her inner artist. What she cherishes most about art is the chance of a new beginning in every creation.

This fundamental belief also sparked the creation of the Morgenrot collection, her genesis NFT project. Beyond her art, she is a caring friend, loving sister and a passionate sādḥaka on her yogic path.

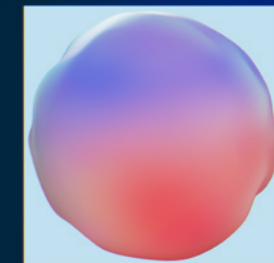
Every artwork of the Morgenrot collection symbolizes the dawn of a new beginning, empowering us to seize the unlimited possibilities each day holds. It visualizes the radiating beauty of our inner world unfolding in light and form.



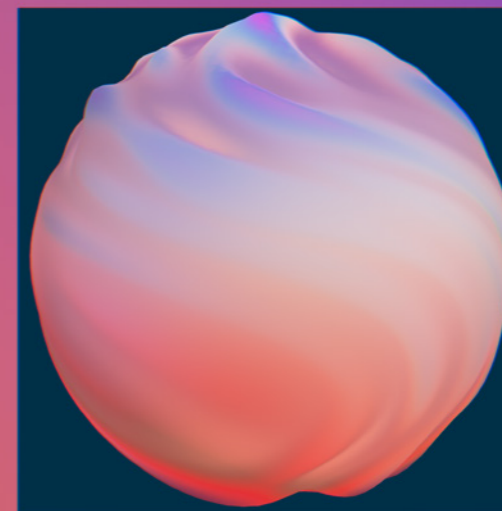
BOREAS MERIDIAN
Objkt #709031
Aurora



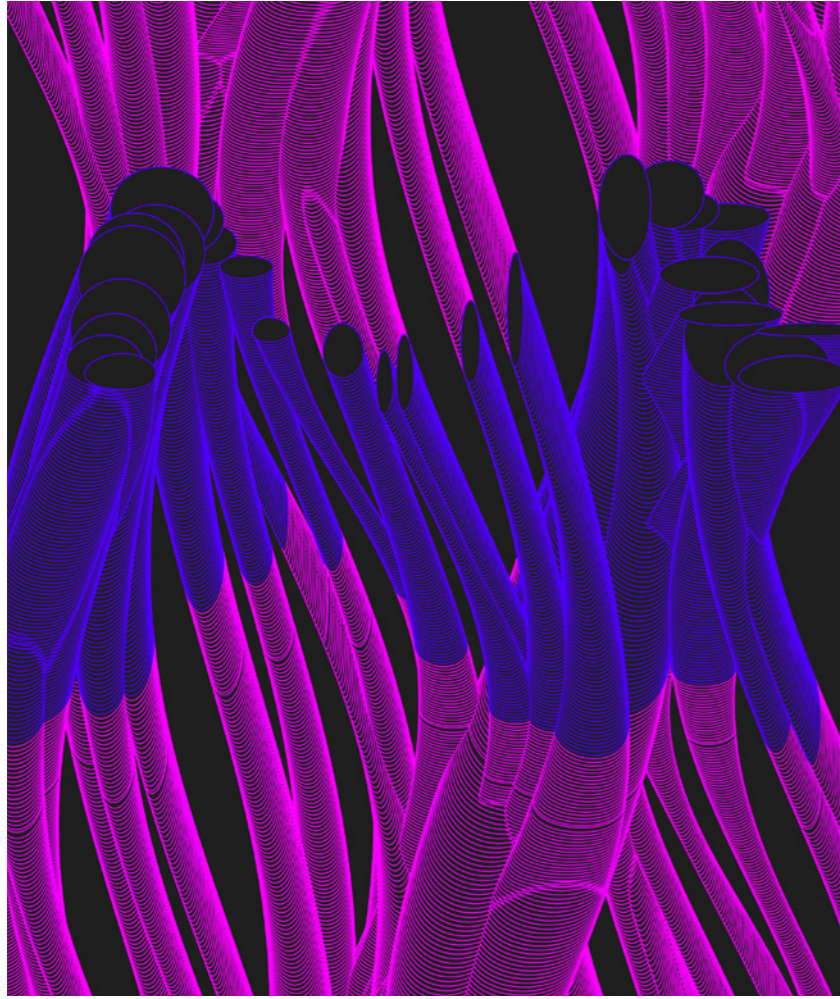
ZEPHYRUS RISE
Objkt #709043
Aurora



ZEPHYRUS DUSK
Morgenrot Collection
Aurora



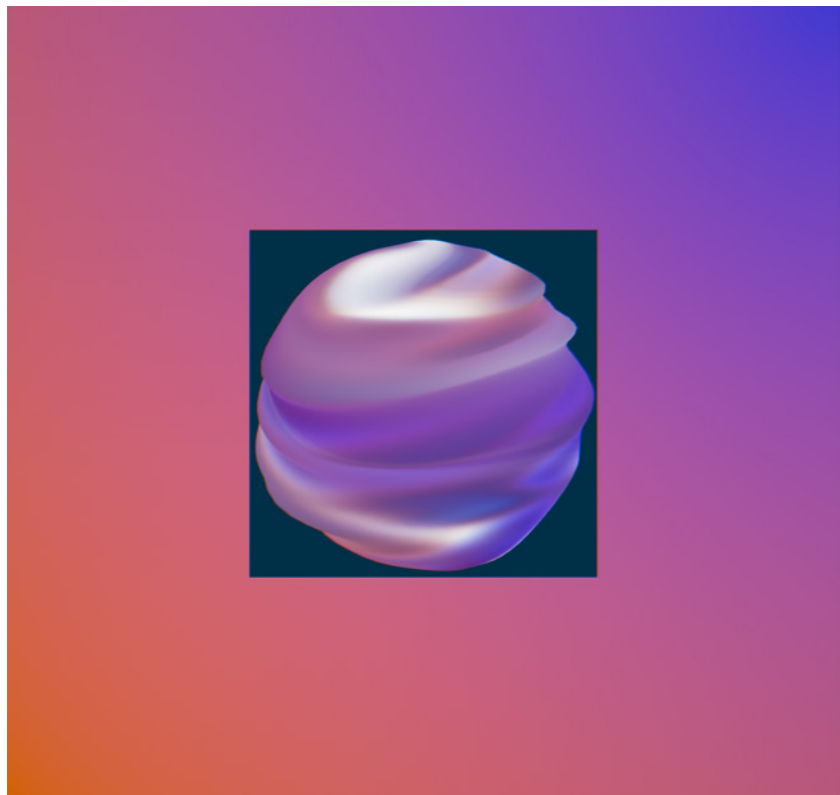
NOTUS DAWN
Objkt #709053
Aurora



BLIND FOREST

Objkt #502518

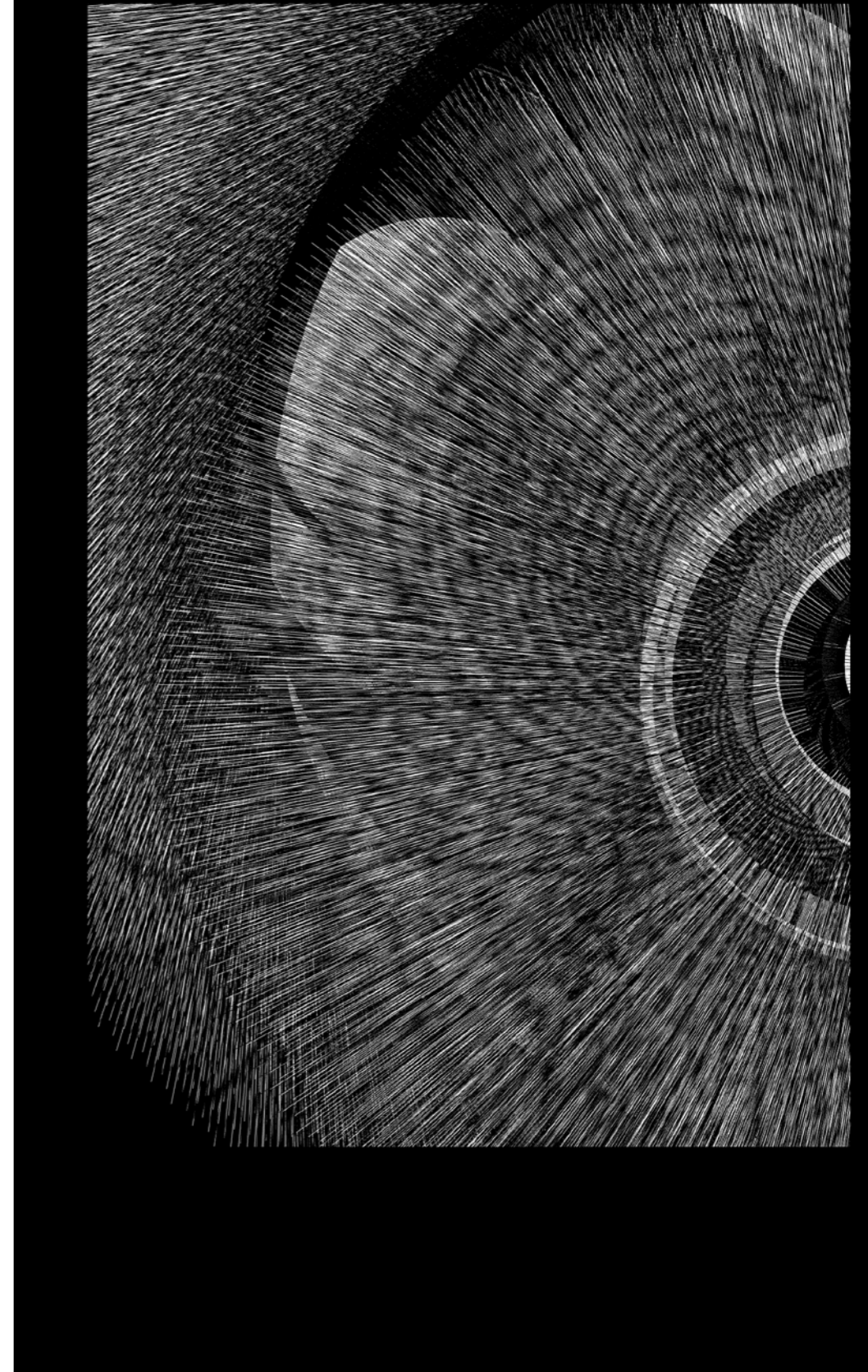
Quentin Hocdé



BOREAS DAWN

Objkt #709027

Aurora



DELICATE VOID VII

Objkt #7

Lisa Orth



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ISSUE 02

APRIL 2022

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