

T CAM

Tannhäuser Generative Art Museum

Issue #03

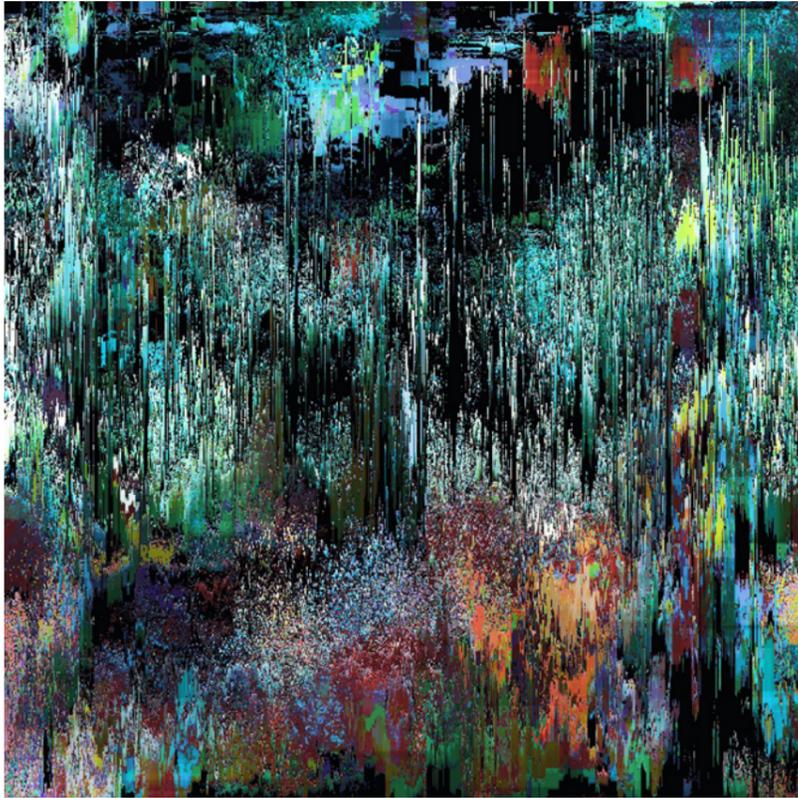
# RED PILL

featuring:

Ryan Bell

Landlines Art

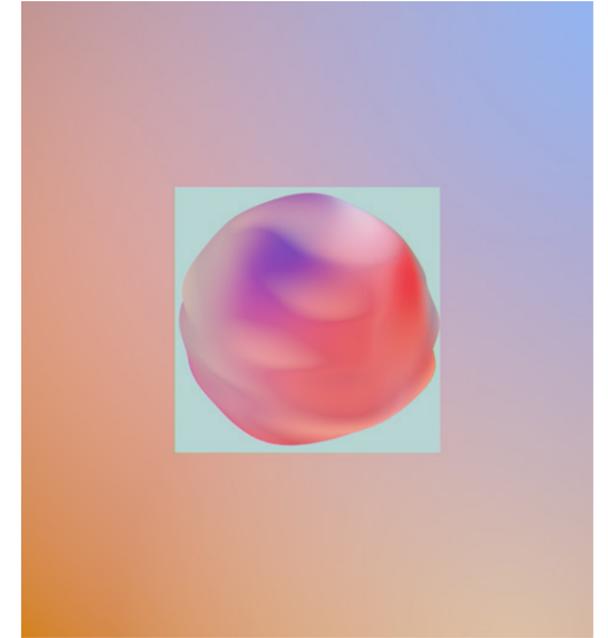
Thomas Lin Pedersen



**PS-r74**  
Objkt #396367  
Synesthesia



**HONG KONG 250**  
Objkt #220780  
Ismahelio



**Morgenrot Eurus #Rise**  
Objkt #709049  
Aurora



**encounters iv**  
Objkt #362034  
Marcelo Soria Rodriguez



**SATURN**  
Objkt #400182  
Quentin Hocdé

# Contents

ABOUT THE TGAM	6
ISSUE #03: RED PILL	8
MEET THE ARTISTS	
RYAN BELL	16
LANDLINESART	22
THOMAS LIN PEDERSEN	28
SPONSORS	34

Welcome to the Tannhäuser Generative Art Museum.

## ABOUT THE TGAM

The 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.

**TGAM.XYZ/VISIT**



Suspended Pathways : Golden 00a  
Token #1

Lisa Orth



# ISSUE #03: RED PILL

“

This is your last chance. After this, there is no turning back. You take the blue pill, the story ends, you wake up in your bed and believe whatever you want to believe. You take the red pill, you stay in Wonderland, and I show you how deep the rabbit hole goes.



achromat #4  
Gentk #11407

Landlines Art

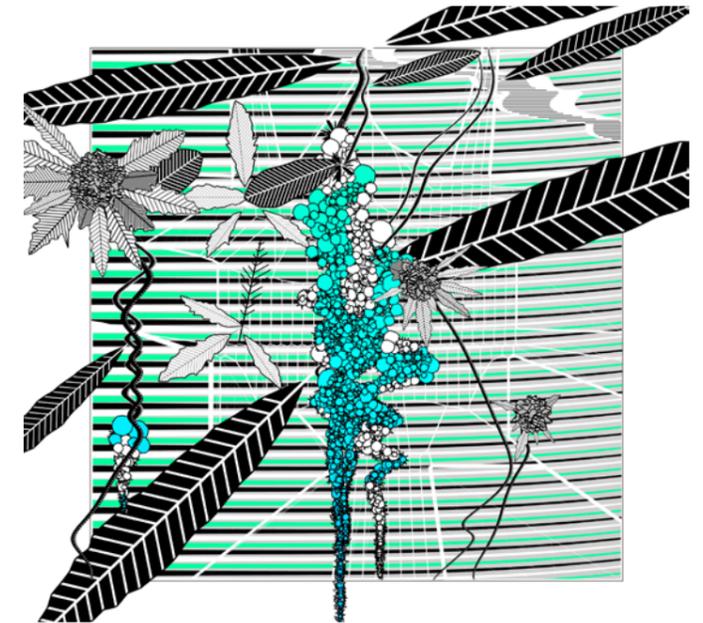
Red Pill evokes a moment of disruption, a given point in time where everything before it is distorted and fuzzy. The ever evolving world of art faces a revolution that culminates in a decentralised environment with unrestricted access and lack of central authority.

This issue at the Tannhäuser Generative Art Museum is a celebration of the huge liberation technology is allowing, placing a no return point that will change the course of history.

In this edition we are proud to welcome three acclaimed artists that show the variety and quality of work that is currently being produced in the generative art scene: Ryan Bell, Landlines Art and Thomas Lin Pedersen.

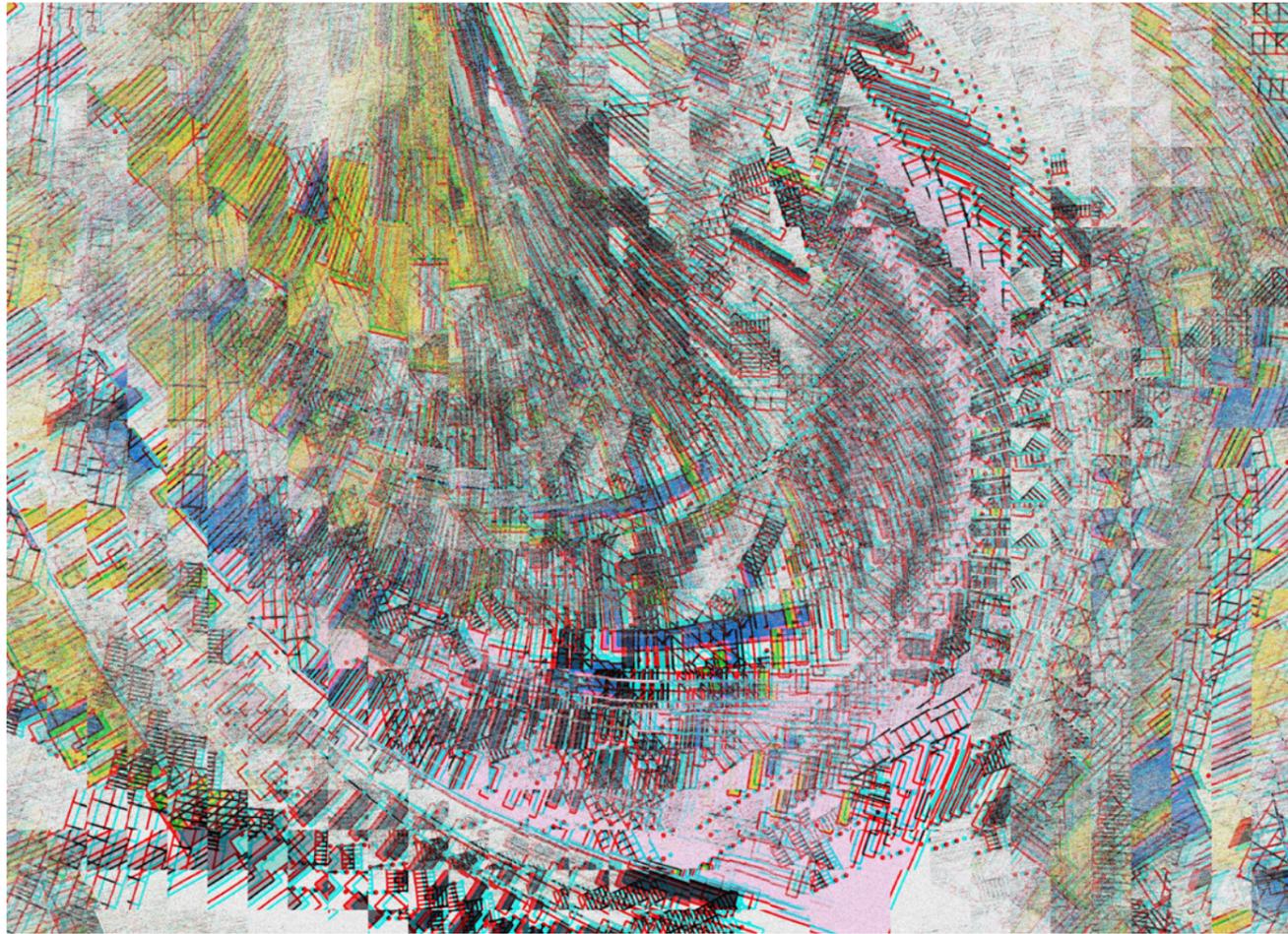
For those who are unfamiliar with their work we really recommend visiting TGAM.XYZ to take a tour of their work and evolution, they are a perfect representation of the enormous possibilities for generative art in the current day.

"Issue #03: Red Pill" will be inaugurated July 1 at the Tannhäuser Generative Art Museum in voxels. Visit [tgam.xyz](http://tgam.xyz) for more info.



Constructive 511  
Token #75521

Thomas Lin Pedersen



Sedimentary Dissolution #28  
Gentk #390066  
Landlines Art

# PUSHING BOUNDARIES

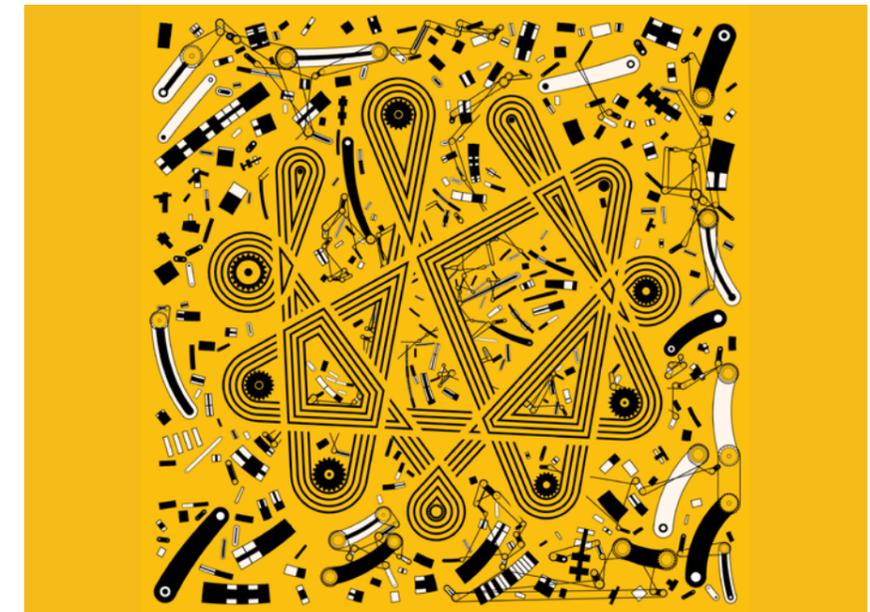
One of the hardest thing we have to do is to manually select the pieces that will be displayed at the museum in each exhibition. We love the process of digging into an artist work and discovering the tiny details and nuances of each piece. Yet, we feel that we're leaving a lot of beauty behind. Space is limited (even in the metaverse) but ideas aren't.

At TGAM we like to explore how technology can improve the interaction of humans with art. At the intersection of these two players (humans and art) we wanted to remove what we believe is a flaw in the process: the curation part. Most of the projects we see on fx(hash), artblocks and other generative marketplaces includes more than 500 pieces, which makes reducing a project to a limited number of pieces a shame.

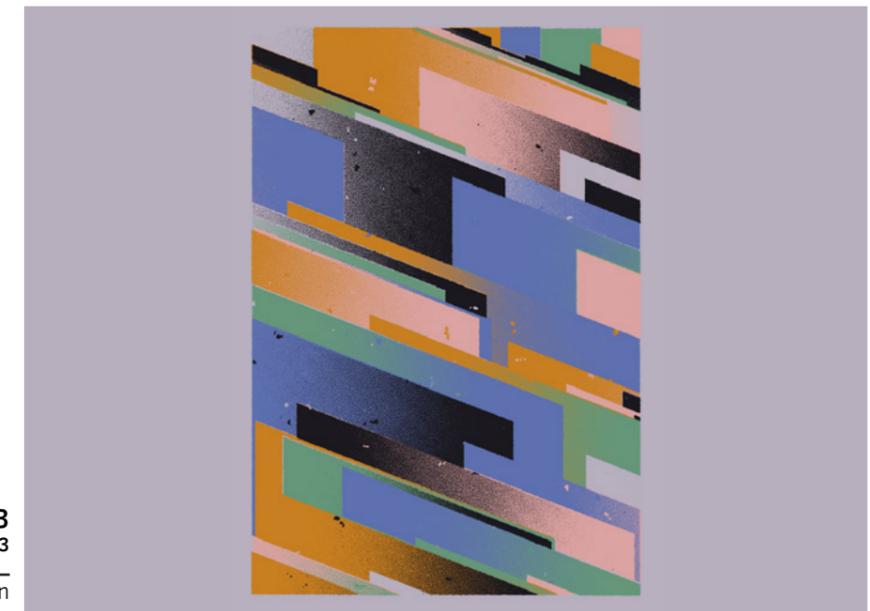
**What if we could remove the curation part?**

So we called our friends at Tannhäuser Gate to find a solution and the outcome is pretty impressive: Issue #03 will change every day with new artwork from all the pieces minted by the artists on any platform.

Technically speaking, we setup an indexer to keep track of all artwork ever minted by the artists. We use that indexer to pull pieces and change them automatically every day. The upgrade is huge because before we were able to show 15 pieces per artist. We will now be able to showcase 15 different pieces every day, which gives us an impressive number of 1350 unique artworks displayed from every artist. If we add three artists to the formula, **Issue #03 will showcase more than 4000 different pieces during the three months that the exhibition lasts.** A huge thanks to the team at Tannhäuser Gate, prado and dataser for making this possible.

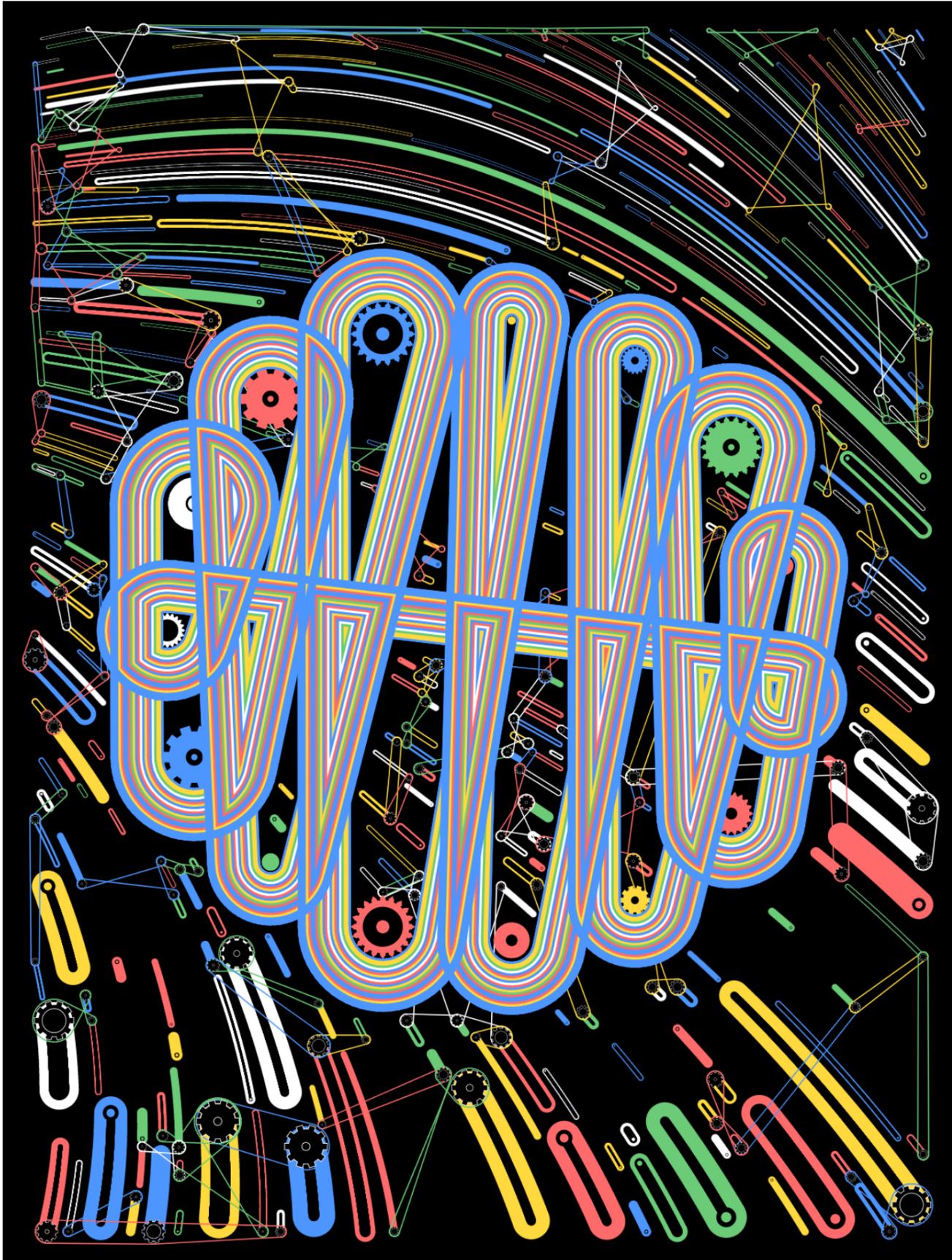


Sprocket Factory #180  
Gentk #623009  
Ryan Bell



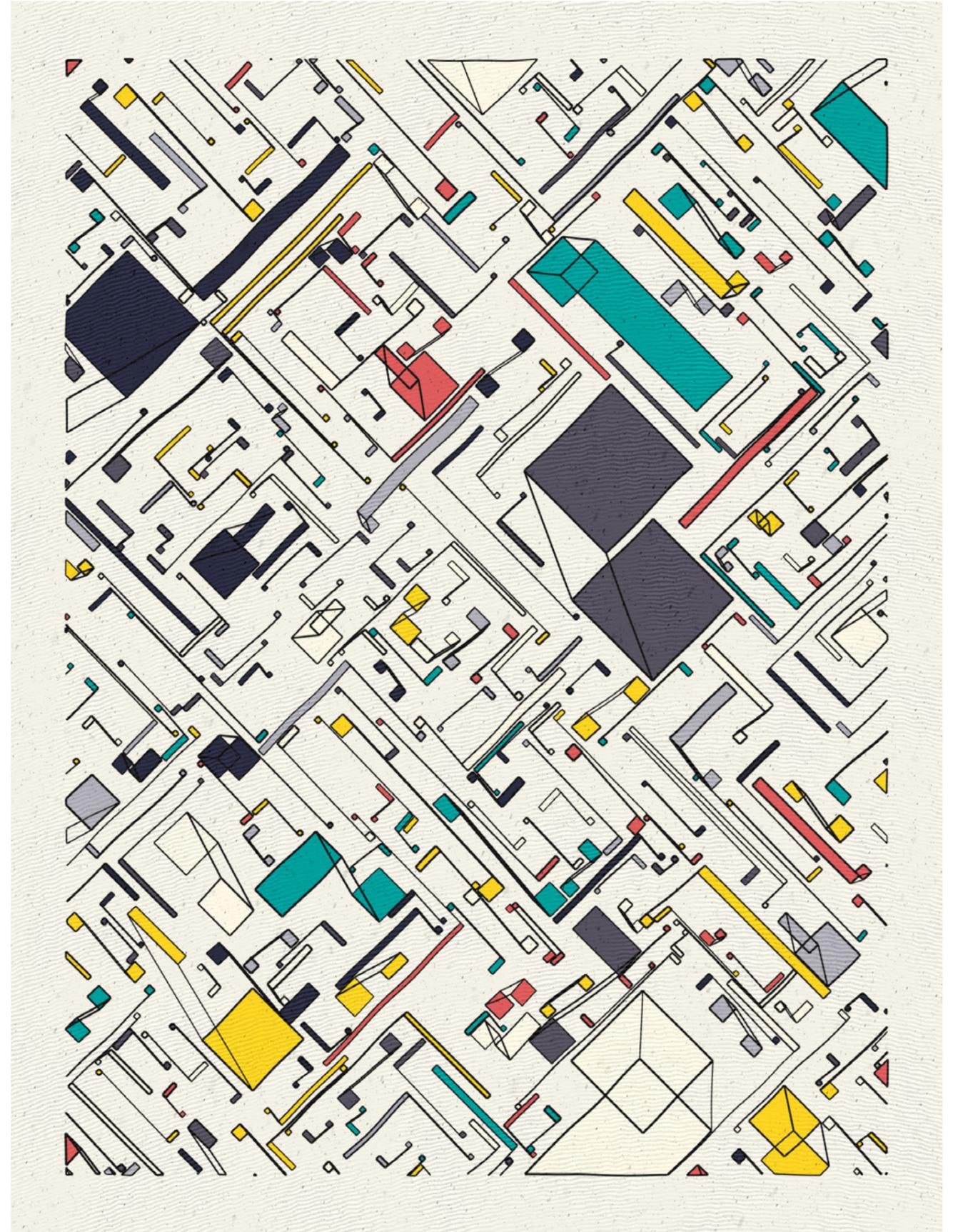
Screens #993  
Token #255000993

Thomas Lin Pedersen



Sprocket Factory #183  
Gentk #623012

Ryan Bell



Negative Space #181  
Gentk #627056

Landlines Art



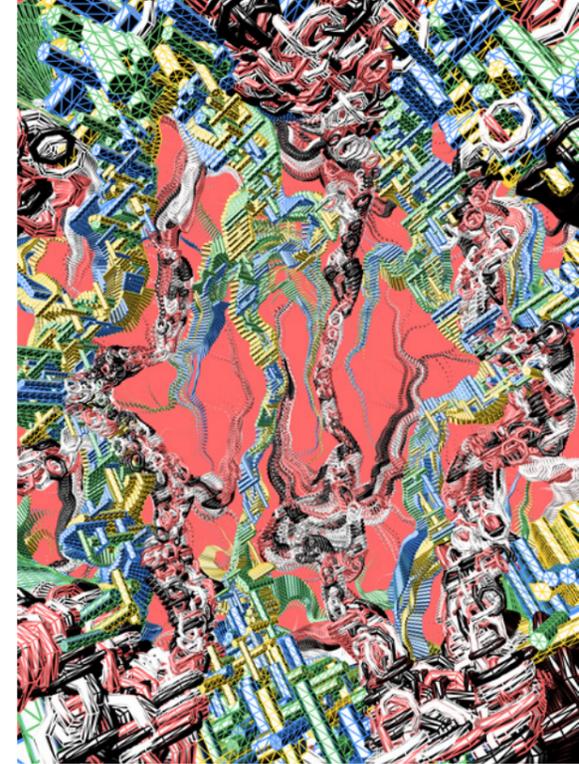
**Yonder793**  
Objkt #30506

Thomas Lin Pedersen



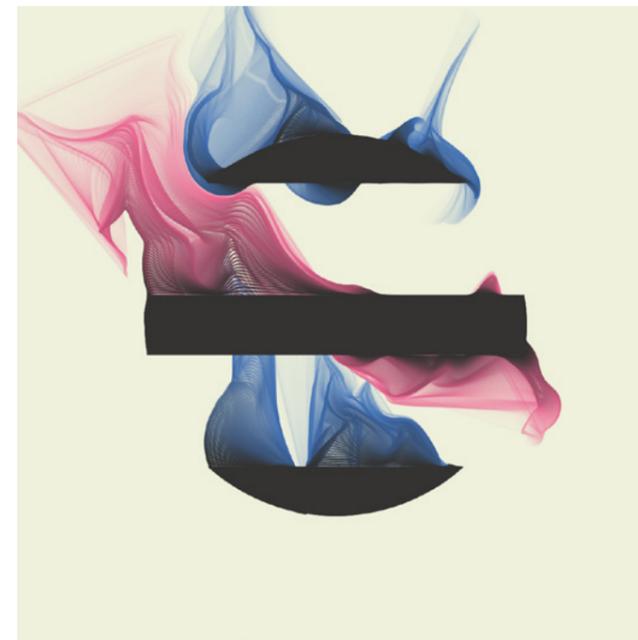
**Textiles #63**  
Gentk #740593

Landlines Art



**Antiflow #55**  
Gentk #663220

Ryan Bell



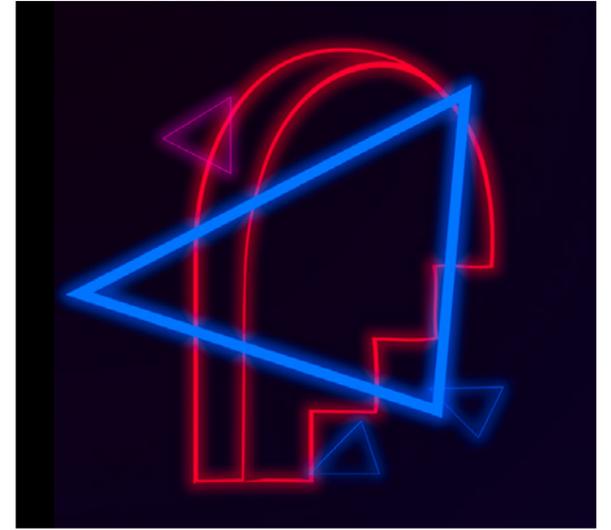
**Screens #987**  
Token #141000987

Thomas Lin Pedersen

# MEET THE ARTISTS

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Ryan Bell

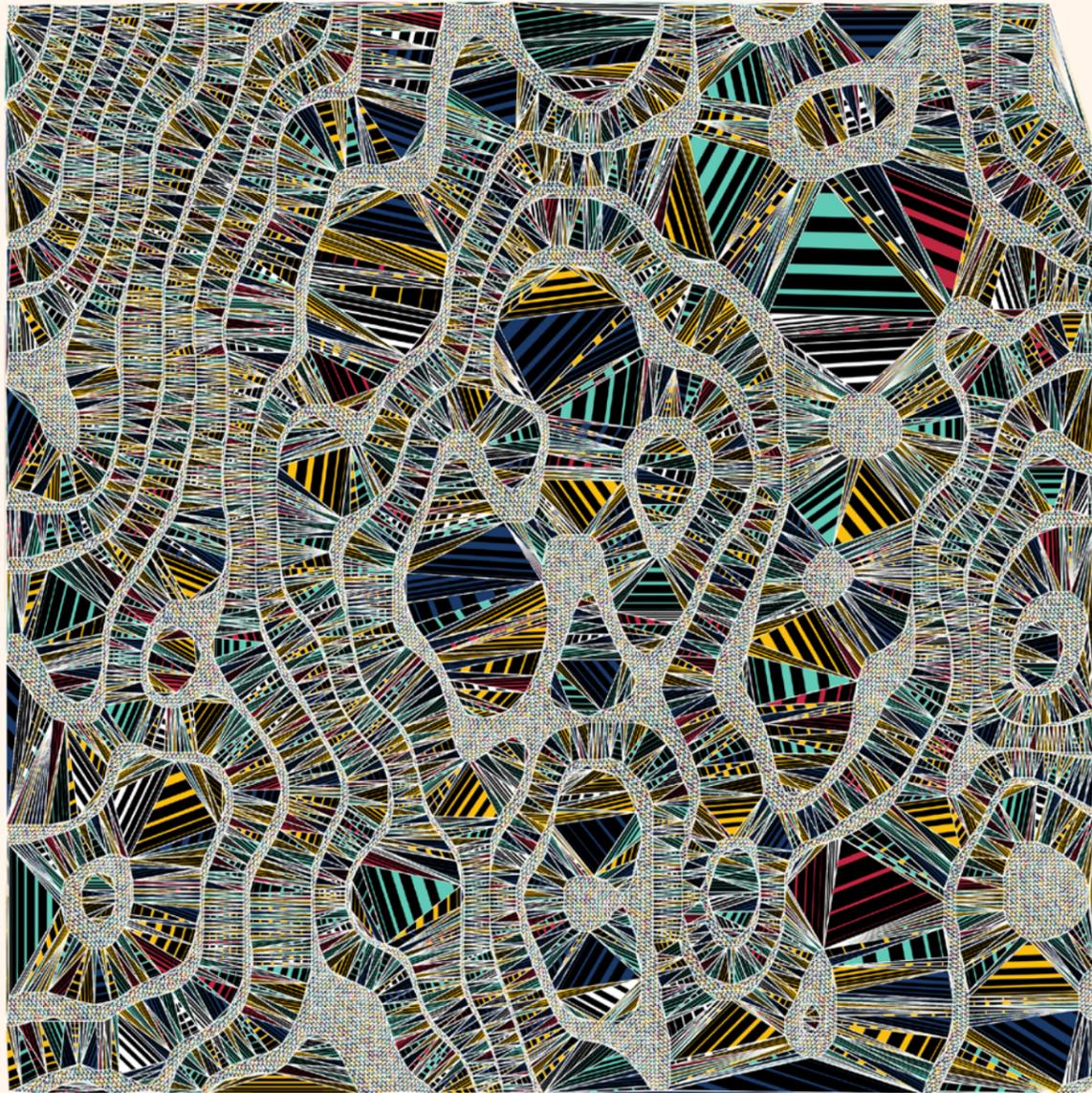


Thomas Lin Pedersen



Landlines Art



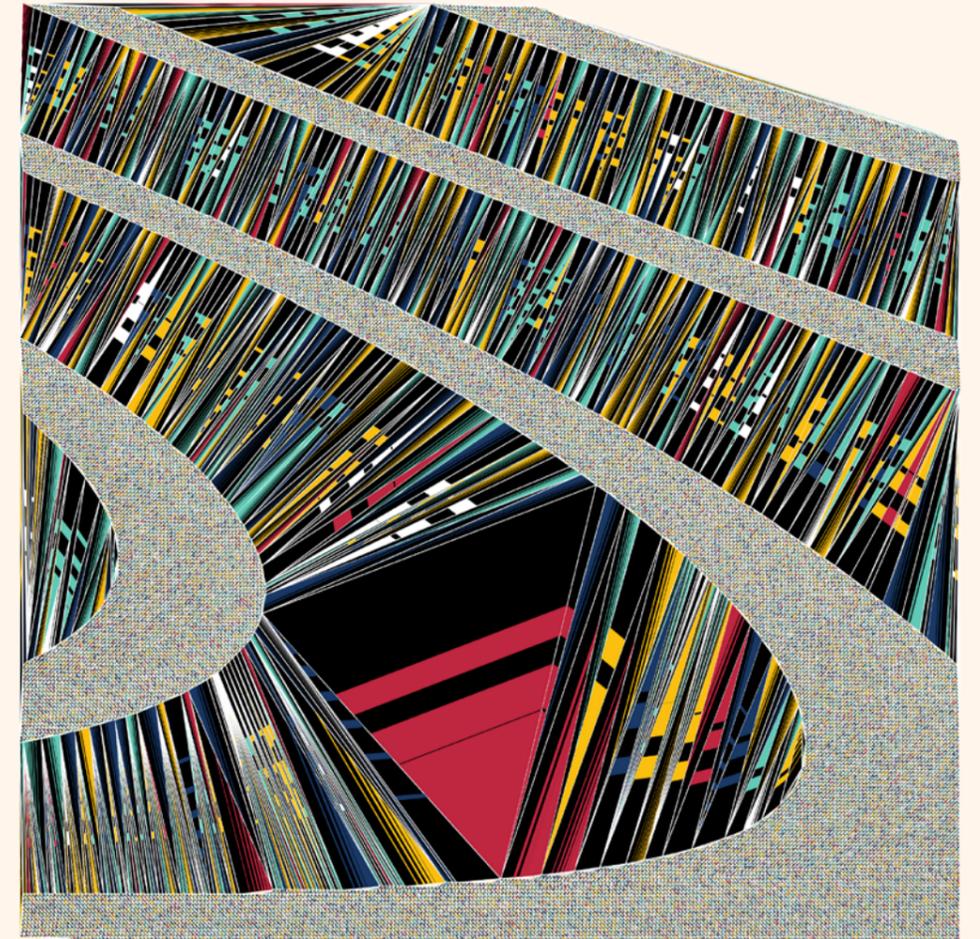


Fragments of a Wave #7  
Gentk #508206

Ryan Bell

Fragments of a Wave #431  
Gentk #508863

Ryan Bell



# RYAN BELL

Software engineer, visual artist and musician.

Ryan Bell visual artwork explores themes of radical complexity, recursion, and playfulness.

He describes his process as inventing new software tools to solve interesting technical challenges which yield colorful, sophisticated visual forms.

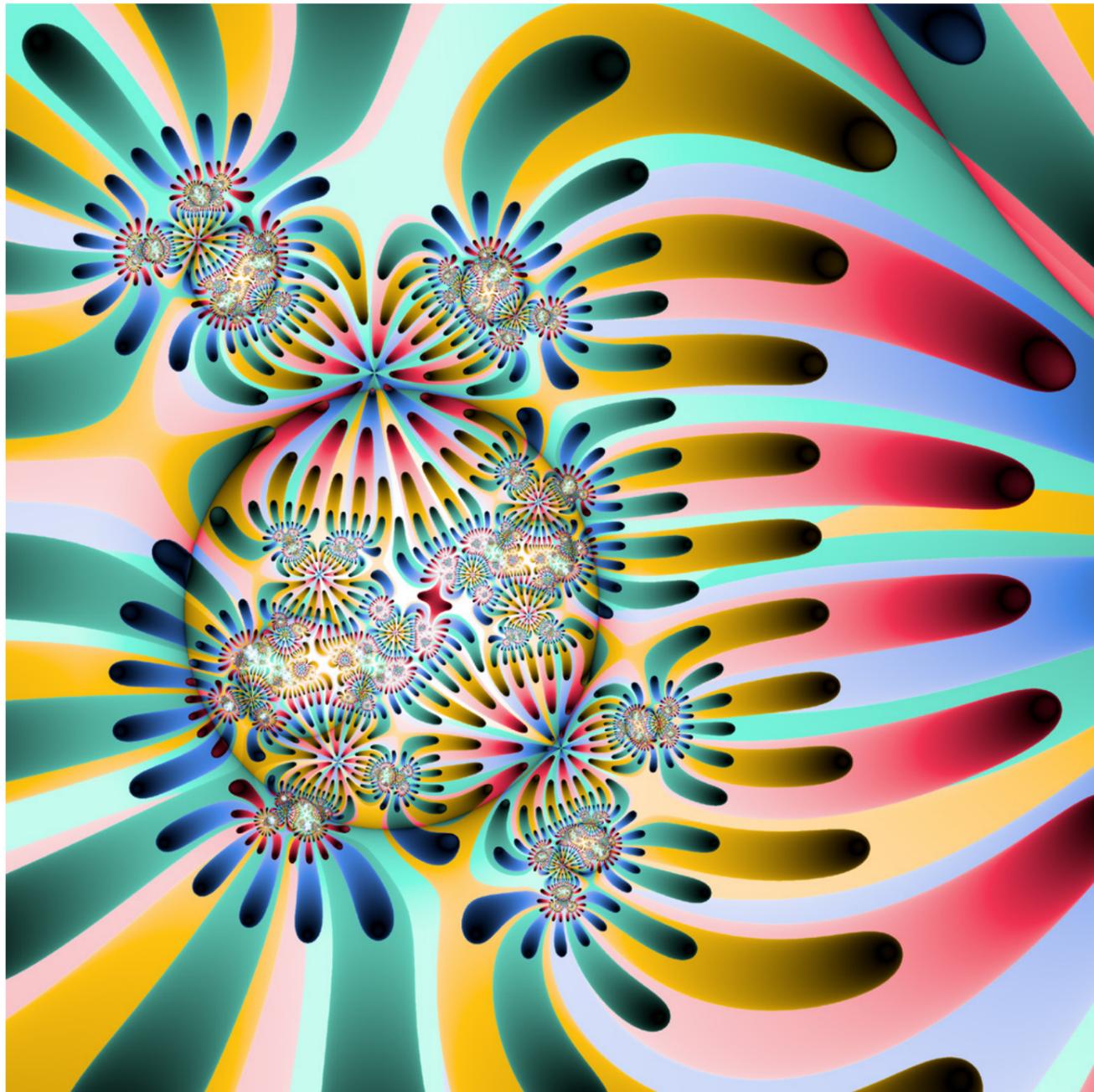
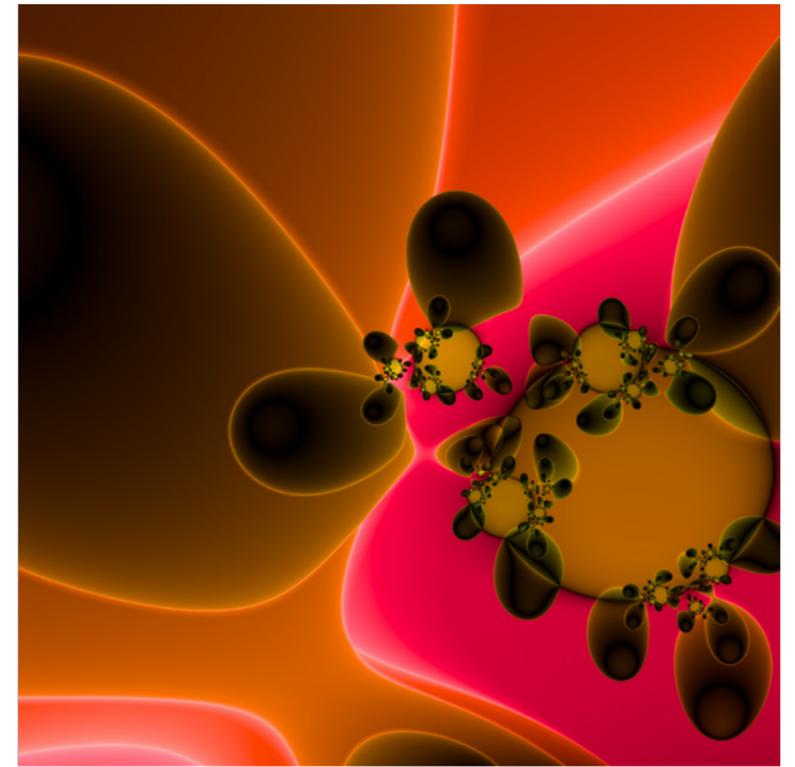
Ryan is an active member of the Tezos generative artwork community, selected to host multiple live generative NFT minting

galleries at Art Basel across Switzerland and Hong Kong.

In a demonstration of versatility and experimentation, his work in Hong Kong, "Microgravity" was fully abstract, using hyper complex fractal mathematics, while his "Dreamcatchers Forest" exhibit in Switzerland produced an illustrative nature scene flowing with leaves and flowers.

Microgravity #268  
Gentk #757822

Ryan Bell

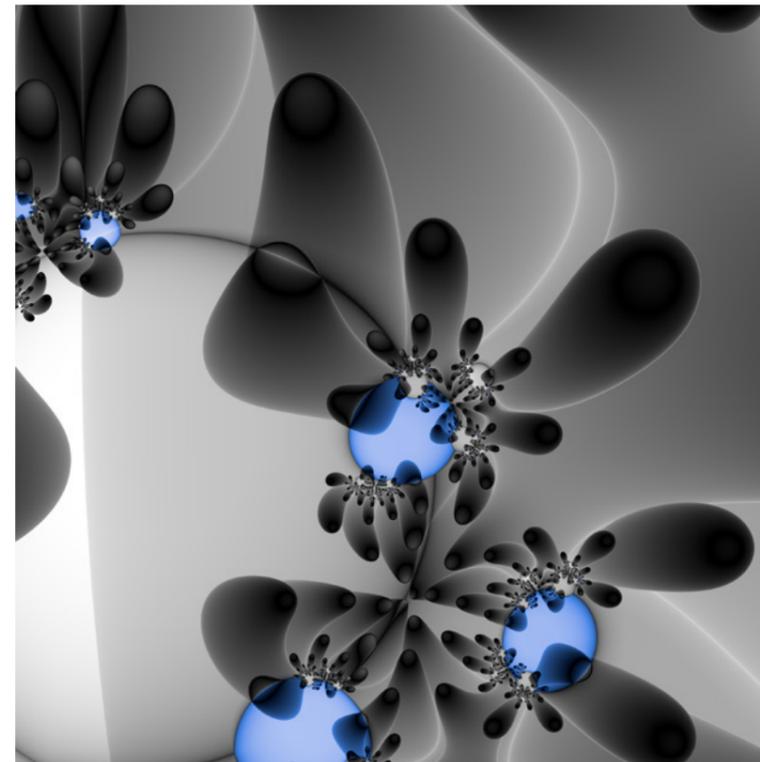


Microgravity #253  
Gentk #756943

Ryan Bell

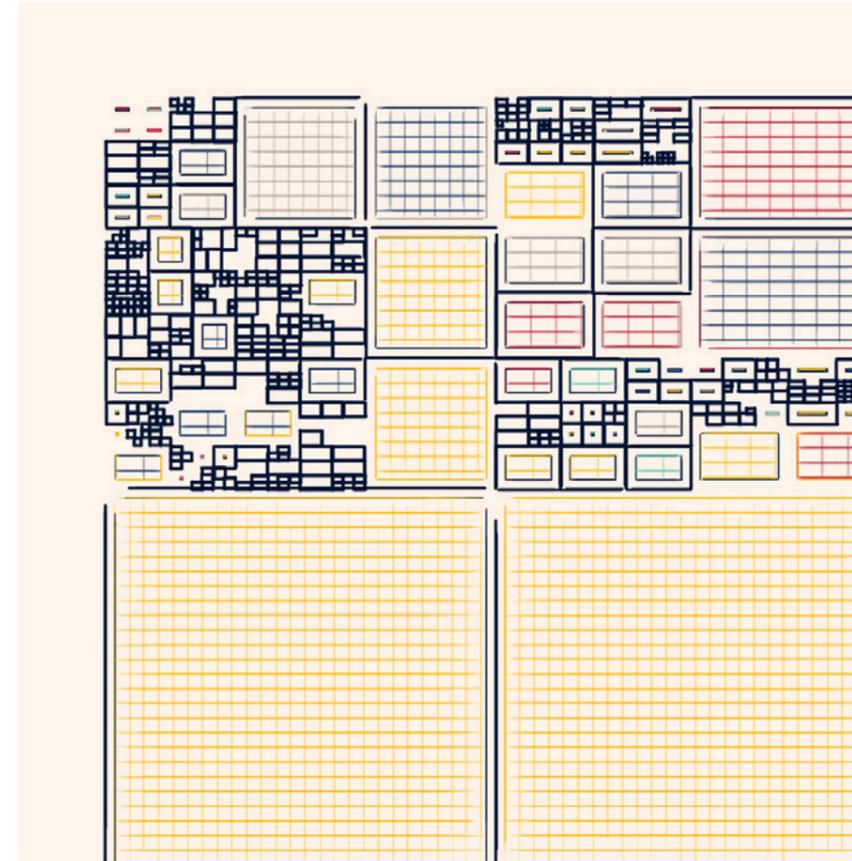
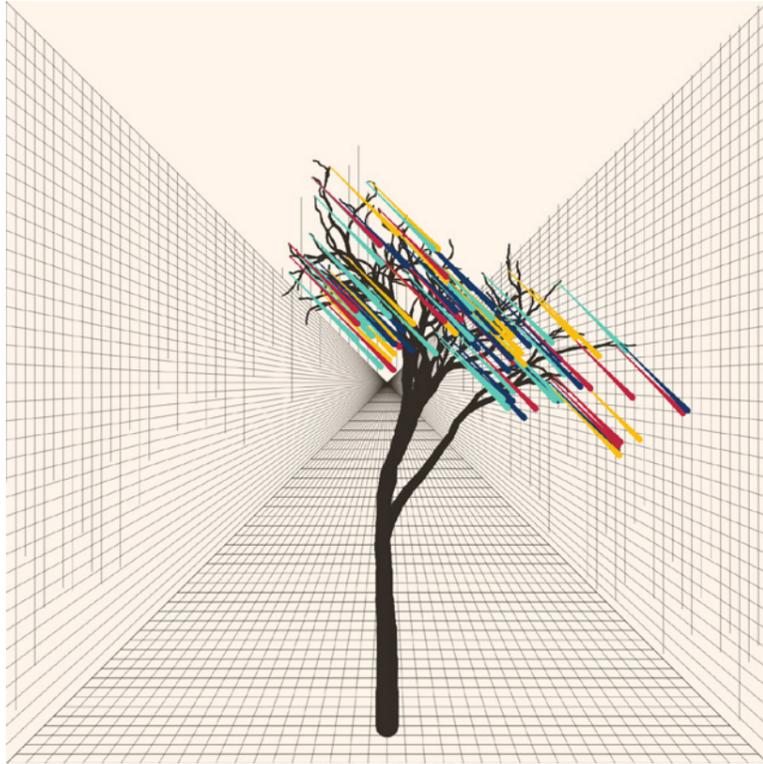
Microgravity #376  
Gentk #766560

Ryan Bell



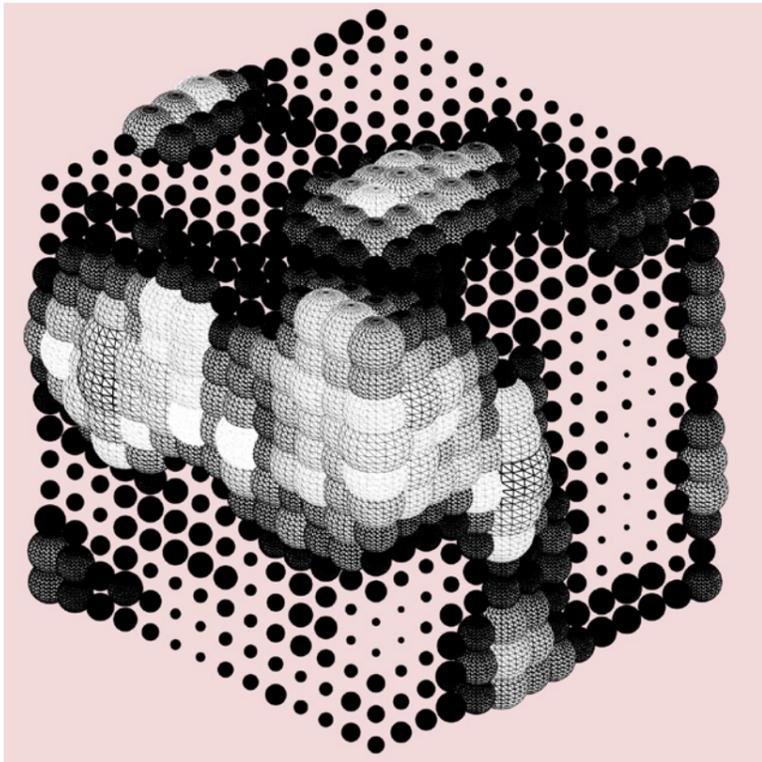
**Decision Trees #26**  
Gentk #497631

Ryan Bell



**Organized Chaos #60**  
Gentk #477948

Ryan Bell

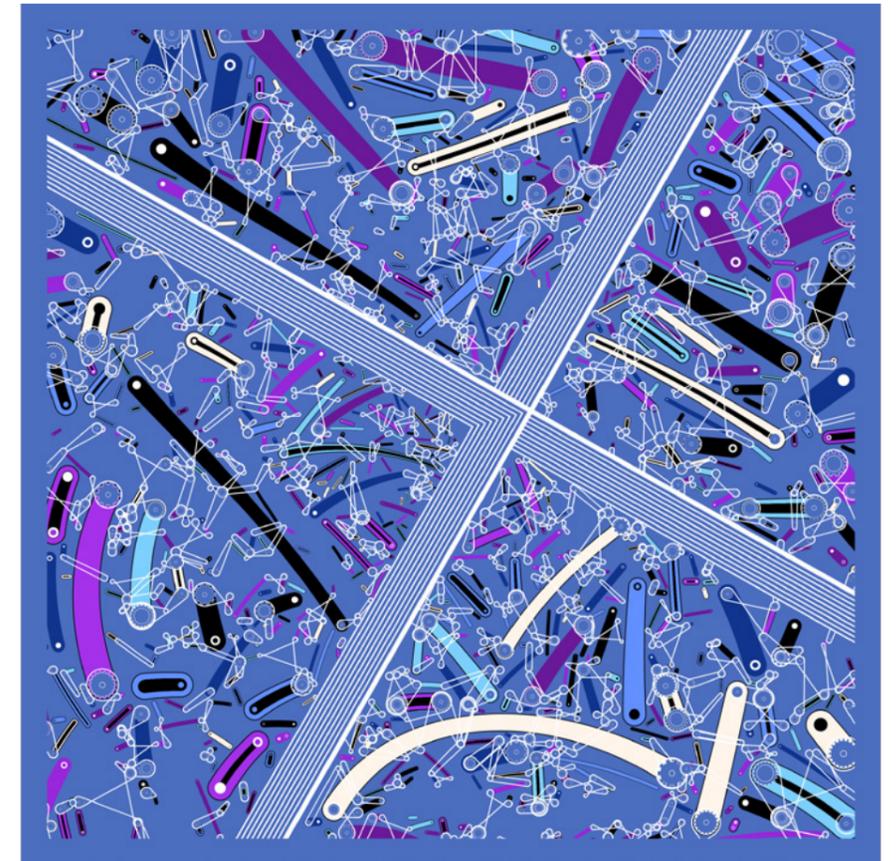


**Drip Cube #97**  
Gentk #494984

Ryan Bell

**Sprocket Factory #6**  
Gentk #622831

Ryan Bell





**Absolute Error #17**  
Gentk #111392

Landlines Art

**Absolute Error #11**  
Gentk #111385

Landlines Art



## LANDLINES ART

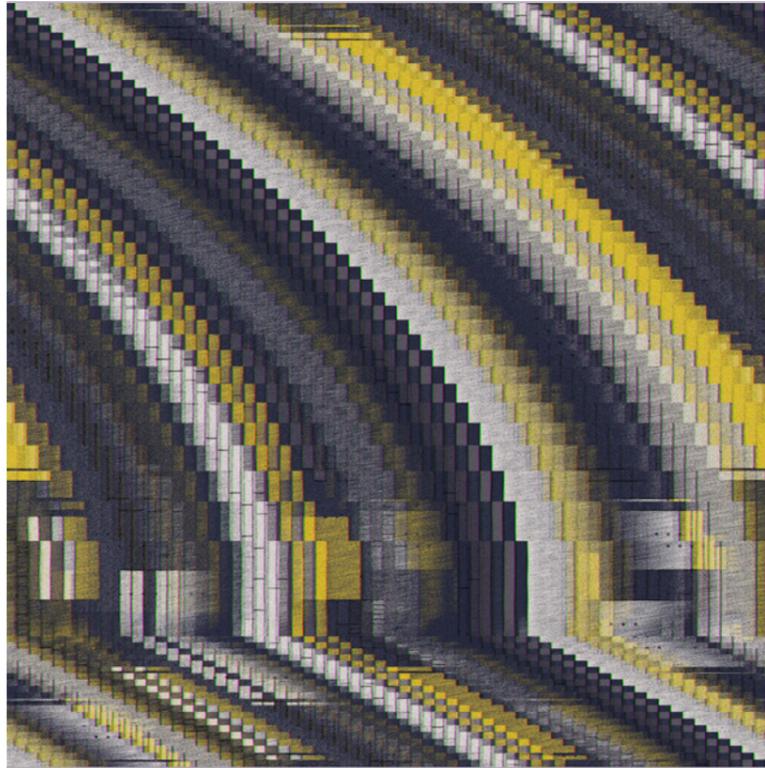
Exploring generative art.

For over 10 years, Landlines Art has been investigating the intersection between code and various artistic mediums.

Most recently, the focus has been on generating visual art, however, he has a long history of experimentation with generative music.

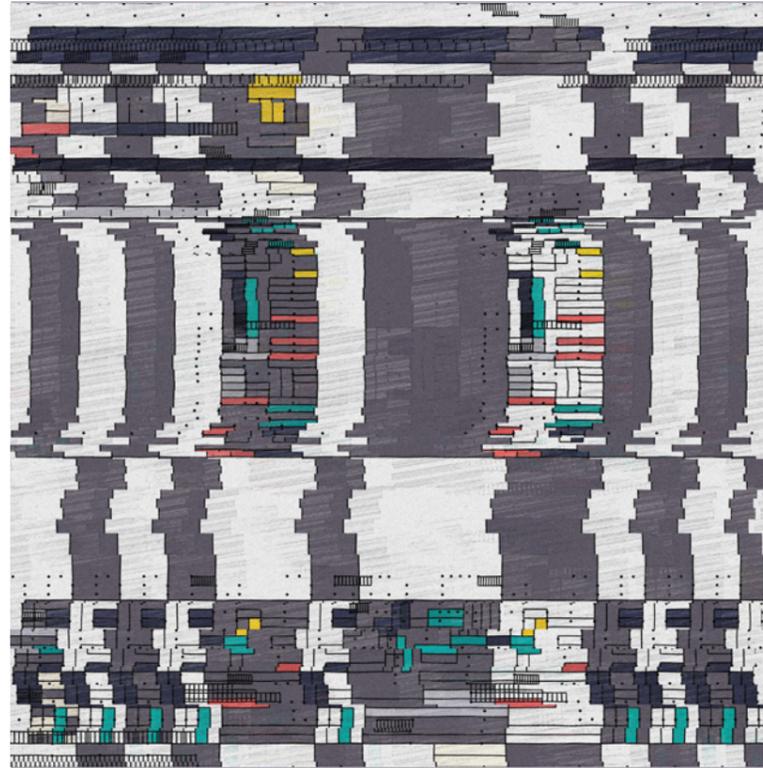
The process through which his visual works are created is an iterative process, that is often inspired by accidental coding mistakes

that push the project in a new and unexpected direction. Most of his work is created using one of two workflows: using Javascript and HTML Canvas in the browser, and using Python and Blender to create detailed 3d renderings. Landlines Art has also explored collaborative approaches to art making, such as the ArtCardz project, where collectors could curate a set of generative operations, which would be applied in the order they were specified to create a generative artwork.



**Sedimentary Dissolution #36**  
Gentk #390075

Landlines Art



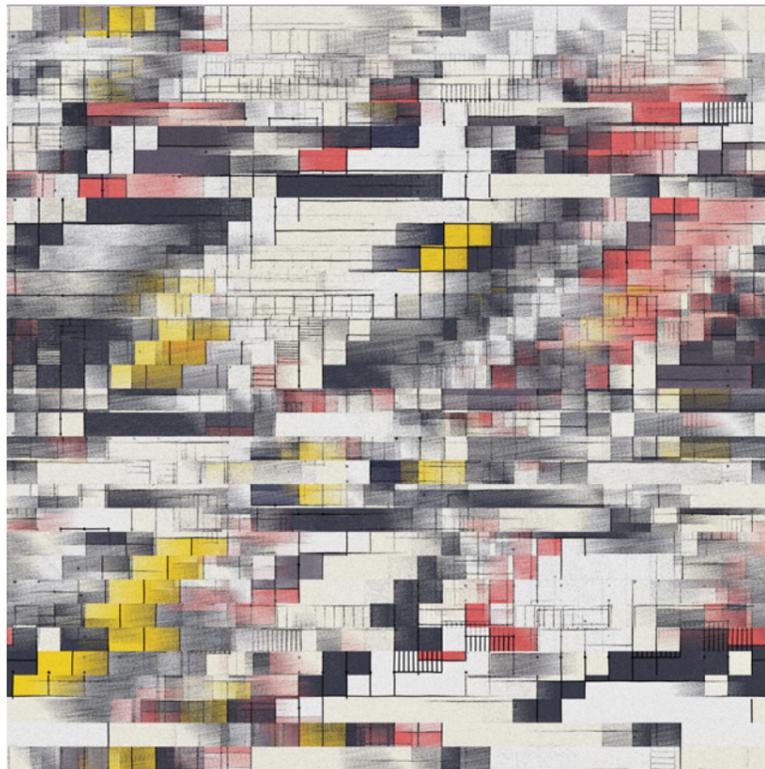
**Sedimentary Dissolution #102**  
Gentk #390196

Landlines Art



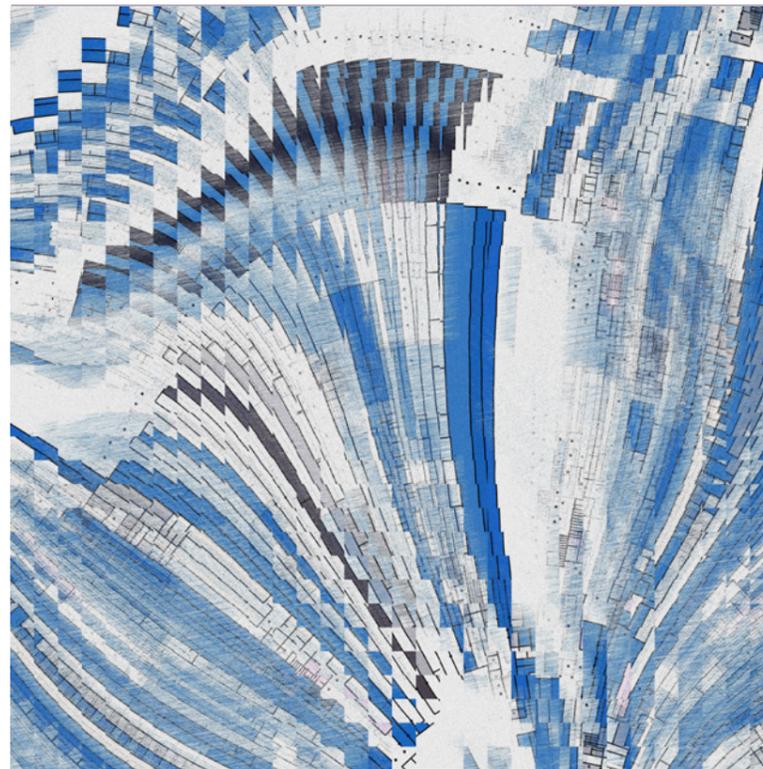
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Gentk #390212

Landlines Art



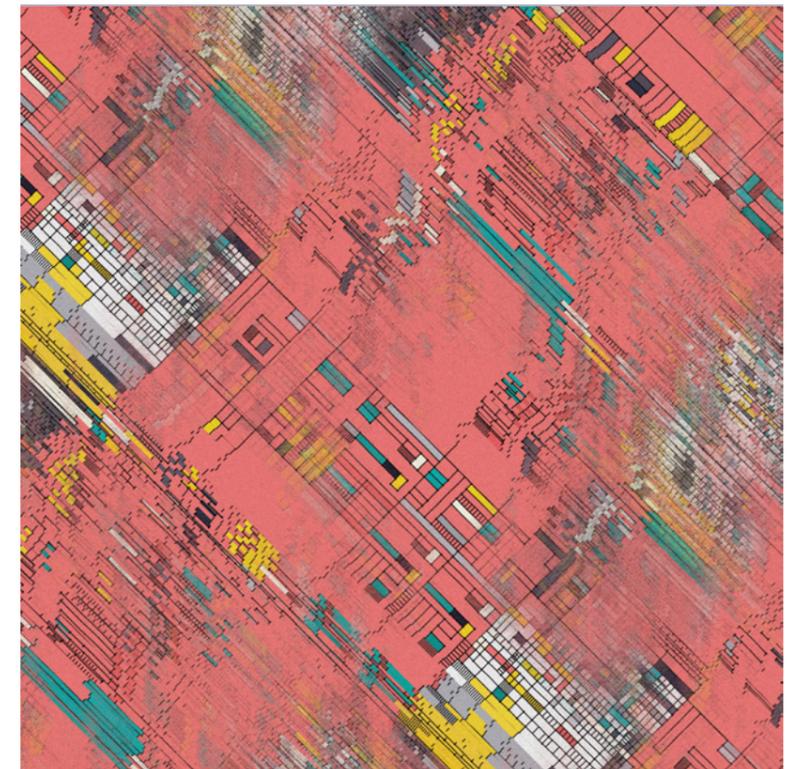
**Sedimentary Dissolution #175**  
Gentk #391274

Landlines Art



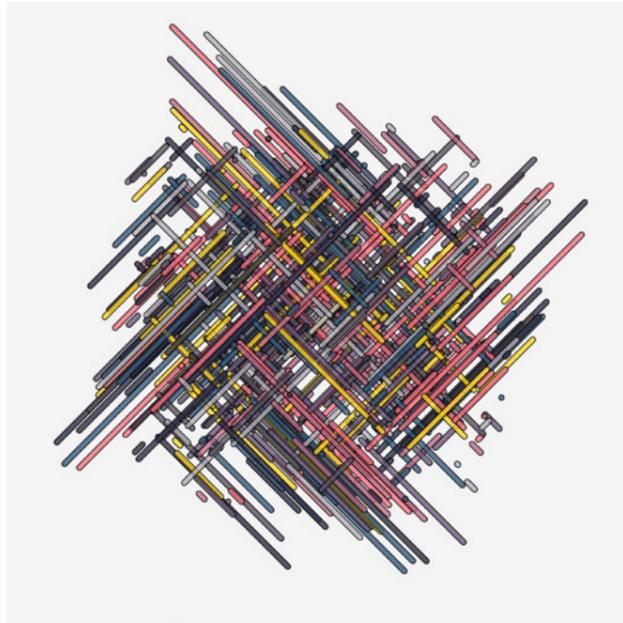
**Sedimentary Dissolution #351**  
Gentk #399582

Landlines Art

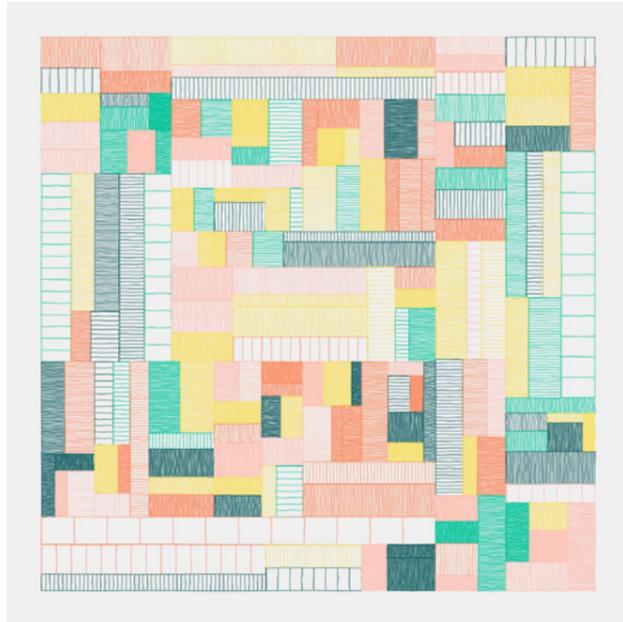


**Sedimentary Dissolution #464**  
Gentk #403100

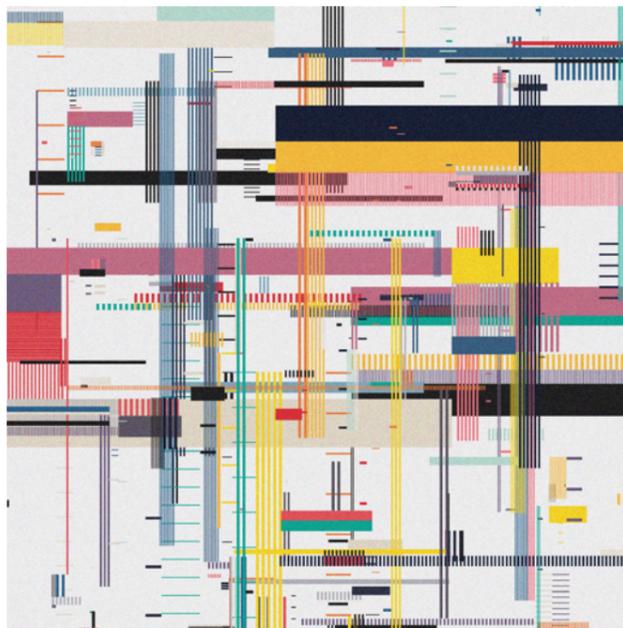
Landlines Art



**Archaea #36**  
Gentk #80614  
Landlines Art



**Abrupt #24**  
Gentk #390075  
Landlines Art



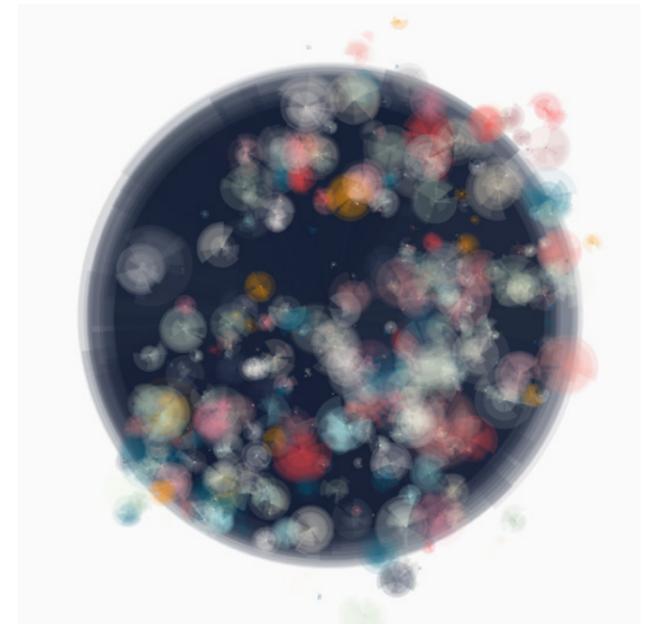
**Anamnesis #89**  
Gentk #91253  
Landlines Art



**Additive Synthesis #76**  
Gentk #152455  
Landlines Art



**Dots #15**  
Gentk #510842  
Landlines Art

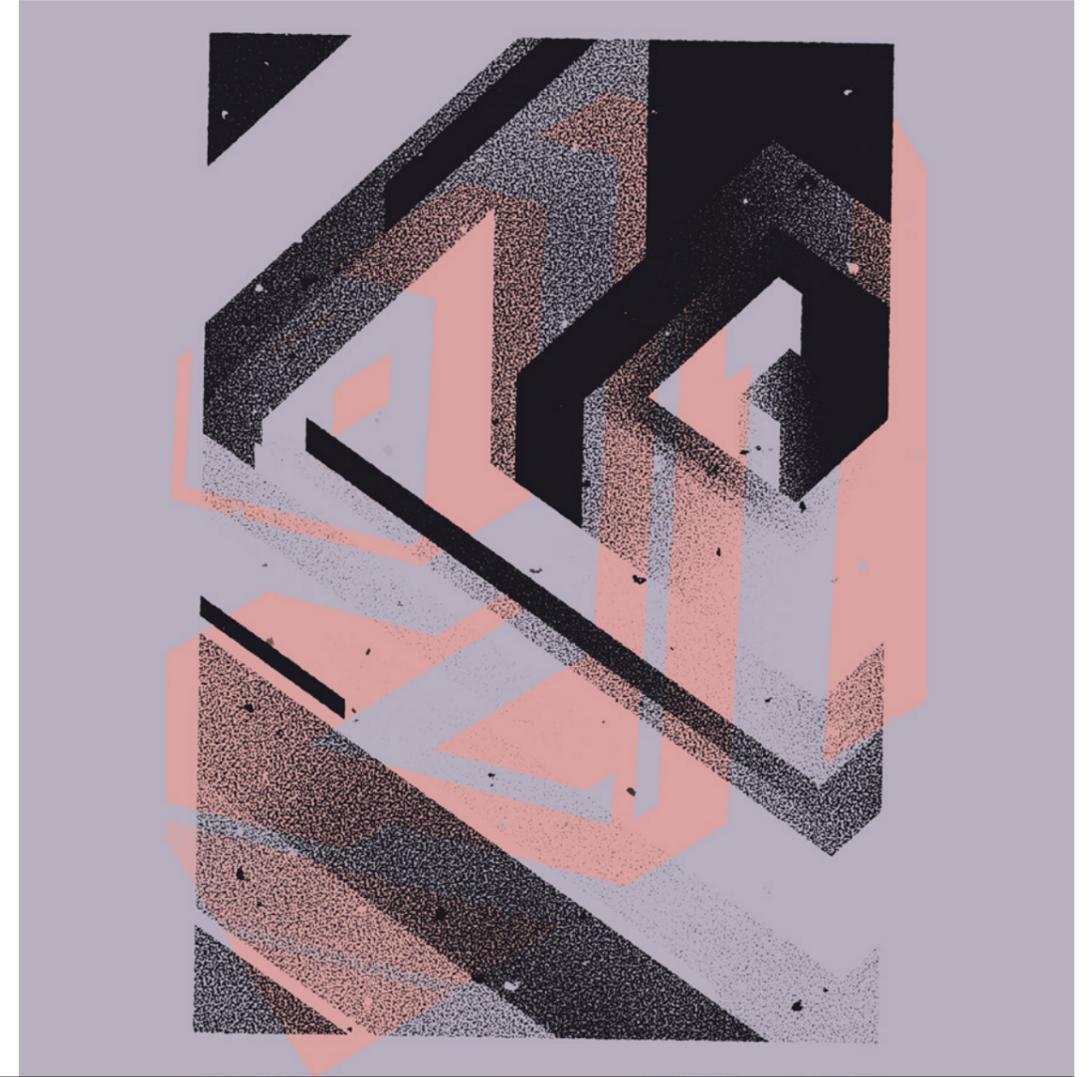


**Aura #7**  
Gentk #238108  
Landlines Art



Screens #834  
Token #255000834

Thomas Lin Pedersen



Screens #775  
Token #255000775

Thomas Lin Pedersen

# THOMAS LIN PEDERSEN

Visualization and beyond.

Thomas started his journey in generative art in 2017, inspired by work from Anders Hoff (Inconvergent). His early years was focused on dynamic systems and how they might be captured in still images. While his earliest work was often monochromatic, it didn't take long for colour to become a large part of his work. From his Genesis series in 2019 and until now almost all his pieces have featured strong colour palettes. During the year 2021 Thomas began exploring the world of crypto

art, first on the nascent Hic et Nunc platform and later on ArtBlocks and Foundation. During this period of time his work also began to shift in character, abandoning the pure dynamic aspects of his earlier work and incorporating texture and stronger geometric forms as key elements.

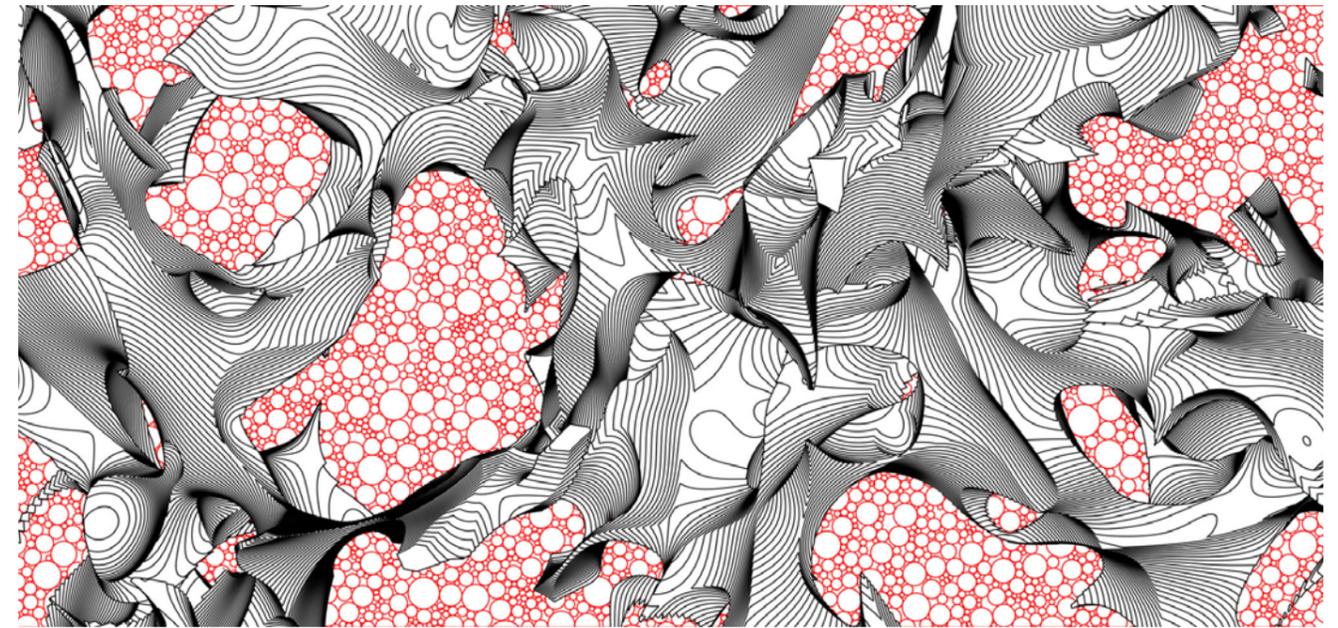
This came to a recent conclusion with his ArtBlocks Curated series Screens that also served as an onset for his current investigation of generative compositions.



**Rapture #842**  
Token #141000842

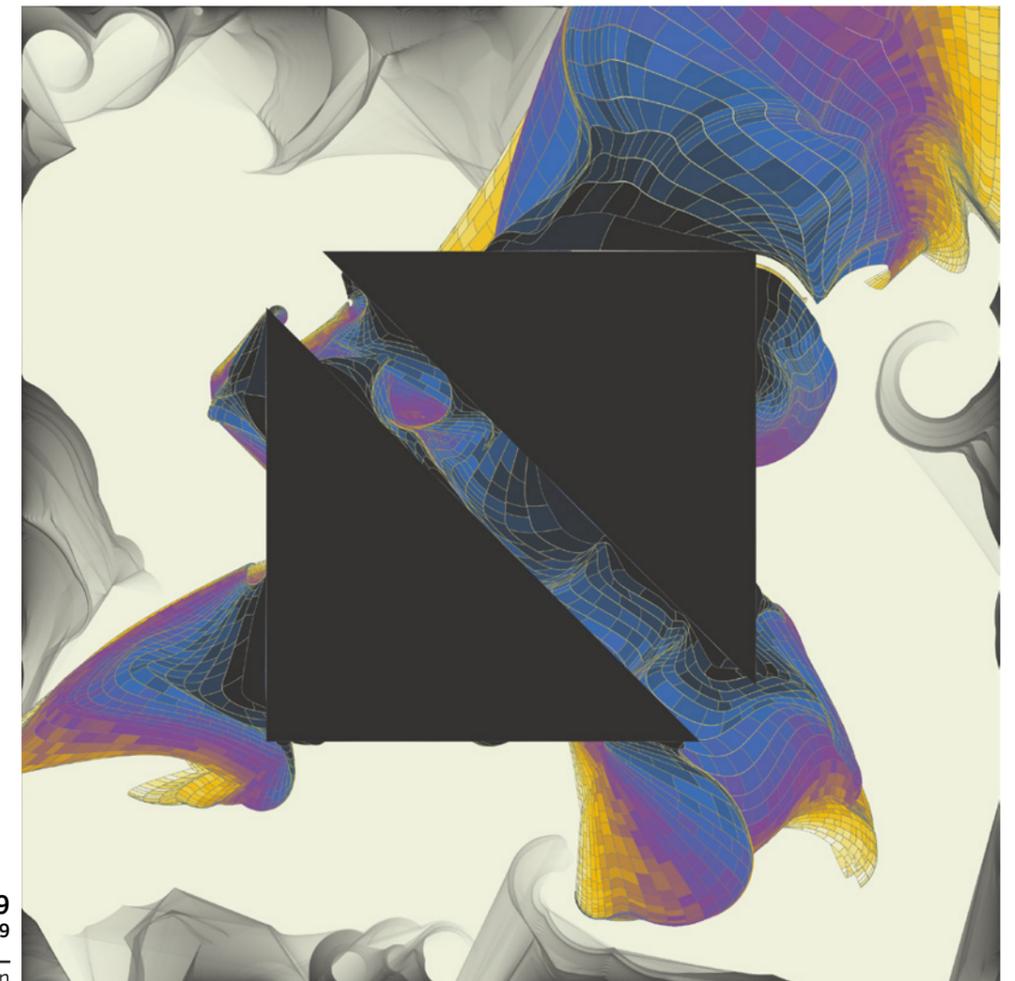
Thomas Lin Pedersen

While all of Thomas's work has a digital beginning he insists on the link to the physical manifestation of his work. Print is a big part of how the work should be explored, as is experimentations with other analogue production forms such as pen plotters. This duality is also present in his systems that often take inspiration from older art production approaches in order to incorporate some of the fractal imprecisions found in these old ways.



**Screens #834**  
Versum #96

Thomas Lin Pedersen



**Rapture #8779**  
Token #141000799

Thomas Lin Pedersen

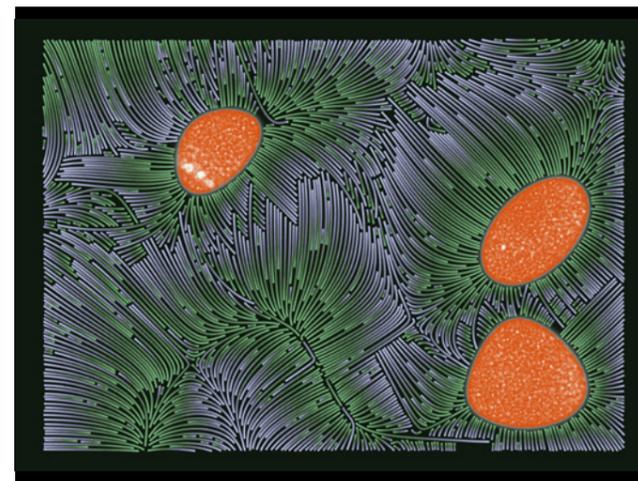
**Constructive 47**  
Objkt #209256

Thomas Lin Pedersen



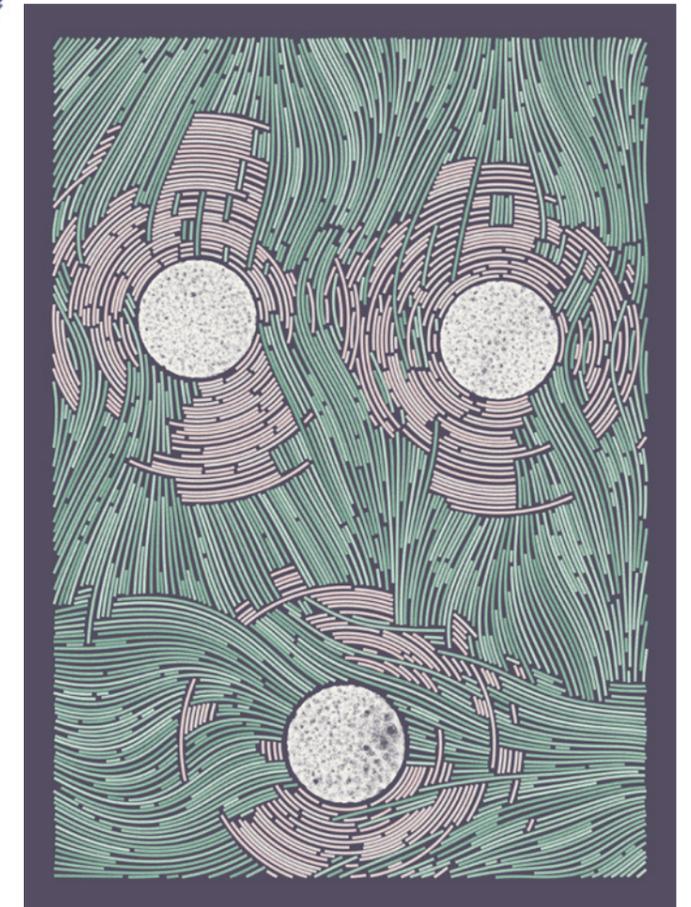
**winds7582**  
Objkt #4095

Thomas Lin Pedersen



**winds4922**  
Objkt #9242

Thomas Lin Pedersen



**winds 5060**  
Objkt #6363

Thomas Lin Pedersen

# Sponsors

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The Tannhäuser Generative Art Museum is possible thanks to a bunch of sponsors who help operations and finance our projects. If you want to be a sponsor contact us at [hello@tgam.xyz](mailto:hello@tgam.xyz).

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TGAM.XYZ

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