

TCAM

OCTOBER 2022

ISSUE #04

WWW.TGAM.XYZ

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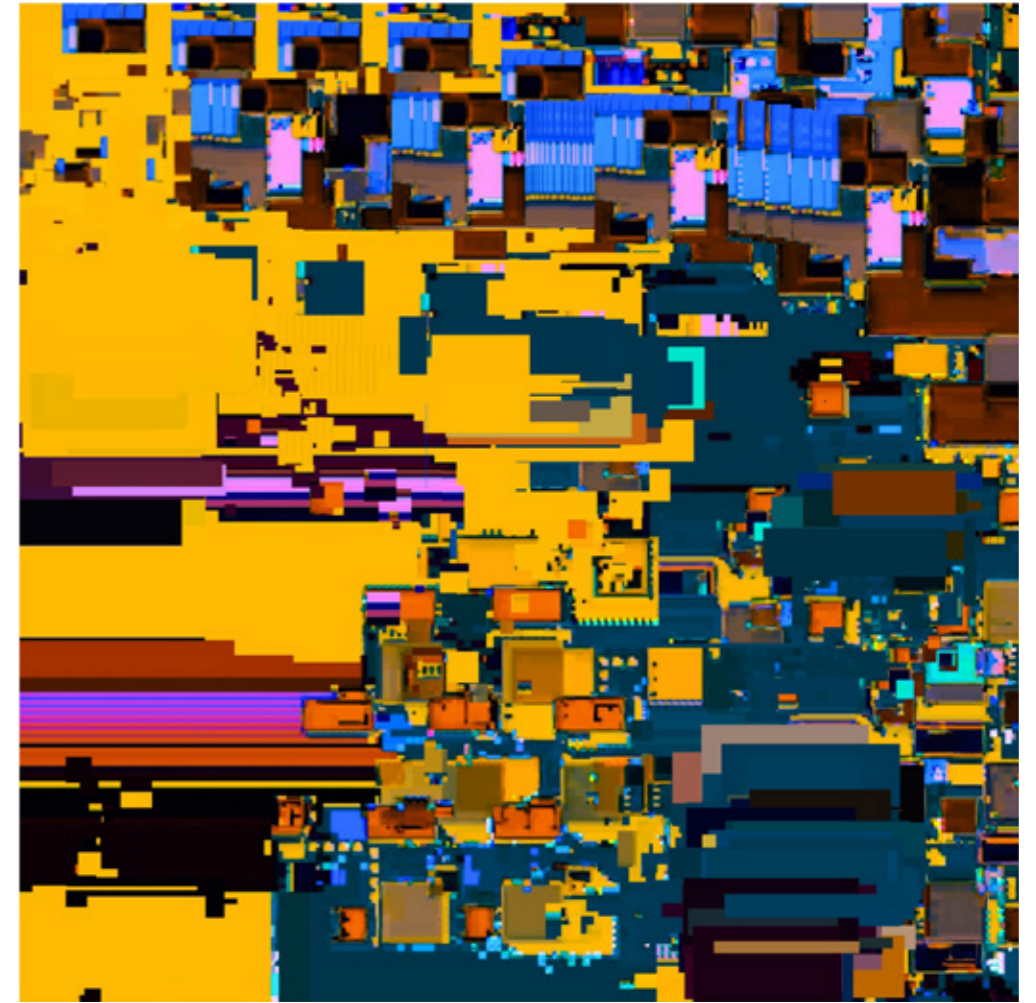
FEATURING
ANDREAS RAU - RIIS - RUDXANE



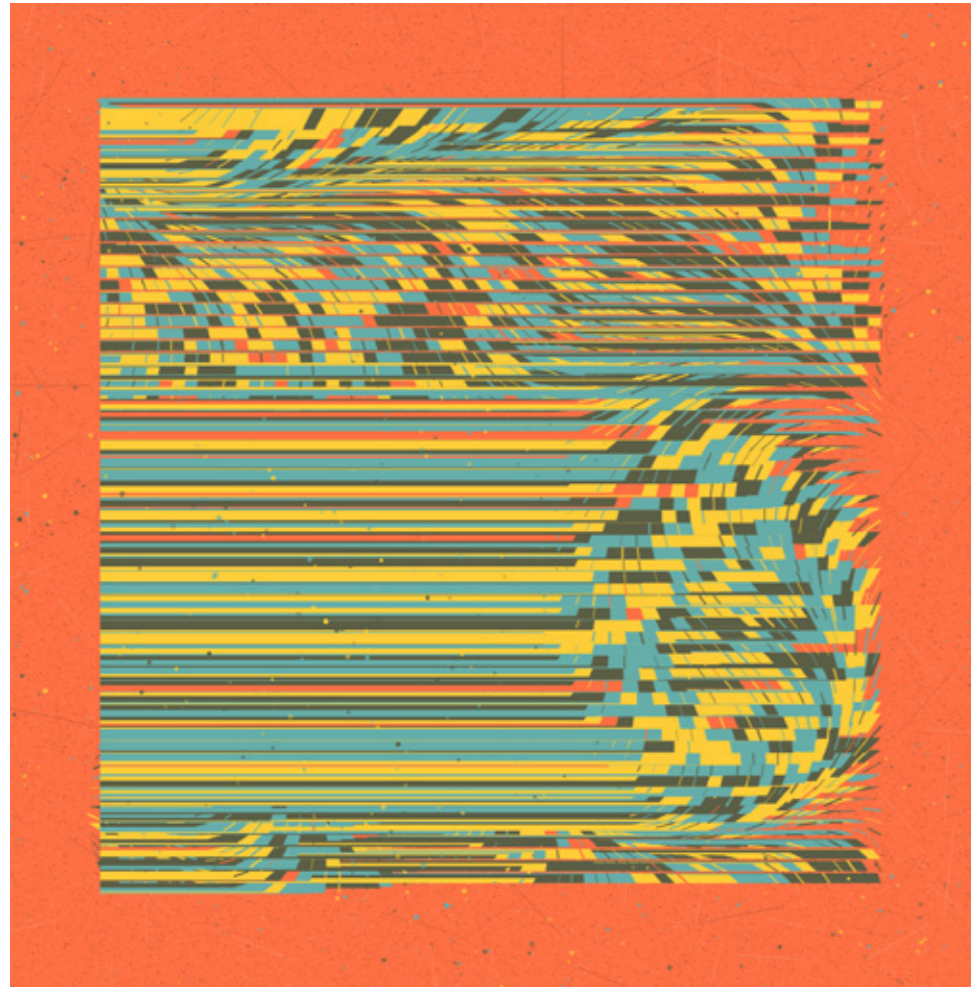
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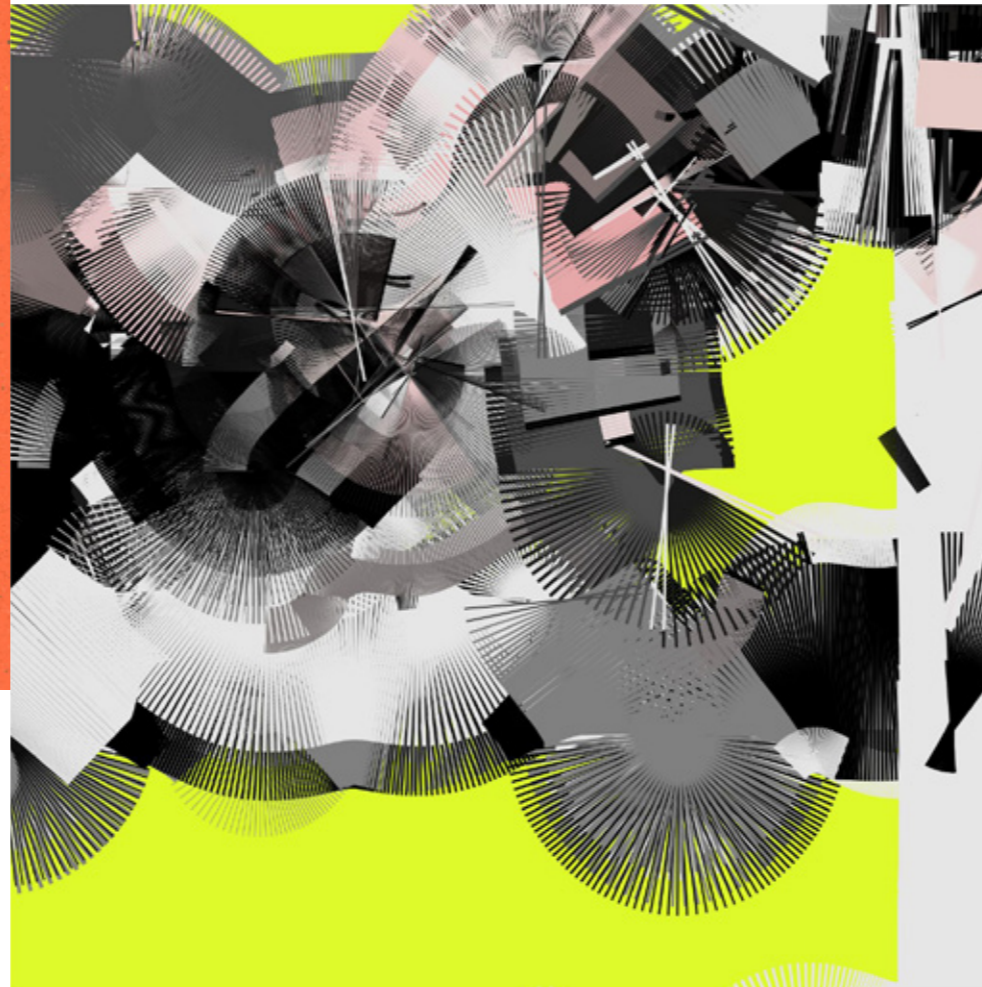
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MARCELO SORIA-RODRIGUEZ
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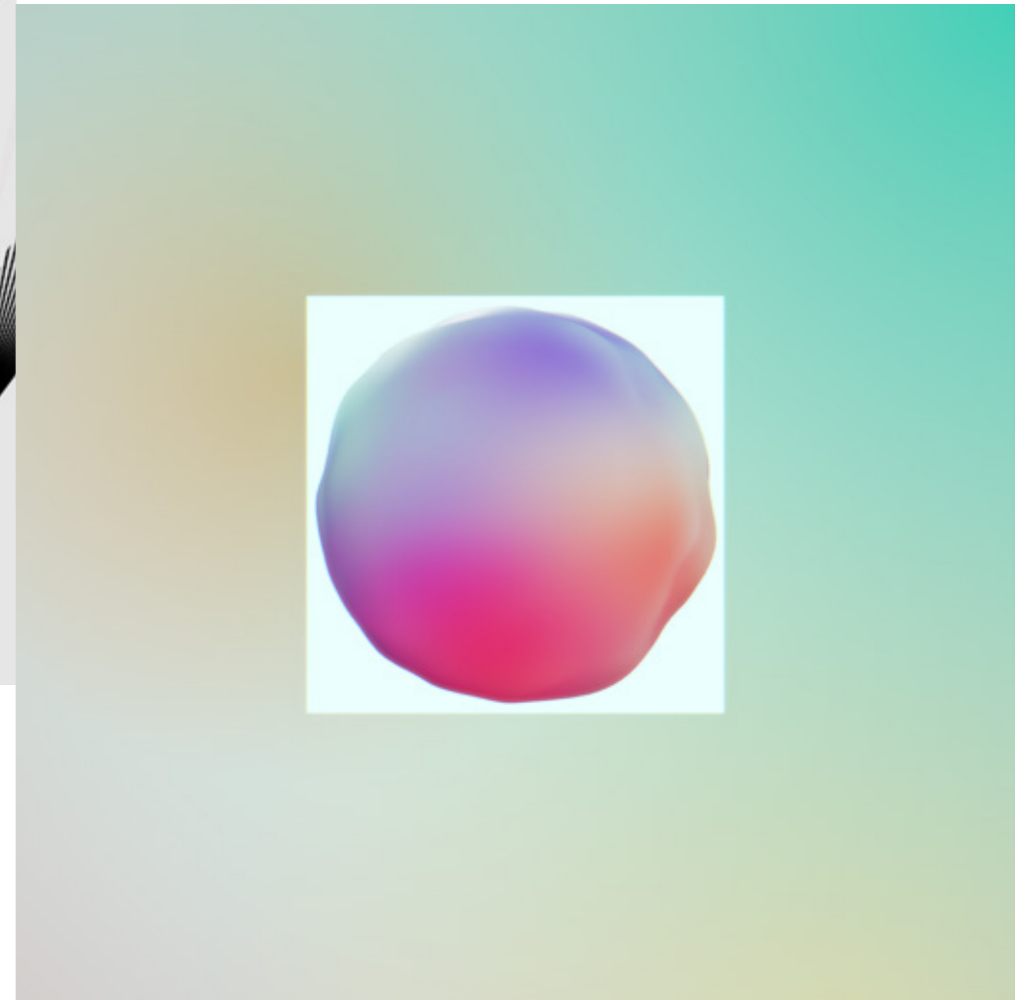
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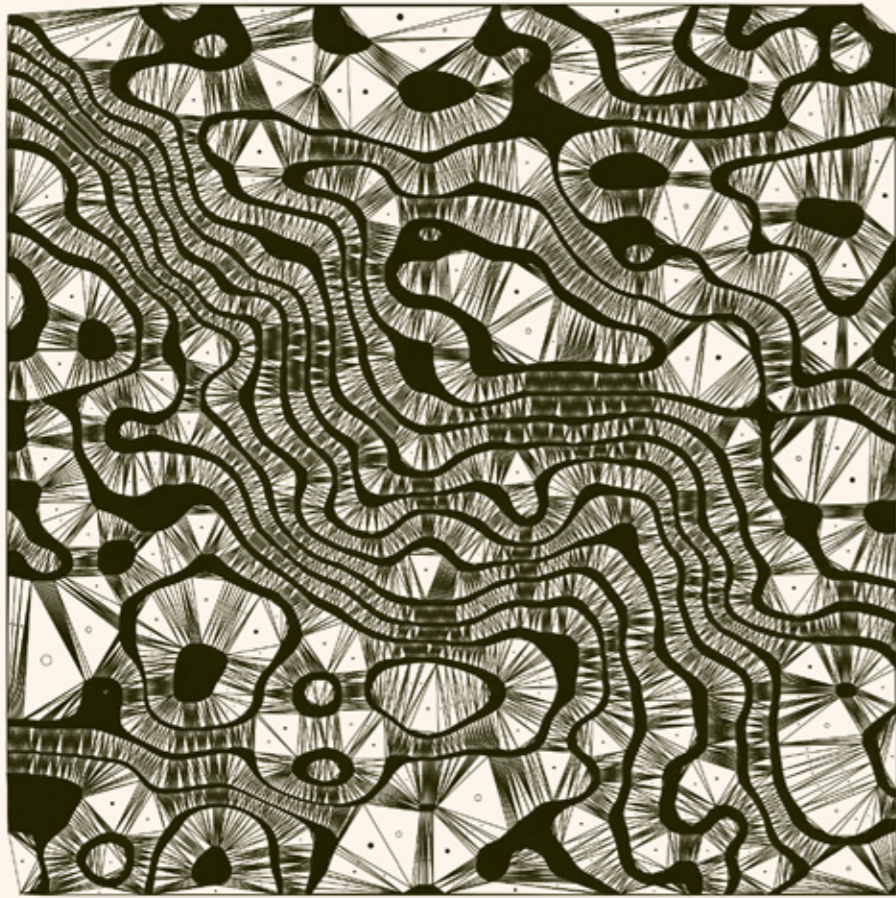
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QUENTIN HOCDE
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PNTMIX-NG 1.4
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HICETNUNC #435555



T MORGENROT ZEPHYRUS #MERIDIAN
AURORA
HICETNUNC #709041



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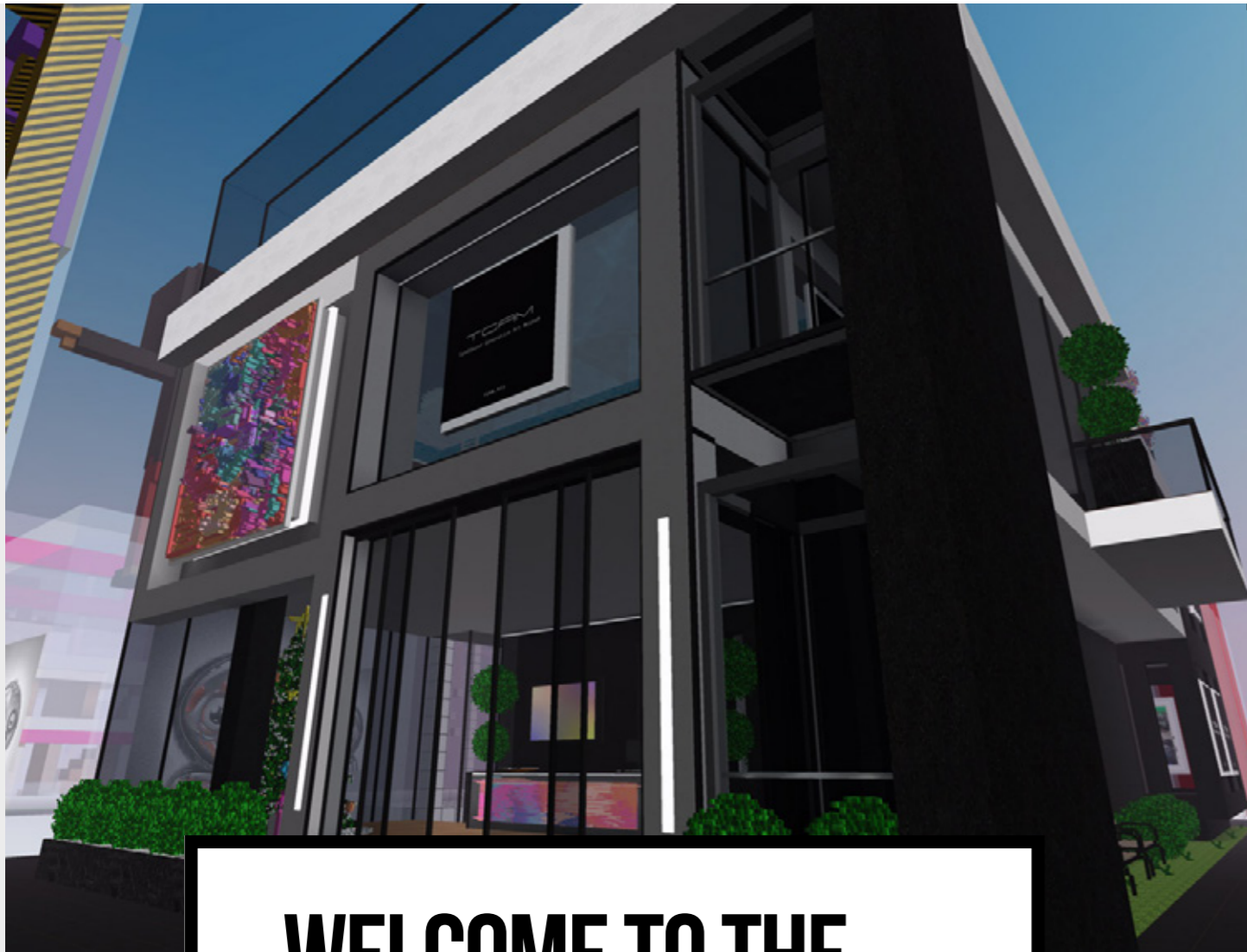
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WELCOME TO THE TANNHÄUSER GENERATIVE ART MUSEUM.

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.

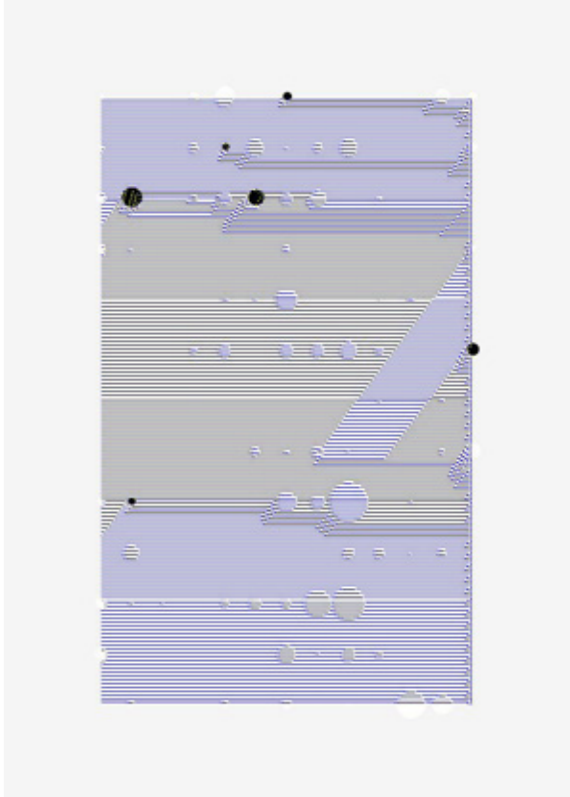
Our goal is simple: to spread the word about generative art in all shapes and forms. We embrace any piece where humans interact with automated tools to create unique pieces.

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 generative art like the world has never seen before. We are here to talk about it and share this exciting journey.

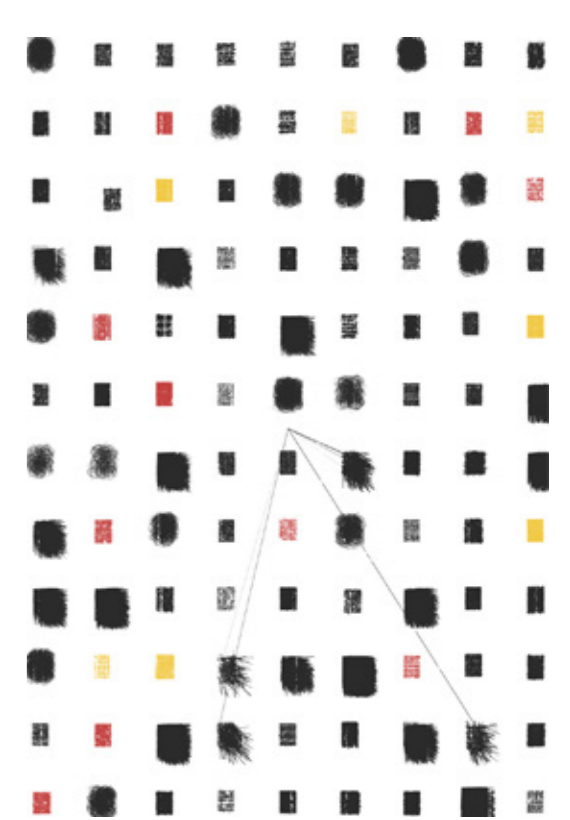
Every four months we deploy a new edition of our signature event: Issue, where we discover, rediscover and most of all: enjoy the current status of generative art. As part of these events, we interview artists, explore their roots and ask the questions our ecosystem needs.

Join us. We're in this together.

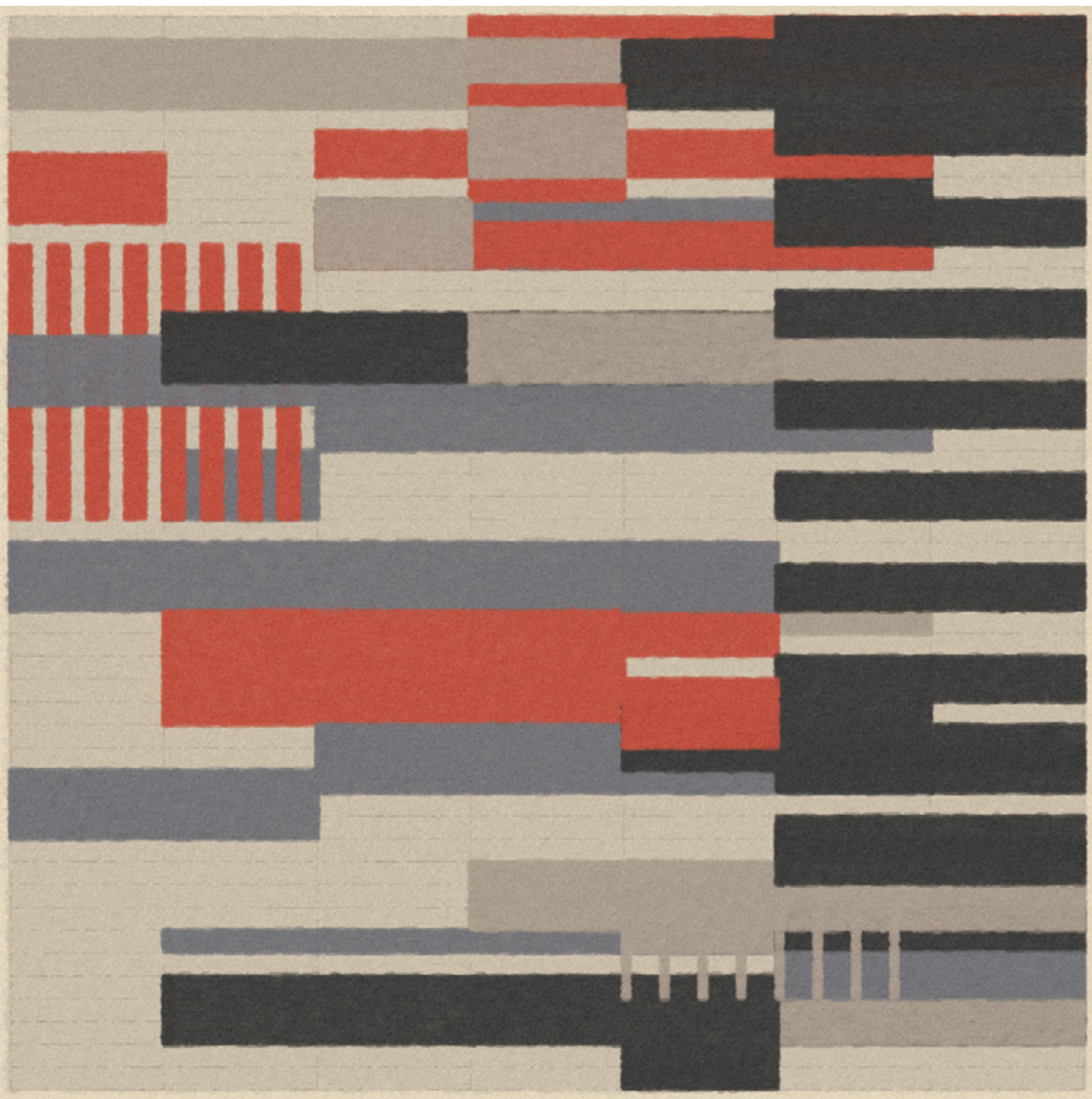
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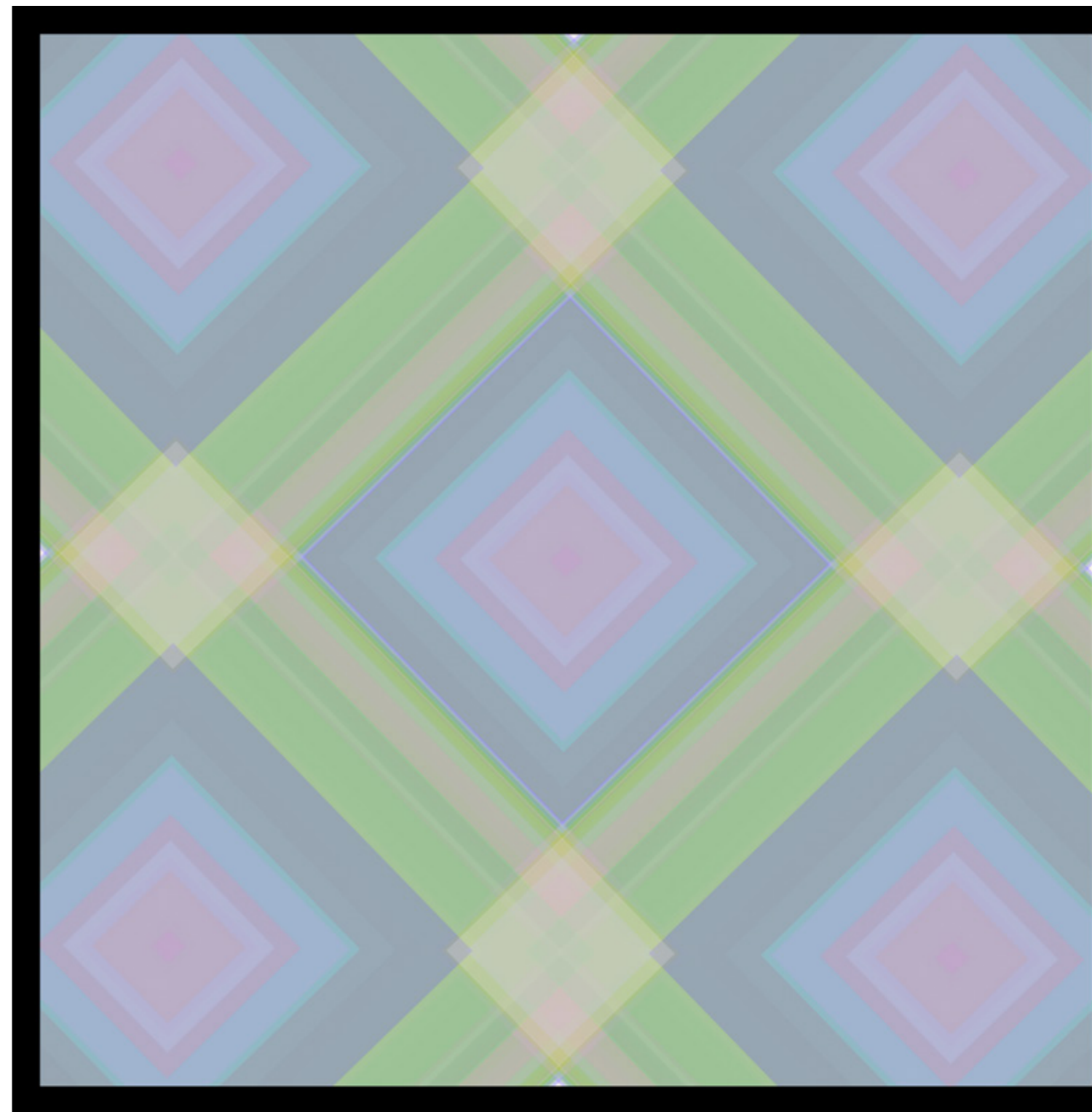
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RIIS
S-EXPRESSION #0



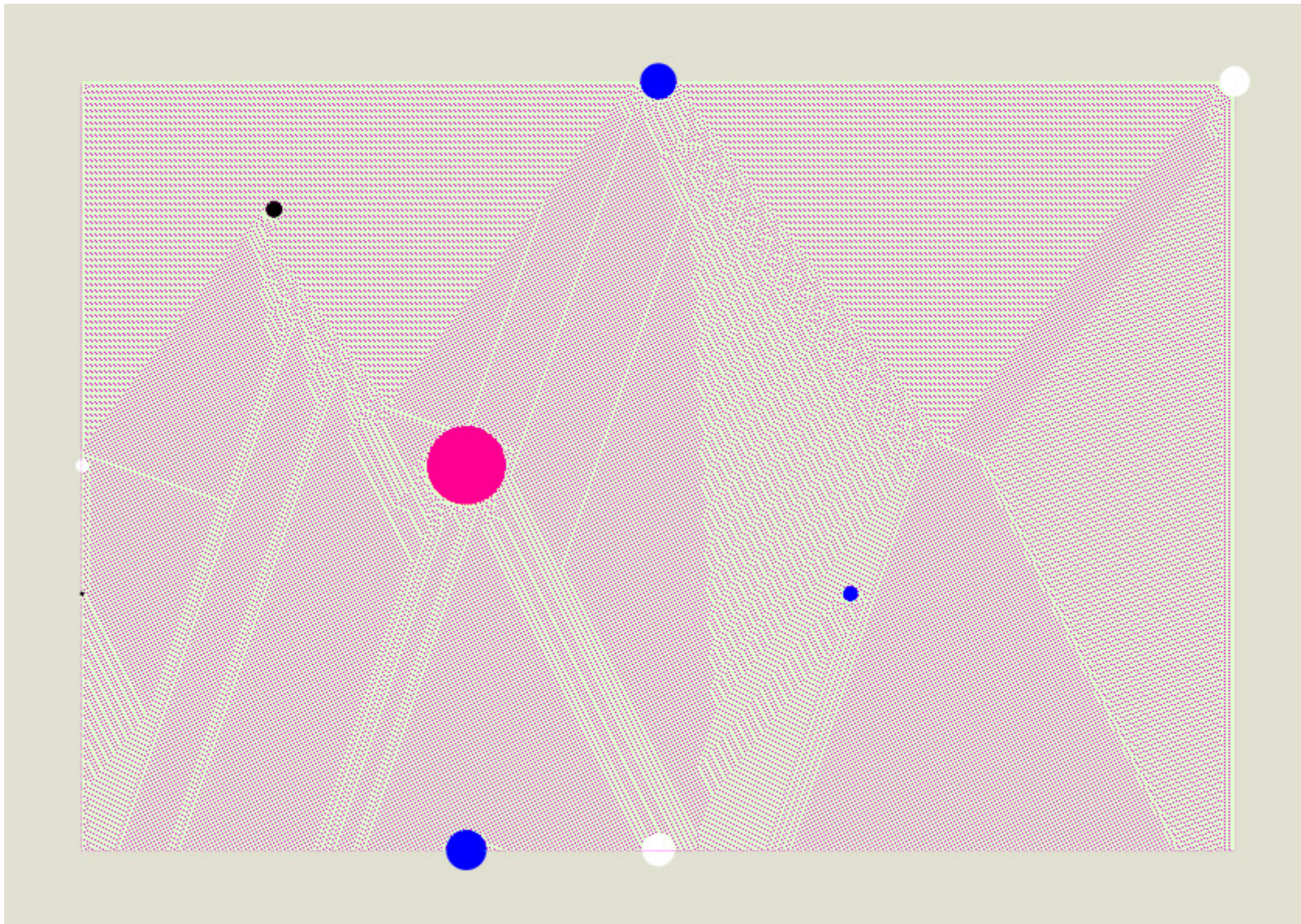
TYCH #5
RUDXANE
FXHASH #133432



LOOMS #XXX
ANDREAS RAU



L∞P #XXX
RUDXANE



PEAKS #XXX
RIIS

ELEVATION #85

ANDREAS RAU
FXHASH #907430

INTERSECTION



The fourth edition of our signature event “Issue” marks an important moment in the generative art ecosystem.

Generative art has proven that it is not hype or a temporary trend we’re experiencing, and as digital art keeps penetrating our society, many possibilities are unfolding above the simple act of collecting.

On every Issue we always stumble upon the question of what is generative art and its limits. Generally we describe generative art as anything produced by a machine with a high level of entropy, and that fits quite well to the most evident form of generative art which is an algorithm written in a coding language and executed by a computer.

While this has been the main driver for our ecosystem, there are many other options that will arise in the upcoming years as we enter the digitalisation of everything.

It’s exactly at this point where the intersection is happening, at the exploration of these new forms of art in combination with mass adoption and digital ownership.

While computer art still needs human intervention, there will be a moment in time where (similarly to what’s happening with Artificial Intelligence Art),

computers will be able to completely generate generative art pieces without any kind of human interaction (besides a prompt).

That level of independence opens the door to a multitude of questions, a certain breakthrough about what it means to be an artist.

At this point many outcomes question what the traditional art world has been pushing in recent years, and definitely gives all creators a wider level of overall control.

The intersection is already in progress and will move artists to embrace digital tools in their practice, creating new genres that will blur the lines of what we now know about genres.

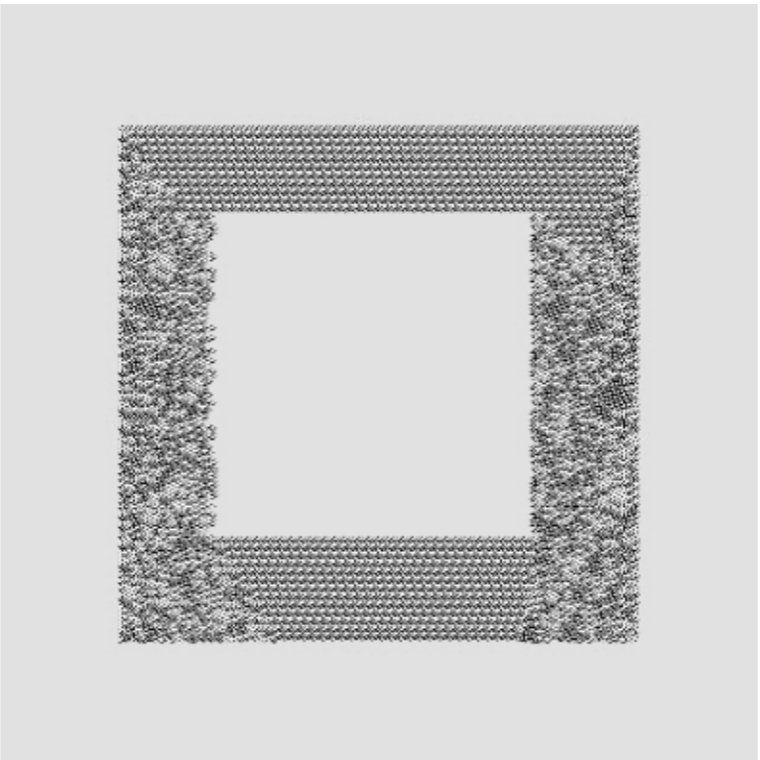
It is not an overstatement to say that almost all art that is created in the near future will integrate the digital form. Probably in ways we cannot imagine right now, but that’s why the blockchain is so important, to make it happen and allow everyone to be part of it. Of course traditional players will be scared, and they should be, because a new era is coming and it is unstoppable.

TGAM

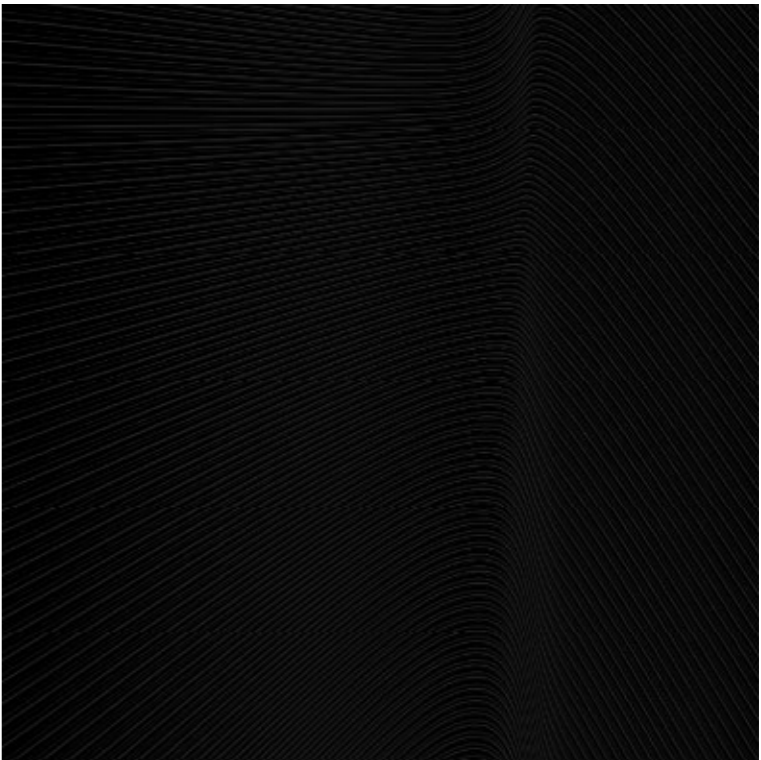
MEET THE ARTISTS



ANDREAS RAU



RIIS



RUDXANE

ANDREAS RAU

GENERATIVE ARTIST WITH A BACKGROUND IN
INTERACTION DESIGN AND CREATIVE CODING

A

Andreas Rau (b. 1990) is a generative artist based between Berlin and Oslo. He works with code and electronics to build bridges between the physical and the digital in a continuous dialog between human and machine

It's this dialog Andreas is interested in: How do the advances in technology shape our lives?

How can we use machines to elevate our own consciousness? How could our surroundings reflect our infinite states of being and, ultimately, contribute to introspection?

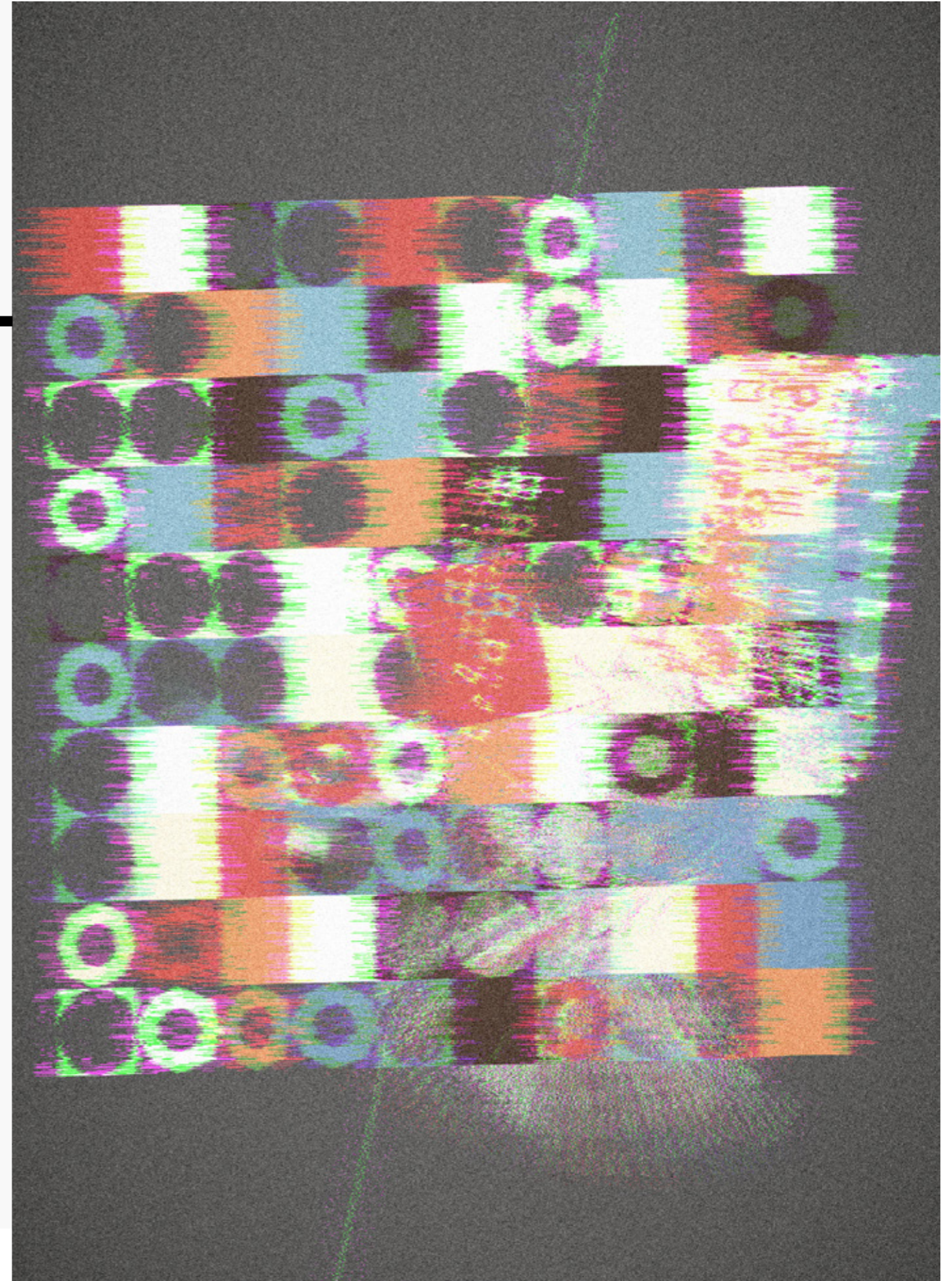
With a background in interaction design and creative coding, Andreas continues to explore the interplay between humans and their physical and digital environments in his artistic work.

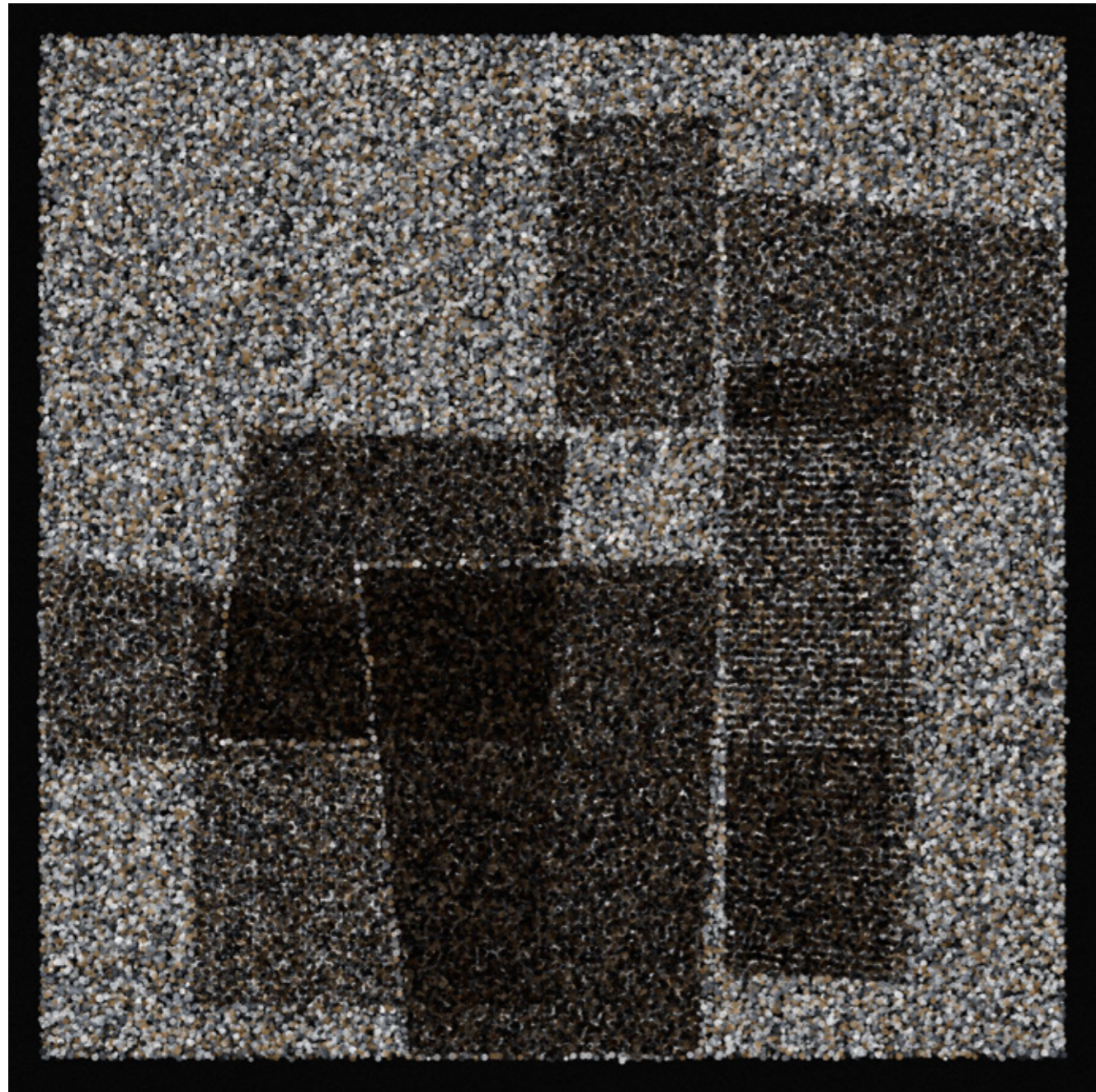
While the blockchain and NFTs have created an entirely new context for his purely digital art, many of Andreas' works have a physical component and come to life through pen plotter or CNC machine.

This connection to the physical is also expressed in his generative long-form series on fxhash including Loom and recently Toccata.

Andreas' work ranges from interactive installations over kinetic sculptures to computer-generated drawings and often incorporates playful interactions, organic movement patterns, rich textures, slowness, unexpected breaks and overlapping rhythms.

It shows clear influences of music and nature and is inspired by the to-be rather than the being, the becoming rather than the actual, the evolving rather than the finished.

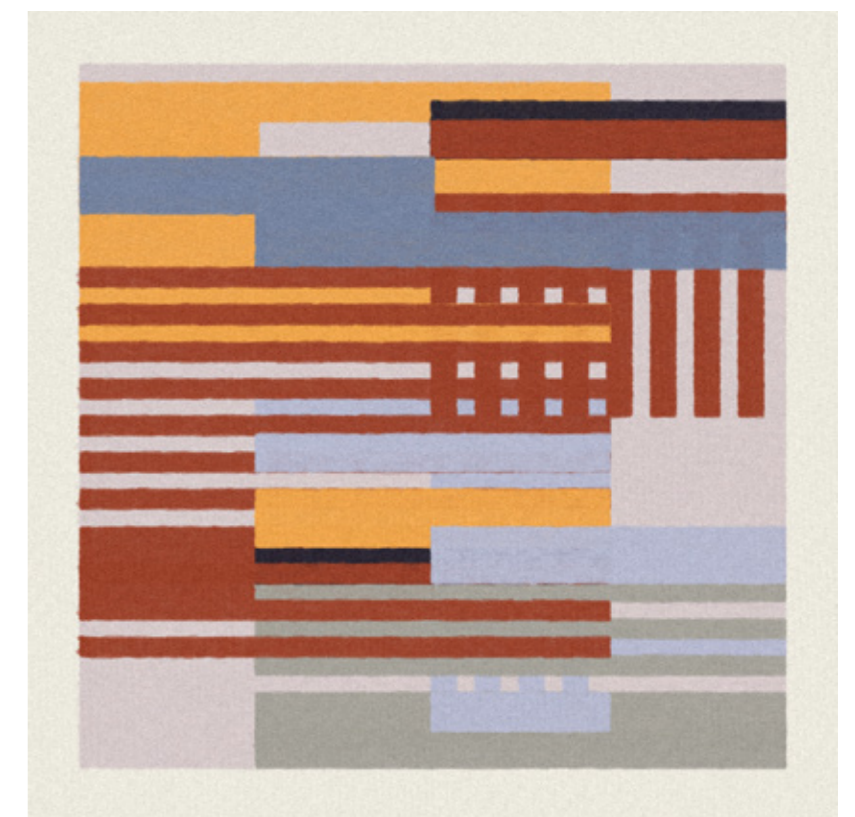




CONCRETE #76
ANDREAS RAU
FXHASH #120748



ELEVATION #17
ANDREAS RAU
FXHASH #907354



LOOM #112
ANDREAS RAU
FXHASH #15428



TOCATA #17
ANDREAS RAU & MARCELO SORIA-RODRÍGUEZ
FXHASH #1117344

TOCATA #17

ANDREAS RAU & MARCELO SORIA-RODRÍGUEZ

FXHASH #1117347





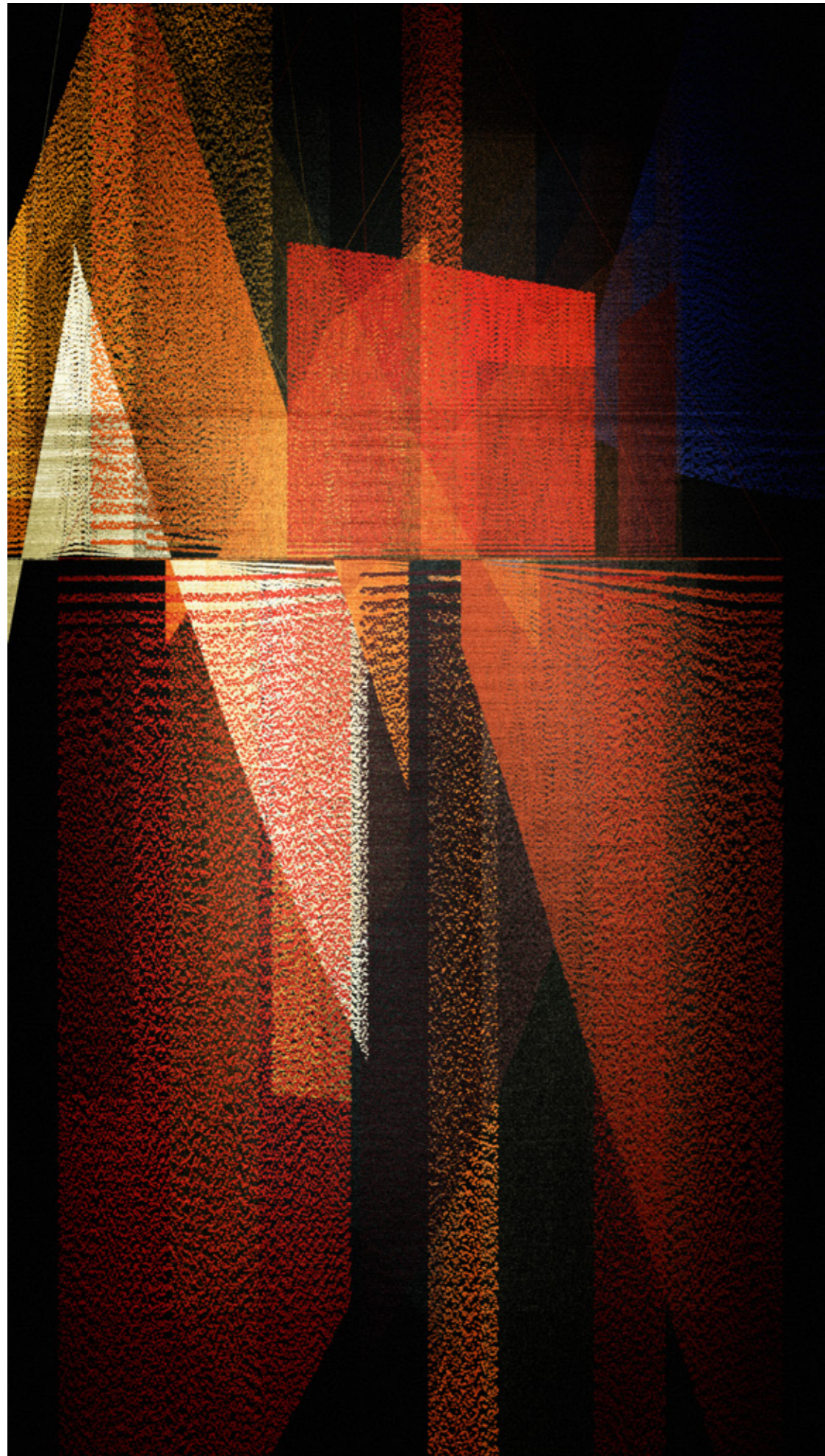
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ANDREAS RAU
OBJKT #306807



CITY SCAPES #726
ANDREAS RAU
OBJKT #306781

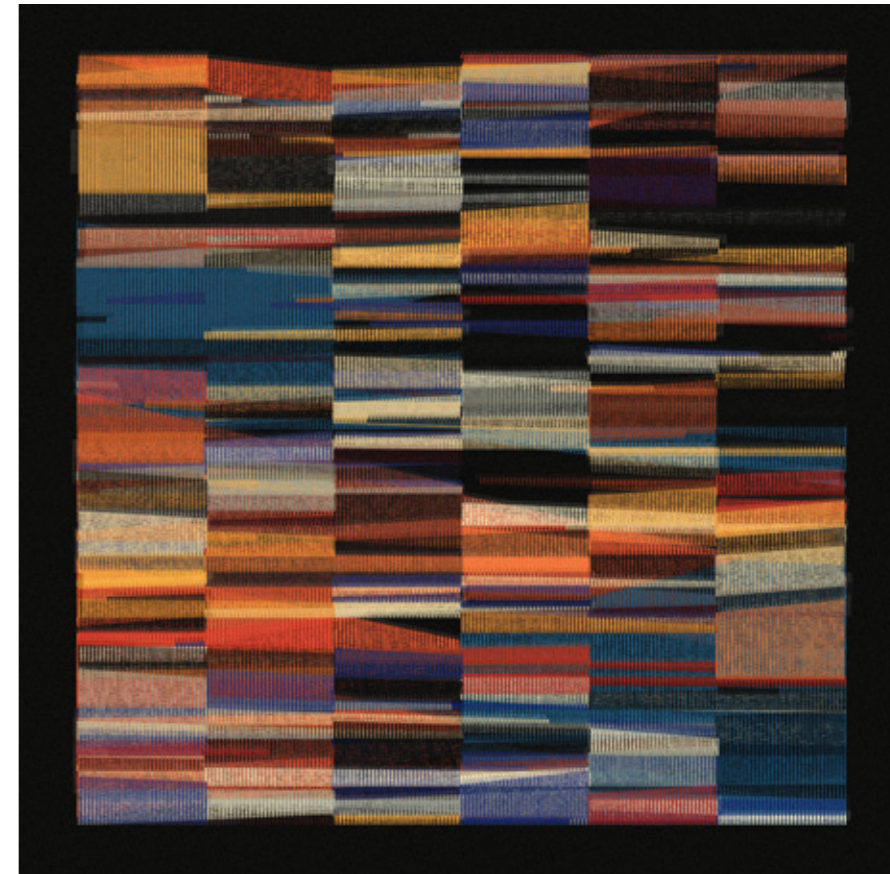


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ANDREAS RAU
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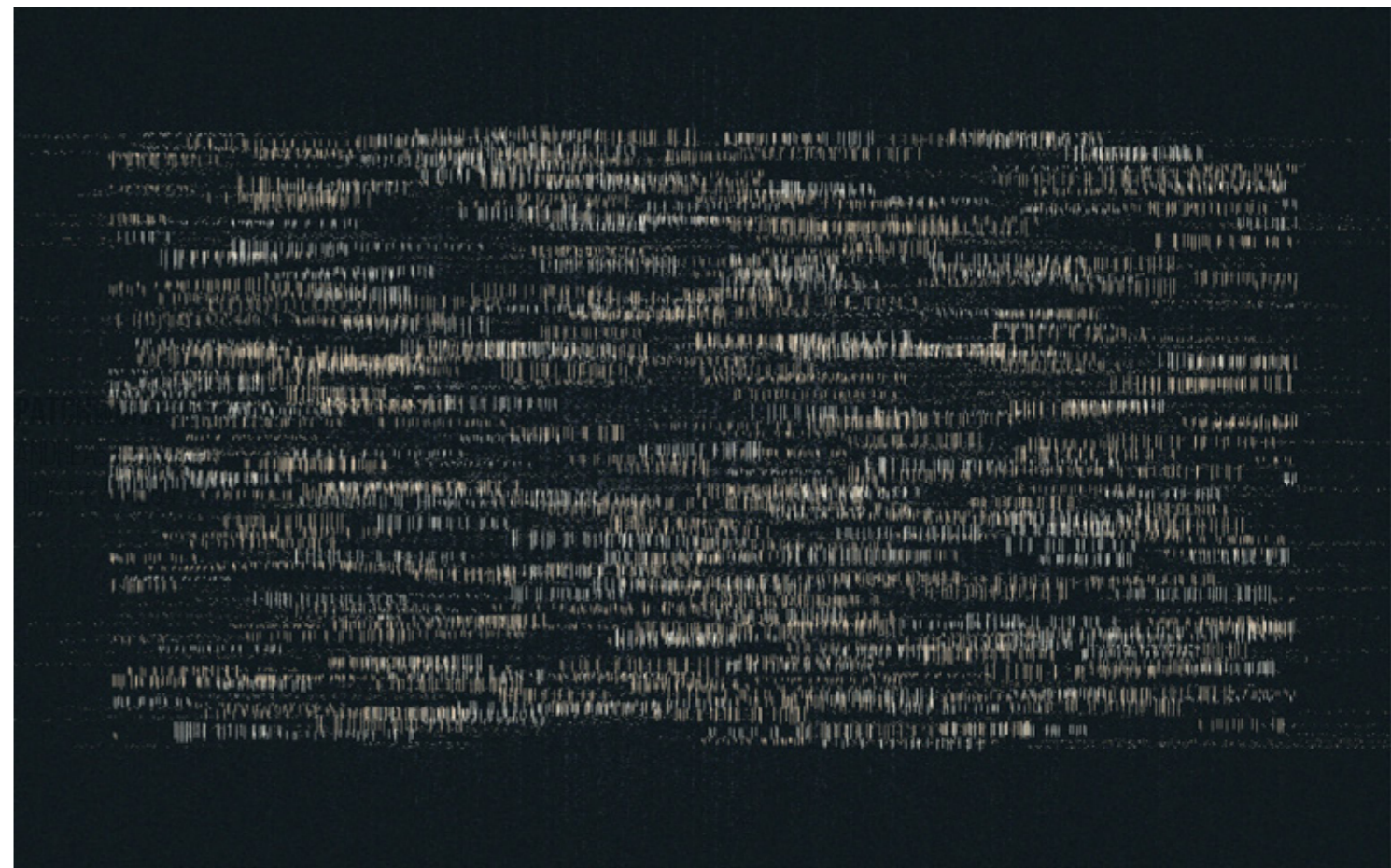
ÜBERGANG / TRANSITION

ANDREAS RAU
REVERBERATIONS #0



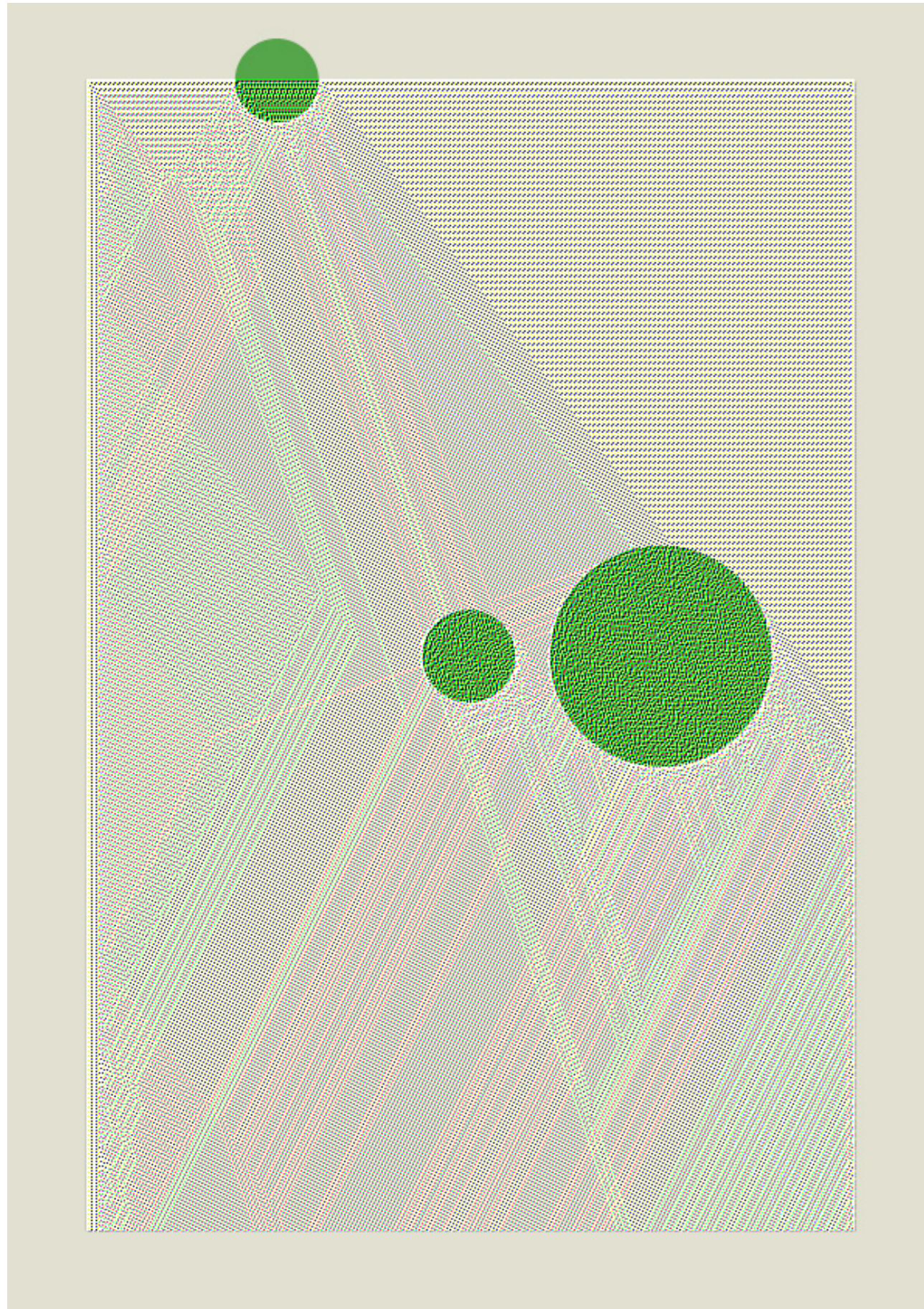
PATCHWORK

ANDREAS RAU
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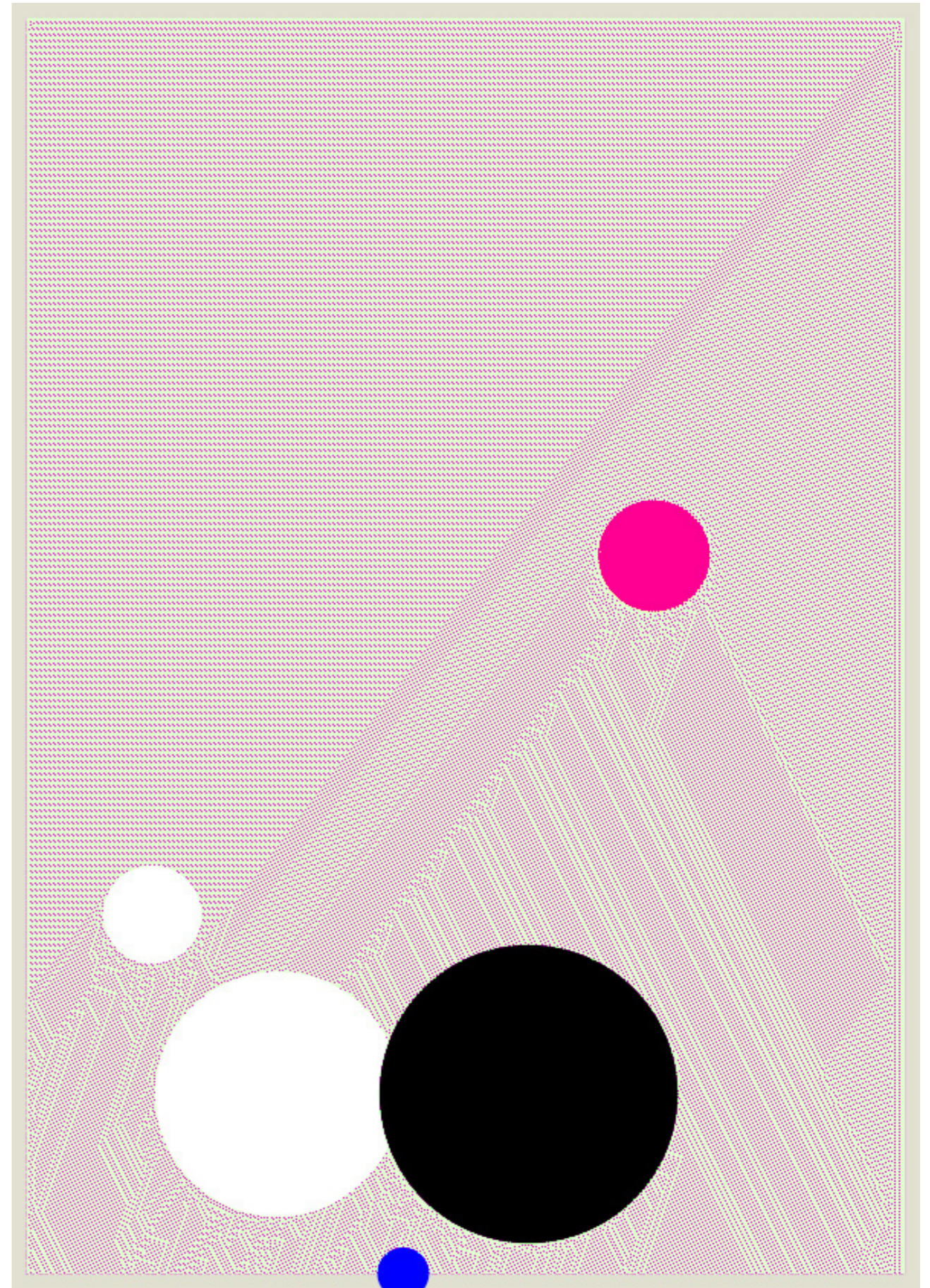


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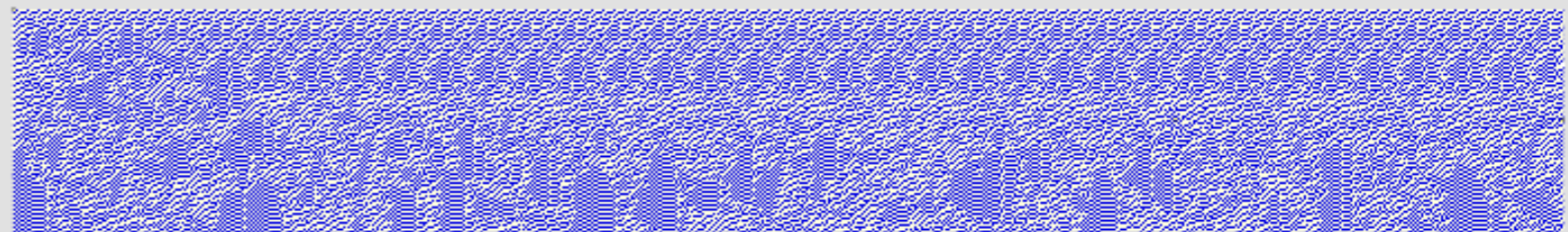
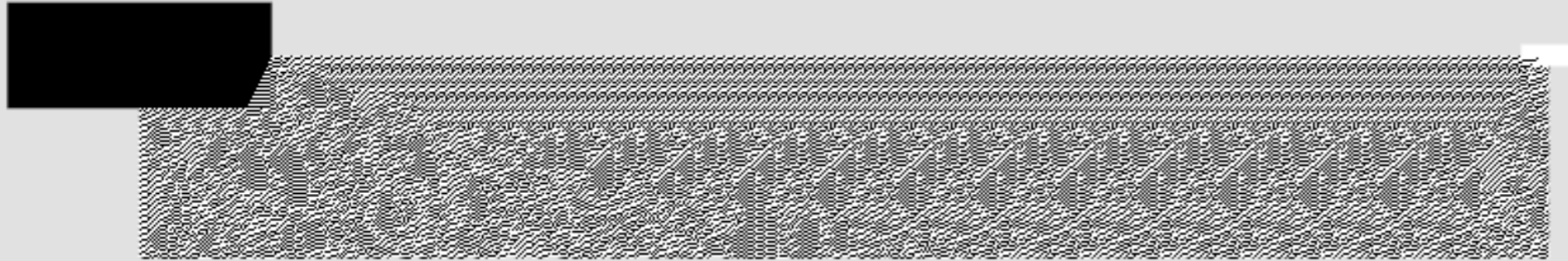
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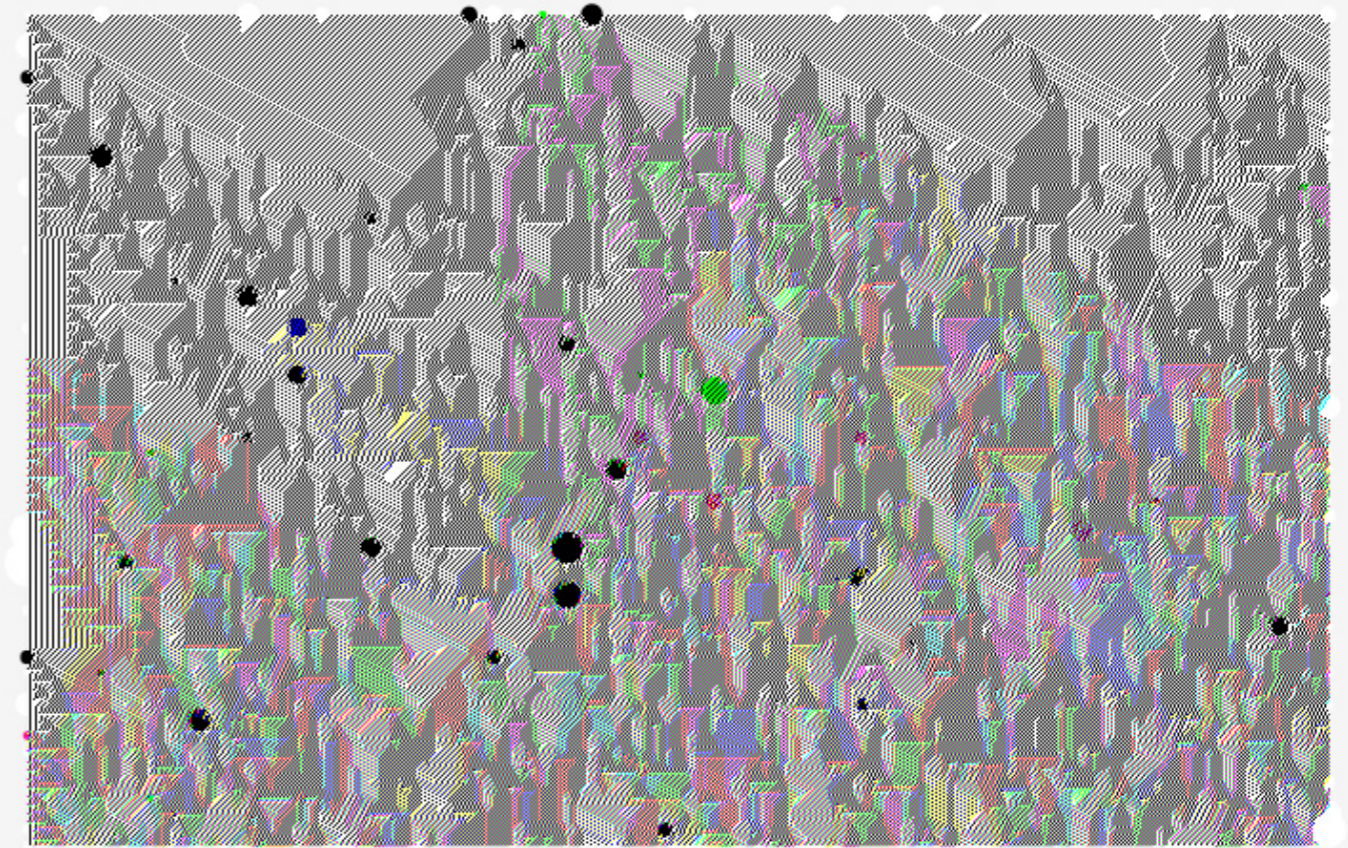
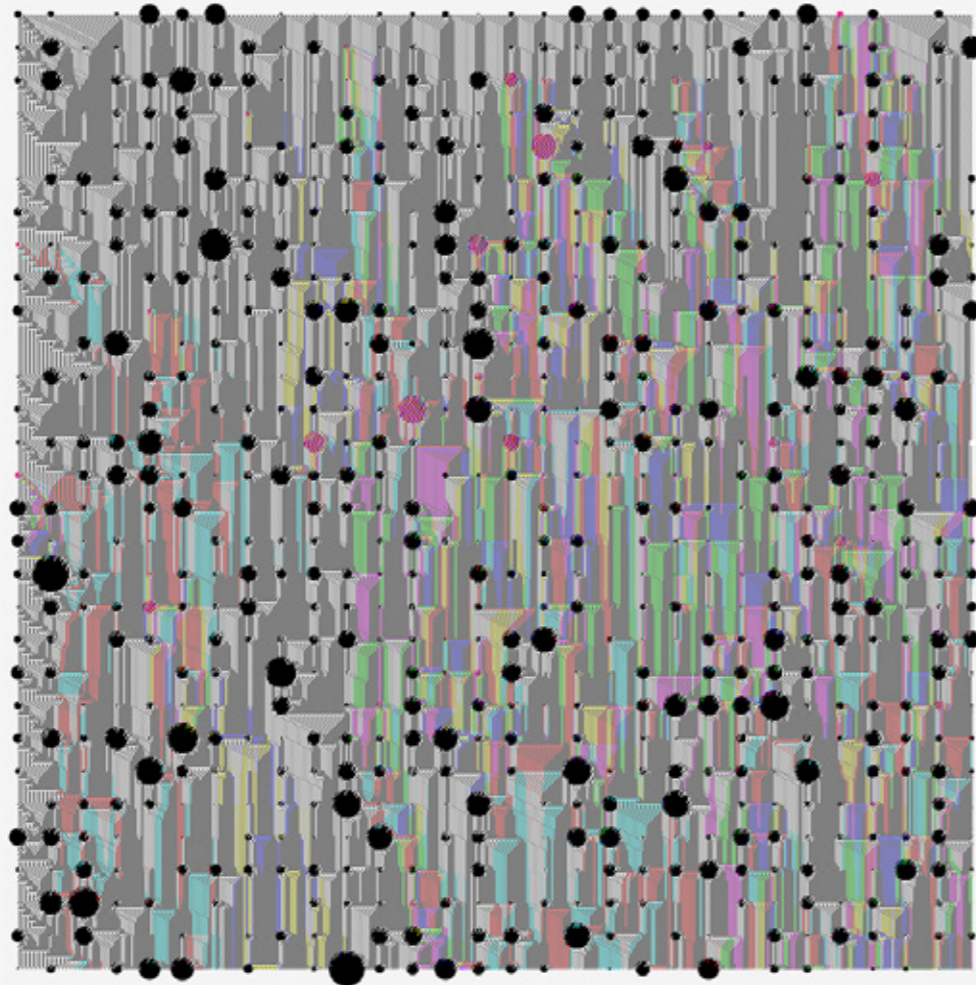


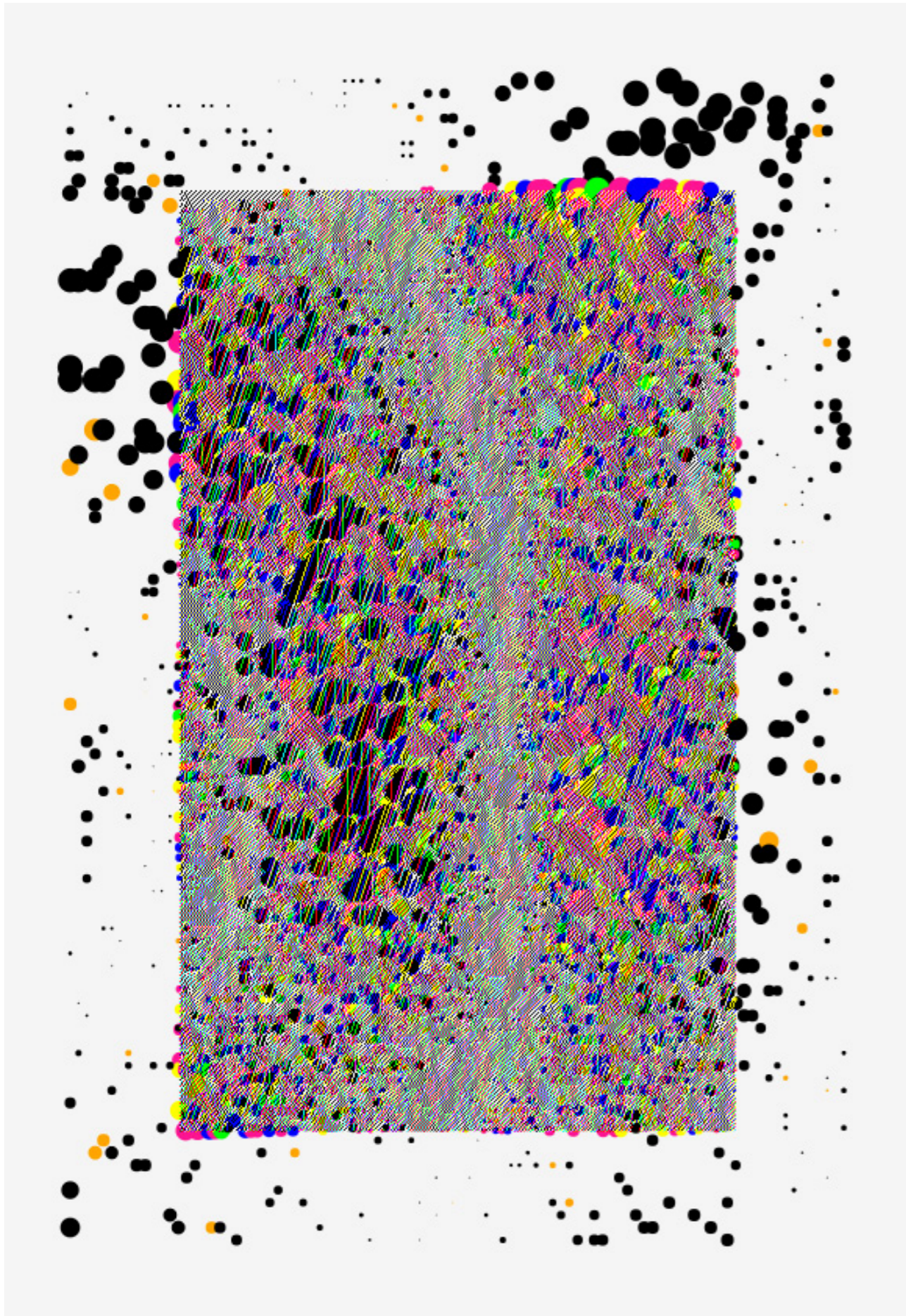
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RIIS
FXHASH #840526




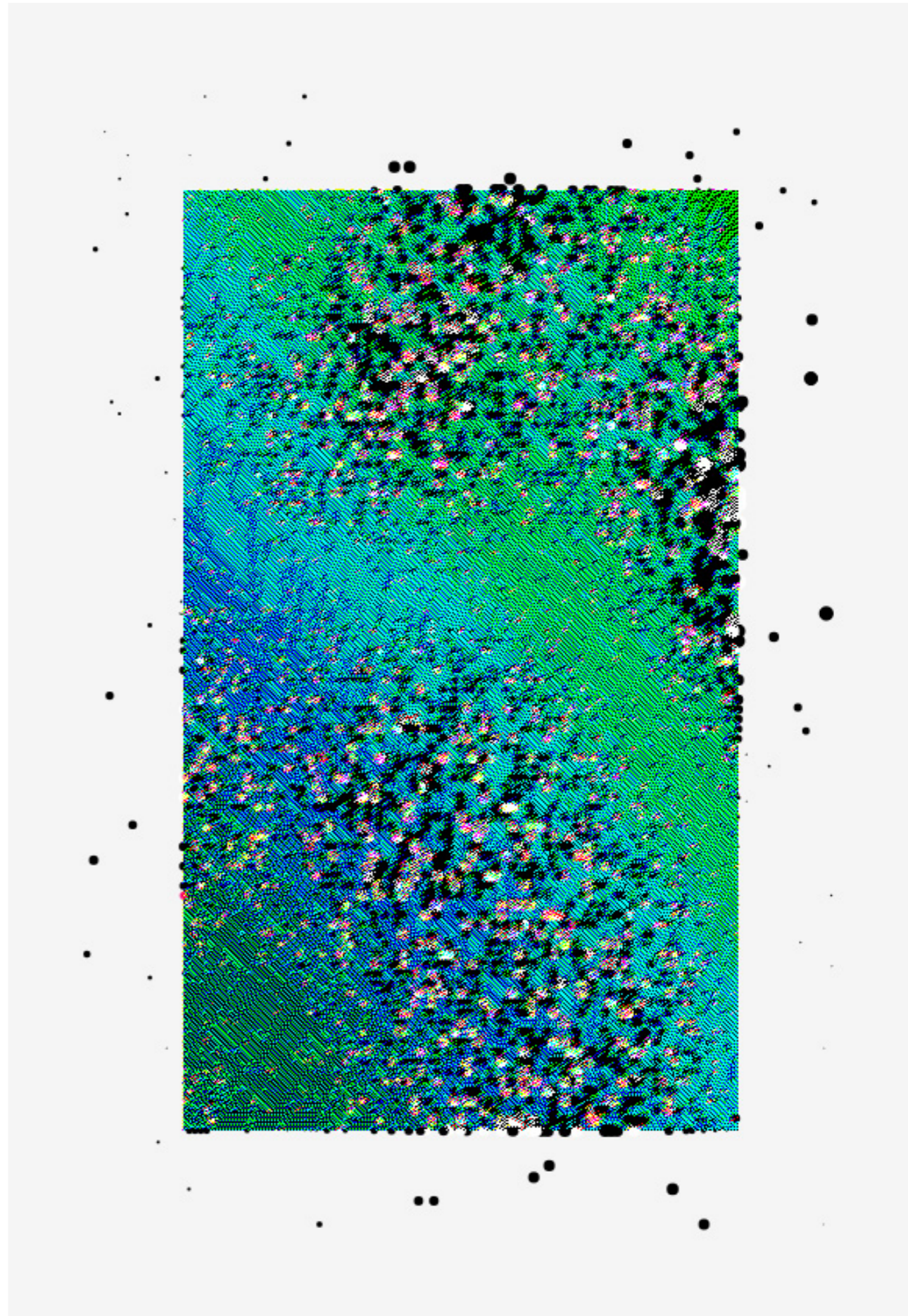
PEAKS #103
RIIS
FXHASH #840818







:  BUTTER · F | Y :
RIIS
OPENSEA 2958...6346



TEMPEST
RIIS
OPENSEA 2958...0753

RUDXANE

**VISUAL ARTIST SEARCHING FOR THE BALANCE
BETWEEN HUMAN AND MACHINE.**

R

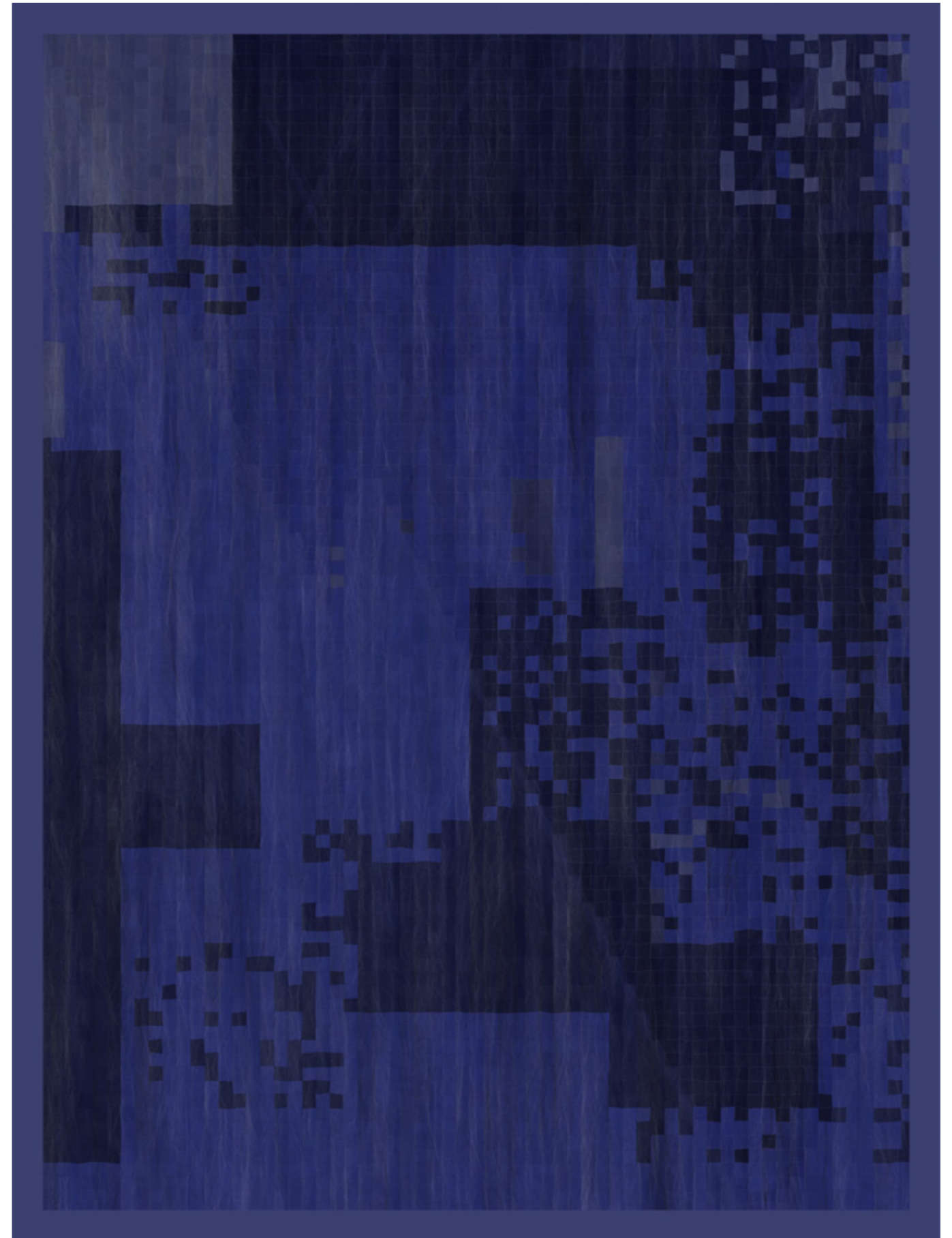
Rudxane has been playing with HTML, CSS and Javascript to create small interactive websites and art since he started with web development at the end of the 90s.

Most of these projects were just for private enjoyment and he never really published anything.

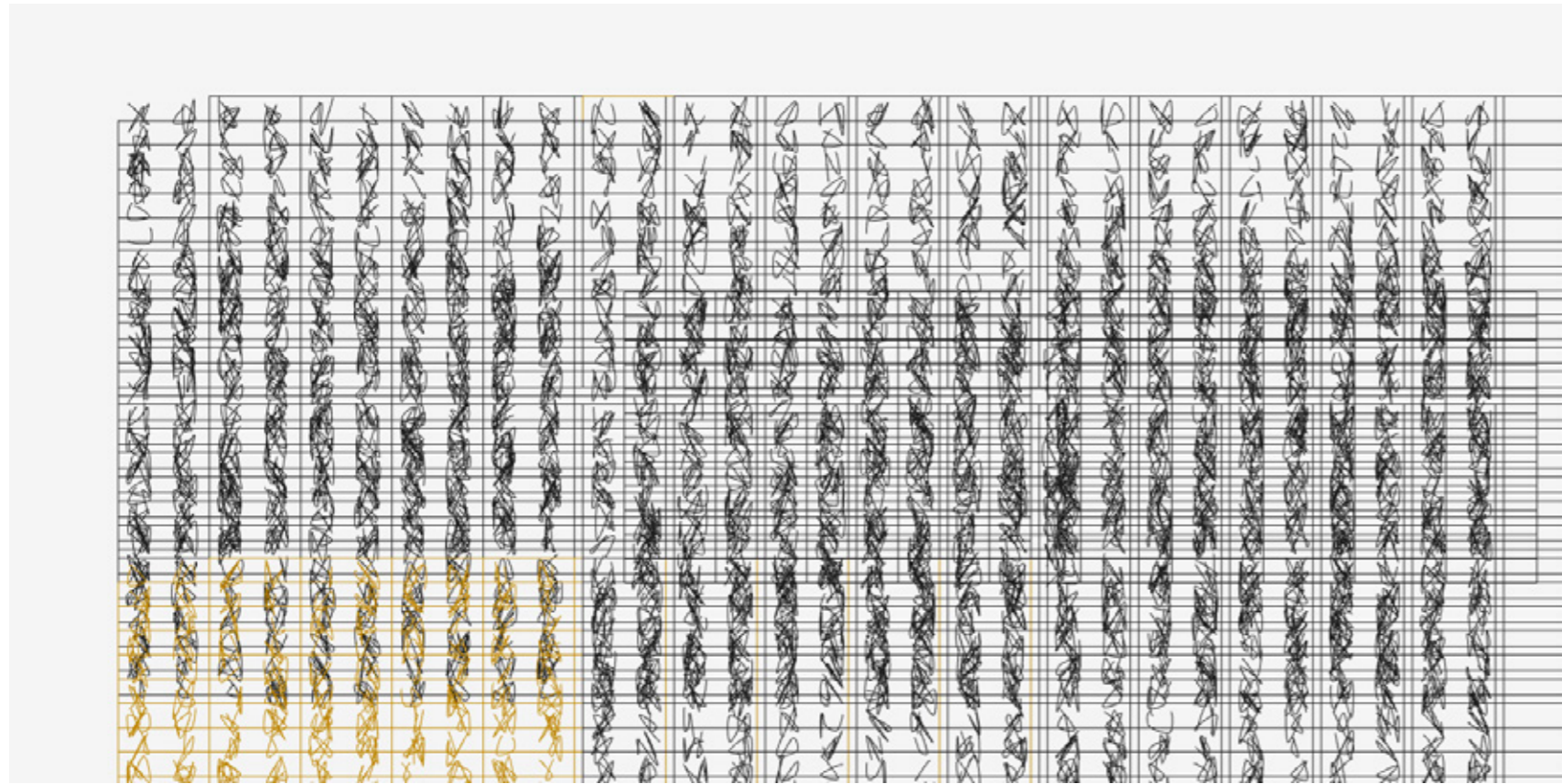
After rediscovering NFTs, he started an account on twitter to share some of the work and minted his first pieces on HEN.

Rudxane is fascinated by the combination of artist/machine in generative art.

Projects like Tych tries to replicate a human acting like a generative system, introducing human characteristics in a generative system where each line stroke is inconsistent and the high frequency of repetition causes instability and misalignment in the overall work.

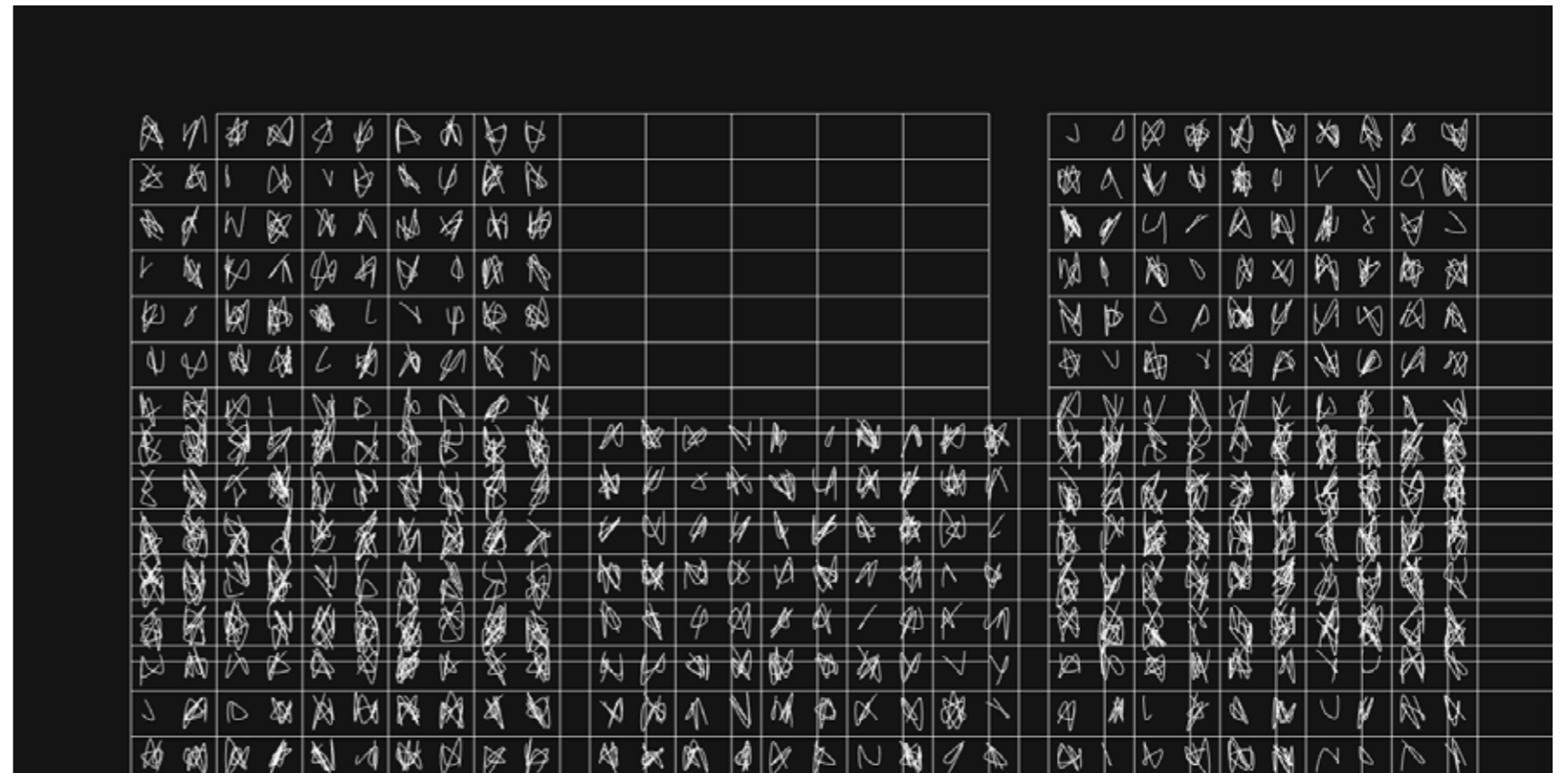


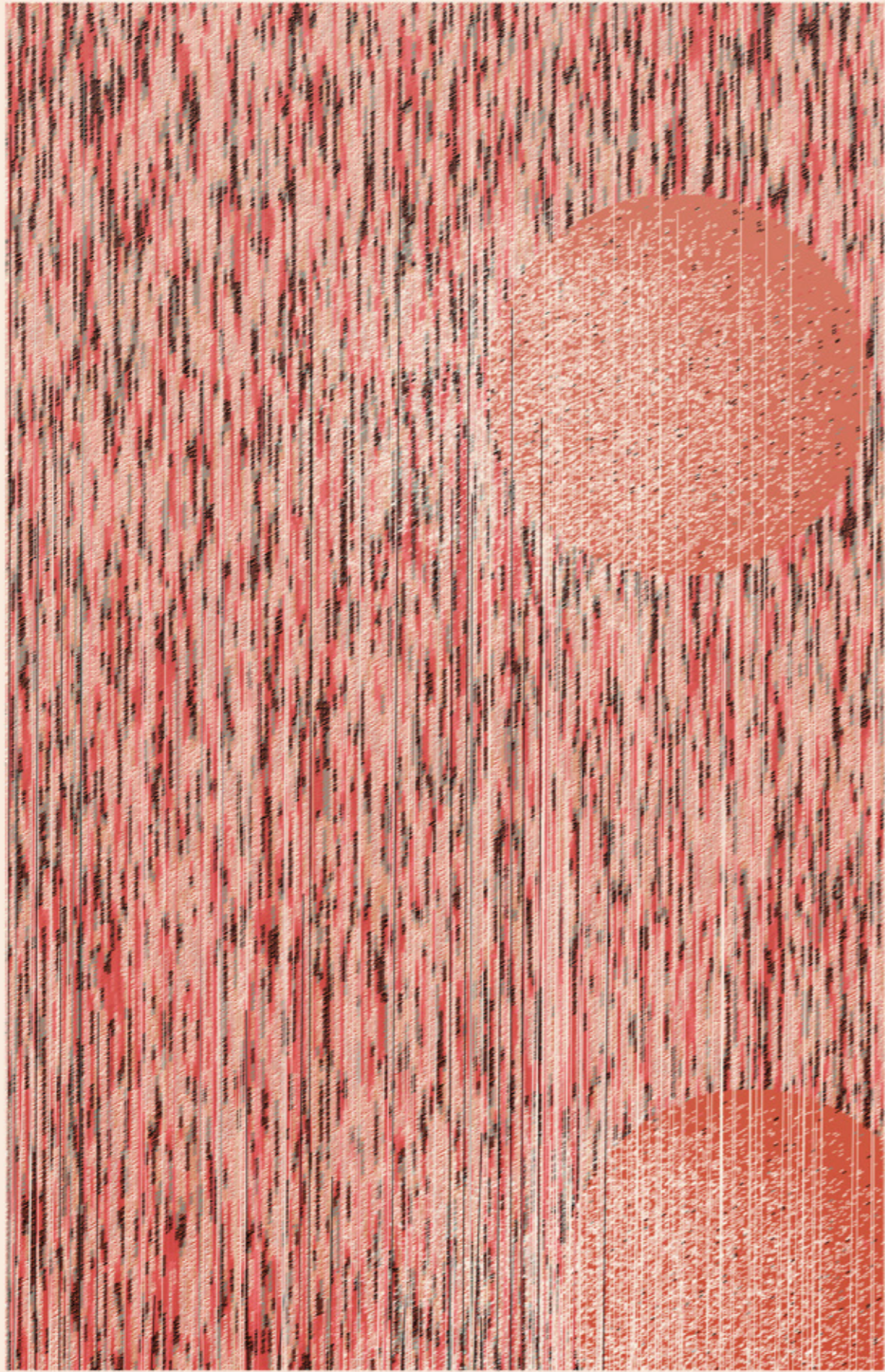
GRID STUDIES #44
RUDXANE
FXHASH #954471



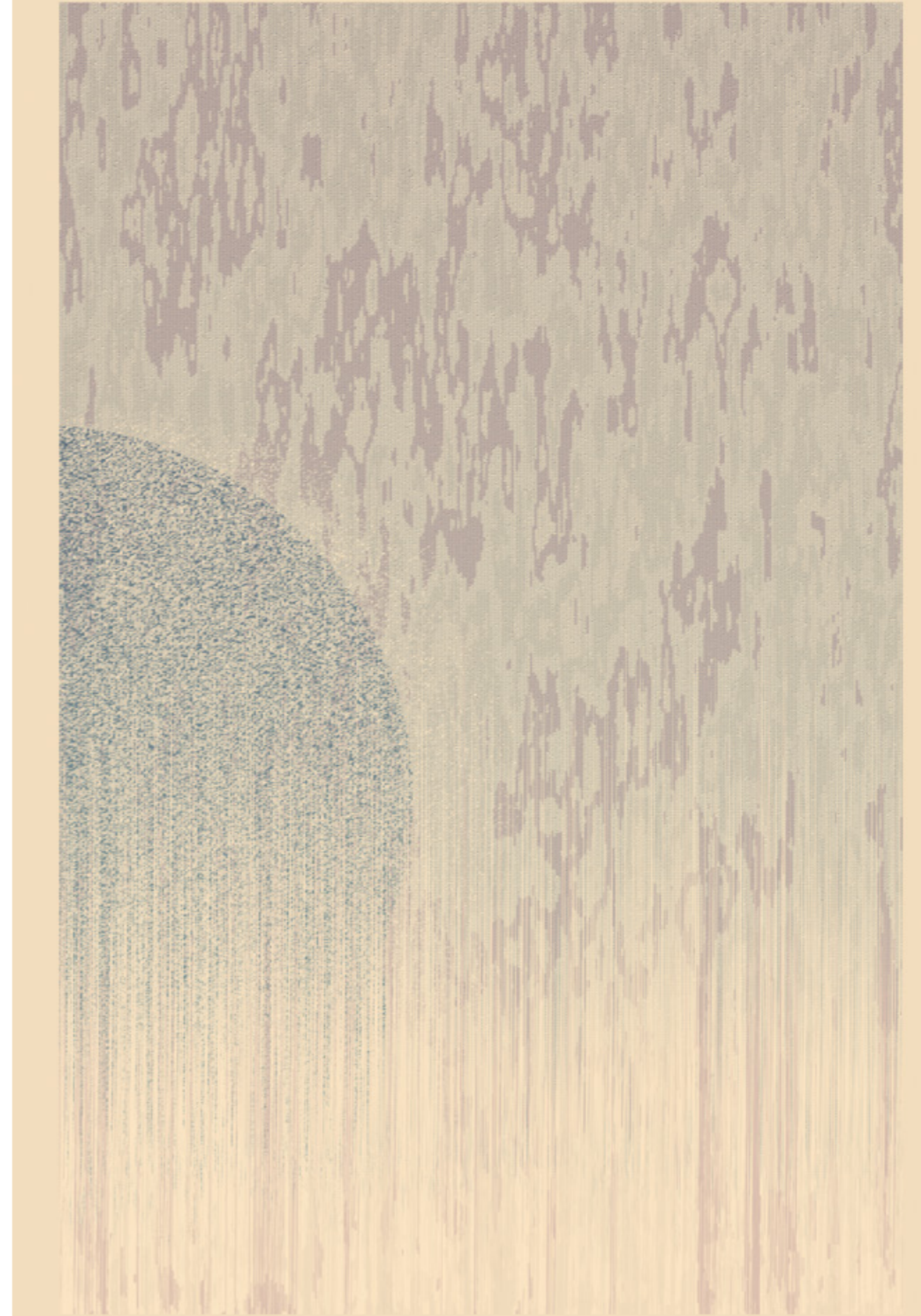
BINGO #5
 RUDXANE
 FXHASH #965

BINGO #135
 RUDXANE
 FXHASH #2055





UNFINISHED #12
RUDXANE
FXHASH #464006



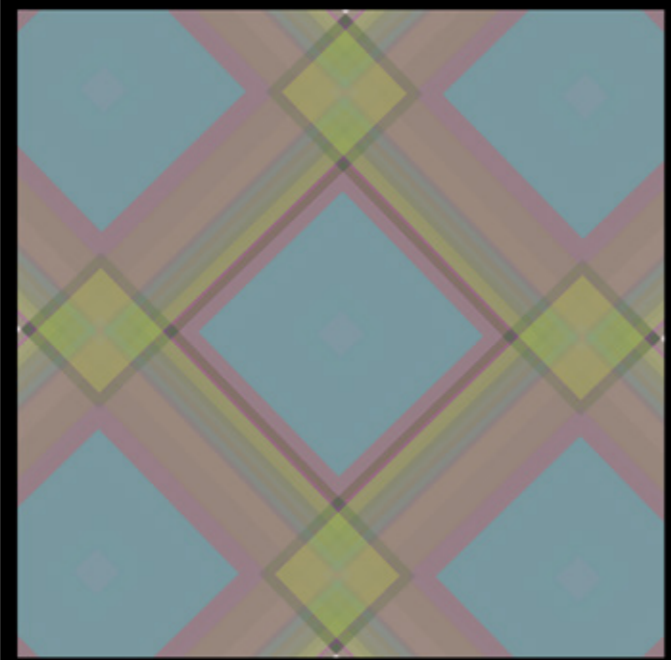
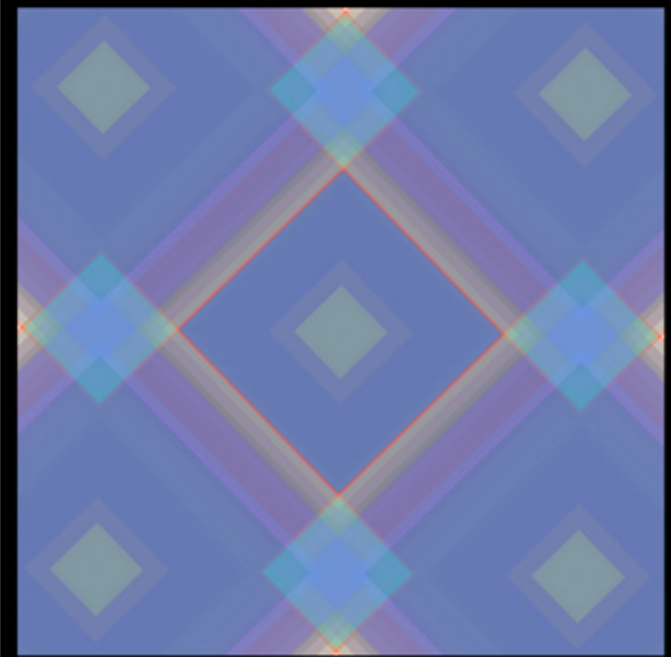
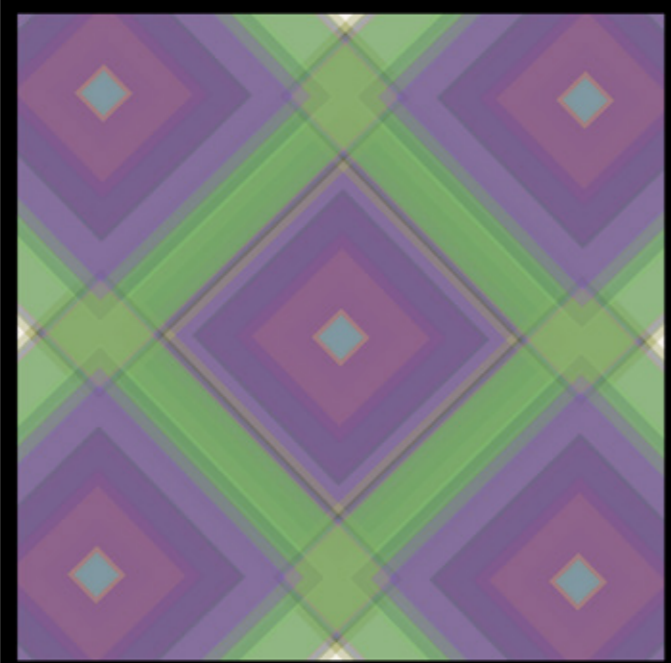
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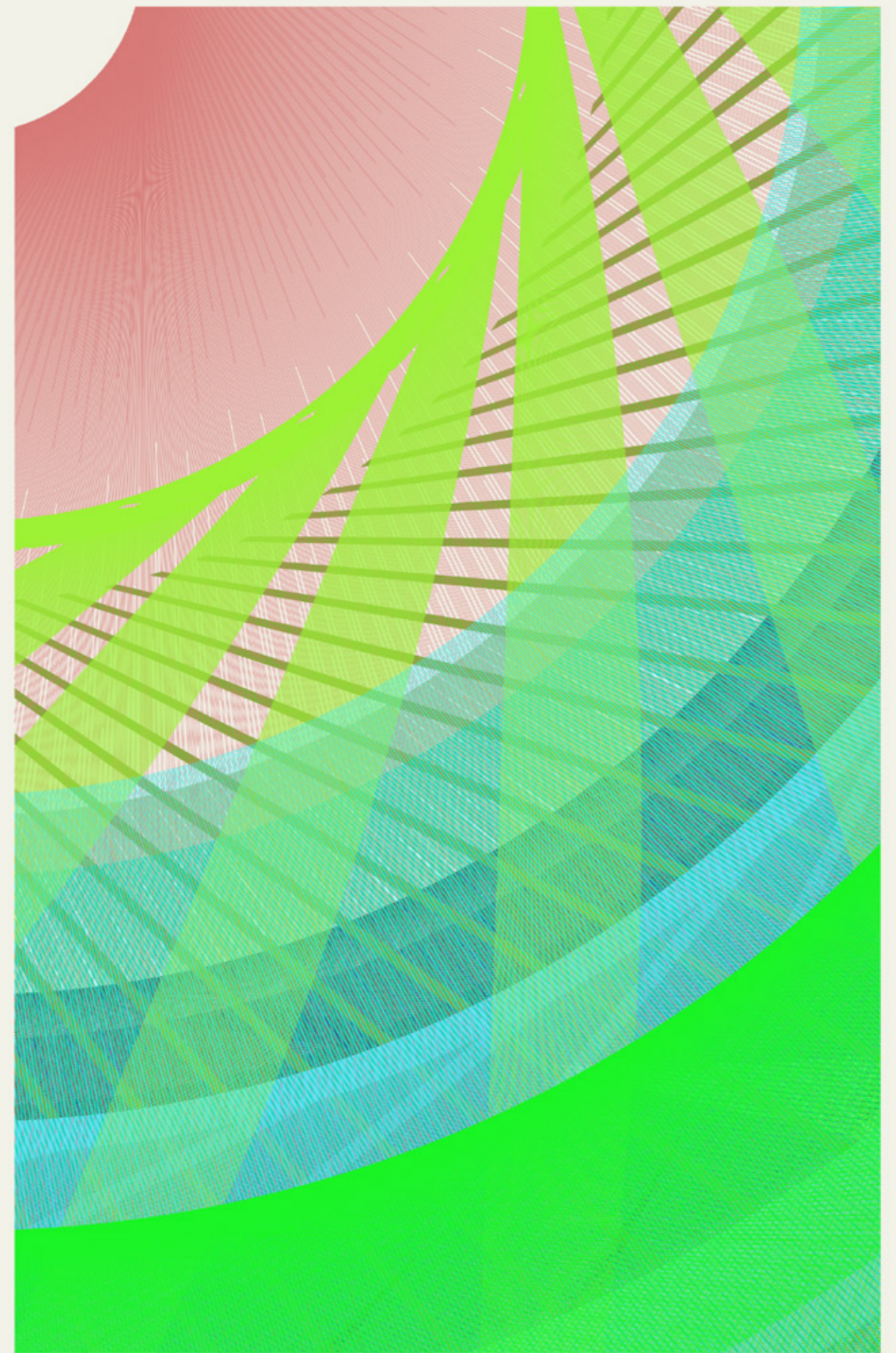
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FOLD
RUDXANE
FOUNDATION #6



L ∞ P #65
RUDXANE
FXHASH #511516



RINGS(∞) #88
RUDXANE
FXHASH #213003

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