Pure Movements Series

'Pure Movements' is a series of algorithmic animations derived from an investigation of visual perception.

The movements in this series are generated by algorithms. I establish behavioural rules from observing the movements in everyday environments and translate those into computational instructions.

Certain aspects of physical reality catch my attention. My perception of the static aspects is immediate and largely intuitive, whereas I perceive movement as accumulative. Over time, observations of similar movements are layered to form one complete impression. As part of this process a cognitive aspect emerges that encompasses the mechanics of the movement.

'Pure Movements' is a representation of my visual perception of movement using the aesthetic language established in my photography.

Pure Movement 2

‘Pure Movement 2’ is the visual representation of my perception of changing shapes of sunlight passing through windows.

The shapes of light are created by rays of sunshine passing through two openings: the clouds and the window. The window provides the overall shape. This shape is moved and lit or faded by the movement of the clouds.

The algorithm simulates this movement by taking into account the shape of the clouds and the wind moving them. Both natural phenomena can be mathematically described with a fractal noise algorithm.

The visual representation of the abstract algorithm is derived from my photographic work ‘Daily Photographs’. Over the past decade I have recorded views of everyday reality that caught my attention. Slowly themes (such as 'light') emerged and revealed a personal aesthetic.

I have represented the algorithm in two different environments, the virtual space of a video frame (environment 1) and projected onto the physical windows of a gallery (environment 2).

Pure Movement 3

‘Pure Movement 3’ is the visual representation of my perception of insect swarms.

The algorithm assigns each moving entity a set of behavioural rules: align with the movement of your neighbours, move toward the average of your neighbours' positions, stay away from your neighbours, move towards a specified point in space, wander aimlessly. Scientifically this is based on Craig W. Reynolds' paper 'Steering Behaviors For Autonomous Characters' (1987).

For the execution of those rules only a limited radius around the entity is evaluated. Although based on very simple behavioural rules, the resulting group movement becomes very complex. This is not a looped animation, the algorithm produces infinitely different results.

The visual representation of the abstract algorithm is derived from my photographic work ‘Daily Photographs’. Over the past decade I have recorded views of everyday reality that caught my attention. Slowly themes emerged and revealed a personal aesthetic.

I have represented the algorithm in two different environments, the virtual space of a video frame (environment 1) and projected onto the physical window of a gallery (environment 2).