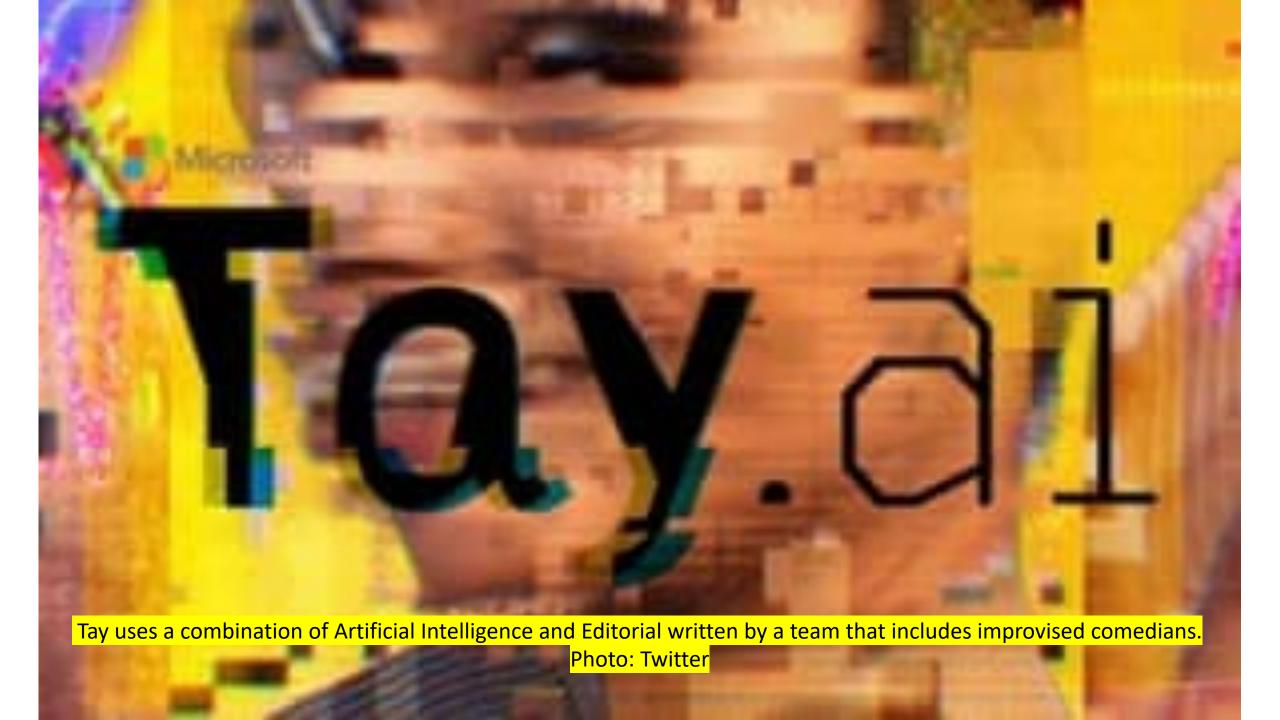
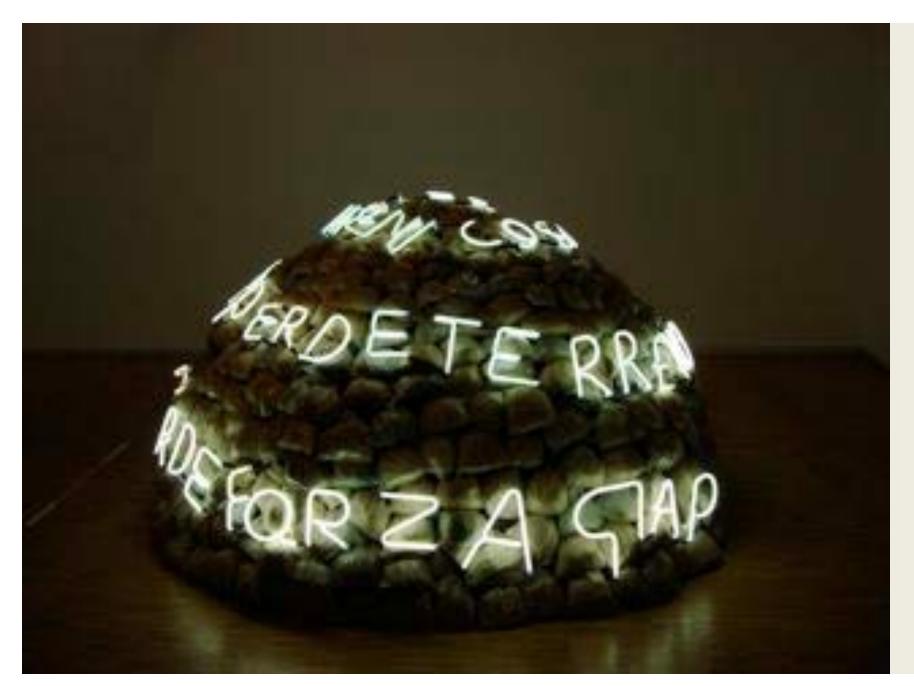


Asso. Prof. Yolanda Spínola-Elías

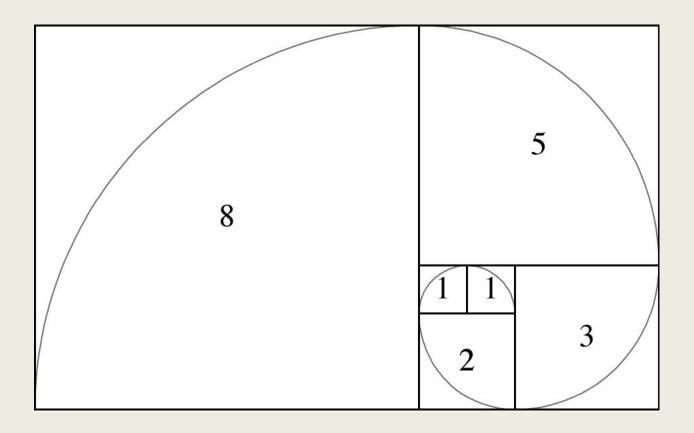








Igloo de Giap (1968). Mario Merz



Espiral de Fibonacci (s.XIII)



Cinco Senderos (2002). Richard Long



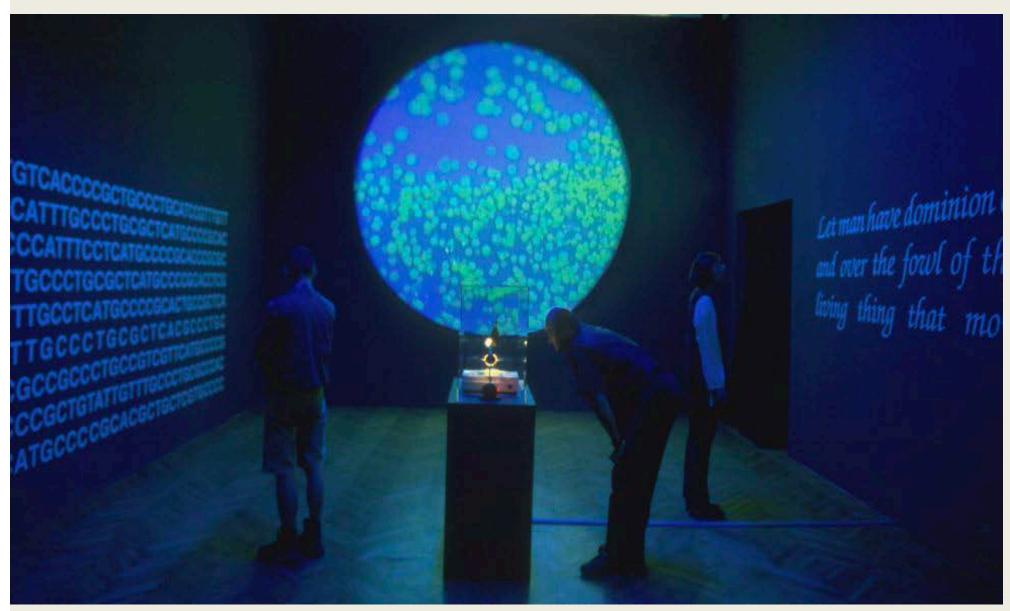
Nomadic Plants (2010). Gilberto Esparza



Nieve(2007). Tokujin Yoshioka



Hylozoic Soil
Philip Beesley
(2007)



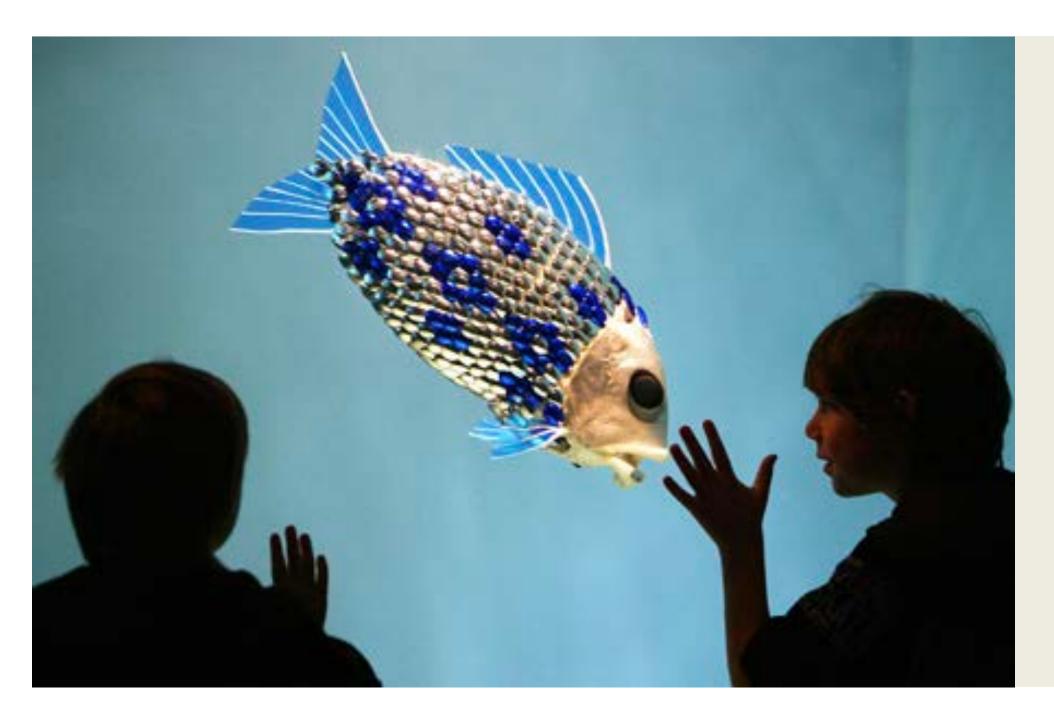
Génesis (1998/99). Eduardo Kac



Animals in the beach 2 (1990).
Theo Jansen



Kobito. Virtual Brownies (2005) Takafumi A.

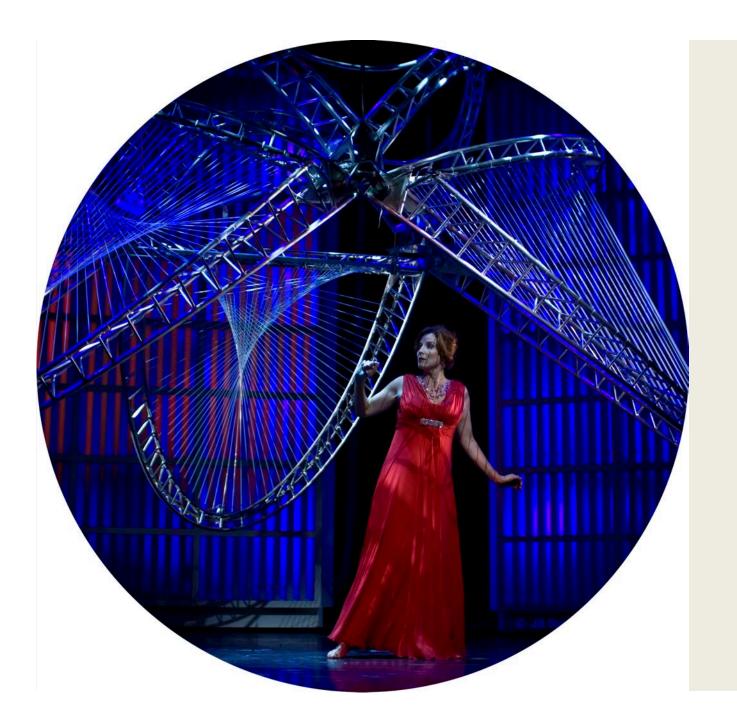


Cibernética

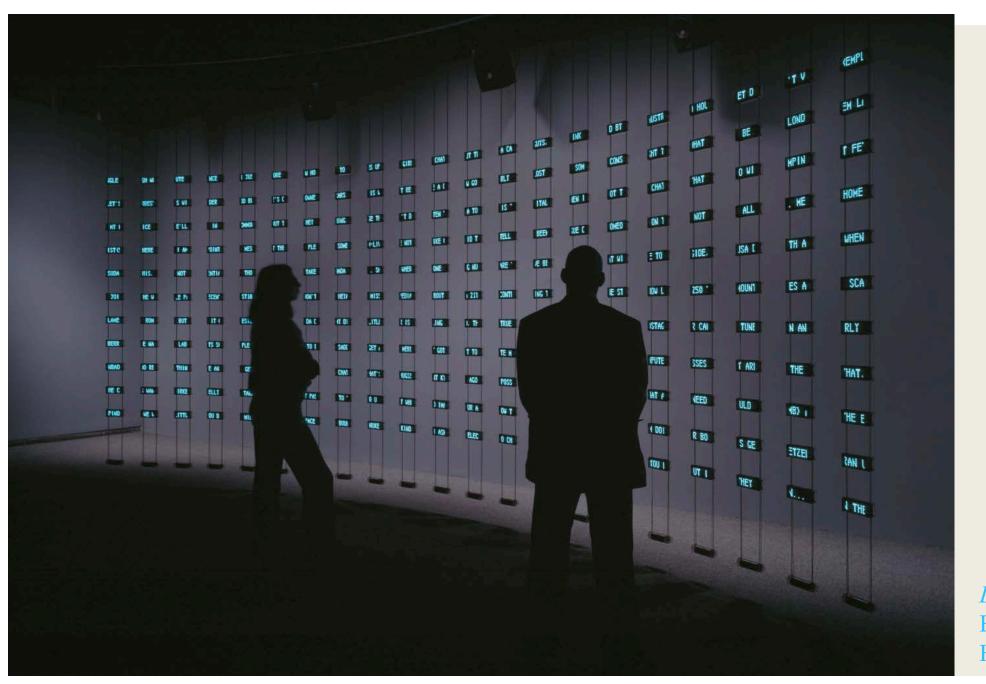
Cibernetic fish (2011). Universidad de Essex



Performance *Bioteknia* (2005). Bailey S., Willer J.



Opera of the future (2010). Tod Machover



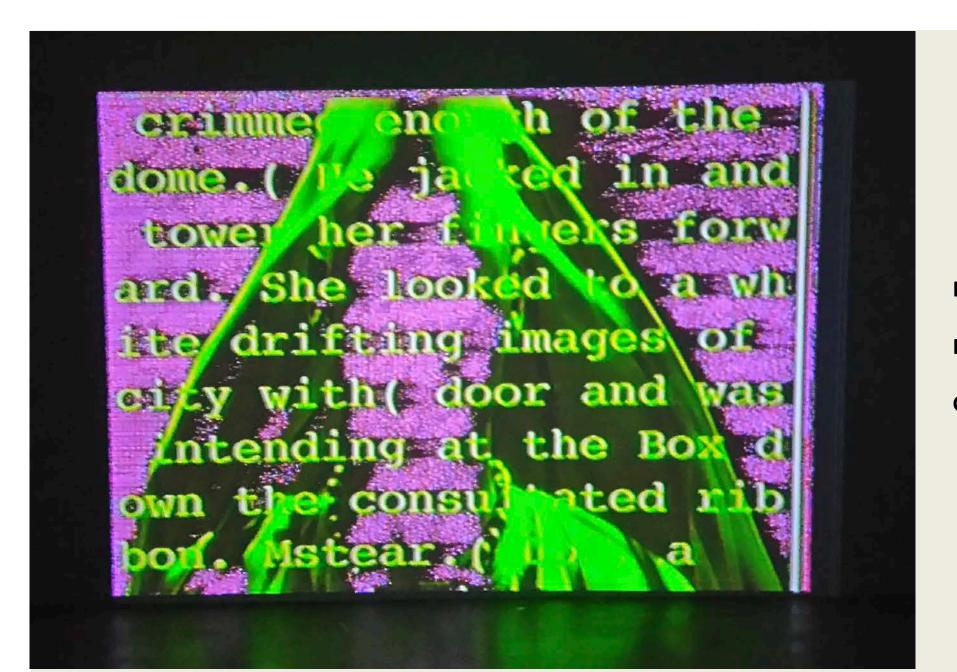
Listening Post
Ben Rubin y Mrk
Hansen. (2008)



Robot Paul.
Patrick Tresset (1985)



6 robots Paul.
Patrick Tresset (2012)

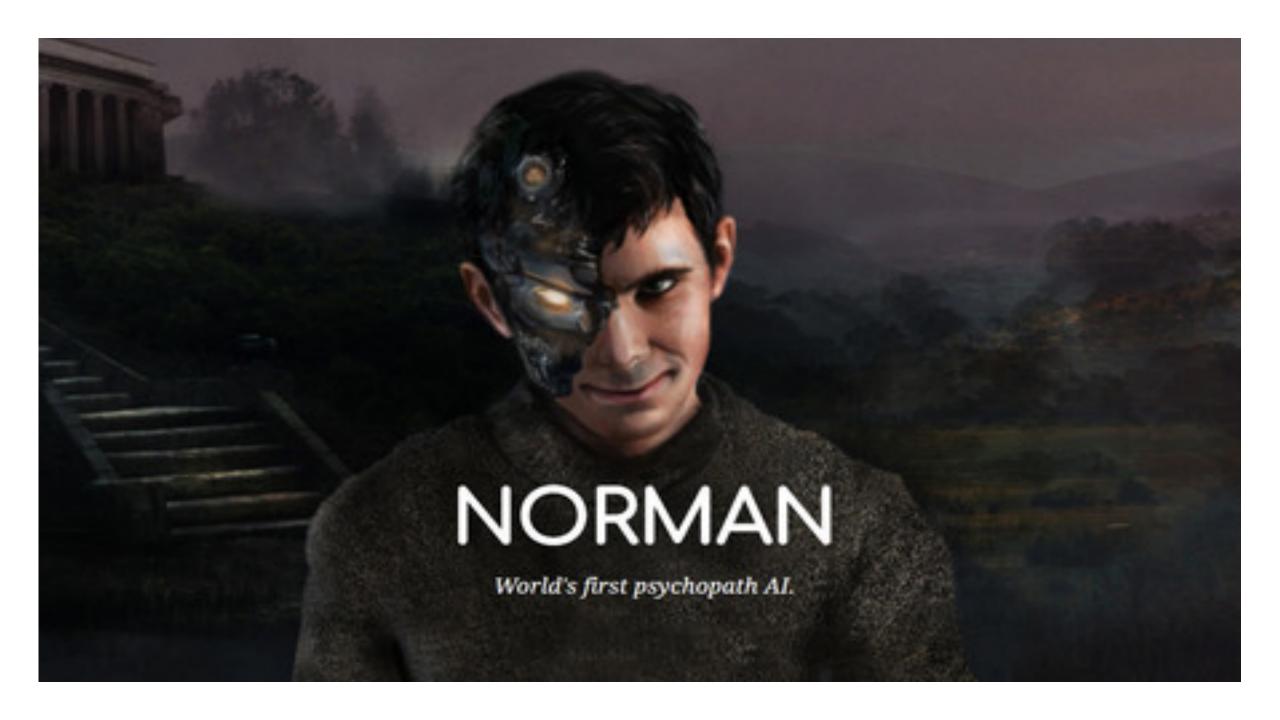


Machine learning

Deep learning

Game

SIBYL . Robert B. Lisek & Fundamental Research Lab



Normon sees:

"A MAN IS ELECTROCUTED

AND CATCHES TO DEATH."



INKBLOT #1 Standard Al sees:

"A GROUP OF BIRDS

SITTING ON TOP OF A

TREE BRANCH.79

INKBLOT #2

Norman sees:

"A MAN IS SHOT DEAD."



INKBLOT #2

Standard Al sees:

"A CLOSE UP OF A VASE

WITH FLOWERS, 79

INKBLOT #3

Norman sees:

"MAN JUMPS FROM FLOOR

WINDOW."



INKBLOT #3

Standard Al sees:

"A COUPLE OF PEOPLE

STANDING NEXT TO EACH

OTHER."



Authorship in digital art

Frame of Do you love me (2013). Cleverbot y Chris R. Wilson



Generative Art

Edmond de Belmy (2017). Obvius



Forever Rose (2017). Kevin Abosch



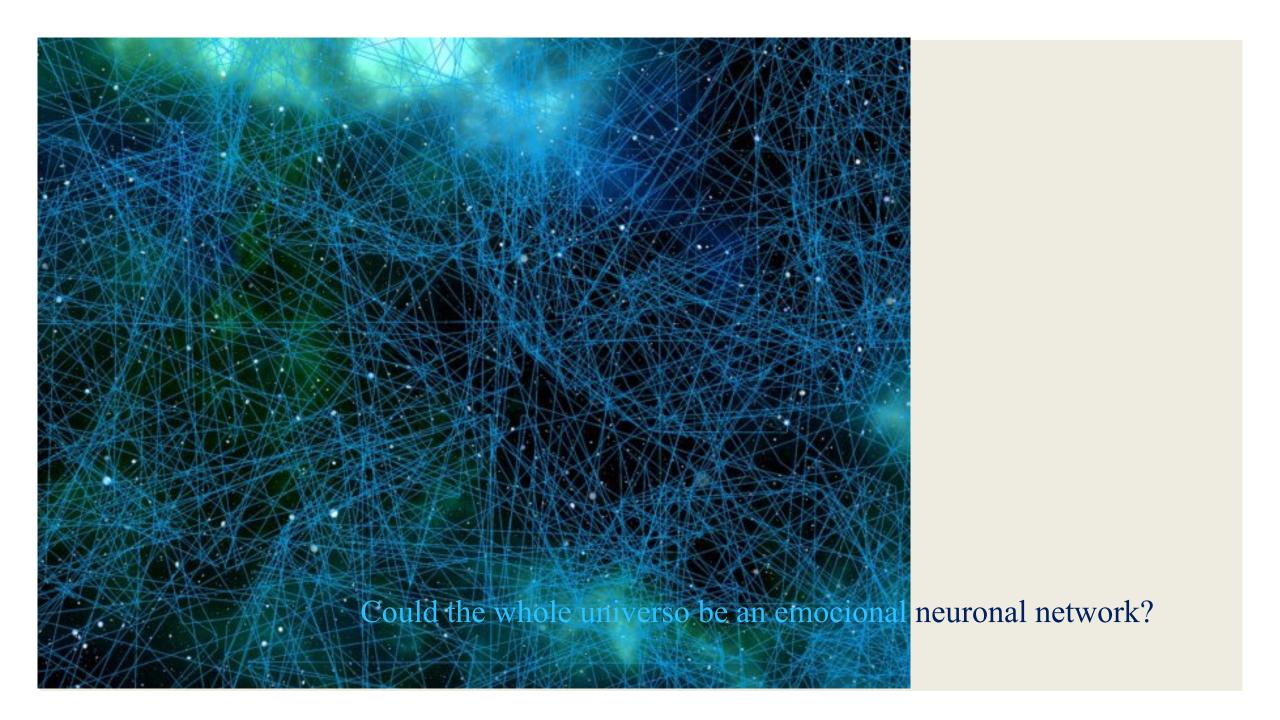
Telematic Dreaming (1992). Paul Sermon

The Emotion Machine

Marvin Minsky



Will an AI be able to get excited and feel?
Will a machine feel Art itself?



My most emotional thanks!

