

## Paul Brown

<http://www.paul-brown.com>

### Artist's Statement

During my 35-year career as an artist my principal concern has been the systematic exploration of surface. Since 1974 my main tool has been the computational and generative process. I have established a significant international reputation in this field of work and was recently described by Mitchell Whitelaw as... *one of the ... pioneers of a-life art* (**Metacreation - Art and Artificial Life**, MIT Press, 2004, pp.146, 148-152).

My work is based in a field of computational science called Cellular Automata or CA's. These are simple systems that can propagate themselves over time. CA's are part of the origins of the discipline known as Artificial Life or A-life. I have been interested in CA's and their relationship to tiling and symmetry systems since the 1960's. Over the past 30 years I have applied these processes to time-based artworks, prints on paper and large-scale public artworks.

In my artwork I attempt to create venues which encourage the participant to engage both visually and physically with the work. Because my work emerges (in the computational sense) from game-like processes I include elements of play in order to capture and sustain the participant's attention.

Rather than being constructed or designed, these works "evolve". I look forward to a future where computational processes like the ones that I build will themselves make artworks without the need for human intervention. The creation of such processes is something that has always fascinated me.

An in depth description of my working methods is contained my chapter **Stepping Stones in the Mist** in the book **Creative Evolutionary Systems** edited by Peter J. Bentley and David W. Corne, Morgan Kaufman (August 2001) and which is also on my website:

<http://www.paul-brown.com/WORDS/STEPPING.HTM>