



EPO JS#-Junglescape multiple screen Enhanced Protoquadro installation (detail). Now in Philips Experience Lab, Eindhoven

PROTOQUADRO - GENERATIVE DIGITAL PAINTINGS

Protoquadro is a research project that explores the future of painting.

The project's aim is to create unconventional media objects that take the place of what we commonly know as painting, a decorative, meaningful artwork that stands on a wall.

Protoquadro uses an artistic concept, a subject, an aesthetic rule and implements it into a computer system that is made to explore all variants of the original idea in a generative ever-changing composition.

These compositions define a painting where artistic intuitions are implemented in code and algorithms.

Self-standing in a slowly changing wall-hung rectangular shape or within a context where direct intuitive interaction is possible, a protoquadro is conceived to let shapes, colors and lights intermix with human activity and evolve in time so that no moment is the same; neither any image will represent it twice the same to the viewer.

Vision is unique every moment and will never

be the same again. As such a protoquadro, with its inner dynamism, is fulfilling the dream of futurist painters such as Umberto Boccioni: a 3-dimensional painting, moving dynamically into a third dimension - that is - time.

Protoquadro artworks awaken the desire of watching the transforming painting...

In this publication you will find a short presentation of existing protoquadro and protoquadro-like installations with some reference to their technical requirements for exhibition.

For more information you can refer to www.protoquadro.net website or directly to

Federico Bonelli
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T:0031 6 41842801

Concetto Formale

"We synthesize all instants (of time, place, form, color-tone) and we build the painting upon them. And this painting, as an independent organism, has its own law, and the elements that made it obey to this law, creating as such, the similarity of the painting with itself"

(Umberto Boccioni, 1914)



MS#SATOR in Theater Caio Melisso Foier, Spoleto 2006 (photo F. Bonelli)

HOW TO 2002 - 2008

Protoquadro has a "long" story, because the SUB collective started developing the concept in 2002.

Now we are finally working on paintings on a daily base. New concepts for pieces of all sizes and installation are being worked out.

In this leaflet you see a reference about the existing protoquadro works for exhibit. We try to give a fast introduction to the work, a visual reference and some indications on how it should be exposed and it's technical requirements.

We are very willing to exhibit our work in galleries and festivals, and each piece has its own character and is part of a very limited series.

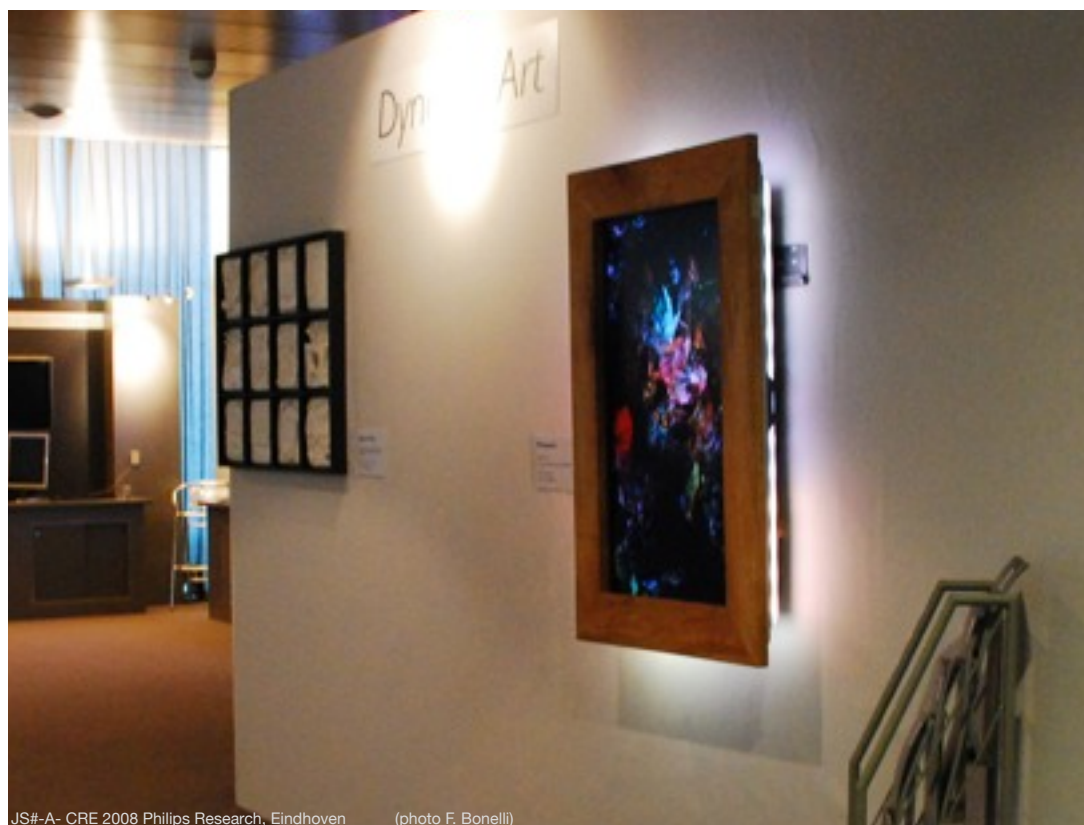
We are interested in evaluating collectors offers for the paintings directly and as such we are ready to give you more information about them.

feel free to contact us via email:

fredd@submultimedia.nl

tez@submultimedia.nl

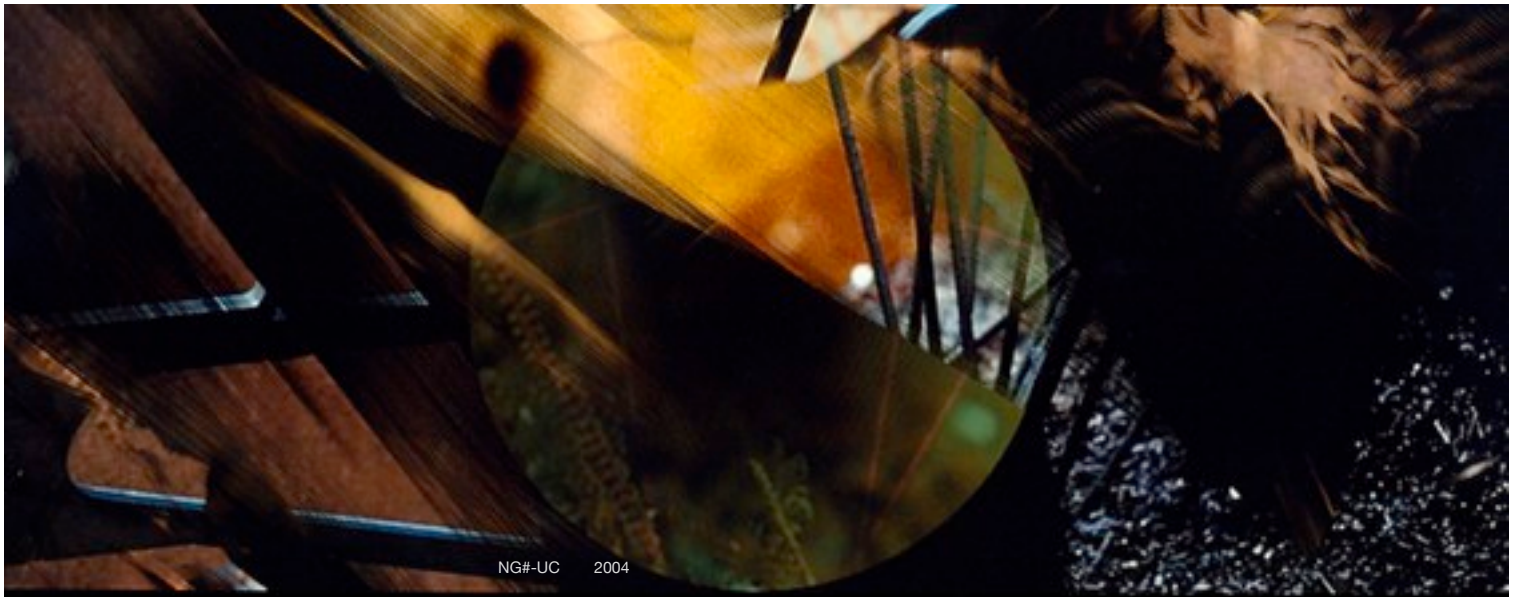
or phone F. Bonelli (+31) 6 41812801



JS#-A- CRE 2008 Philips Research, Eindhoven (photo F. Bonelli)

UC

Unlikely Canvases



NG#-UC 2004

(2003-2007)

NG#-UC, single screen
Protoquadro

Photos and concept by Amy Jackson; developed by SUB lab, original algorithm by M. Martinucci

runs on stand alone screen.
Original resolution 800x600, upgraded to 1440x1024 in 2007 for the exhibition at the National Museum of Woman in the Arts (Washington DC)

Full installation of UC prints 23 a3 unique unpredictable canvases in a week time.

Canvases gets signed and authenticated both by the machine and the artist and are as such irreproducible unique pieces.

As a extra a selection of prints of the original photos by Amy Jackson can be exhibited too.



NG#-UC 2004

NG# - UC

NEEDS

win XP computer with dual head GPU

42" or more plasma screen or LCD

17" LCD monitor capable of 1024x768

A3 capable color printer and paper

hangs in landscape mode

GRANTS:
Amsterdam Fonds voor de Kunst 2005

Exibited in:

Bowling Green, Kentucky nov 2003
Waag, Theater Anatomicum, Amsterdam 2004 - and 2005
IST 2004, Den Haag 2004
Philips CRE Eindhoven 2005, 2006
Piksel Festival, Bergen (No) 2005
SYB gallery Beetzwerswaag - Jul. 2005
Fucina OFF festival Spoleto - Feb. 2006
Exhibit. Washington DC, National Museum of Woman in the Arts, Sept. 2007
Homelab Philips - Nov. 2007

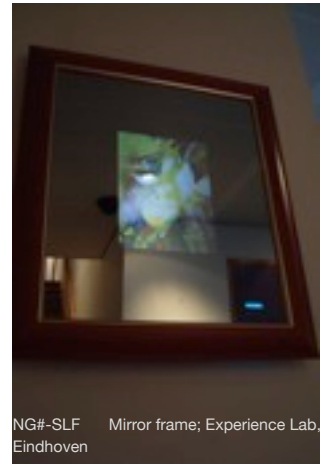
<http://www.submultimedia.nl/ng>

SLF

Secret Life of flowers



NG#-SLF photo frame Protoquadro (2005). Now in Philips Experience Lab, Eindhoven



NG#-SLF Mirror frame; Experience Lab, Eindhoven

(2005)

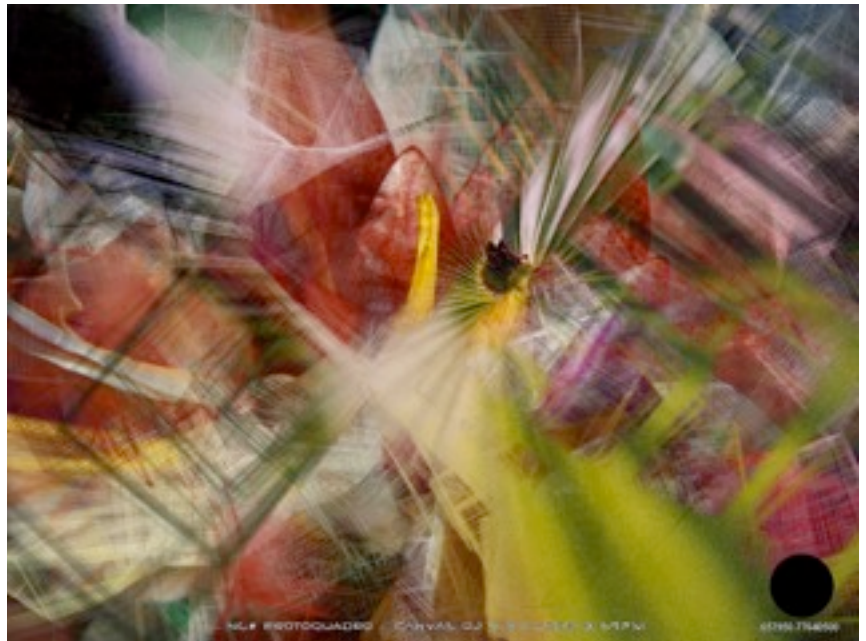
NG#-SLF, single screen Protoquadro

Photos and concept by Amy Jackson; developed by SUB lab, original algorithm by M. Martinucci

Runs on stand alone screen. Original resolution 800x600,

In the picture one installation of two made with tablet computers disguised as photoframes in Philips Experience lab (Eindhoven). The speed of changing of the image is very slow, to give a total "surprise effect" to

casual looks over time instead of demanding attentive observation.



NG#-SLF Screenshot

NG# - SLF

NEEDS

The piece comes inside custom made photo frame with tablet computer disguised AND/OR Prototype mirror in frame.

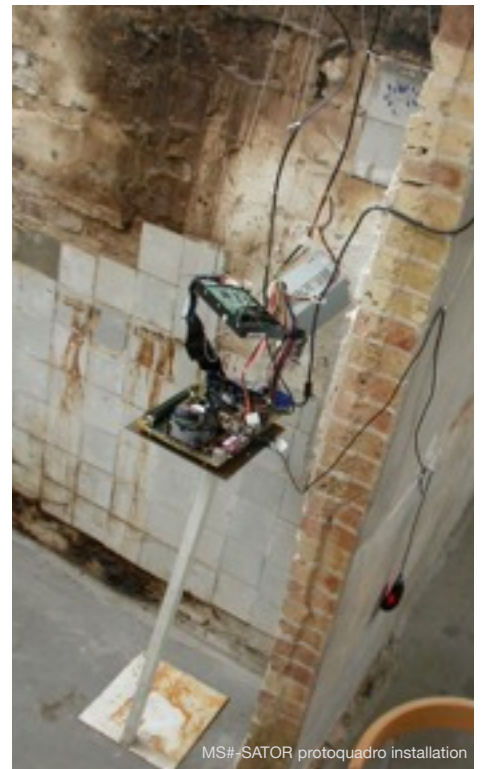
needs 220V power plug

Exibited in:

Bowling Green, Kentucky nov 2003
 Philips CRE Eindhoven 2005
 SYB gallery Beetzwerswaag - Jul. 2005
 Homelab Philips - Nov. 2007



MS#-SATOR (2005) protoquadro installation printout



MS#-SATOR protoquadro installation

MS

Magic Squares

(2005)

SATOR#-MS, single screen
Protoquadro + installation

photos by Salvatore Fiorino,
concept by F. Bonelli; installation
concept by SUB lab, original
algorithm SATOR# by M. Martinucci
and F. Bonelli

Presented in SYB gallery (Drenthe)
as an artist in residence project in
July 2005

Runs on dual screen screen in
prepared wall from a custom built,
exploded computer, coupled with a
DVD+TV installation set in another

concurrent position of the same
space.

The generating algorithm is based
on a 5x5 magic square that triggers
the permutation of chosen
iconographic and photographic
material divided in masks and
photographs.

The photographic material has
been gathered around the village of
Beetsterzwaag in the duch province
of Drenthe.

SATOR# - MS

NEEDS

win XP custom "exploded" with dual
head GPU, kbrd and mouse

42" or more plasma screen or LCD
with ambilight

17" LCD monitor capable of 1024x768

TV set with DVD player

<http://www.submultimedia.nl/syb>



MS#-SATOR protoquadro installation

Exibited in:

SYB gallery Beetzwerswaag - Jul. 2005

Fucina OFF festival Spoleto - Feb. 2006

Homelab Philips - Nov. 2007

AI



AI - Dual screen non linear video installation (2005) Now in Philips Experience Lab Eindhoven -photo F. Bonelli

JS#-A

NEEDS

Win XP PC with dual head graphic card

2 LCD screen

hangs in landscape mode

Exibited in:

Homelab Philips -
April 2006- present
time

(2005)

Dual screen video installation

Video, Sound and concept by M. Martinucci.

The video presented here has no beginning and no end...

It's not a loop but an endless flow of mutations from original base medias. The composition is constructed in real-time by a software using different "generative" techniques and styles that unpredictably and continuously transform and recombine the material into new unexpected and non-repeatable visions.

The two screens used for this artwork represent a different manipulation of the same material at different speeds. The slower one is meant to resemble a painting more than a video and works in feedback with the other one. As such, they create a dramatic effect of similarity and difference visualized in the form of a video-collage. The content and the context of this video-installation represent a symbolic set of elements manifesting its spiritual origins. The theme expressed in this piece is the first of a trilogy of artworks devoted to the the concepts of Ai-Ki-Do.



AI #1 :: camera_07 8-2-2006 2:43PM

AI #1 :: camera_08 8-2-2006 2:43PM

AI -of two screen shots in different moments.

JUNGLESCAPE



JS# Junglescape - Multiple screen EPQ interactive installation,

-photo F. Bonelli

JS#-JUNGLESCAPE

NEEDS (6 SCREEN GLASS WALL VERSION)

6 mac mini + 1 server unit

6 beamers

Special transparent screen (Oloscreen on glass or projection on plexiglass)

Dedicated motion tracking server and sensor system

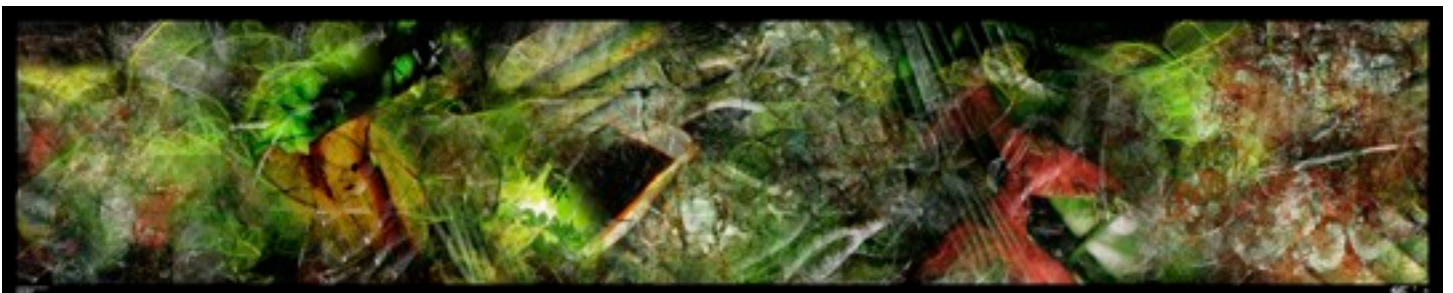
(2007)

JS#-Junglescape, multiple screen Protoquadro, scalable to 6 or more screens.

Photos and Concept by Amy Jackson with SUB multimedia lab, runs on EPQ engine with JS algorithm and brush set.

The background hidden algorithm JS# is based on bursts of squared and linear brushes spawned by a interacting flock of agents.

Like small fishes swimming in a pond, well hidden behind the scenes.”



A

(2008)

JS#-A, single screen
Protoquadro

Photos and concept by F. Bonelli, runs on stand alone modified EPQ engine with JS algorithm and brush set.

“Title “A” refers to the maze, the mirror, the dark side of one self, called also “the shadow” by Jungian psychologists. A flexible body dressed in dark red, carved out of darkness by a sharp light plays with reflexes in a mirror and light/dark textures in a bed of fallen leaves.

Mysterious, intriguing, always mutating subject.”

The background hidden algorithm JS# is based on bursts of squared and linear brushes spawned by a interacting flock of agents.

Like small fishes swimming in a pond, well hidden behind the scenes.



JS#-A (2008) Single screen Protoquadro. Frame.

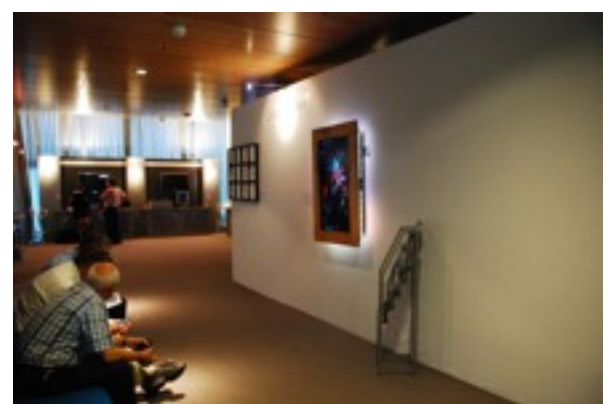
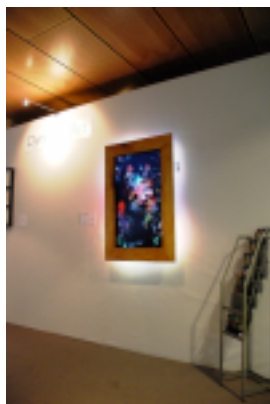
JS#-A

NEEDS

mac mini

HD 1080i Aurea LCD ambient light television with special made wooden frame

hangs in portrait mode



JS#-A (2008) Installation in CRE 2008



SUB MULTIMEDIA RESEARCH LAB

SUB started as a collective of researcher in 1995. It became a company conserving the same spirit. We believe that to think different and to evolve into interesting landscapes we have to work as freely as possible.

RE_SEARCH

We call re_search the process of learning that bring us to conceive and produce artworks in many fields, existing and future one. Media are the *prima materia* of contemporary sensibility, we work to transform them along unconventional paths into meaningful forms

TRANSFORMATORS

The principle of analysis we apply to the development of unconventional media objects (UMO) is Transformation inside a defined situation. An aRT that is sensitive to the broader terms of were it is to be "happening", representing and facilitating an exchange of energies and meanings.

in the picture: SUB multimedia Junglescape team: (top left to bottom right)
Federico "fredd" Bonelli (direction)
Maurizio "Tez" Martinucci (artistic direction)
Amy Jackson (photography and concept)
Rob Fischer (software)

