

The Art Of Producing

Art of the Crusades

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The art of the Crusades, produced in the Levant under Latin rulership, spanned two artistic periods in Europe, the Romanesque and the Gothic, but in the Crusader states the Gothic style barely appeared. The military crusaders themselves were mostly interested in artistic and development matters, or sophisticated in their taste, and much of their art was destroyed in the loss of their kingdoms so that only a few pieces survive today. Probably their most notable and influential artistic achievement was the Crusader castles, many of which achieve a stark, massive beauty. They developed the Byzantine methods of city-fortification for stand-alone castles far larger than any constructed before, either locally or in Europe.

The crusaders encountered a long and rich artistic tradition in the lands...

Art in the Protestant Reformation and Counter-Reformation

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The Protestant Reformation during the 16th century in Europe almost entirely rejected the existing tradition

of Catholic art, and very often destroyed as much of it as it could reach. A new artistic tradition developed, producing far smaller quantities of art that followed Protestant agendas and diverged drastically from the southern European tradition and the humanist art produced during the High Renaissance. The Lutheran churches, as they developed, accepted a limited role for larger works of art in churches, and also encouraged prints and book illustrations. Calvinists remained steadfastly opposed to art in churches, and suspicious of small printed images of religious subjects, though generally fully accepting secular images in their homes.

In turn, the Catholic Counter-Reformation both...

Catholic art

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Catholic art is art produced by or for members of the Catholic Church. This includes visual art (iconography), sculpture, decorative arts, applied arts, and architecture. In a broader sense, Catholic music and other art may be included as well. Expressions of art may or may not attempt to illustrate, supplement and portray in tangible form Catholic teaching. Catholic art has played a leading role in the history and development of Western art since at least the 4th century. The principal subject matter of Catholic art has been the life and times of Jesus Christ, along with people associated with him, including his disciples, the saints, and motifs from the Catholic Bible.

The earliest surviving artworks are the painted frescoes on the walls of the catacombs and meeting houses of the persecuted...

Art world

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The art world comprises everyone involved in producing, commissioning, presenting, preserving, promoting, chronicling, criticizing, buying and selling fine art. It is recognized that there are many art worlds, defined either by location or alternative definitions of fine art. Some may use the singular art world to refer only to the elite level of globalized fine art. The art world(s) are continually changing in response both to the creativity of those that create art and in response to social change.

Medieval art

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The medieval art of the Western world covers a vast scope of time and place, with over 1000 years of art in Europe, and at certain periods in Western Asia and Northern Africa. It includes major art movements and periods, national and regional art, genres, revivals, the artists' crafts, and the artists themselves.

Art historians attempt to classify medieval art into major periods and styles, often with some difficulty. A generally accepted scheme includes the later phases of Early Christian art, Migration Period art, Byzantine art, Insular art, Pre-Romanesque, Romanesque art, and Gothic art, as well as many other periods within these central styles. In addition, each region, mostly during the period in the process of becoming nations or cultures, had its own distinct artistic style, such as...

Hawaiian art

of Hawaiian art may be found at the Honolulu Museum of Art, the Bishop Museum (Honolulu), the Hawaii State Art Museum and the University of Göttingen in

The Hawaiian archipelago consists of 137 islands in the Pacific Ocean that are far from any other land. Polynesians arrived there one to two thousand years ago, and in 1778 Captain James Cook and his crew became the first Europeans to visit Hawaii (which they called the Sandwich Islands). The art created in these islands may be divided into art existing prior to Cook's arrival; art produced by recently arrived westerners; and art produced by Hawaiians incorporating western materials and ideas. Public collections of Hawaiian art may be found at the Honolulu Museum of Art, the Bishop Museum (Honolulu), the Hawaii State Art Museum and the University of Göttingen in Germany.

In 1967, Hawaii became the first state in the nation to implement a Percent for Art law. The Art in State Buildings Law established...

ASCII art

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ASCII art is a graphic design technique that uses computers for presentation and consists of pictures pieced together from the 95 printable (from a total of 128) characters defined by the ASCII Standard from 1963 and ASCII compliant character sets with proprietary extended characters (beyond the 128 characters of standard 7-bit ASCII). The term is also loosely used to refer to text-based visual art in general. ASCII art can be created with any text editor, and is often used with free-form languages. Most examples of ASCII art

require a fixed-width font (non-proportional fonts, as on a traditional typewriter) such as Courier or Consolas for presentation.

Among the oldest known examples of ASCII art are the

creations by computer-art pioneer Kenneth Knowlton from around 1966, who was working for...

Art game

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An art game (or arthouse game) is a work of interactive new media digital software art as well as a member of the "art game" subgenre of the serious video game. The term "art game" was first used academically in 2002 and it has come to be understood as describing a video game designed to emphasize art or whose structure is intended to produce some kind of reaction in its audience. Art games are interactive (usually competitive against the computer, self, or other players) and the result of artistic intent by the party offering the piece for consideration. They also typically go out of their way to have a unique, unconventional look, often standing out for aesthetic beauty or complexity in design. The concept has been extended by some art theorists to the realm of modified ("modded") gaming...

Soviet art

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Soviet art is the visual art style produced after the Russian Revolution of 1917 and during the existence of the Soviet Union, until its collapse in 1991. The Russian Revolution led to an artistic and cultural shift within Russia and the Soviet Union as a whole, including a new focus on socialist realism in officially approved art.

Compositional pattern-producing network

be employed to produce linear or fractal-like patterns. Thus, the architect of a CPPN-based genetic art system can bias the types of patterns it generates

Compositional pattern-producing networks (CPPNs) are a variation of artificial neural networks (ANNs) that have an architecture whose evolution is guided by genetic algorithms.

While ANNs often contain only sigmoid functions and sometimes Gaussian functions, CPPNs can include both types of functions and many others. The choice of functions for the canonical set can be biased toward specific types of patterns and regularities. For example, periodic functions such as sine produce segmented patterns with repetitions, while symmetric functions such as Gaussian produce symmetric patterns. Linear functions can be employed to produce linear or fractal-like patterns. Thus, the architect of a CPPN-based genetic art system can bias the types of patterns it generates by deciding the set of canonical functions...

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