

DIGITAL ARS EXHIBITION

Technology does not negate creativity,
but rather stimulates the imagination
to experiment with it.



KATEGORIA OTWARTA

Digital Festival

Festiwal Cyfryzacji to największa inicjatywa edukacyjno – technologiczna w Polsce. Jej głównym celem jest przybliżenie społeczeństwu wiedzy na temat nowych technologii i cyfryzacji. To czas, kiedy każdy może wejść do cyfrowego świata, poznać kilka najbardziej innowacyjnych miejsc w kraju i zobaczyć, gdzie rodzą się technologie.

Zapraszamy do obejrzenia podsumowania drugiej edycji festiwalu.

Digital Festival is the biggest educational and technological initiative in Poland, with primary goal is to bring knowledge about new technologies and digitalization closer to society. It is a time when everyone can enter the digital world, get to know the most innovative places in the country and see where technologies are born.

We invite you to watch the summary of the second edition of the festival.

2020.digitalfestival.pl | digitalfestival@digitalpoland.org

Creativity and imagination are exclusively human traits that distinguish us from machines. Artificial intelligence (AI) can enhance human creativity and even itself become a means of artistic expression. With GANs (generative adversarial networks), for instance, computers are able not only to recognize but also to generate reality. They learn to read, write and identify sounds and... create art based on data.

The Digital Poland Foundation has organized the Digital Ars competition for artists who combine art with new technologies, and for its winners – the first online exhibition of such works in Poland.

51 digital artists took part in the competition and nearly 600 people participated in the public vote. The competition board, composed of



nearly 30 experts in new technologies and art, selected 14 winners who create using code and algorithm instead of pen and easel. The competition prizes were awarded in four categories: Open, New, Transformation and Metamorphosis. The organizers also granted a special award of the Digital Poland Foundation as well as an audience award.

The exhibition promotes innovation in Poland and proves that new technologies can be useful to everyone, including artists. Artificial intelligence is a tool that supports artists and thus influences art and culture.

The second edition of Digital Ars will be launched during the Digital Festival in 2021.

Source: Digital Poland Foundation (digitalpoland.org).

Digital Ars Exhibition

ACADEMIA INSIGHT

Aleksander Fafuła,
 "Zdzisław Beksiński
 – Transfer of the
 Master's Painting Style"

This is an attempt to impart the Polish painter Zdzisław Beksiński's distinctive visual style to photos and films using AI. The paintings depict abstract objects (towers and an airplane), making it difficult for AI to learn from other examples. The Digital Ars 2020 Award in the Transformation category (first place) and the audience award (third place)

A.

Original: a painting by Zdzisław Beksiński titled "AA83," 1983, held by the Historical Museum in Sanoku

B.

Image to be altered

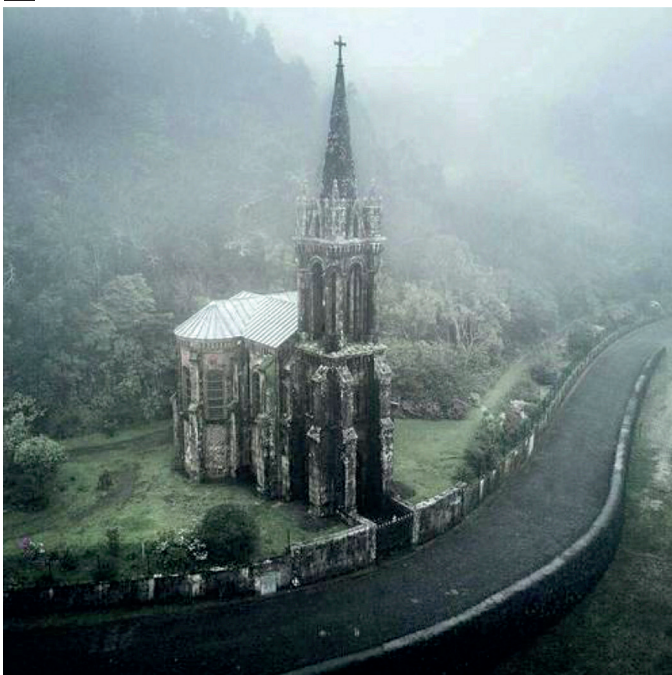
C.

Resulting image created by AI

A



B



C



A



A.
Original: a painting
by Zdzisław Beksiński
titled "AA83," 1983,
held by
the Historical Museum
in Sanoku
B.
Image to be altered
C.
Resulting image created by AI

Information about the removed illustrations:

Following the report of copyright infringement to the illustrations published in the original PDF version, dated on February 28, 2022, the illustrations B and C have been removed from the PDF version of this article dated December 15, 2022.

The rest of the article remains unchanged.

ACADEMIA INSIGHT

Aleksander Fafuła, "Zdzisław Beksiński – Transfer of the Master's Painting Style"

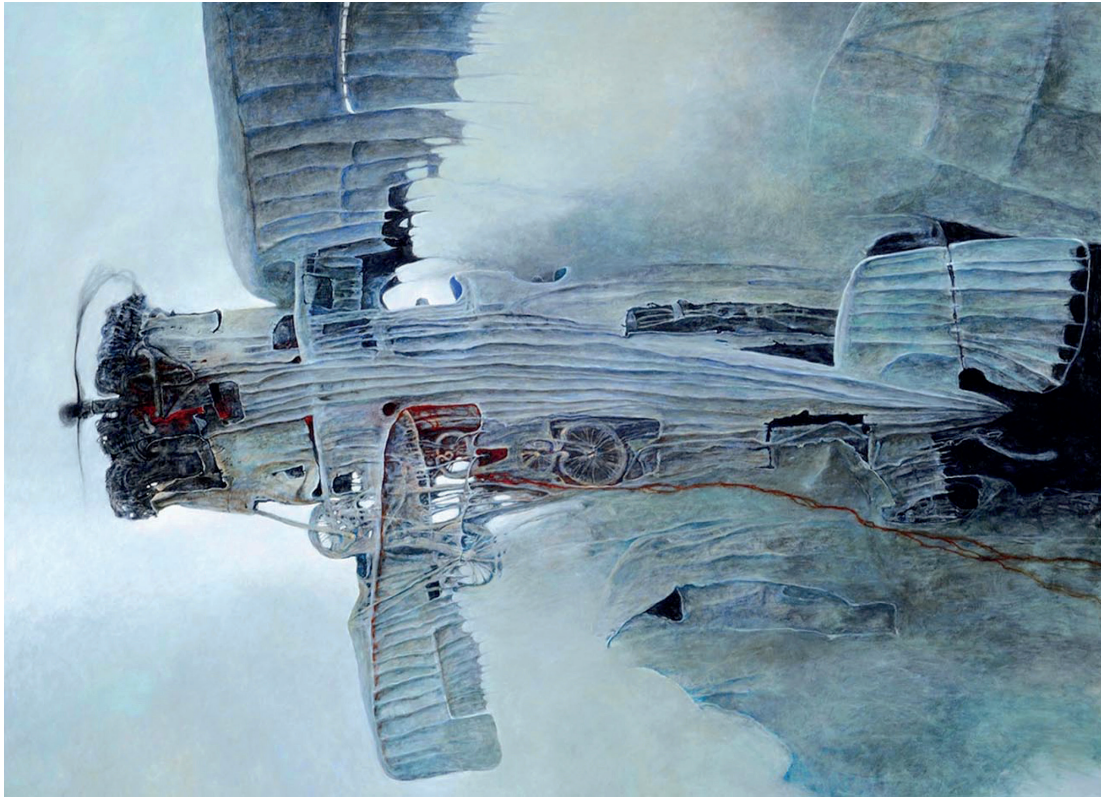
A.

Original: a painting by Zdzisław Beksiński titled "ZŚ," 2003, held by the Historical Museum in Sanok

B. Image to be altered

C.

Resulting image created by AI



B



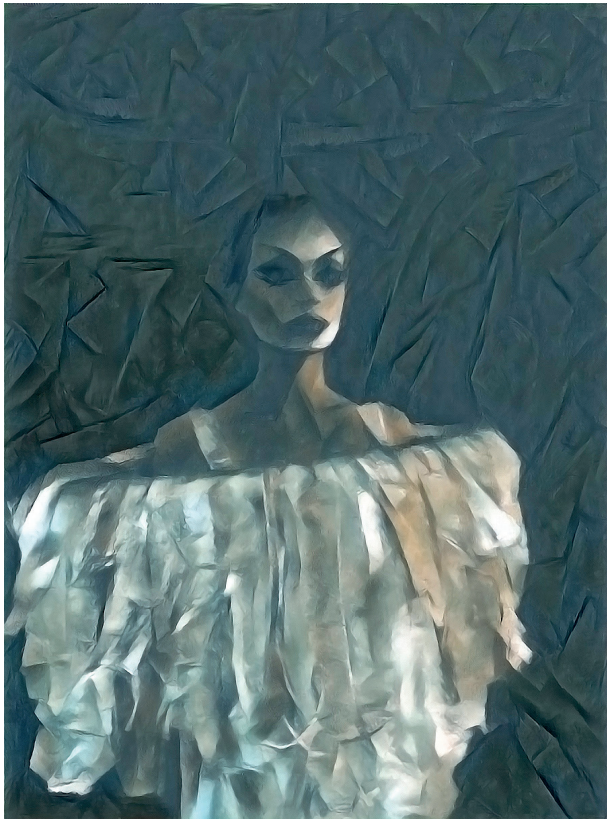
C





Artur Górski, "Image"

The painting (print on canvas 40×50 cm) was created using PyTorch machine learning. Its style is the result of AI experiments on the works by Pablo Picasso. Original: photograph of model Sylwia Kolosa. Winner of the Digital Ars 2020 Award in the Transformation category (third place)

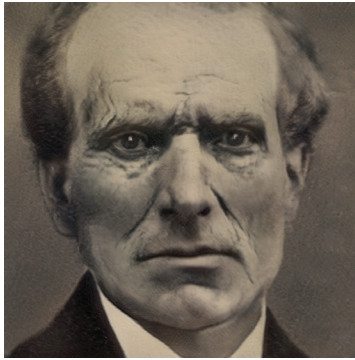


ACADEMIA INSIGHT

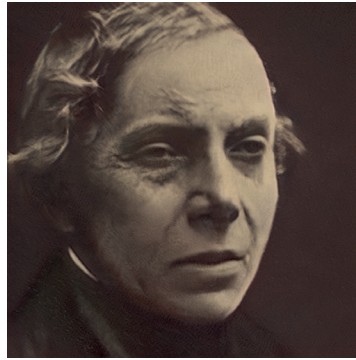
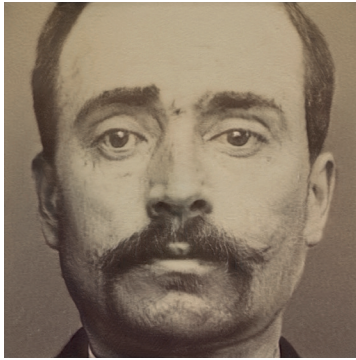
Ivona Tautkutė,
"These Humans
Did Not Feel"

This is a project of 10 images generated by a deep neural network, presenting emotions. The author wonders how well AI models can reproduce emotions, and also how artificially created emotions are able to move viewers. Reflective emotions, closer to sadness, have been chosen on purpose in order to provoke a reaction in the viewer and make them reflect on the 'truthfulness' of the feelings of people who never actually existed.

The model was trained on a subset of images from the Metropolitan Museum of Art's collection, featuring images acquired by the museum between 1917 and 2019, including works by such photographers as Pierre-Louis Pierson, Mathew B. Brady, John and Charles Watkins, Emile Gsell, and others. Winner of the Digital Ars 2020 award in the Open category (first place)



All winning works can be seen at the free Digital Ars exhibition
<https://artspace.kunstmatrix.com/en/exhibition/5149556/digital-ars>



KATEGORIA TRANSFORMACJA