Hyper-twist

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|Abstract:                                                                 |
|In this paper, we introduce 'hyper-twist', a distortion technique for the production of |
|abstract artistic forms (see Figure 1). It is developed via exploiting the theoretical |
|feature of deforming an infinite space filled with a hyper-elastic media. Any object placed|
|within this space can change its shape as a result of the distortion of the space. Based on|
|this developed theoretic insight, we have produced a computer program where point sources |
|are used to control the form and extent of distortion. These sources perform a similar |
|function to forces exerting on a soft body. By qualifying them with a distortion tensor, |
|they define the patterns of the resultant distortions. Linking this representation with |
|time, temporal effects can be produced. Our work, incorporating physics into a digital |
|creation, presents a new form of algorithmic art.                         |
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