

Guest Editorial Preface

Guest Issue on Advances in Digital Creation in Arts and Communication

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The ARTeFACTo 2020 – 2nd International Conference on Digital Creation in Arts and Communication, held in Faro, Portugal, 26-27 November 2020, focused on new concepts, issues, technological trends, techniques and applications in the field of Digital Creation in Arts and Communication. First and foremost, did seek a better understanding of contemporary art, culture and communication through innovative cultural, academic and professional practices.

The ARTeFACTo 2020 Conference faced an unexpected challenge: the greatest pandemic of the twenty-first century. Once overcome the viral vicissitudes, this meeting was divided into two days, one in person and the other online. The meeting took place at Escola Superior de Educação e Comunicação at the University of Algarve, a center dedicated to creation, transmission and dissemination of culture as well as humanistic, artistic, scientific, technological and pedagogical knowledge.

We have received 61 submissions from 12 different countries (New Zealand, Australia, Indonesia, United Arab Emirates, Austria, Denmark, France, Spain, Portugal, Brazil, Peru and Mexico) all of which were peer reviewed by the International Scientific and Artistic Committee. As a result, 51 contributions were accepted, demonstrating the growing interest of the world community in this young series of ARTeFACTo conferences. As guests, we have three highly acclaimed speakers from academic, artistic, and industrial backgrounds. Based in Uruguay, where he is Professor of Videogames at Universidad ORT, Gonzalo Frasca is a game designer and scholar internationally recognized for his work in serious games as well as for his pioneering work in ludology and newsgames. Professor at City University of Hong Kong, Jeffrey Shaw is an Australian visual artist and leading figure in new media art who, since the late 60's, has pioneered the use of digital media technologies in the fields of virtual and augmented reality, immersive visualization environments, navigable cinematic systems and interactive narrative. Piet Kommers is an early pioneer in media education and leader of NATO Advanced Research Workshops on Cognitive Learning Tools. UNESCO professor and scientific leader with extensive experience in educational technology and social media.

PAPERS IN THIS ISSUE

This special issue has selected the best papers of the conference that have been improved, updated, and expanded. The articles were written by internationally experienced researchers in several disciplines, including a set of younger specialists, showing a promising potential for research development.

The article by Hugo de Azevedo and António Araujo about “Canon and Process in the 3D Modeling of Human Anatomy” sets an innovative context for drawing human figure. This article develops e explores the idea of optical illusions of anamorphosis.

The article entitled “A-Memory Garden: Exploration and Analysis According to the Groundworks of the Poetics of Complexity,” by Marília Lyra Bergamo, presents an overview of the artwork developed, information about its adopted technology and the artist’s intentions. Also, it presents an end-user analysis of the artwork *A-Memory Garden* and a discussion of its complexity qualification.

“Biomimicry and Art: Transductions With Biology at Viridium Project” by Rosangella Leote, discusses how the concept of Biomimicry has been used in various fields, from nanotechnology to machine intelligence, for various purposes, inspired by natural processes and organisms.

Last but not least, in “A Line of Movement: From Vegetative Development to Animation,” the authors Cibele Saque and António Valente highlight the line element, which seems to play, among others, the role of a bridge between different areas of knowledge.

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