

Art meets Climate Science, and High-Performance Computing

16th October, 9AM - 3PM



Silvina Caino-Lores - Centre Inria de l'Université de Rennes - KerData

Silvina will share her experience in the Art of HPC program at the Supercomputing conference, reflecting on what they observed and learned while bringing together art and science. The discussion will highlight the opportunities, challenges, and insights that emerged from creating connections between these two fields in the context of high-performance computing.



Călin Segal - Computational Artist

The presentation will showcase his experience of working at the intersection of artistic practice and computational research. Through a selection of projects, he will demonstrate how scientific models can function not merely as references or metaphors, but as generative engines that expose the mechanisms, assumptions, and consequences embedded within complex ecological and social systems.

Călin is a mixed media artist and researcher whose practice examines how complex natural, social, and technological systems shape everyday life. His works stage these systems as computational anecdotes, allowing audiences to encounter hidden structures through consequence, instability, and collective agency.



Tomás Andrade Weber - Creative Intelligence Lab at Barcelona Supercomputing Center

Tomás will share their experience as a diverse group of creators, researchers and developers within a High-Performance Computing center, working at the interface of art, science and technology, through our 13 year trajectory. He will discuss their methodology for establishing a new institutional model in which High-Performance Computing and creative practice operate as mutually reinforcing drivers of scientific discovery, technological innovation, and cultural production.



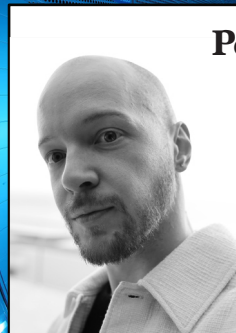
Thomas Ludwig - DKRZ Director

Thomas first encountered algorithmic art in the late 1970s. Since then, he has followed the evolving use of computers in art. As Director of the German Climate Computing Centre, he has also seen how the results of numerical simulations are transformed into visual representations. He is interested in both the epistemological dimension of this transformation and its aesthetic potential. Computational climate science and algorithmic art offer an ideal combination for engaging a wider audience with the beauty of science.



Mona Steinhäuser - The Rug Project

The Rug Project is a participatory art format that brings people together through collaborative creation. Different perspectives come to light, resonate with one another, and find expression in a rug created collectively. Starting from a guiding question developed together, the participants intuitively translate their thoughts, associations, and perspectives into shapes and visual symbols.



Peter Vance - Artist-in-Residence @ DKRZ

Peter will guide us through the cross-pollinating, non-linear ways collaboration unfolds. Together, we will trace and map the conscious and subconscious events, connections, and impulses that can lead to creative breakthroughs. Bring your experiences of inspiration, openness, and unexpected outcomes to contribute to our collective "Map of a Creative Mind."

With a focus on the different forms a set of information can take, and how meaning is generated from such structures, his artistic practice spans a wide range of media. Currently based in Hamburg, he has been developing his particular approach since 2014 and exhibiting work across Europe.