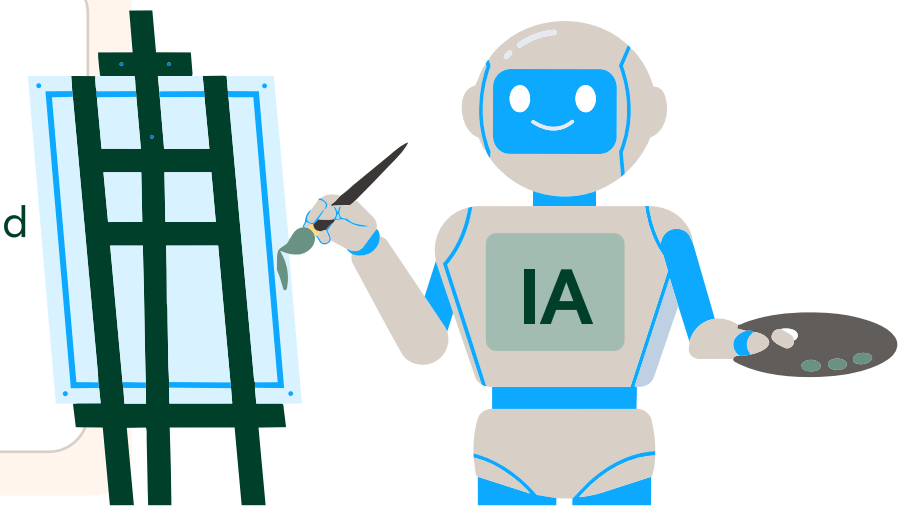
How does **computational art** manifest itself?

Computational art uses code, algorithms and digital technologies to explore new forms of artistic creation. It can take many forms, depending on how artworks are produced, the materials they use, how audiences participate, the media in which they are created and the experiences they offer. These different dimensions can also be combined.

Depending on how it is created

Algorithmic, generative and AI-driven art

From works constructed using programmed instructions to autonomous systems and artificial intelligence models capable of generating new compositions.



By the materials used

Data art (data-based art)

It transforms datasets – such as scientific, environmental or social information – into visual, auditory or interactive expressions.



Depending on how the public participates

Interactive art

Works that respond to the viewer's actions, allowing them to intervene and transform the artistic experience.

Depending on the medium used

Net Art

Works that use the internet as an essential medium for expression, interaction or operation.

Depending on the experience offered

Immersive art

Experiences that envelop the viewer through physical or virtual environments, often using technologies such as virtual or augmented reality.

A single work **can combine several of these dimensions.** For example, an installation can use environmental data to generate images using AI, react to the audience's movements and create an immersive experience.