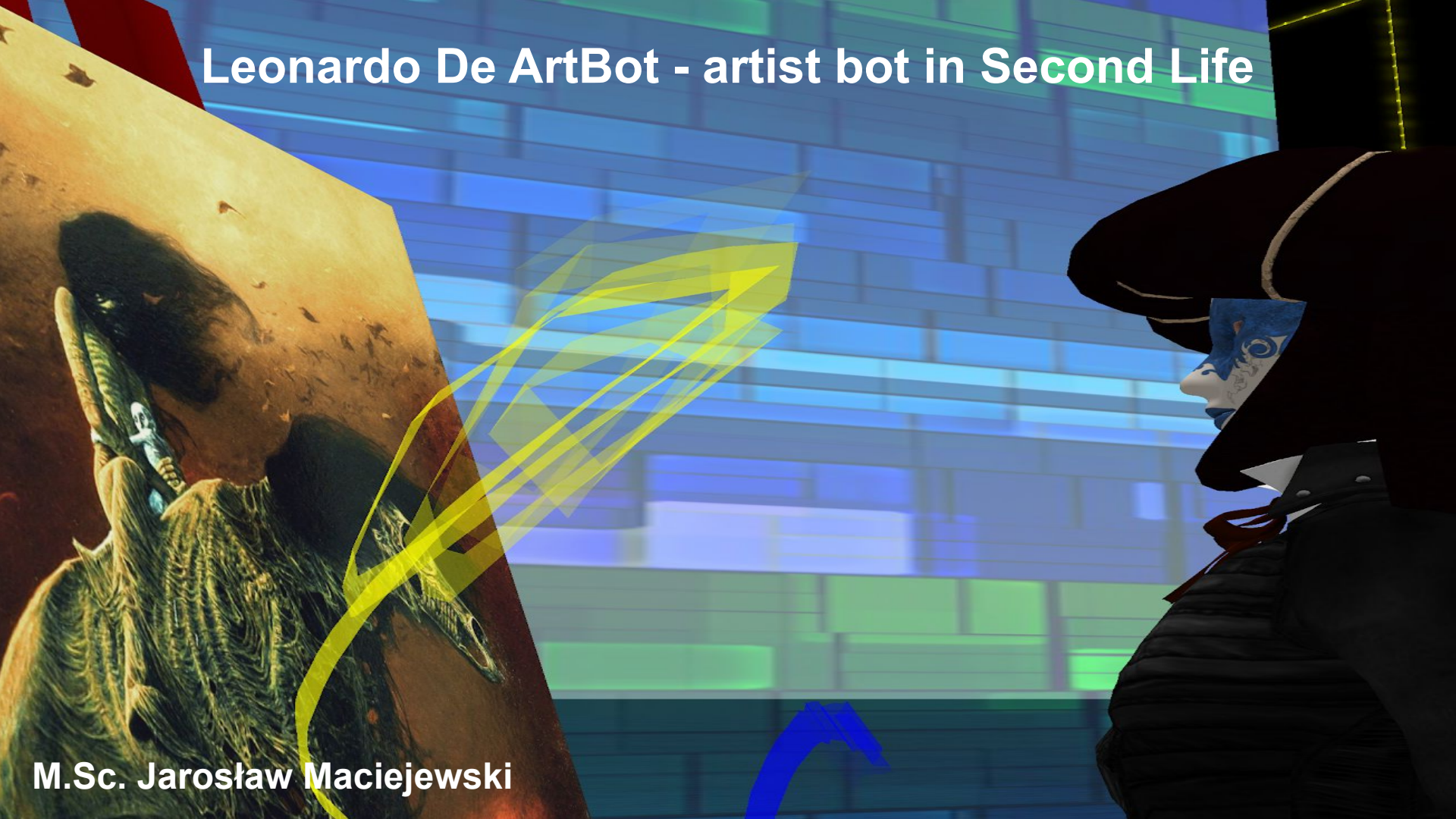


Leonardo De ArtBot - artist bot in Second Life

M.Sc. Jarosław Maciejewski



Ayiter/Glasauer/Moswitzer - LPDT2 (2010)



EXAMPLE OF BOTS

HAL CYBERTAR - ZABAWARE, 2009



Gazira Babeli - Don't Say (2006)

An automated, semi-anthropomorphic, scripted tornado that provides the illusion of acting as an isolated force of nature suggesting autonomy.

Tornado orders the bot to use a vulgar word in relation to the interlocutor and orders you to apologize.

<http://www.gazirababeli.com/dontsay.php>

TheEnd Bishop: hello, stupid [REDACTED]
Gazira Babeli: ?!
Gazira Babeli: dont say stupid
TheEnd Bishop: stupid [REDACTED]!
TORNADO says: TheEnd Bishop, dont say STUPID... say sorry!
TheEnd Bishop: WHAT IS THIS!!!
TheEnd Bishop: AHhh
TheEnd Bishop: IM SORRY
TORNADO says: TheEnd Bishop, dont say STUPID... Nevermore



Iaconesi - Dead on Second Life (2007)

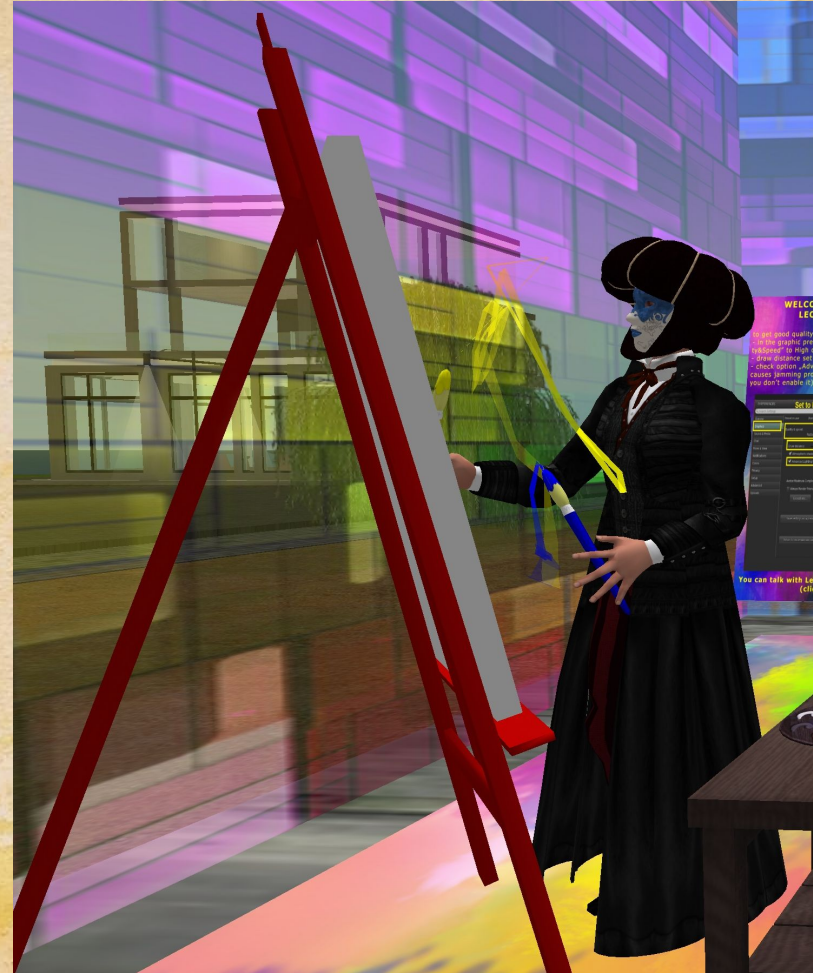
- Karl Marx, Franz Kafka, and Coco Chanel,
- each avatar is separate, autonomous agent which is operating in SL - it can walk, fly, looking new friends to talk,
- action: the bot teleports to a random location, searches for other avatars to talk to, writes out the answers collected from the works characteristic of a specific "celebrity" agent,
- conversations between bots and other avatars are recorded - this allows you to manually enter new answers to the questions asked,



https://www.youtube.com/watch?v=BPJA_xjPsh0

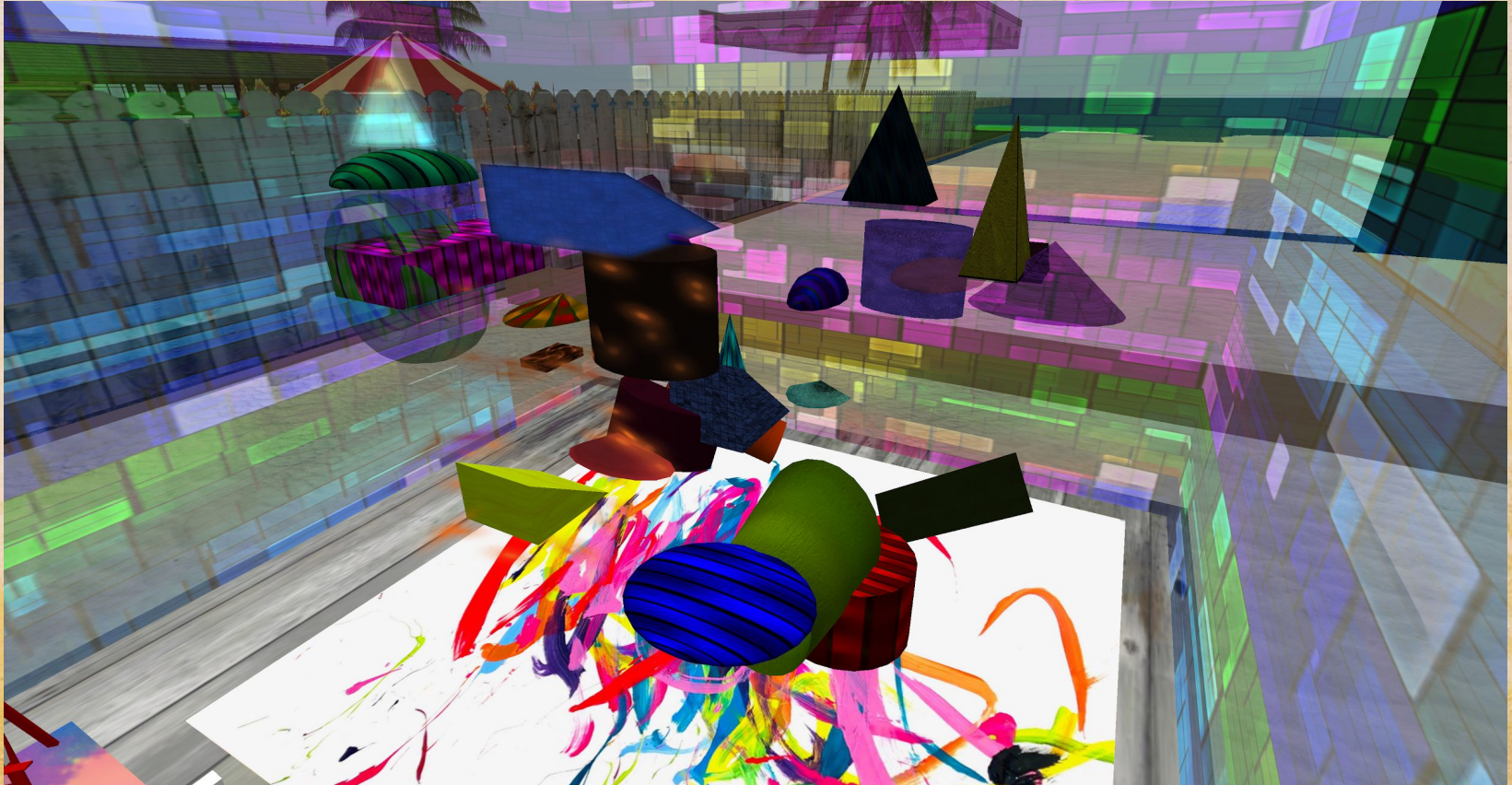
LEONARDO DE ARTBOT

- it's running since April 2020
- it's based on Corrade software[7][8]
- currently offers 3 works:
 - RandomArt
 - Hemmed
 - VoxelArt
 - more are prepared, but publication date is unknown ;-(
- It was created as "something" that it will do practically for itself and for others
- Current bot tasks: creating works, detecting a region restart (then sending group information to Facebook and Twitter), creating a workspace, accepting textures from other avatars and placing them on a common memorial board, returning to the plot after restart, when the bot is moved to InfoPoint



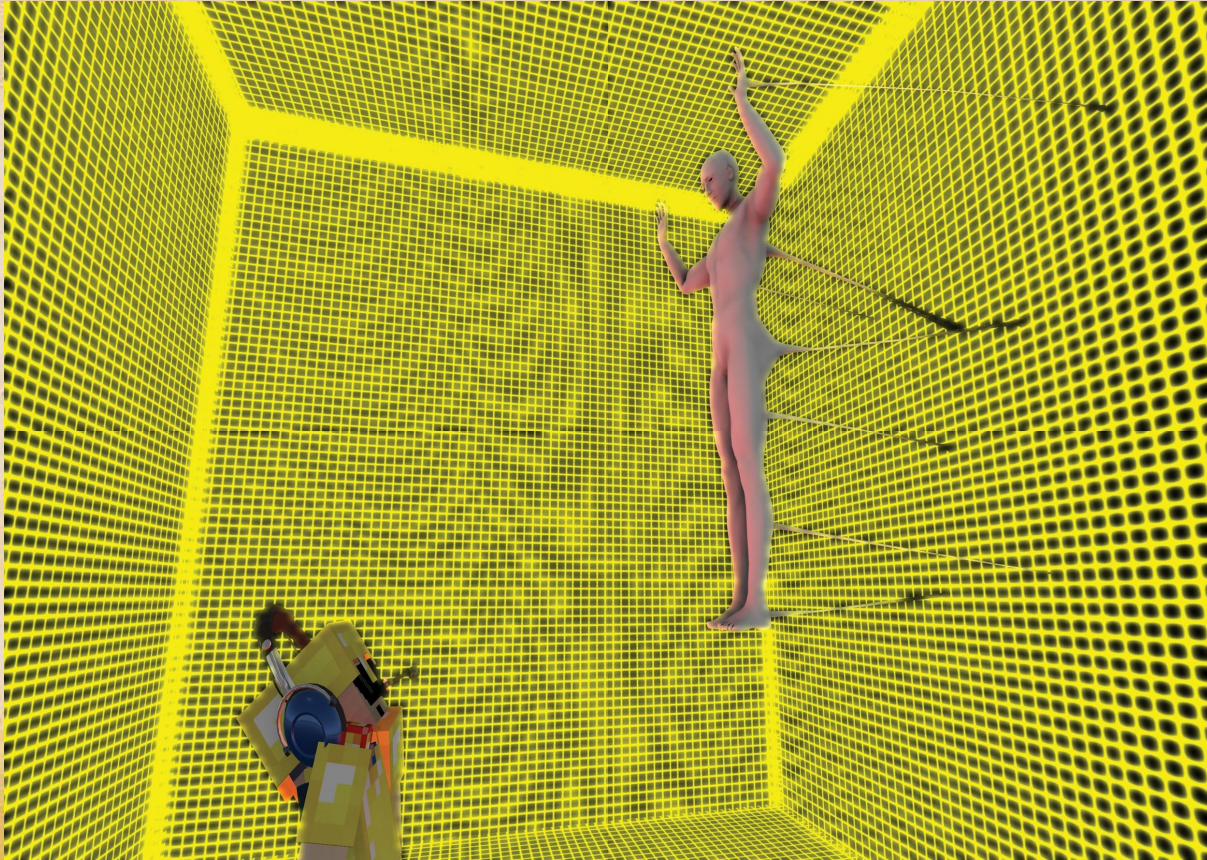
WORKS CREATED BY THE BOT

RandomArt



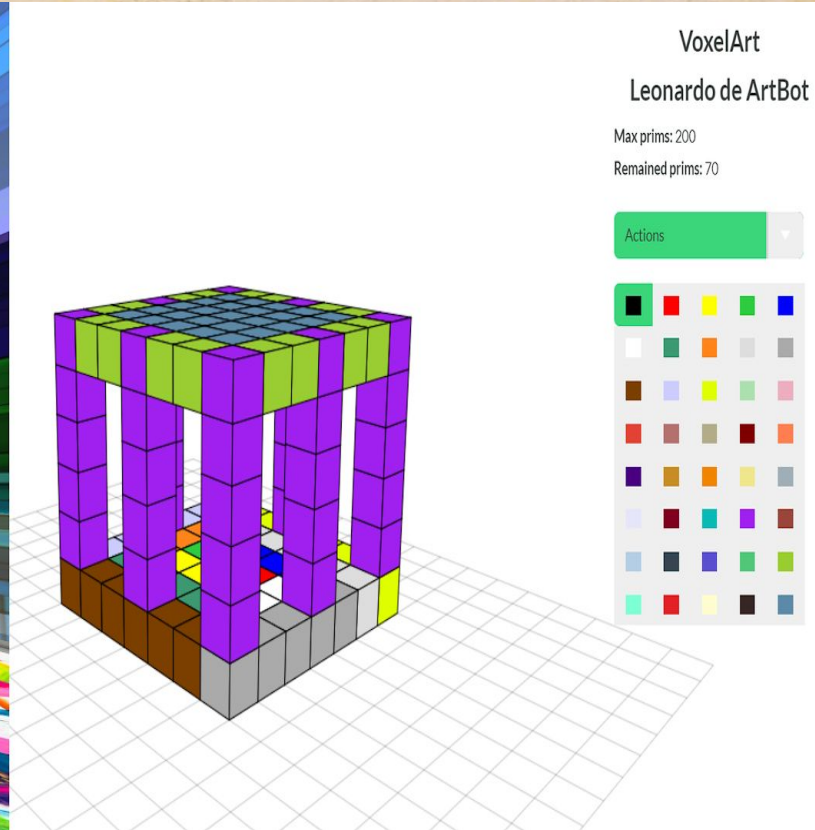
WORKS CREATED BY THE BOT

Hemmed



WORKS CREATED BY THE BOT

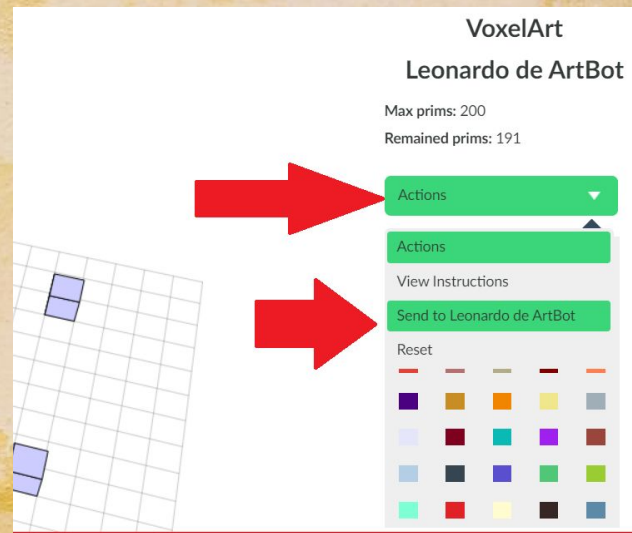
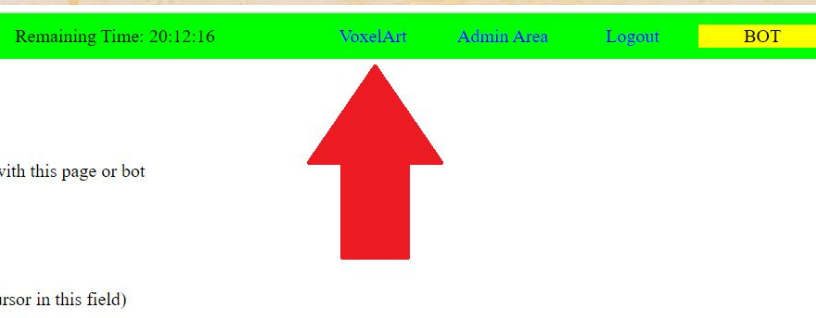
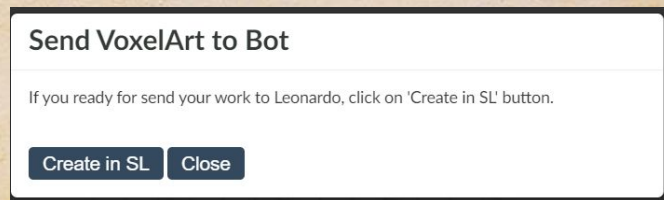
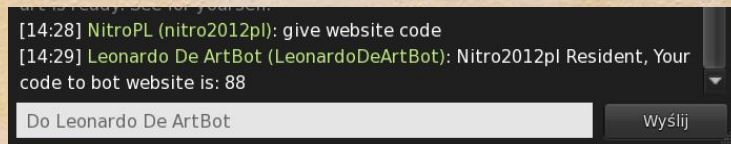
VoxelArt



WORKS CREATED BY THE BOT

VoxelArt - step-by-step

1. Take code to website (1 code / 1h)
2. Type this code on website and sign in
3. Click on 'VoxelArt' link, which is on top of the screen
4. Create your own work composed of cubes
5. When you are ready - click on 'Actions' and from dropdown menu choose 'Send to Leonardo De ArtBot'
6. In new window choose 'Create in SL' when you are really ready ;)
7. Watch how Leonardo create your work ;)



TOUR

1. Leonardo De ArtBot with his work is on skybox - click left button of mouse on portal - it looks like as minecraft nether portal.
2. Duration tour: 10-15 minutes



LINKS

1. [Leonardo De ArtBot - website](#)
2. [Leonardo de ArtBot - Facebook profile](#)
3. [Leonardo de ArtBot - Twitter](#)
4. [SLURL Leonardo De ArtBot - Dreamed Art](#)
5. [Leonardo de ArtBot - SL profile](#)
6. [Leonardo de ArtBot - SL fans group](#)
7. [Corrade software for create bot in SL](#)
8. [SLMOOC2017: NitroPL - Program the bot yourself - Programming bots in SL/OS](#)
9. [Maciejewski J., Practical use of artbots in virtual worlds, published in: Culture and History - 37/2020 by: Maria Curie Skłodowska University in Lublin, Poland](#)
10. [Turner, J. O., Nixon, M., & Bizzocchi, J. \(2015\). SL-Bots: Automated and Autonomous Performance Art in Second Life. In New Opportunities for Artistic Practice in Virtual Worlds \(1st ed., pp. 263–289\). IGI Global. doi: 10.4018/978-1-4666-8384-6.](#)