

## Grand Text Auto

A group blog about computer narrative, games, poetry, and art.

[About us ...](#) [Expressive Intelligence Studio Blog](#) [Post Position](#) [Scott Rettberg](#) [tiltfactor](#)

February 15, 2005

### Frames are Required

by Nick Montfort , 3:27 pm

*Grafik Dynamo* by Kate Armstrong and Michael Tippett feeds images from LiveJournal into a comic strip generator, juxtaposing them with curious captions, speech, and thought bubbles. (Quite apropos of the discussion about [computer-generated comics](#) that we had on here...) Although the resulting comics aren't exactly *Love and Rockets*, the system is interesting. Framing disparate images from LiveJournal as art and as part of a narrative is effective and amusing. Crawling for images, rather than texts, makes for an interesting twist on projects such as [Microsoft Comic Chat](#) – not to mention another Turbulence commission, *News Reader*, by Noah et al. I do think that there's still interesting work to be done that engages the meanings of images and texts. The non-automated site *Exploding Dog* provides proof of how effective such interplay can be in a project on the net.

### 3 Responses to "Frames are Required"

1. [WHAK'd Says:](#)

December 24th, 2005 at 8:18 am

Create one cartoon cel at a time on <http://www.comicstripgenerator.com> to make your own comic strip that you can download as JPEG ;)

2. [Dave Miller Says:](#)

June 5th, 2006 at 8:41 am

It's still a [work in progress](#), but I'd be grateful for any feedback.

It's a sort of RSS comic, another way to experience the news- news anarchy that recycles and mixes the news. I've called it the Daily Scratch, following the idea of scratch/ mixing, but it's not a good name.

The text in the speech bubbles comes from new feeds (mostly the Guardian at the moment). I take all the text from each feed, stick it all together, and then at random pull a sentence out of it, and put it into a speech bubble. This makes the speech.

For each subject I've drawn a 3 panel comic that matches the current news. i plan to keep these updated every few days, so you get the latest news and current people in the news, but they're out of place, disjointed.

You can also influence the news. For each subject, in the PHP script I've automatically

grand  
TEXT  
auto

Baskin  
Engineering

Hosted by

### Related Blogs

[Aberrant Gamer](#)  
[Adam Cadre](#)  
[AIGameDev](#)  
[ASCII](#)  
[Avant Game backlog](#)  
[Click Nothing](#)  
[collision detection](#)  
[cool dot org](#)  
[COPE](#)  
[Creative Commons](#)  
[Culture Clash](#)  
[DiGRA News](#)  
[Dramatech Space](#)  
[Electronic Literature Organization](#)  
[Emily Short](#)  
[Escapist](#)  
[Eyebeam reBlog](#)  
[Gamasutra](#)  
[game girl advance](#)  
[Game/Al](#)  
[Gameology](#)  
[gameplaywright](#)  
[Games are Art](#)  
[GameSetWatch](#)  
[generator.x](#)  
[gewgaw](#)  
[Grumpy Gamer](#)  
[Guardian Games Blog](#)  
[HASTAC Blogs](#)  
[Henry Jenkins](#)  
[if:book](#)  
[Imperfect Offering](#)  
[Independent Gaming Source](#)  
[Indie Games](#)  
[Intelligent Artifice](#)  
[Inventory \(Get Lamp\)](#)  
[Jerz's Literacy Weblog](#)  
[jill/txt](#)  
[Ken Perlin](#)  
[King Lud IC](#)  
[Klastrup's Cataclysms](#)  
[Ludologist](#)  
[Ludology.org](#)  
[MadInkBeard](#)  
[Make it Big in \(Indie\) Games](#)  
[Making Comics Tour Blog](#)  
[Man Bytes Blog](#)  
[Mark Bernstein](#)  
[Matthew Kirschenbaum](#)  
[Mirjam Eladhari](#)  
[MITH at Univ of Maryland](#)  
[Monk's Brew](#)  
[networked\\_performance](#)  
[Notes on Game Dev](#)  
[Only a Game](#)  
[particleblog](#)

replaced “the” by a sentence, to make it more surreal, or to let the user put themselves into the news. For example on Showbiz, I’ve replaced “the” by “you know, like, i was the one with the talent, but”, which is suit the mccartney 3 panel comic. So for each comic I can change this text (it goes in a database) or the user can change it – type in the “editor” box (I’m not sure of the wording).

many thanks, dave

3. **Dave Miller Says:**

June 5th, 2006 at 4:30 pm

I should have given the URL of my [art blog](#) as well, where I’ve written more about the work, and tried to give it more context.

dave

## Leave a Reply

published)

Name

Mail (will not be

Website

- Play This Thing!
- Plush Apocalypse
- Project Perko
- prosthetic imagination
- Raph Koster
- Reality Panic
- Save the Robot
- Shush
- Storytron BB
- Tale-of-Tales
- Terra Nova
- thinking with my fingers
- Title TK
- usc interactive media
- Virtual Cultures
- Virtual Humans forum
- Water Cooler Games
- we make money not art
- Wonderland
- Writer Response Theory
- writing and design
- Zone of Influence

### Past Posts

- August 2010
- July 2010
- June 2010
- May 2010
- April 2010
- March 2010
- February 2010
- January 2010
- December 2009
- November 2009
- October 2009
- September 2009
- August 2009
- July 2009
- June 2009
- May 2009
- April 2009
- March 2009
- February 2009
- January 2009
- December 2008
- November 2008
- October 2008
- September 2008
- August 2008
- July 2008
- June 2008
- May 2008
- April 2008
- March 2008
- February 2008
- January 2008
- December 2007
- November 2007
- October 2007
- September 2007
- August 2007
- July 2007
- June 2007
- May 2007
- April 2007
- March 2007
- February 2007
- January 2007
- December 2006
- November 2006
- October 2006
- September 2006
- August 2006
- July 2006
- June 2006
- May 2006
- April 2006
- March 2006
- February 2006
- January 2006
- December 2005
- November 2005
- October 2005
- September 2005
- August 2005
- July 2005
- June 2005

May 2005  
April 2005  
March 2005  
February 2005  
January 2005  
December 2004  
November 2004  
October 2004  
September 2004  
August 2004  
July 2004  
June 2004  
May 2004  
April 2004  
March 2004  
February 2004  
January 2004  
December 2003  
November 2003  
October 2003  
September 2003  
August 2003  
July 2003  
June 2003  
May 2003

## Resources

Acid-Free Bits  
Adventure Gamers  
artificial.dk  
ArtSoftware  
Brass Lantern  
Casual Games listserv  
Craig Reynolds' links  
Cultural Gutter  
DevMaster  
dichtung-digital  
Digital Games Research Assoc  
Electronic Book Review  
First Person  
Flipcode  
freshmeat  
Game AI  
Game Brains  
Game Matters  
Game Research & Technology  
Game Studies  
Game Tunnel  
Game-Research  
GameDev.net  
Games From Within  
Gamespy Articles  
generativeart.com  
Guardian Game Culture  
Hypertext Kitchen  
HypertextNow  
Ian Bogost  
Idle Thumbs  
iDrama list  
IF Annotated Bibliography  
IF Comp  
IF Theory (forthcoming)  
IGDA Indie Sig  
IJ Intelligent Games & Simulation  
Indygamer  
Inform (IF)  
Information Arts links  
Int'l Game Developers Association  
InteractiveStory.net links  
Iowa Review Web  
Ivory Tower  
Jay Is Games  
Journal of Computer Game Design  
Journal of Digital Information  
Journal of Game Development  
Journal of Virtual Reality  
KurzweilAI.net newsfeed  
Little Fluffy  
Loebner Prize  
Ludonauts  
Micrys Pages  
Narrative Intelligence  
net\_art\_review  
particle stream  
rec.arts.int-fiction  
Rhizome

Runme.org  
Second Person  
Serious Games listserv  
Shack News  
Skotos Articles  
Skotos StoryBuilders  
The Gamer's Quarter  
The New Media Reader  
trAce Online Writing Centre  
Twisty Little Passages  
Virtual Worlds Review  
Word Circuits  
XYZZY news

### Etc.

RSS 2.0 (full)  
Feedburner (abbreviated)  
Comments RSS 2.0  
Valid XHTML

Thanks to past GTxA hosts: the  
**Center for Research in  
Computing and the Arts** and the  
**School of Literature,  
Communication, and Culture.**

<http://grandtextauto.org>  
is the shortest way to get to this  
blog.