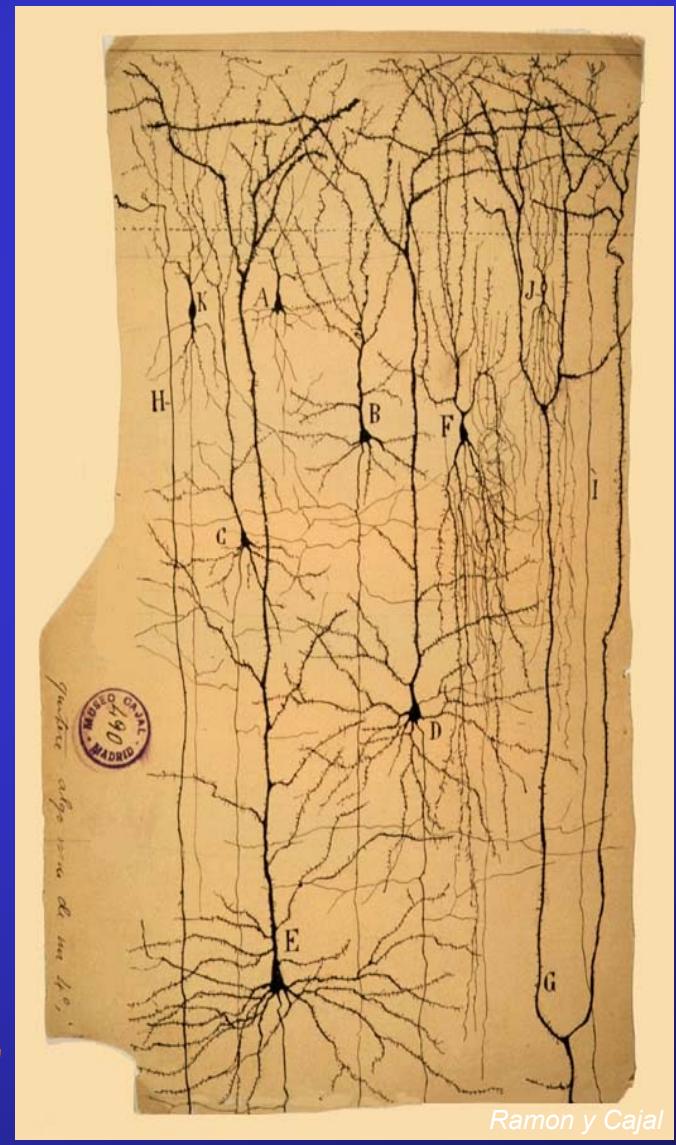
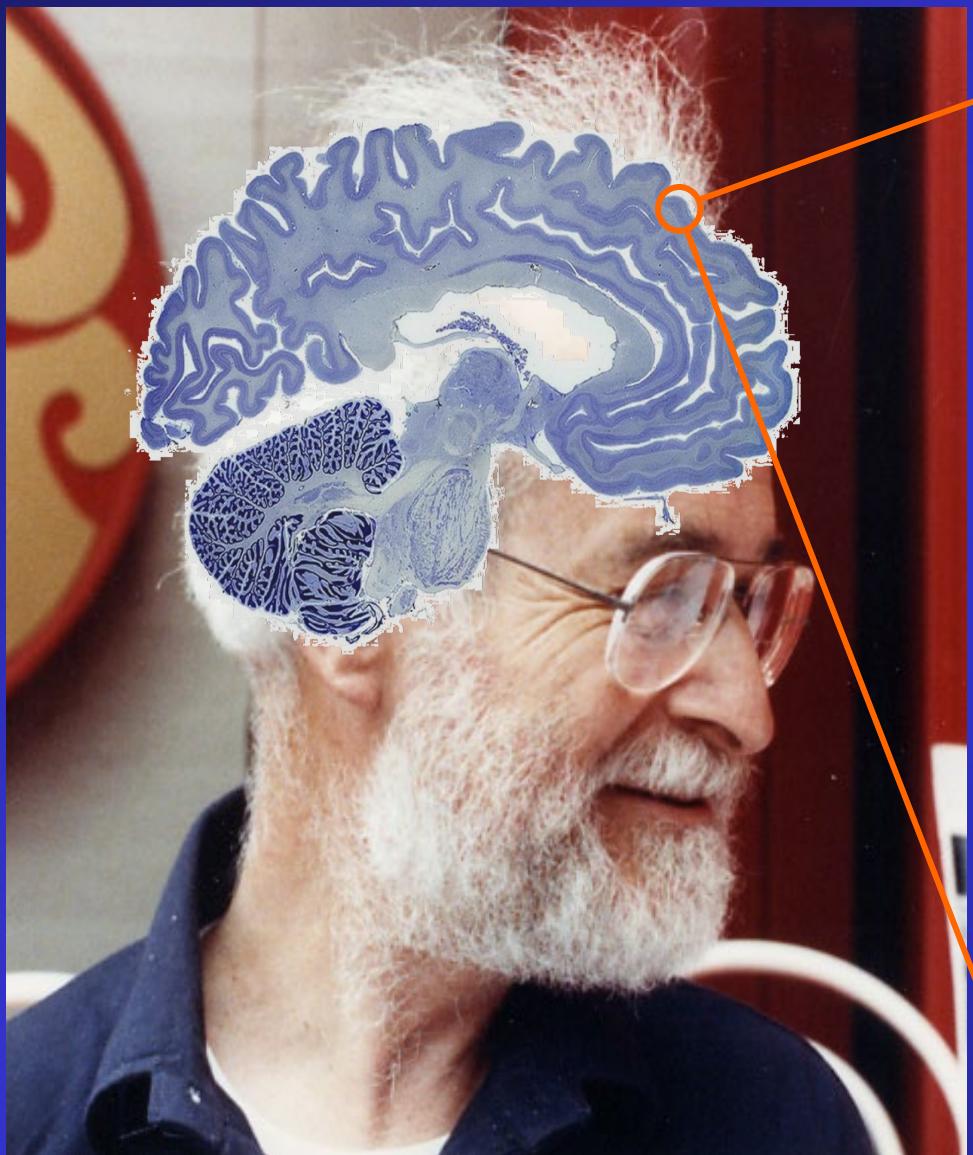


Art and the Brain



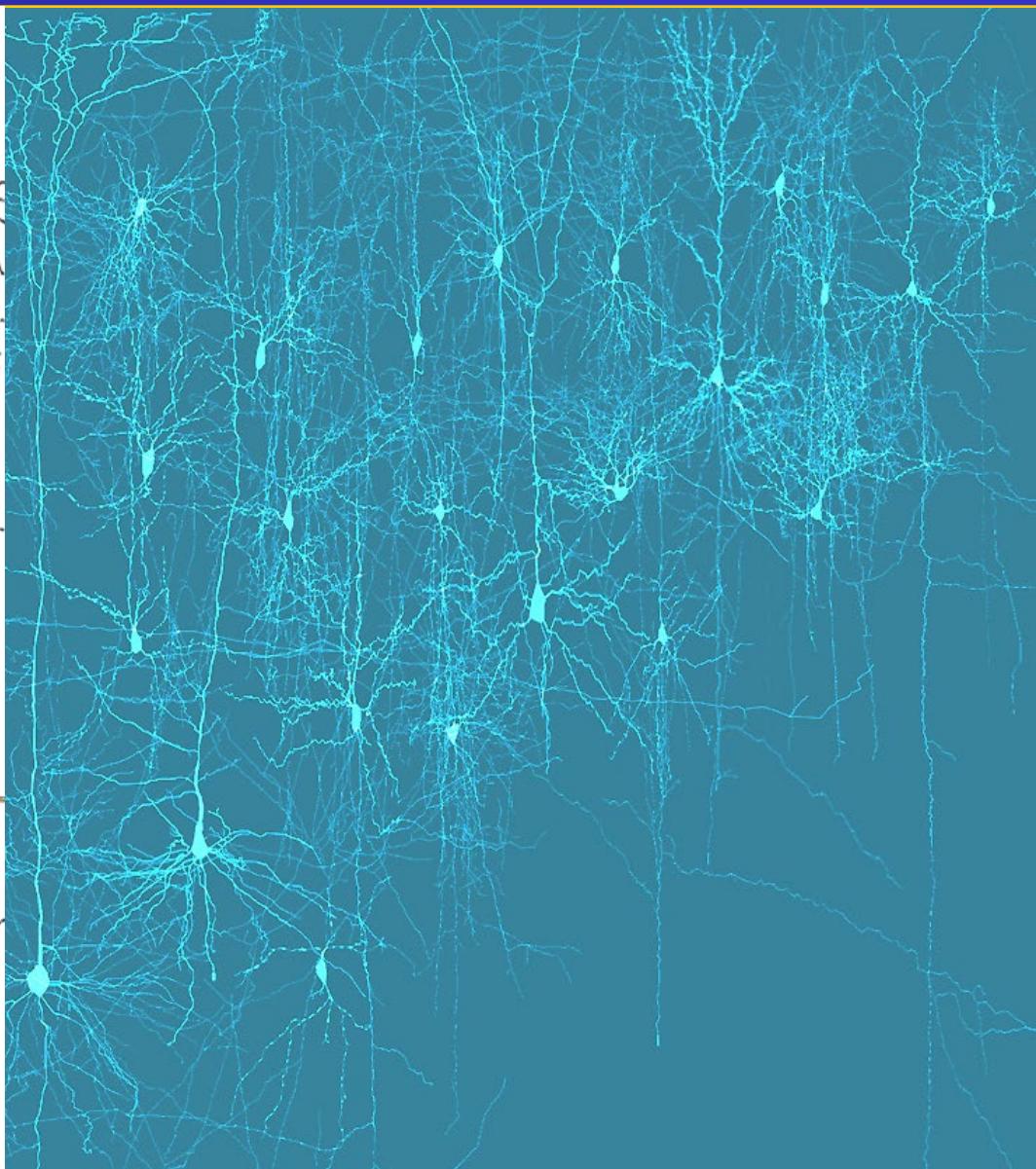
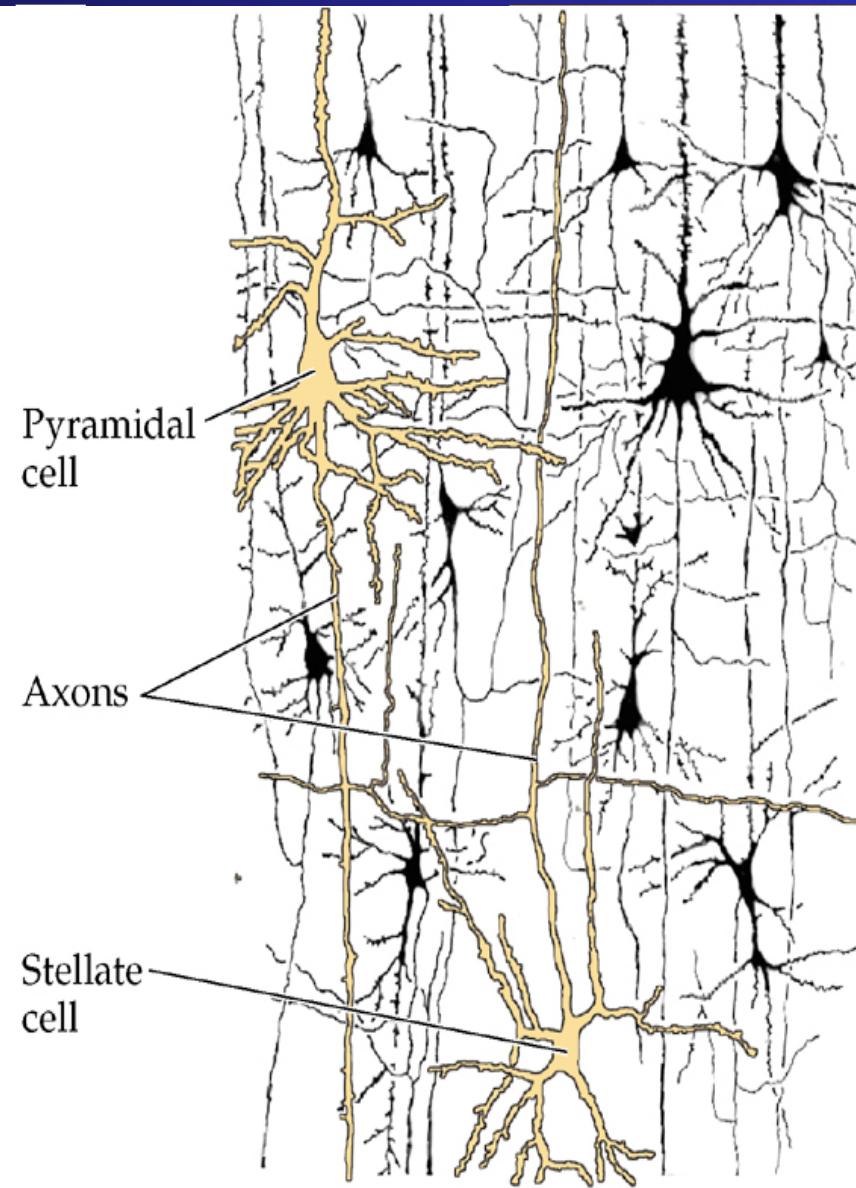
Neural Networks in the Neo-Cortex



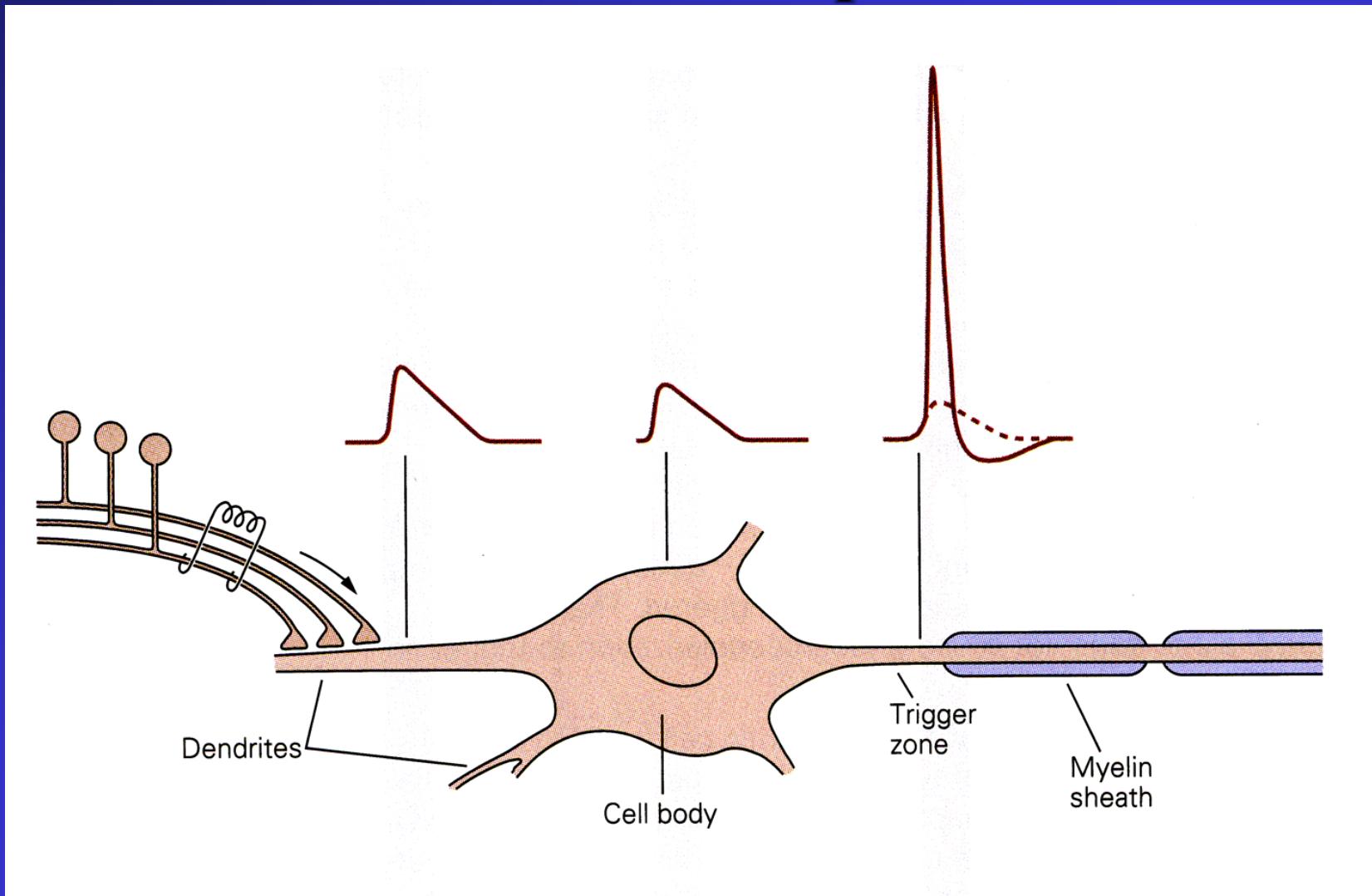
Ramon y Cajal

Computation is performed by cortical neurons

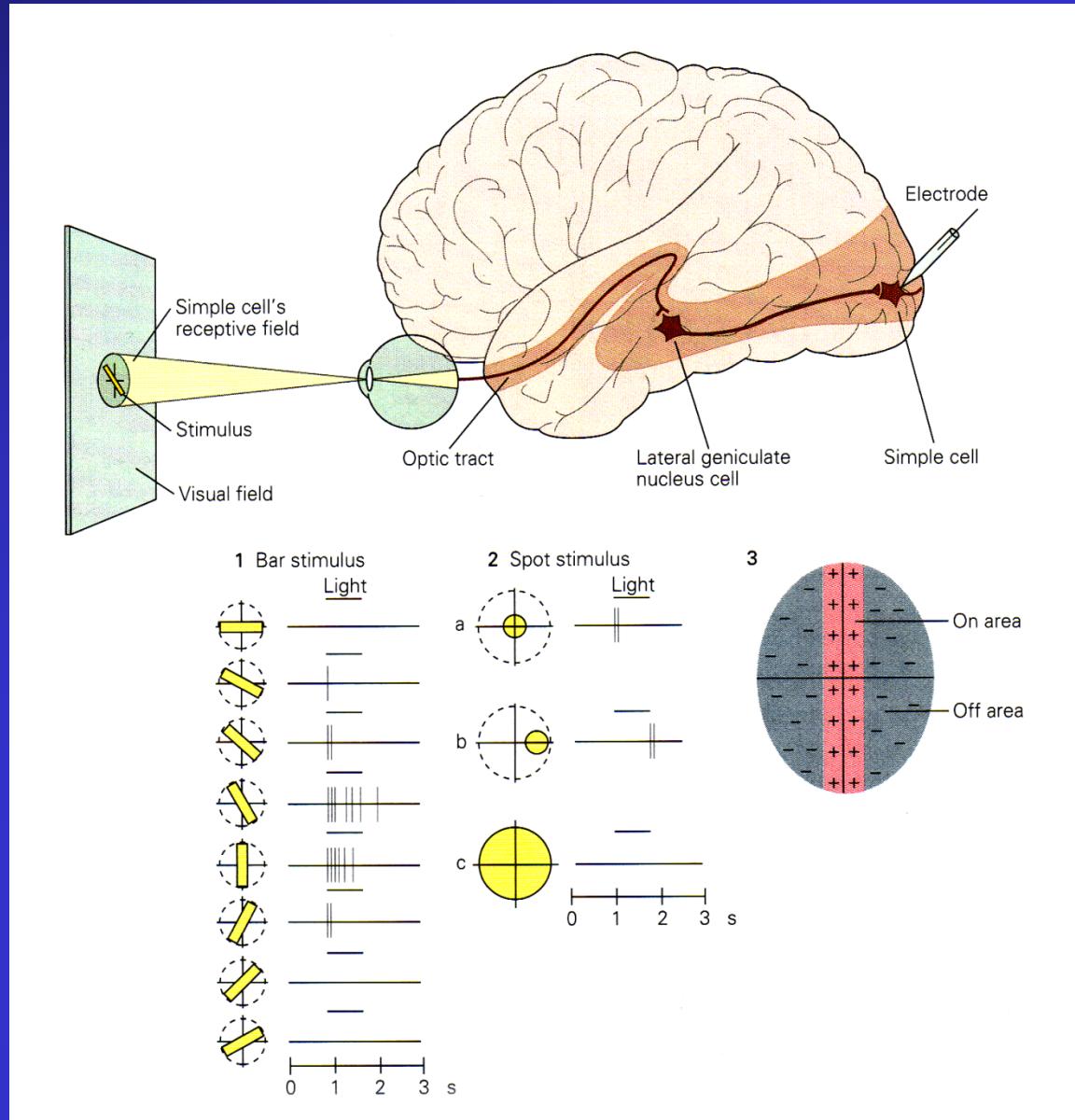
90,000/mm³; 8,000 synapses/neuron



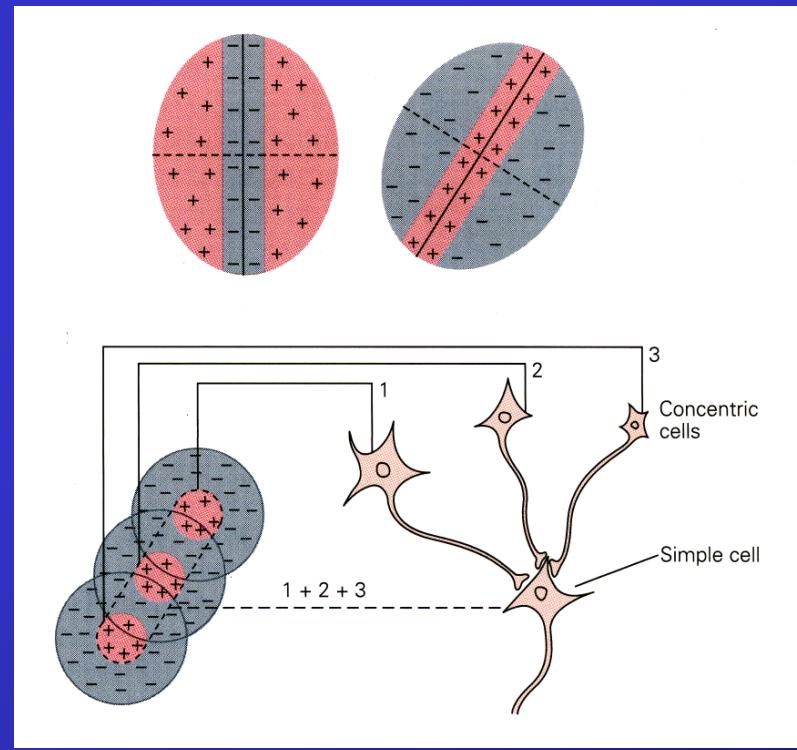
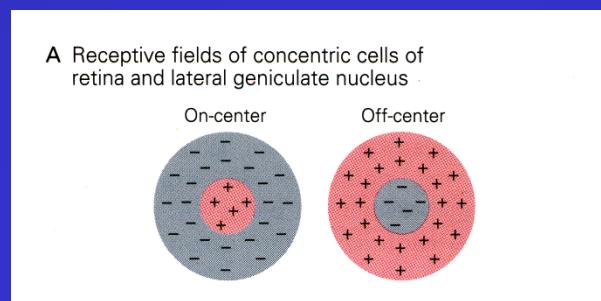
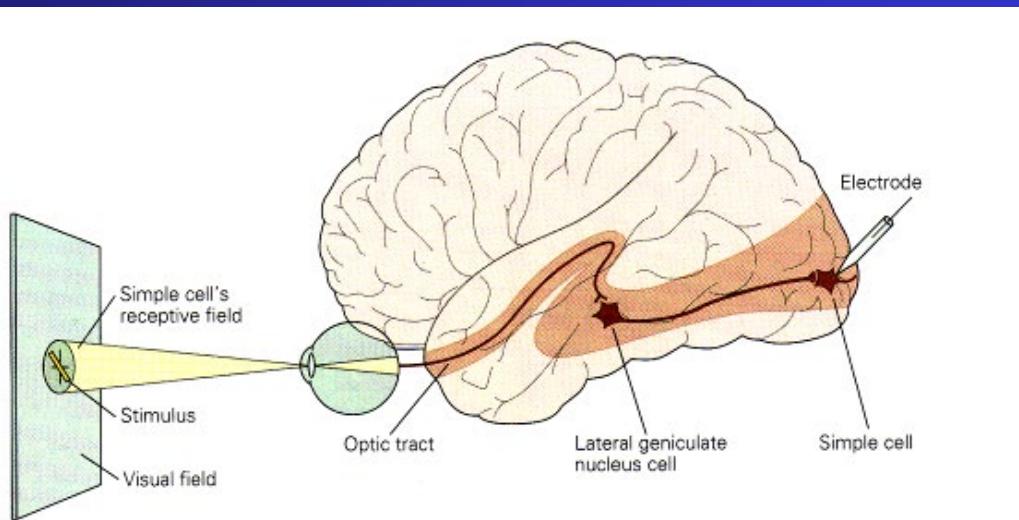
Neurons integrate synaptic input & transmit action potentials



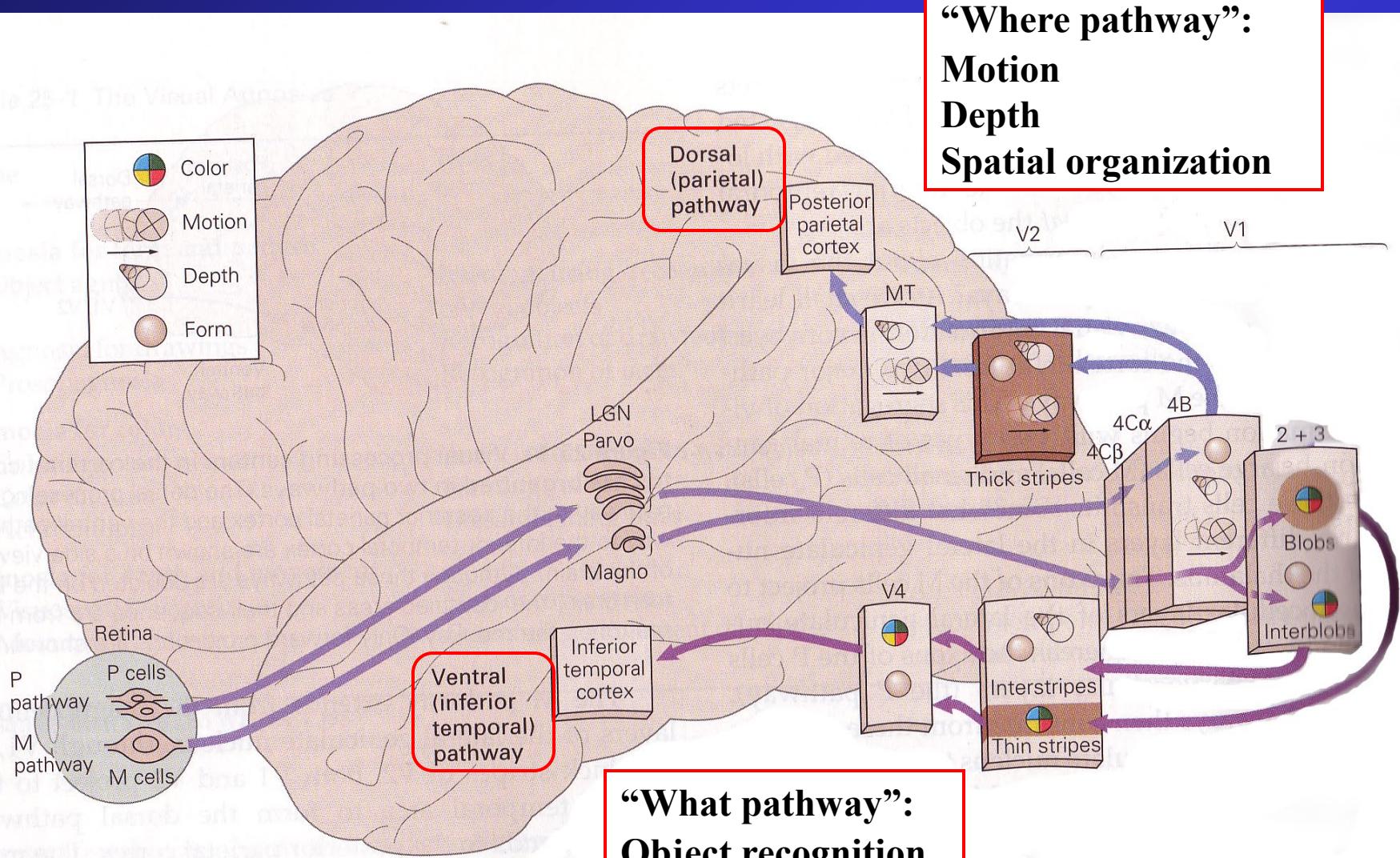
Receptive field of V1 neuron



Receptive field of V1 neuron is formed by convergent input from geniculate cells



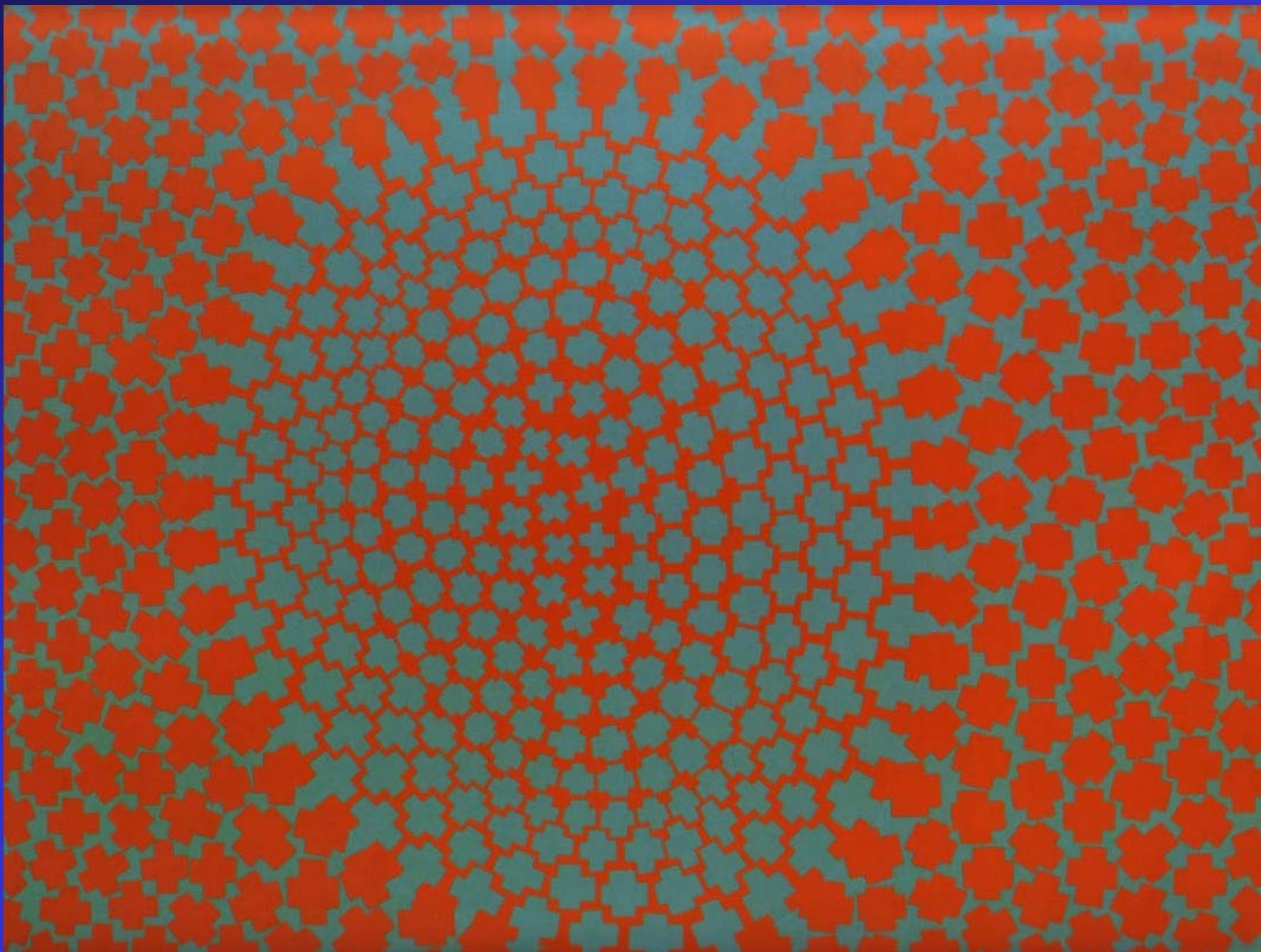
Two major visual pathways



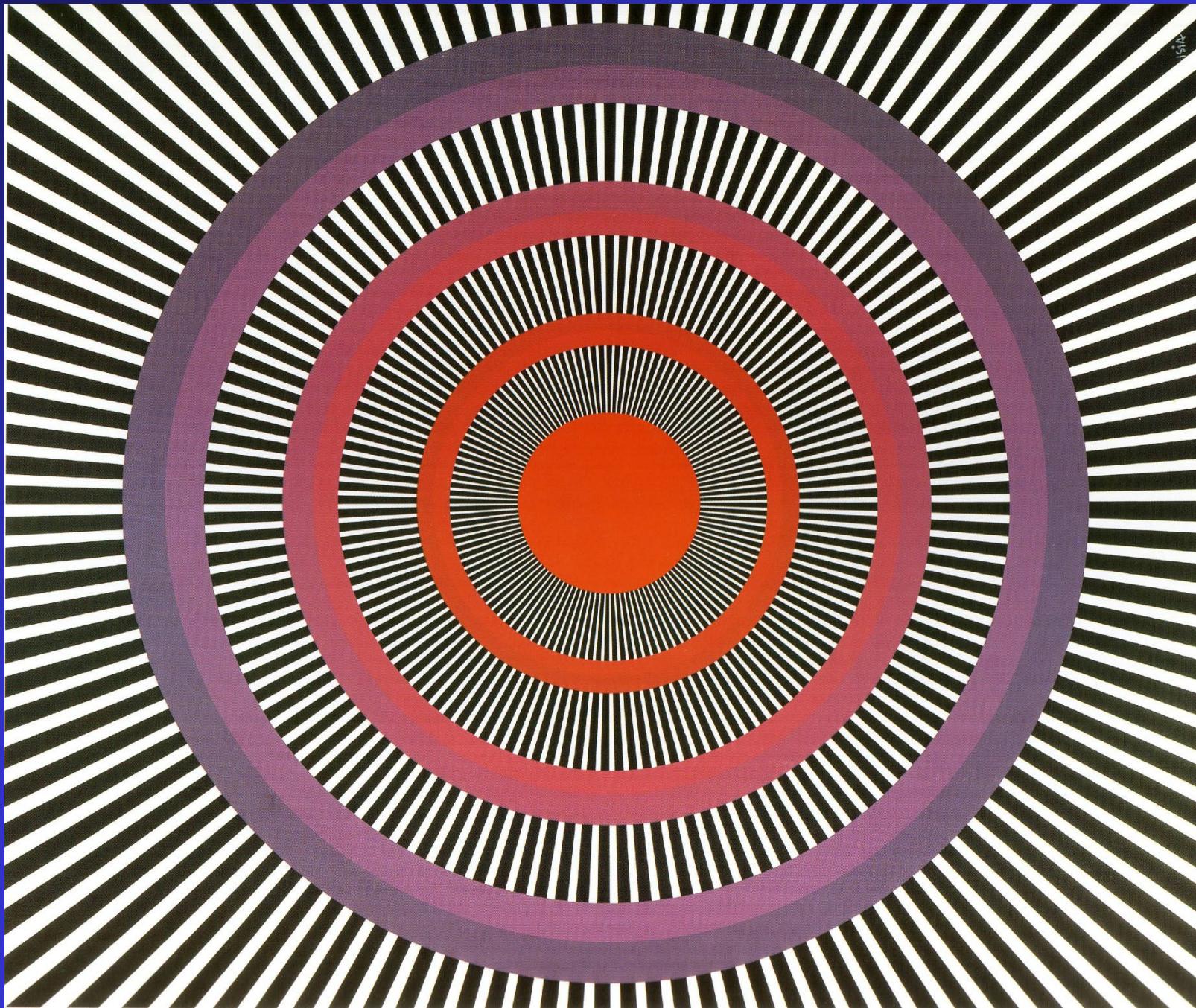
“Where pathway”:
Motion
Depth
Spatial organization

“What pathway”:
Object recognition
Face recognition
Color perception

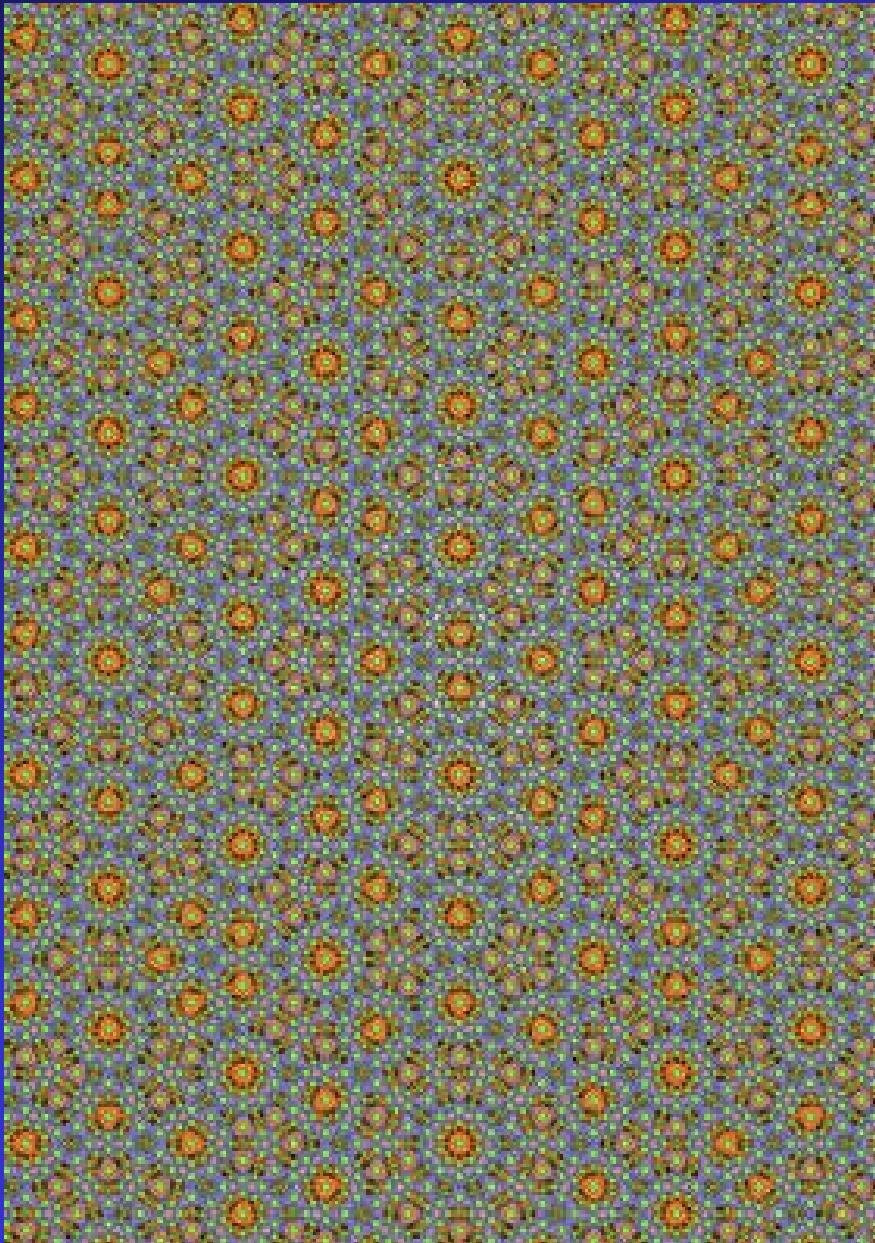
Equiluminant shapes can be seen, but not reliably placed [Anuszkiewicz: *Plus Reversed*]



Illusion of motion induced by high-contrast lines [Leviant: *Enigma*]



Replicated patterns stimulate visual circuits

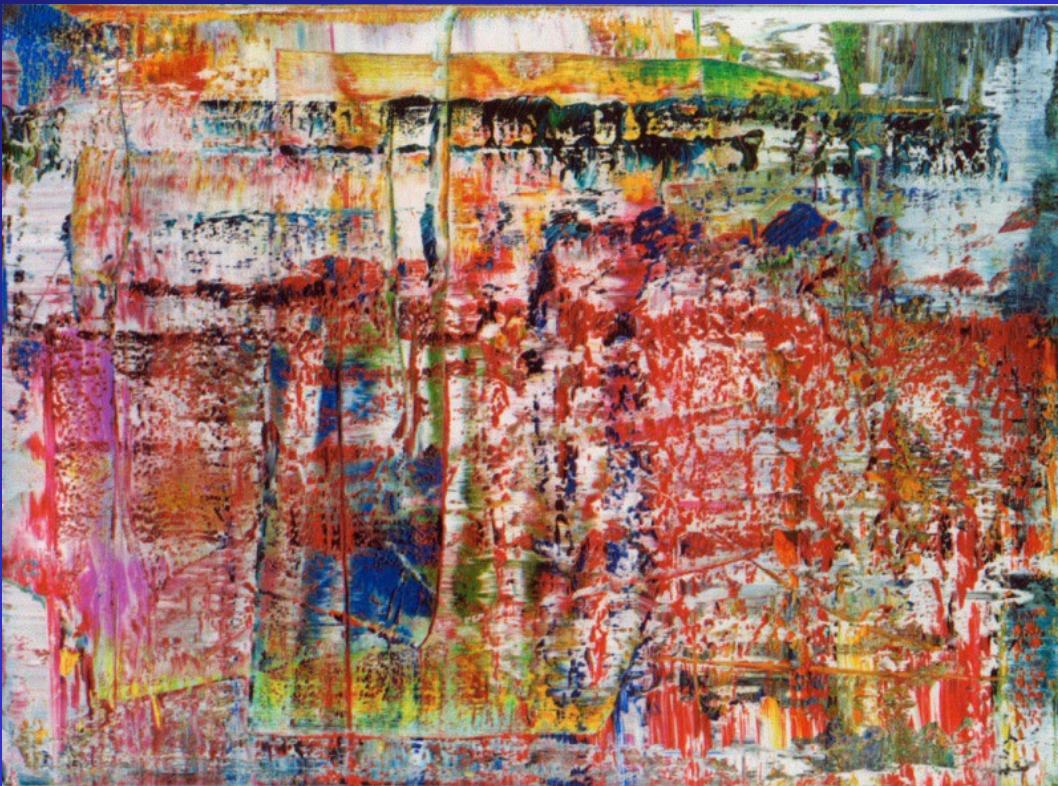


Heller: Quasicrystal II

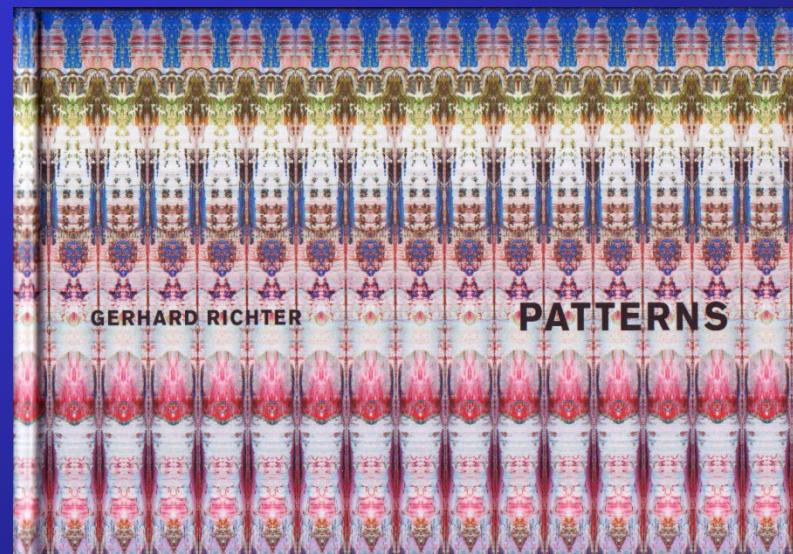
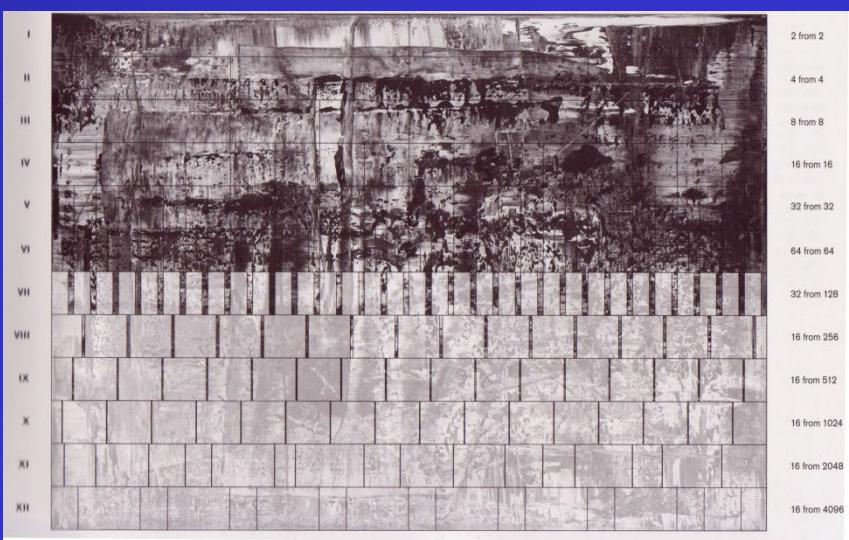


Heller: Bessel 21

Complex and Repeated patterns

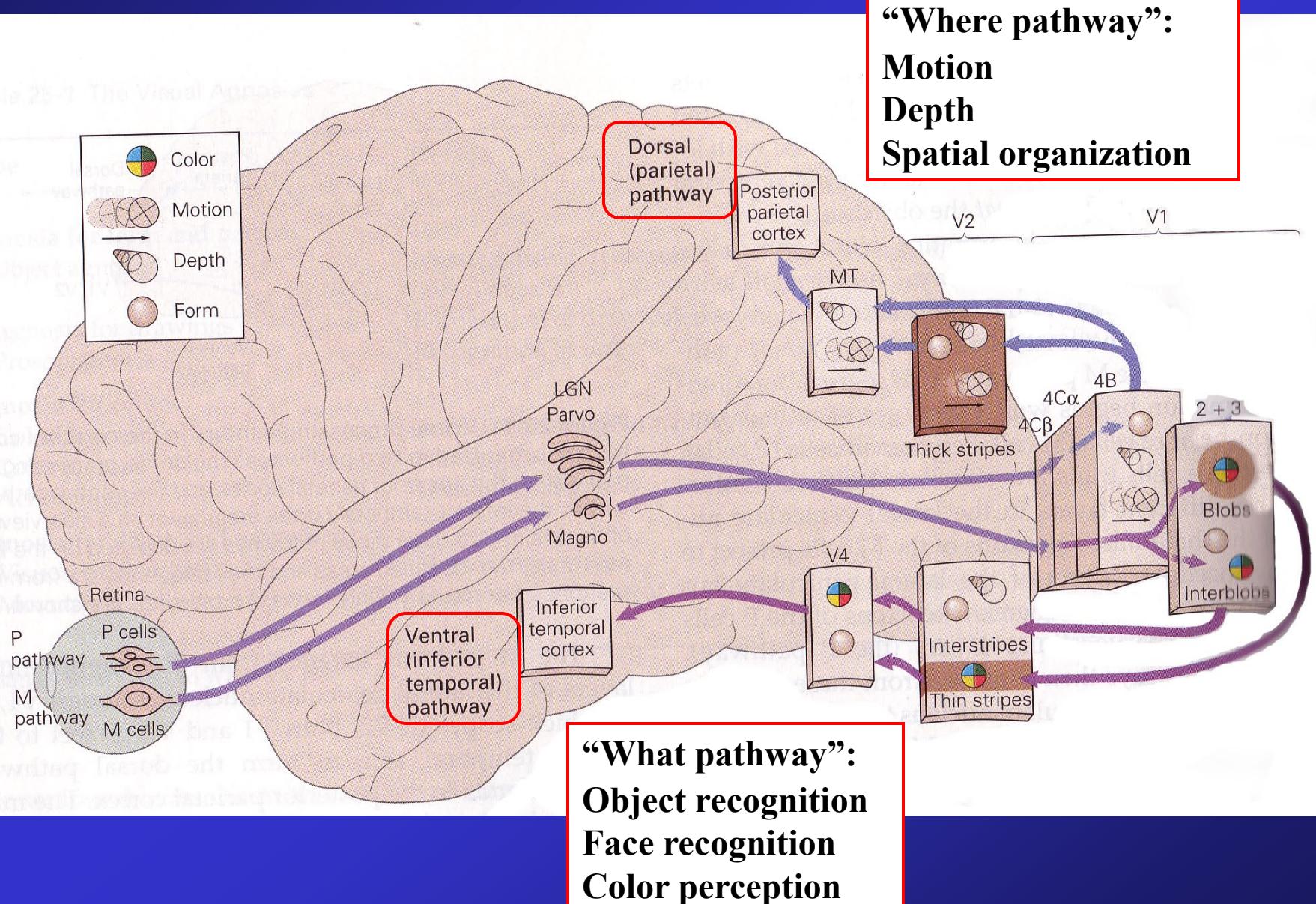


Richter, G., Abstract Painting (724-4) 1990



Richter, G., PATTERNS,
Walter König Verlag,
2012

Two major visual pathways



“Where pathway”:
Motion
Depth
Spatial organization

“What pathway”:
Object recognition
Face recognition
Color perception

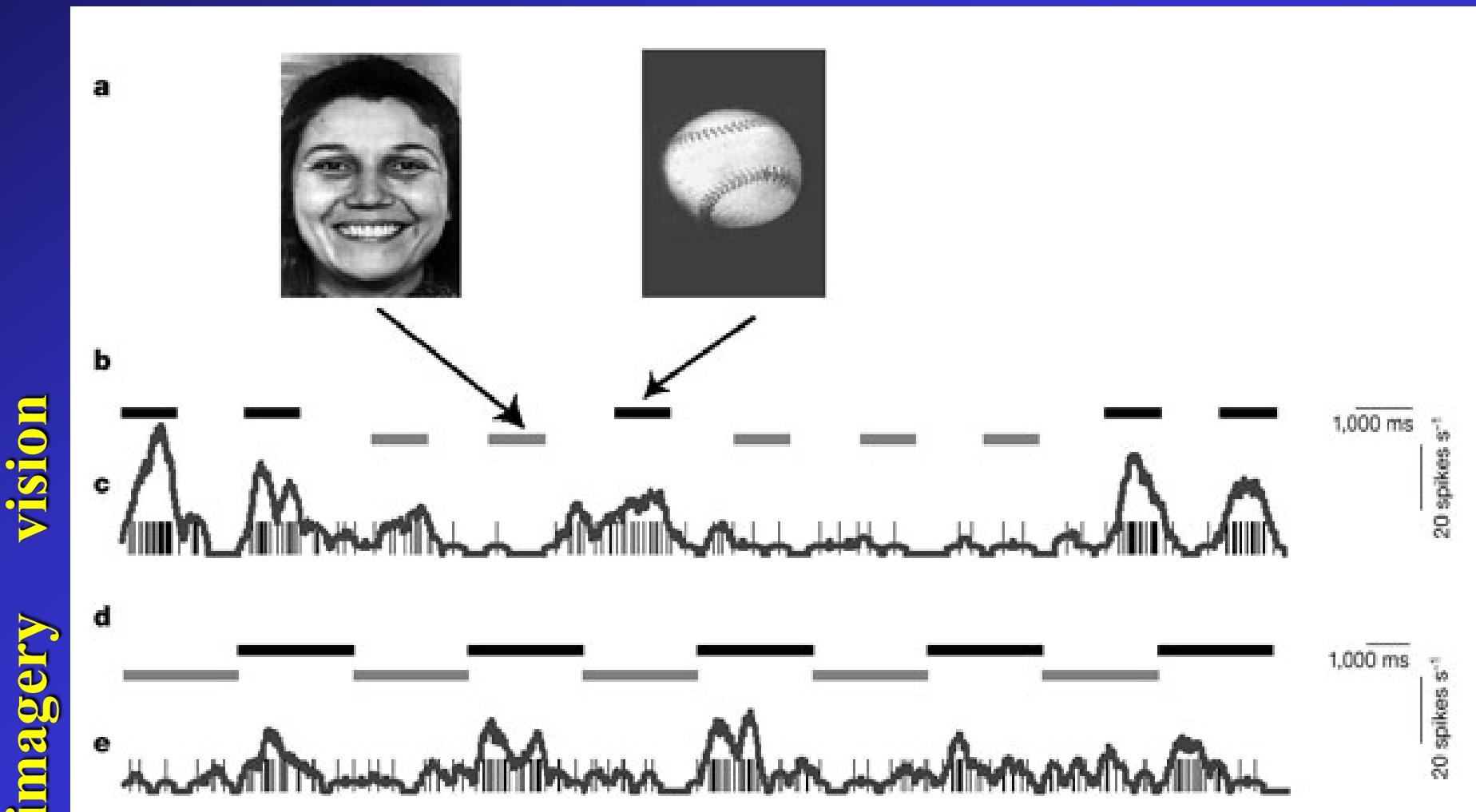
A diagram illustrating the visual processing loop. It features three white rectangular boxes on a blue circular background. The top box contains text about top-down influences. The middle box contains text about inferotemporal neurons. The bottom box contains text about bottom-up processing. Two thick, curved green arrows connect the boxes in a circular flow: one arrow points from the top box to the middle box, and another points from the middle box to the bottom box.

“top-down”
Influences of
attention, memory,
learning, salience,
relevance

**Inferotemporal
neurons**

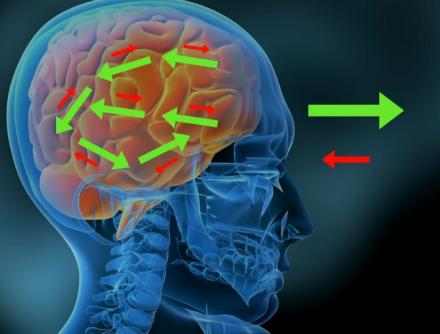
“bottom-up”
Computational
processing of
image

Cells are activated by visual imagery in amygdala, entorhinal cortex, hippocampus



The perceived size of an object depends on top-down influences of internal model

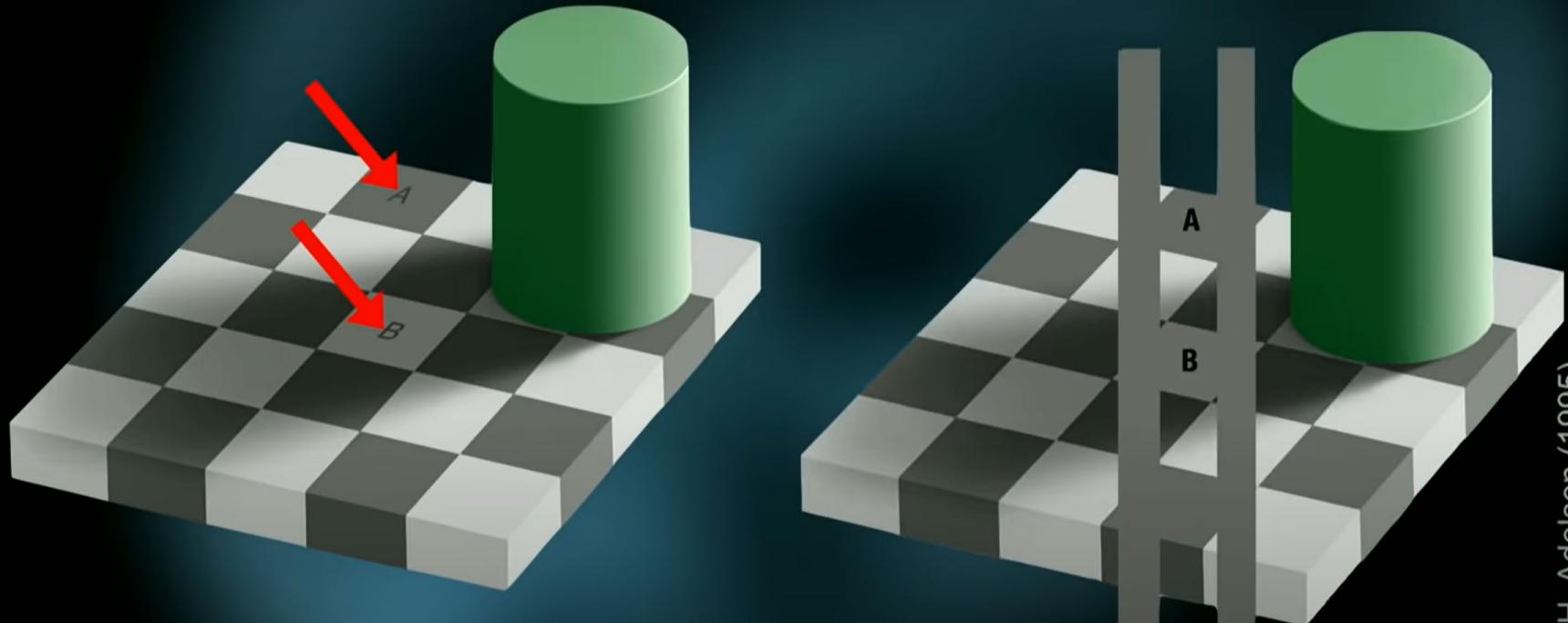




Prior expectations influence perceptions

Top-down brain-generated activity [green arrows] can dominate bottom-up peripherally generated activity [red arrows].

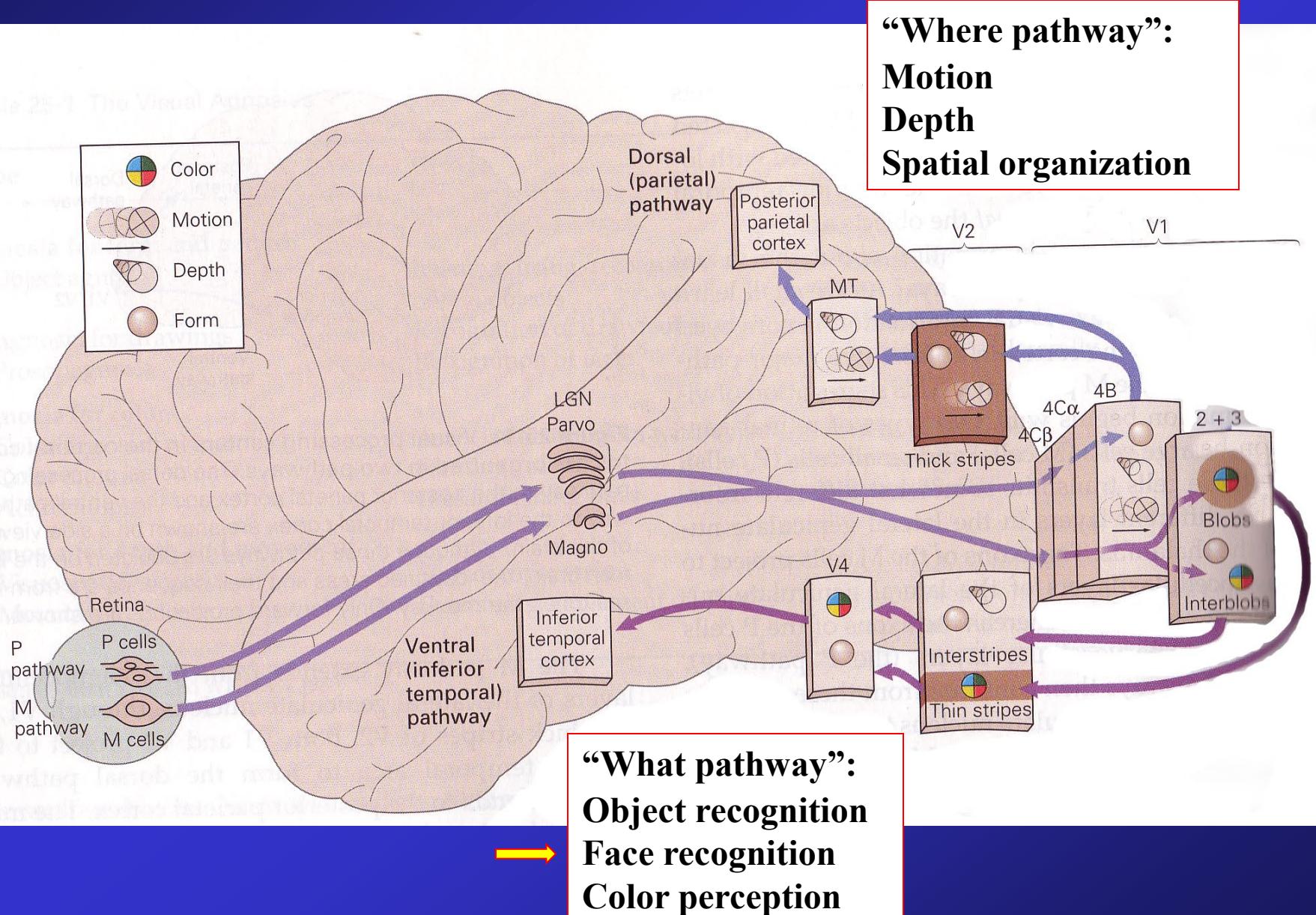
Your brain hallucinates your conscious reality | Anil Seth



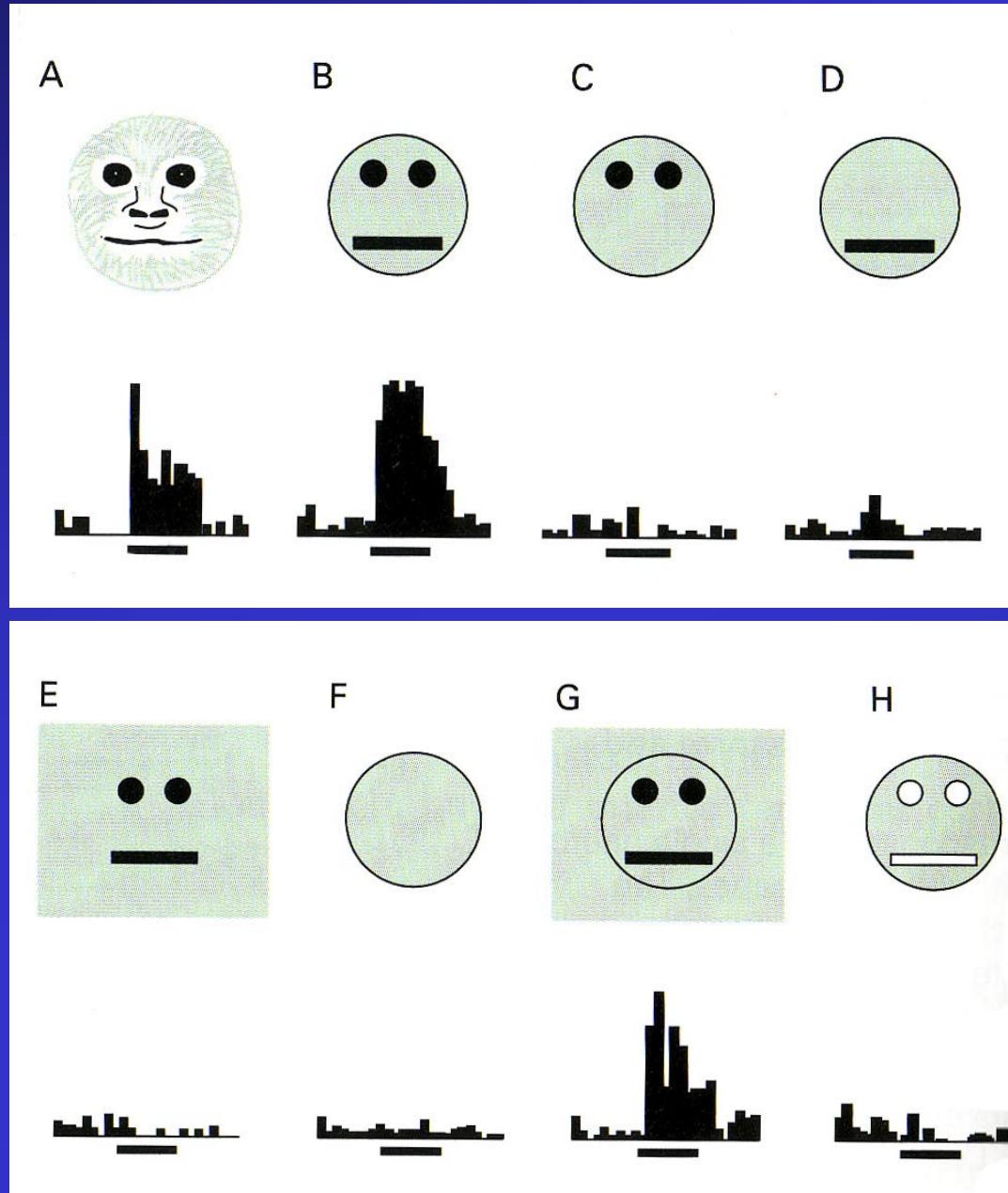
Edward H. Adelson (1995)



Two major visual pathways



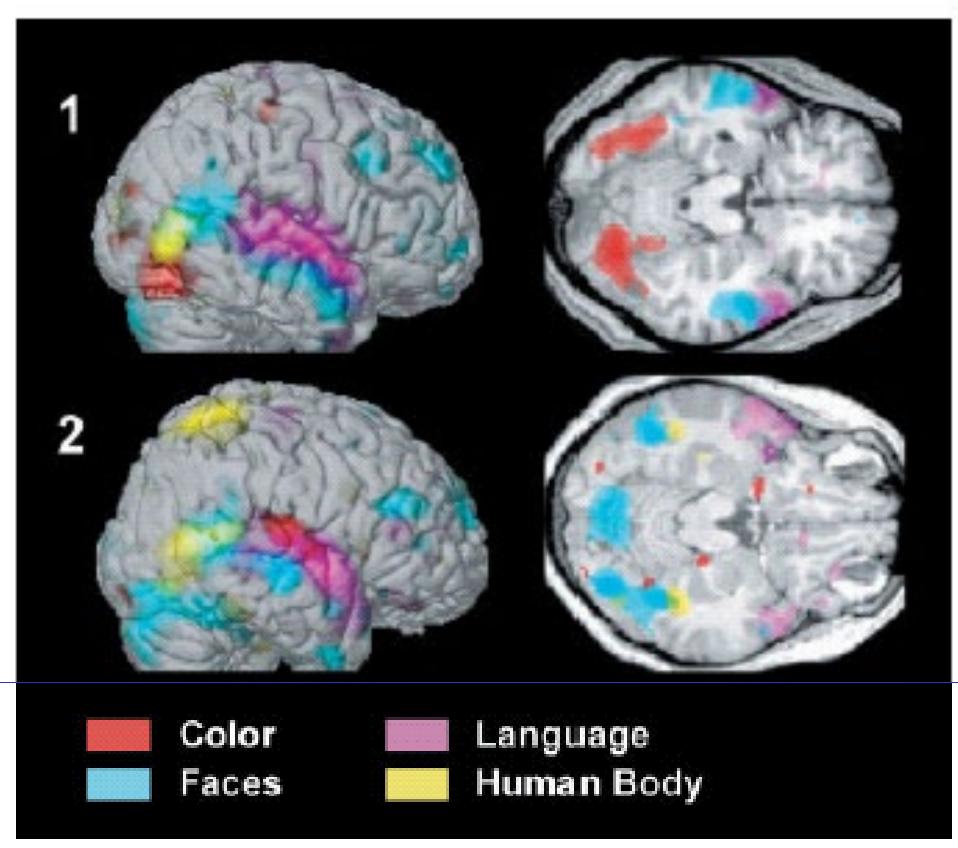
Responses of an infero-temporal cortex neuron to visual stimuli



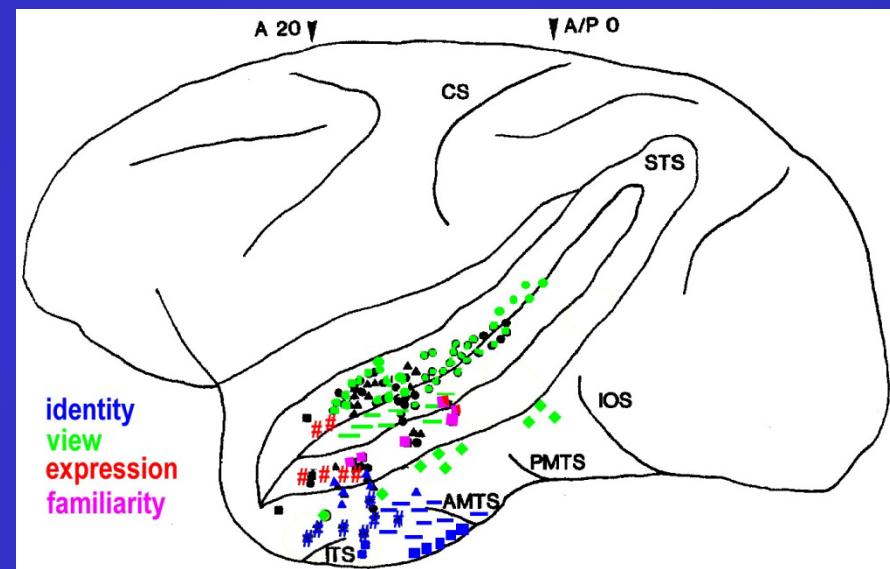
Kobatake & Tanaka,
J. Neuro. 71:856, 1994

Large areas of the primate brain are devoted to face recognition

Human (fMRI)



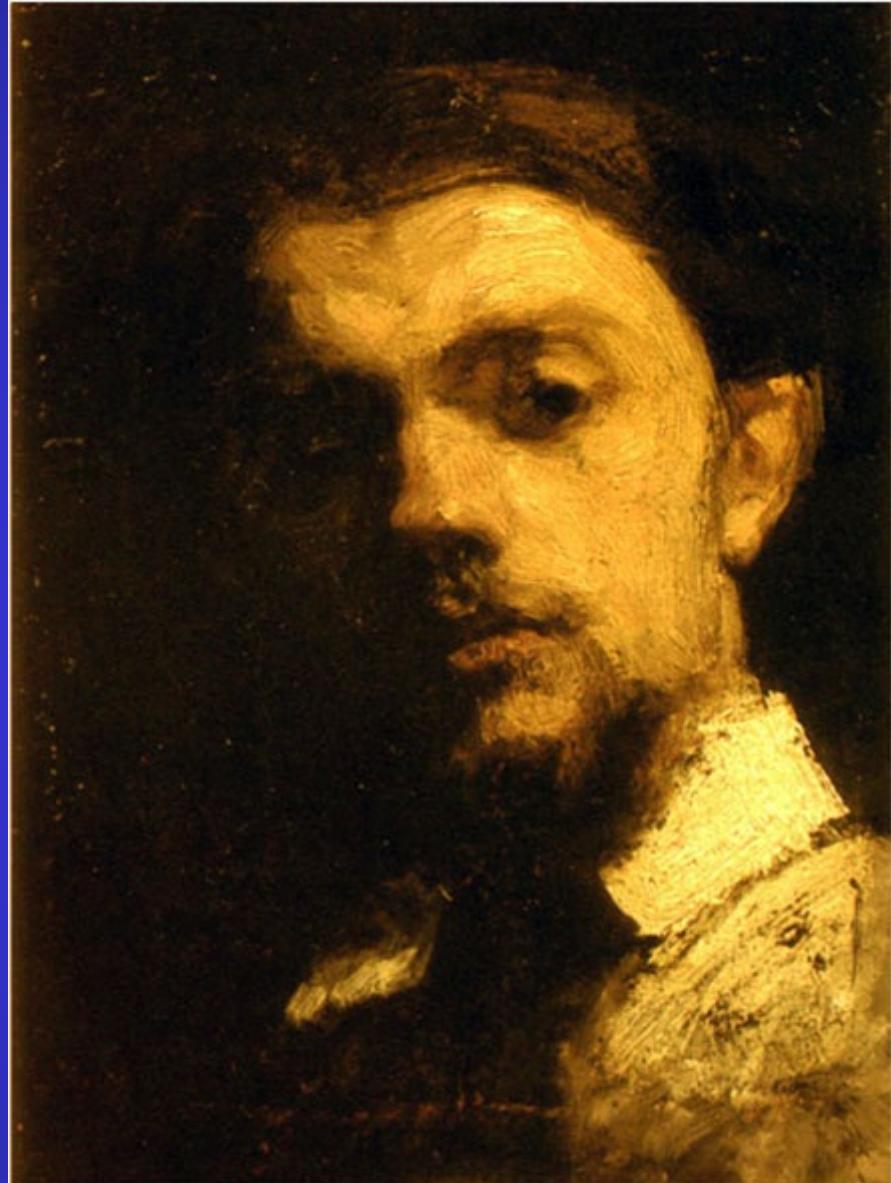
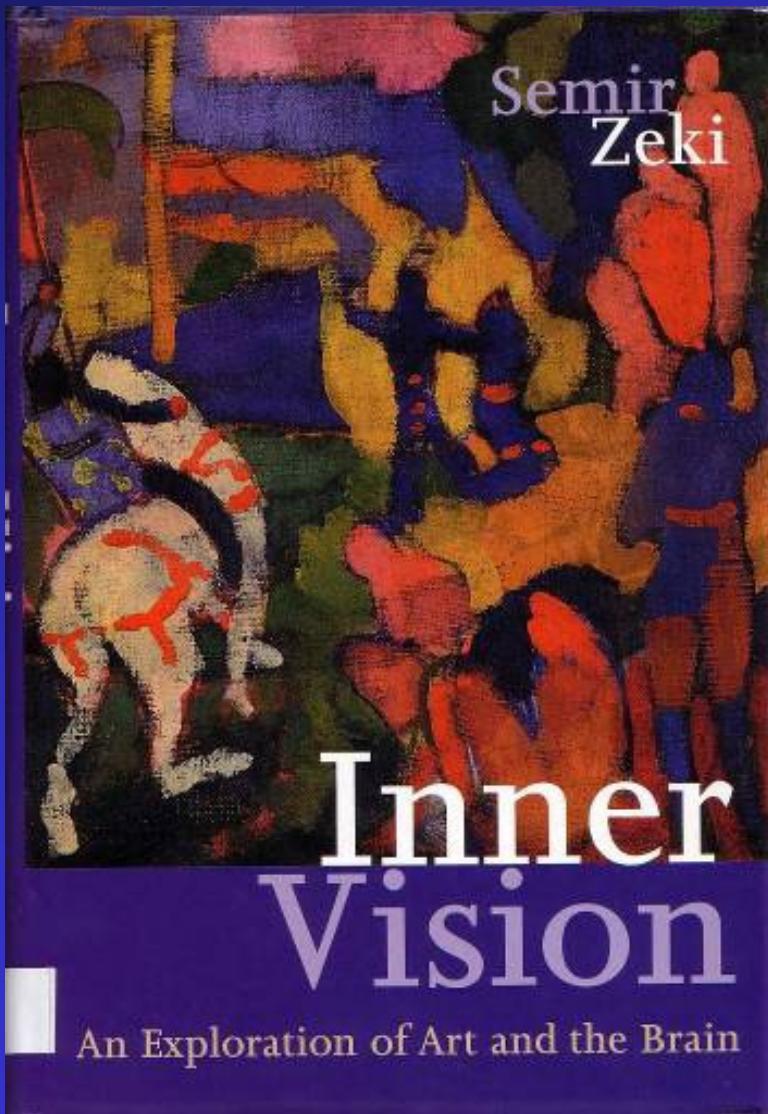
Macaque (neurons)



Tsao & Livingstone, *Annu Rev Neurosci.* 31:411-37, 2008

Bartels & Zeki, *Human Brain Mapping*
21:75-83, 2004

Art and the visual system



Fantin-Latour Self -portrait

Portraiture is a major artistic theme



Titian: Portrait of a man



Picasso: Dora Maar

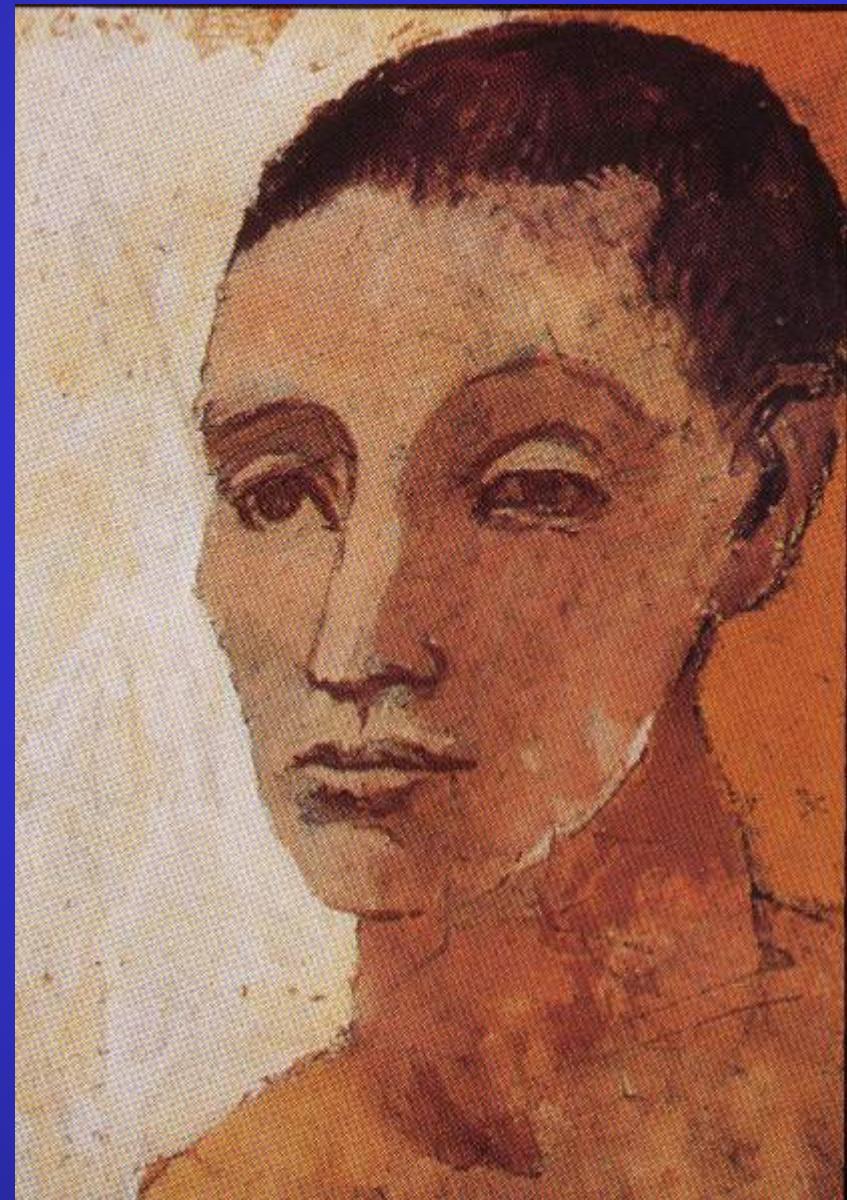
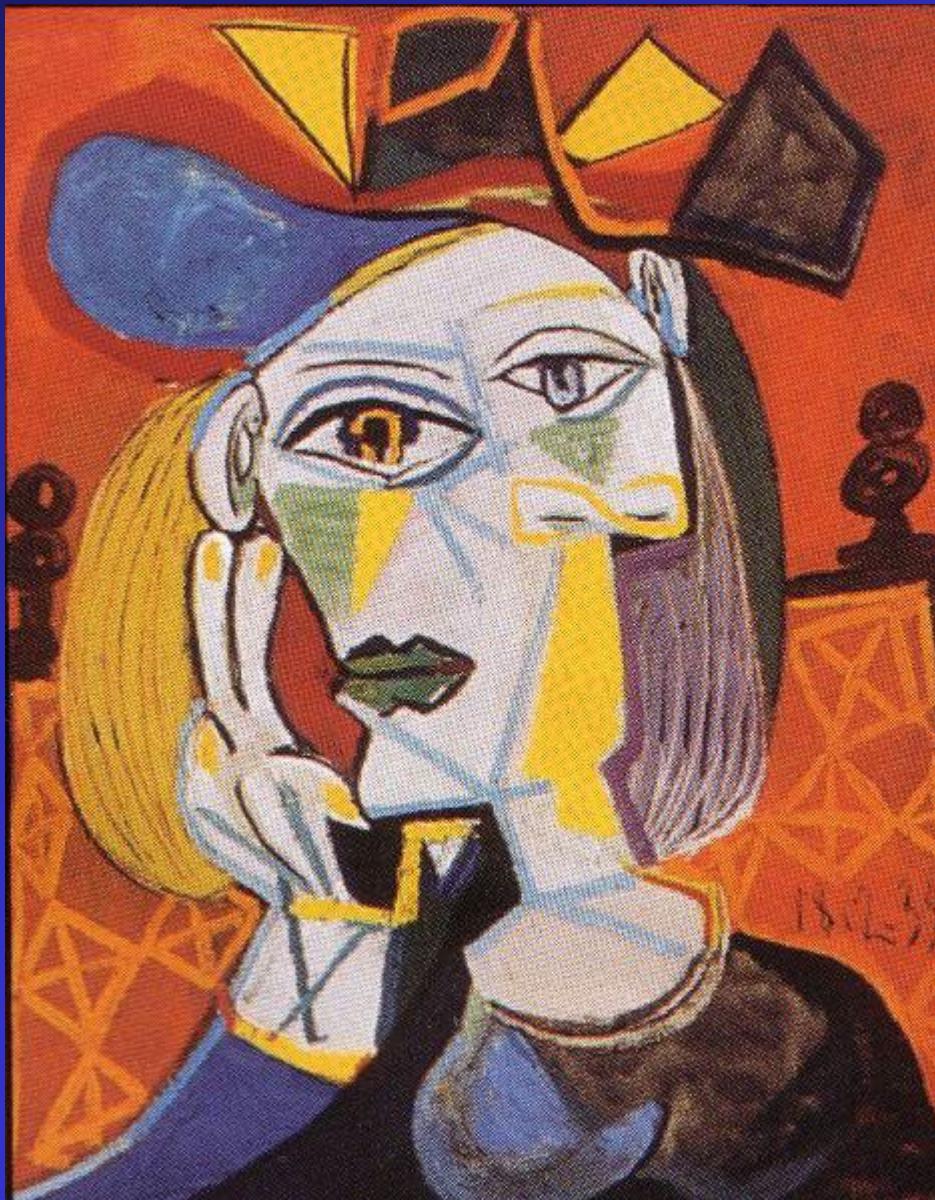
Portraits by Picasso in Sammlung Berggruen, Berlin

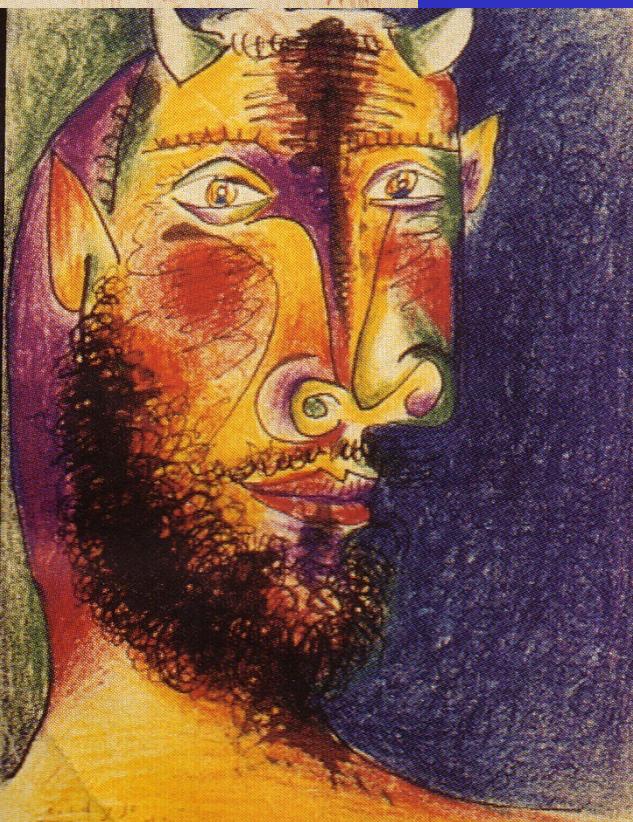
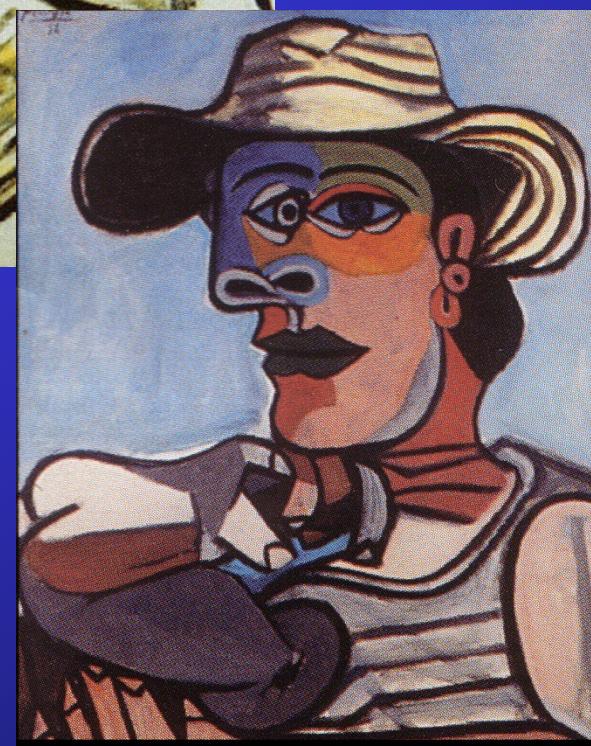
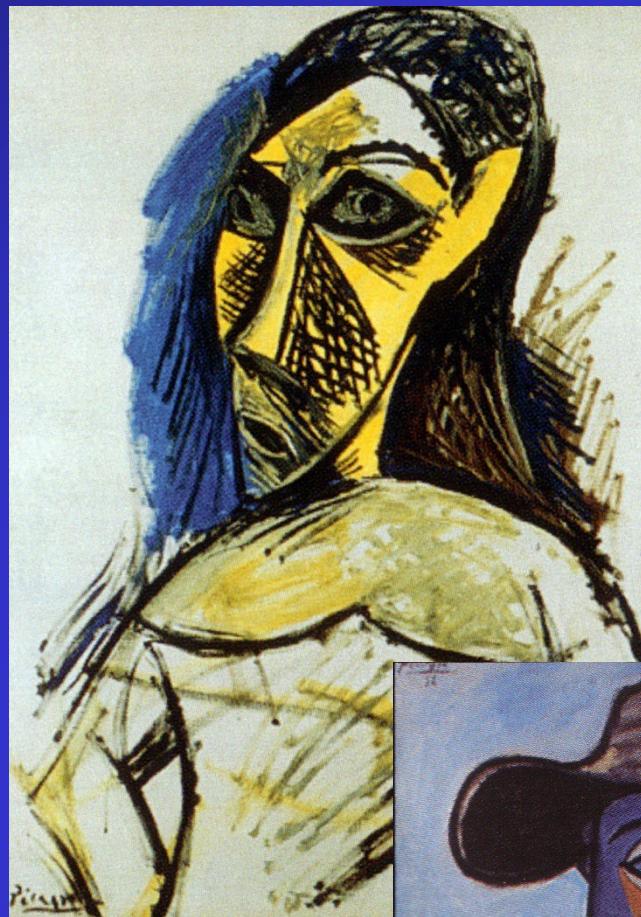
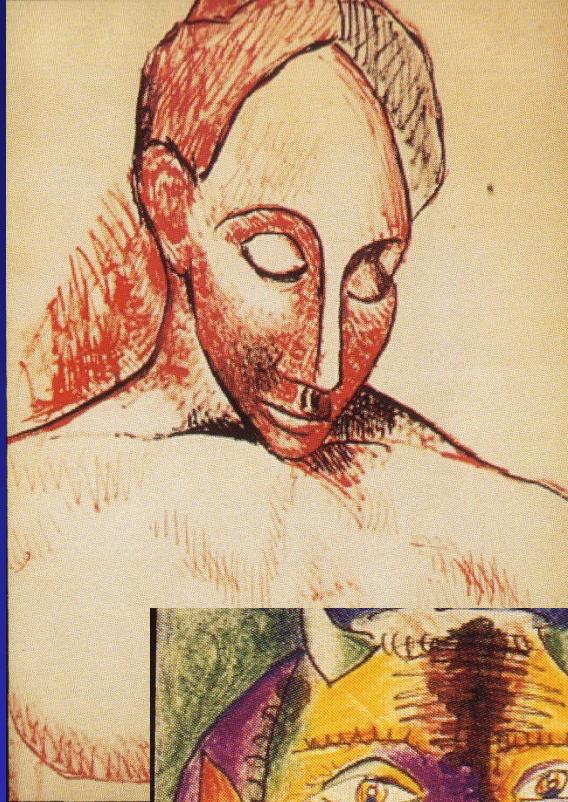


Portraits by Picasso in Berggruen Museum, Berlin



Portraits by Picasso in Berggruen Museum, Berlin





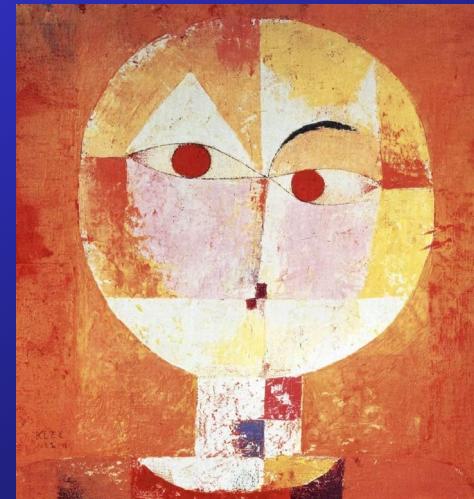
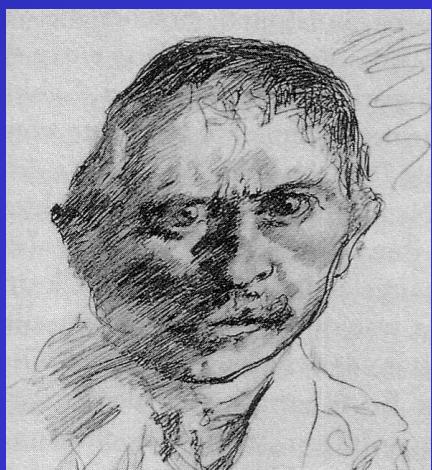
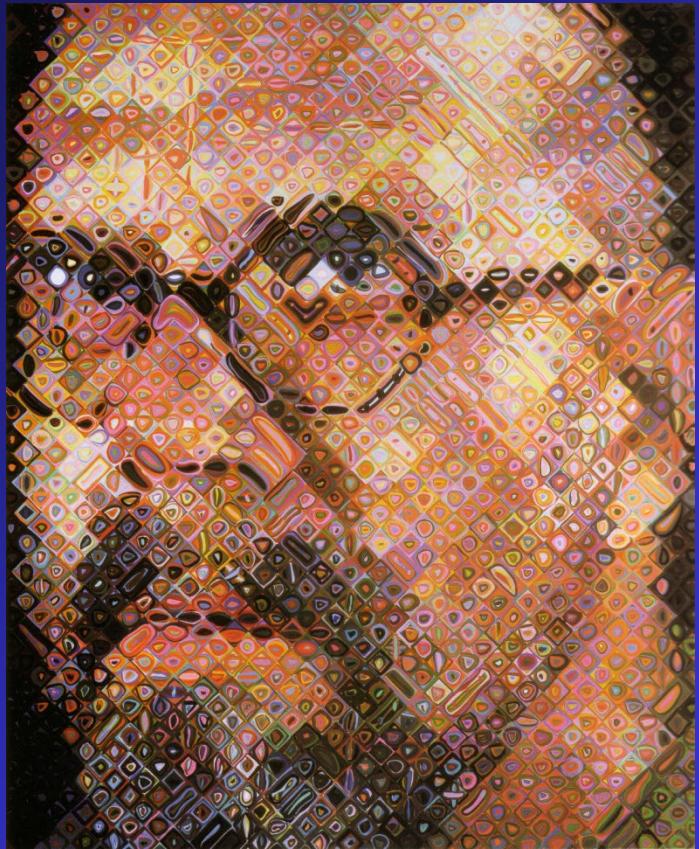
Berggruen
Museum,
Berlin

Picasso represented essential features of subject

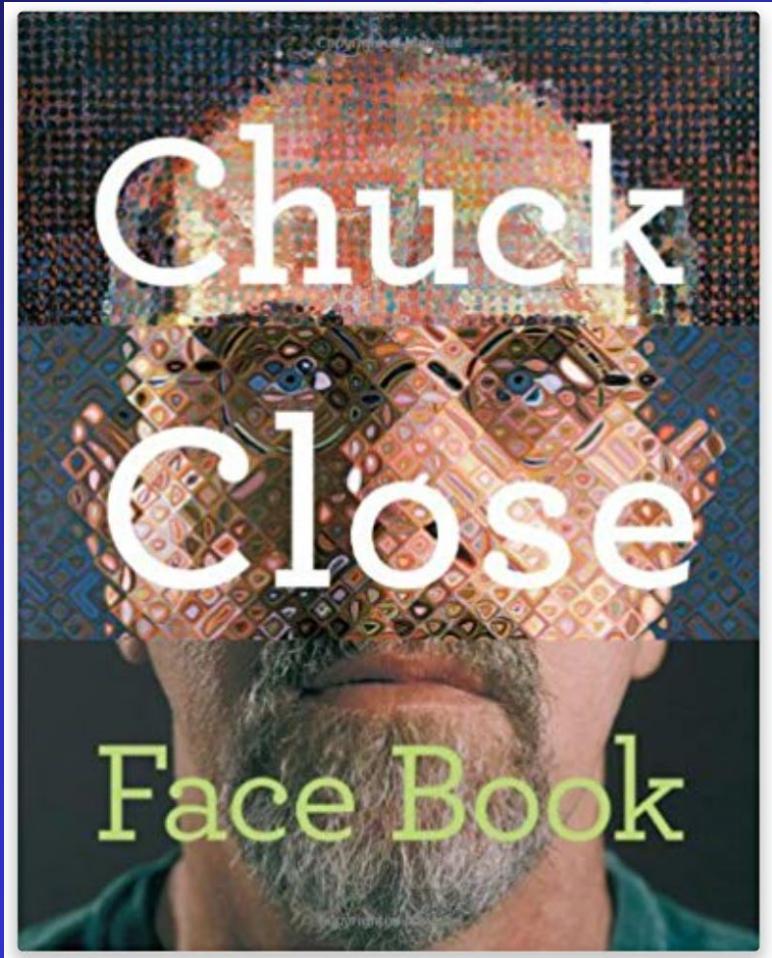
[thanks to Marge Livingstone]



Rich range of portraiture reflects brain specialization for face recognition



12 self portraits that can be scrambled



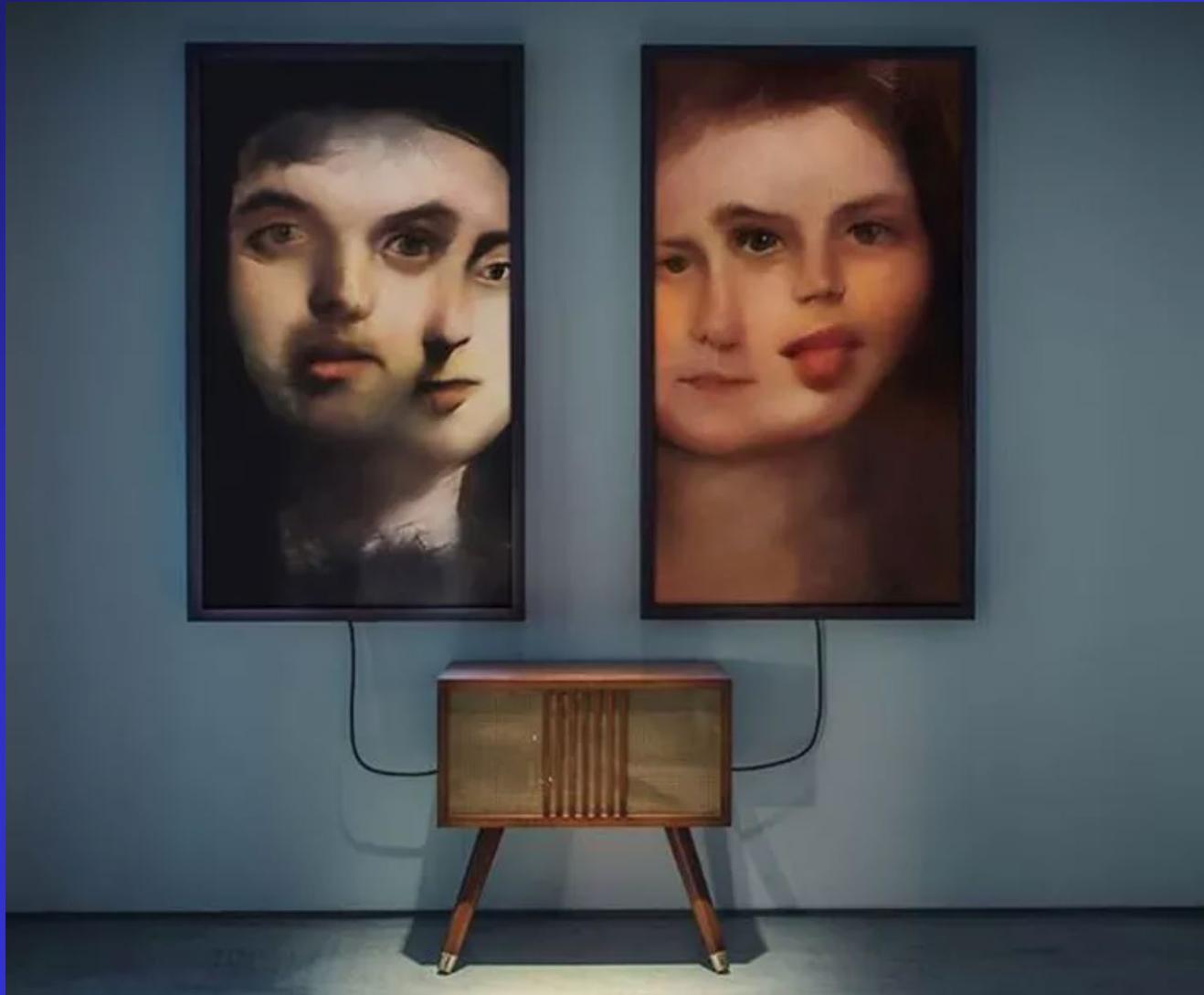
[chuck close art - Google Search](#)

Dynamic portrait: Tim Hawkinson: *Emoter*



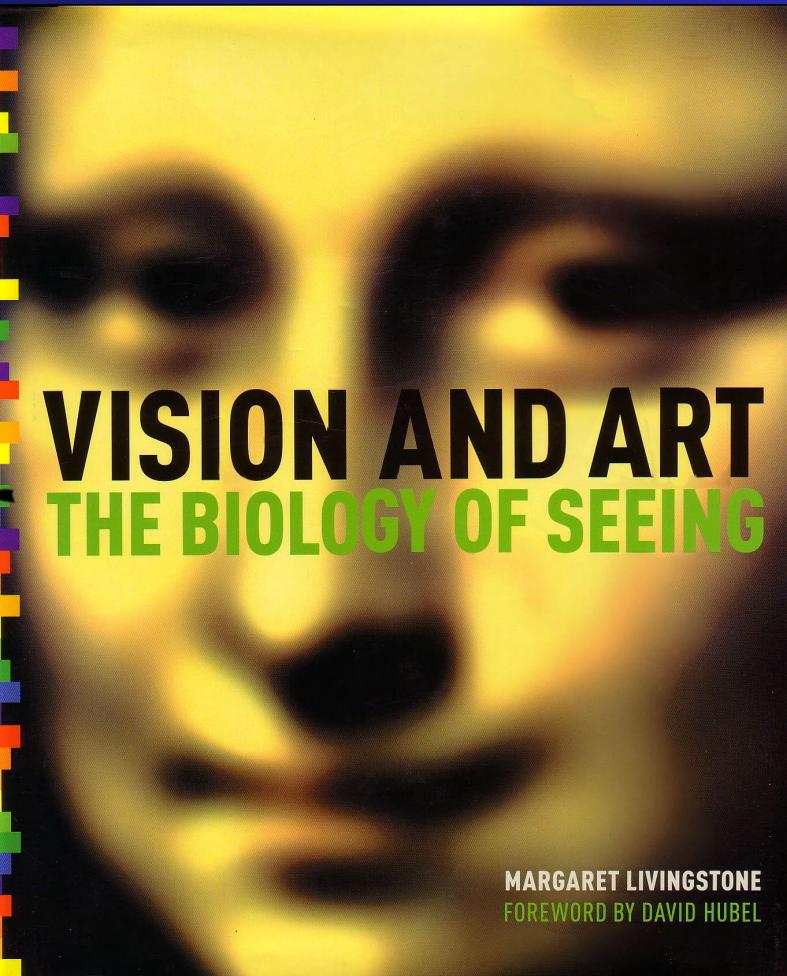
<http://www.youtube.com/watch?v=ZVNI6OZwyJc>

AI generated faces: Mario Klingemann: *Memories of Passerby I*



Artificial neural networks continuously generate changing faces of non-existing people
Memories of Passersby I by Mario Klingemann on Vimeo

Neural mechanisms underlying appreciation of art

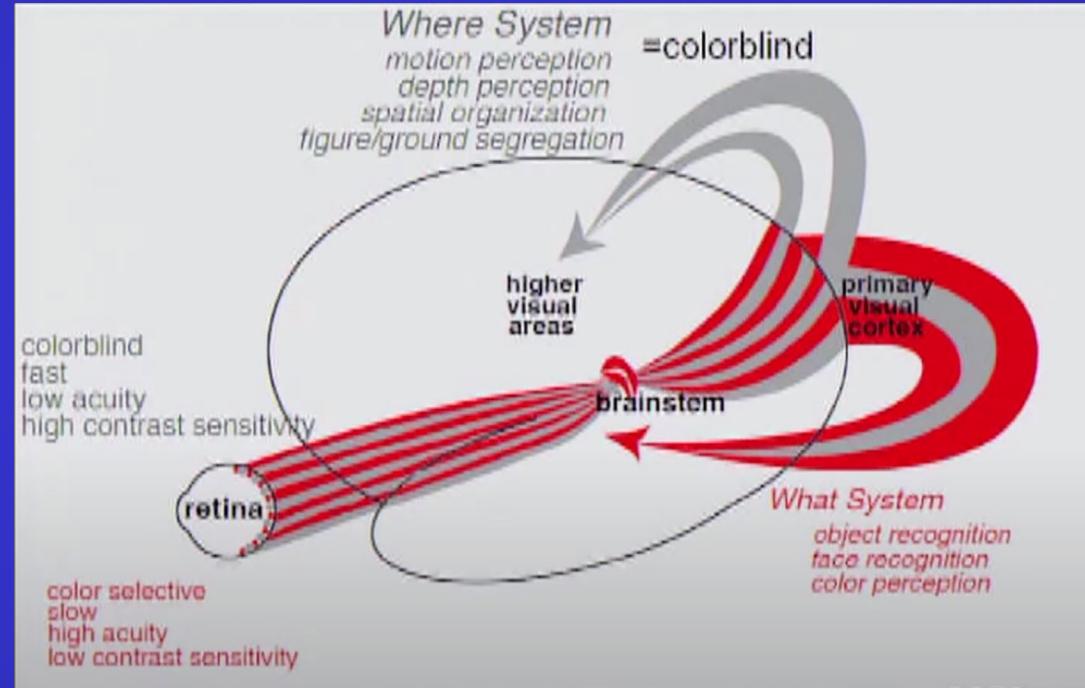


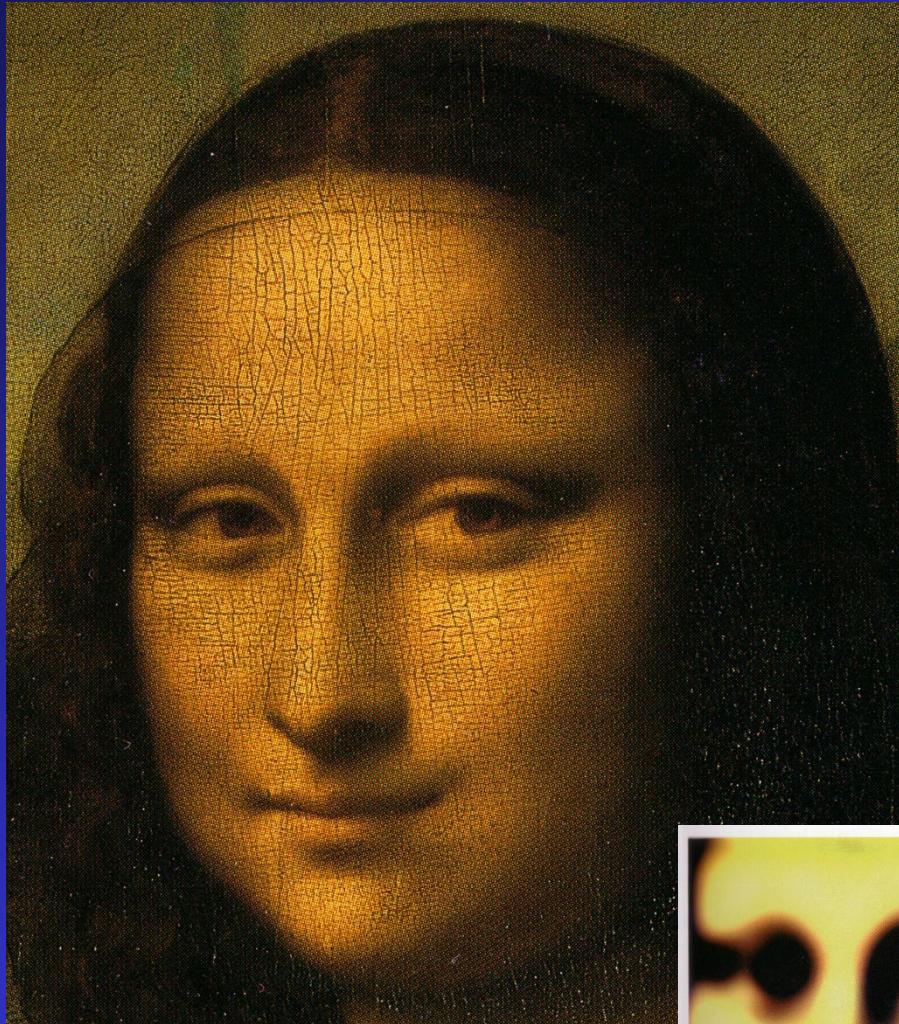
The Journal of Neuroscience, November 1987, 7(11): 3416–3468

Psychophysical Evidence for Separate Channels for the Perception of Form, Color, Movement, and Depth

Margaret S. Livingstone and David H. Hubel

Department of Neurobiology, Harvard Medical School, Boston, Massachusetts 02115





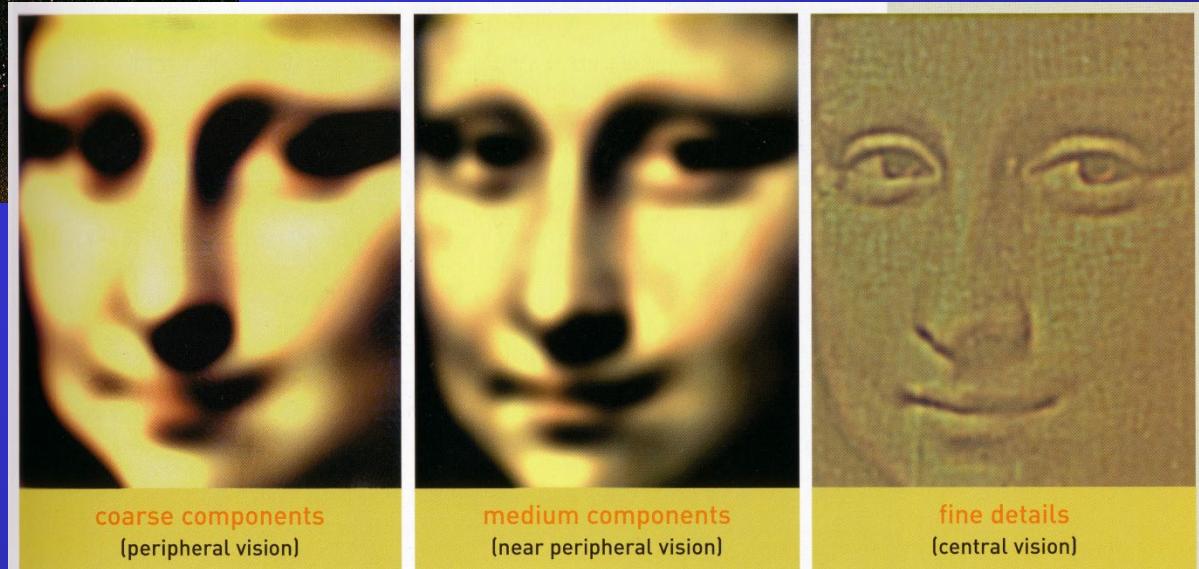
Livingstone MS: Is it warm? Is it real? Or just low spatial frequency?
Science. 290:1299, 2000

[Title is a riff on Nat King Cole hit song Mona Lisa: “Are you warm, are you real, Mona Lisa Or just a cold and lonely, lovely work of art?”]

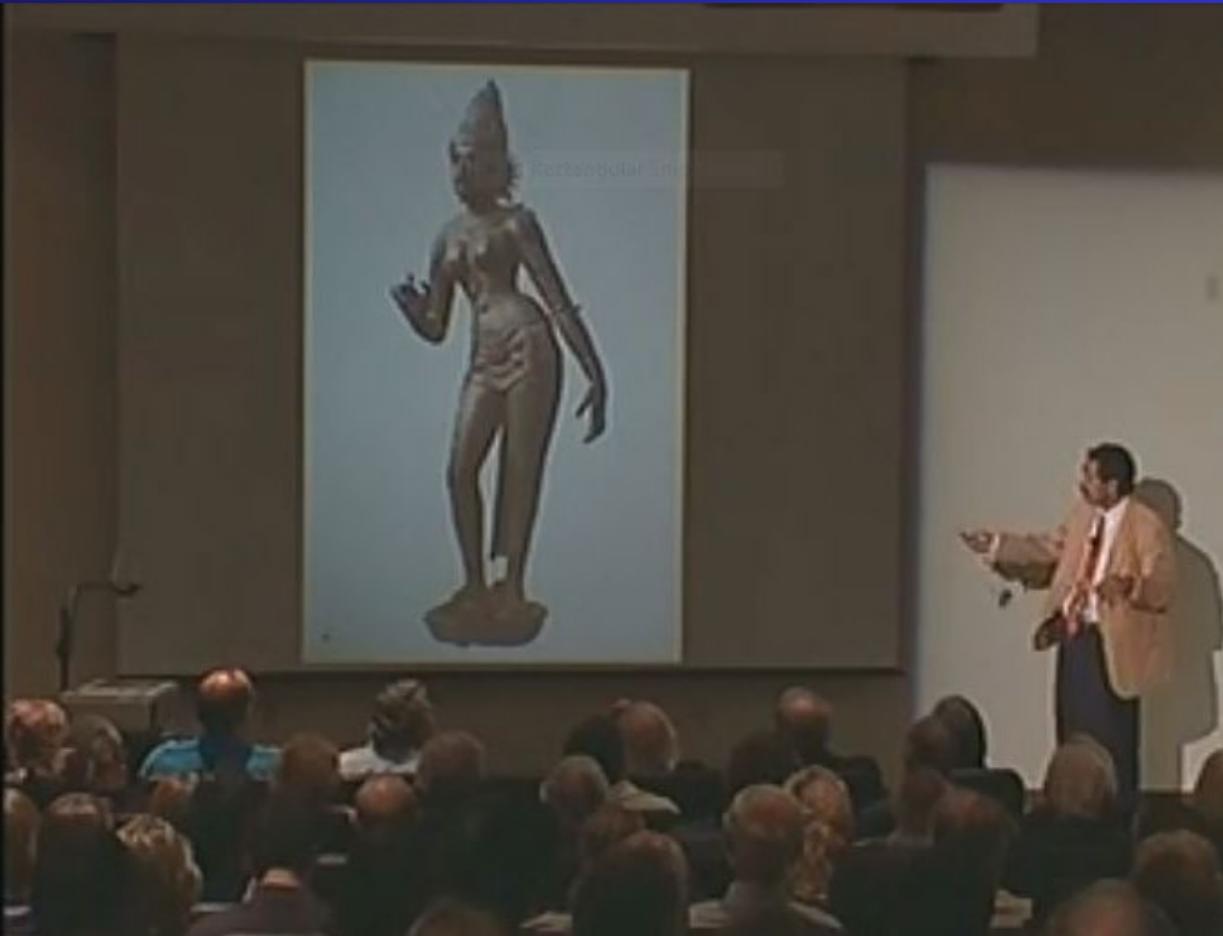
Neural explanation of mysterious Mona Lisa smile :

Smile appears greater when seen by peripheral vision, which has lower spatial acuity

Smile appears more restrained when seen by central vision, which is better tuned to fine details



Principles of art and their neurophysiological bases



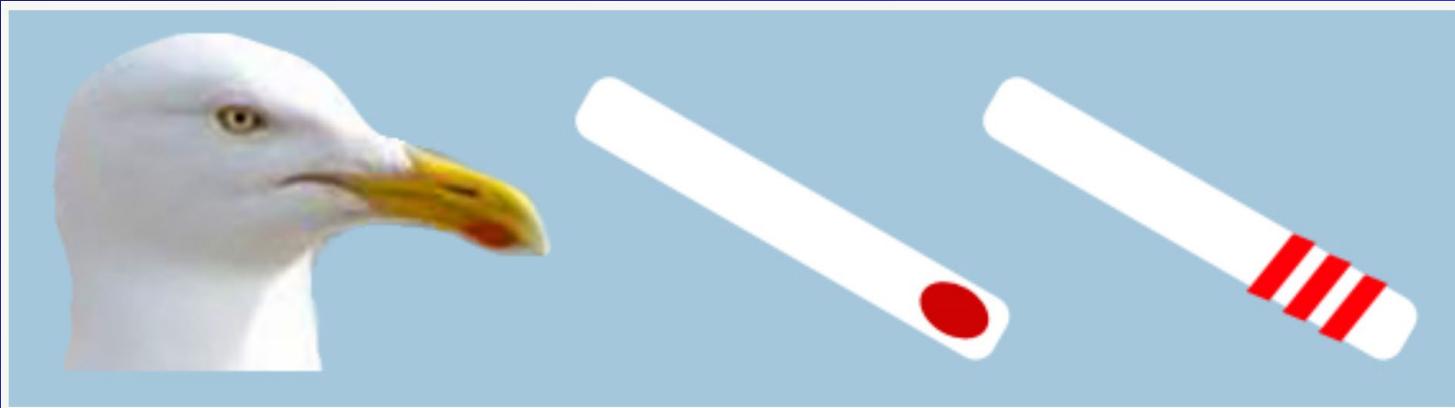
0:31:53 / 1:29:30

1. Contrast
2. Isolation
3. Perceptual problem solving
4. Grouping
5. Orderliness
6. Symmetry
7. Metaphor

YouTube link: “Ramachandran Neurology of Art”

Ramachandran and Hirstein, The Science of Art; a neurological theory of aesthetic experience, *Journal of Consciousness Studies*, 6, 1999.

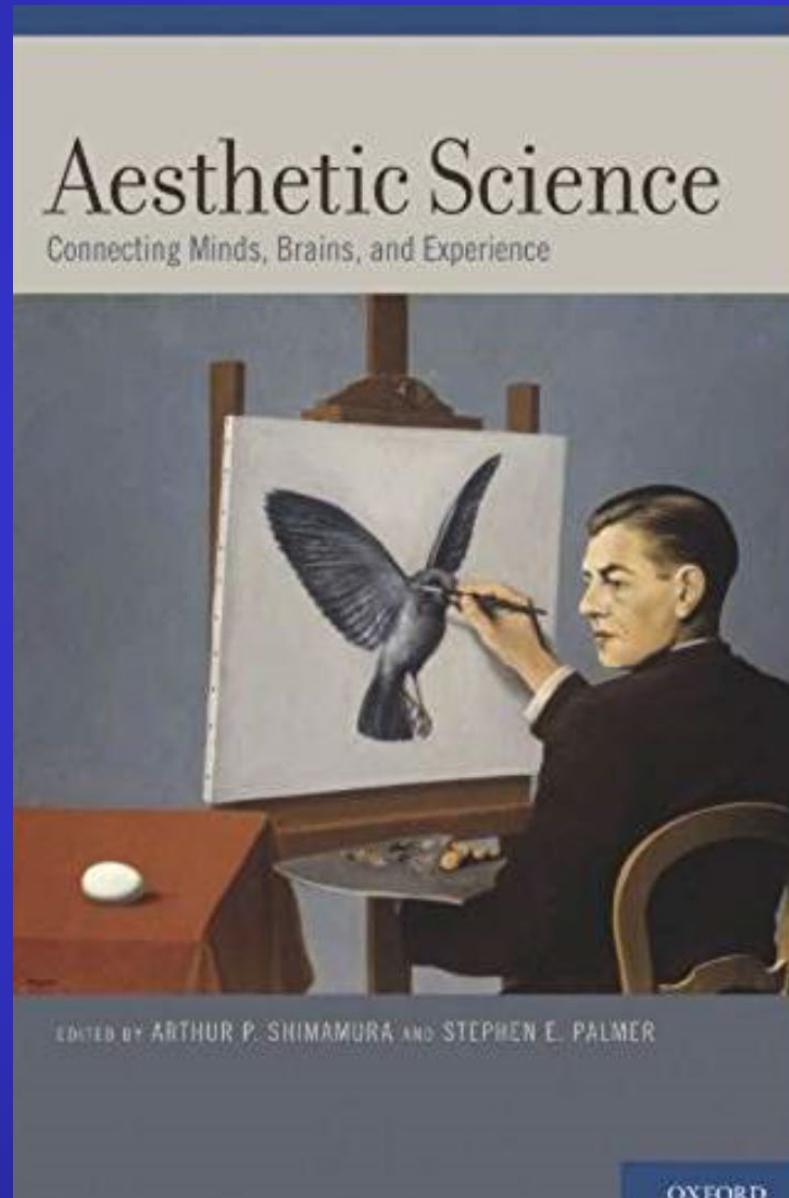
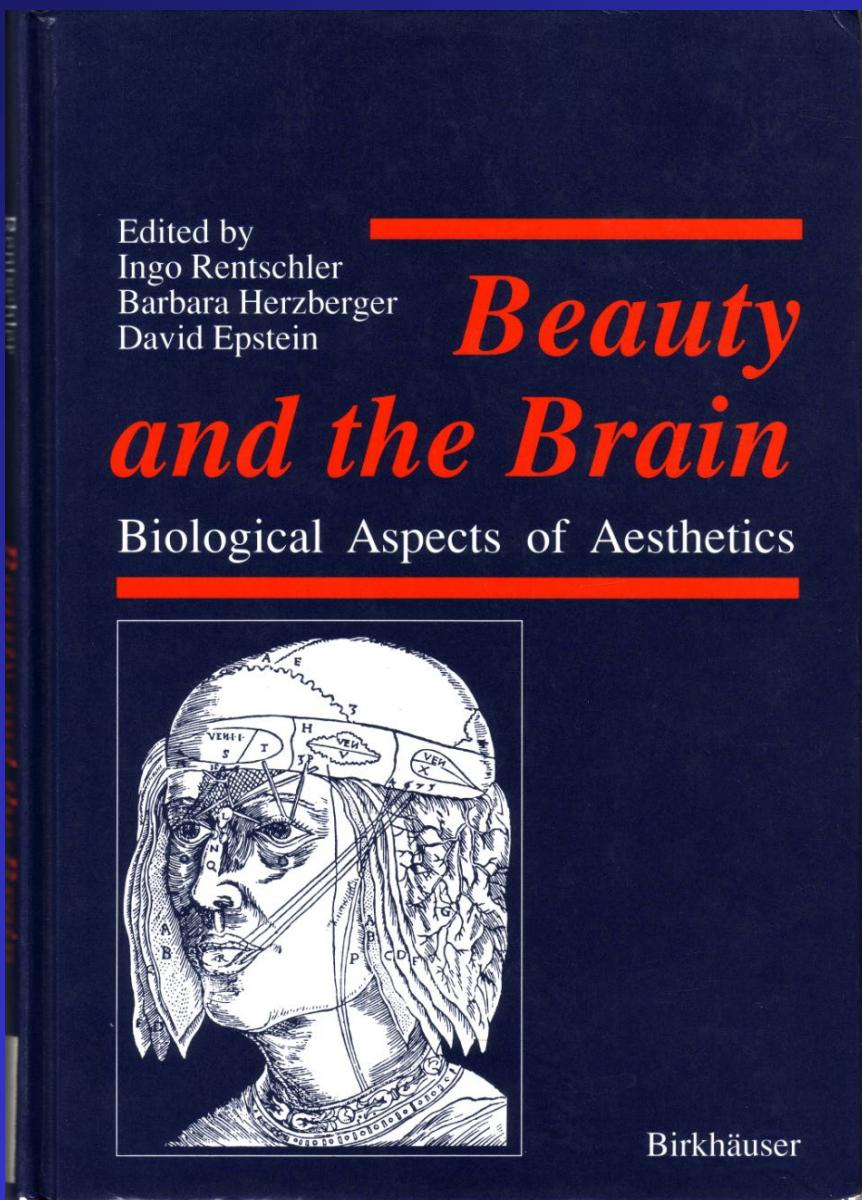
Seagull chicks respond to red spot on beak; even more to red spots on a stick



“Imagine that seagulls had an art gallery. They would hang this long thin stick with three stripes on the wall. They would call it a Picasso, worship it, fetishize it, and pay millions of dollars for it, while all the time wondering why they are turned on by it so much, even though (and this is the key point) it doesn’t resemble anything in their world. I suggest this is exactly what human art connoisseurs are doing when they look at or purchase abstract works of art; they are behaving exactly like gull chicks. By trial and error, intuition or genius, human artists like Picasso or Henry Moore have discovered the equivalent of the seagull brain’s stick with three stripes.”

Ramachandran VS. The Tell-Tale Brain

Neurobiology of aesthetic experience



Medial orbito-frontal cortex is activated by experience of musical and visual beauty

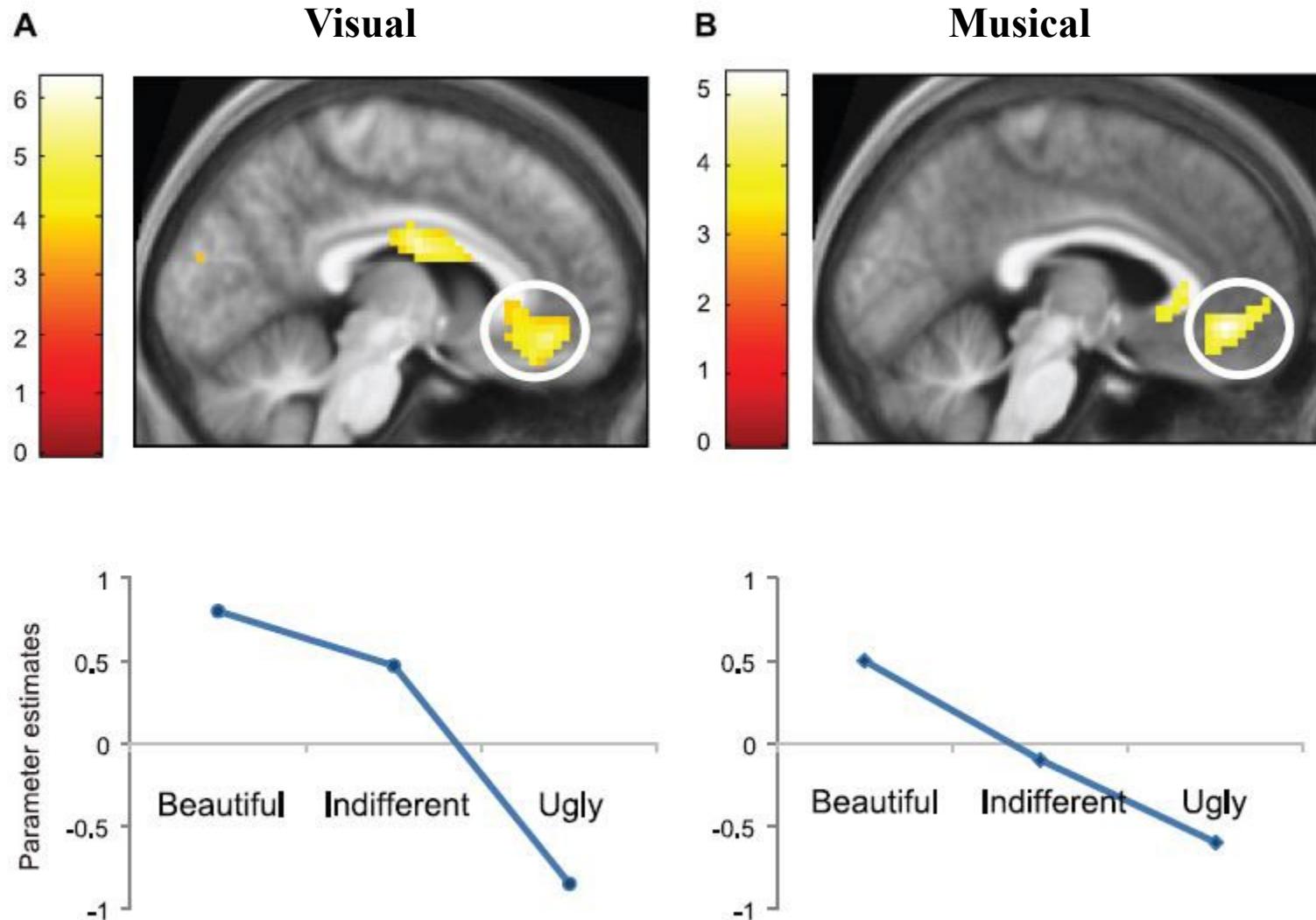


Figure 2. Modulation of cortical activity by aesthetic rating. Averaged parameter estimates showing modulation by beauty rating (Beautiful, Indifferent and Ugly) in mOFC for (A) visual stimuli (at $-6.41-11$) and (B) musical stimuli at $-3.41-8$. A linear relationship with beauty rating was observed in both conditions.
doi:10.1371/journal.pone.0021852.g002

1. How the brain processes art

All art activates specific brain circuits

Op art stimulates particular visual system mechanisms

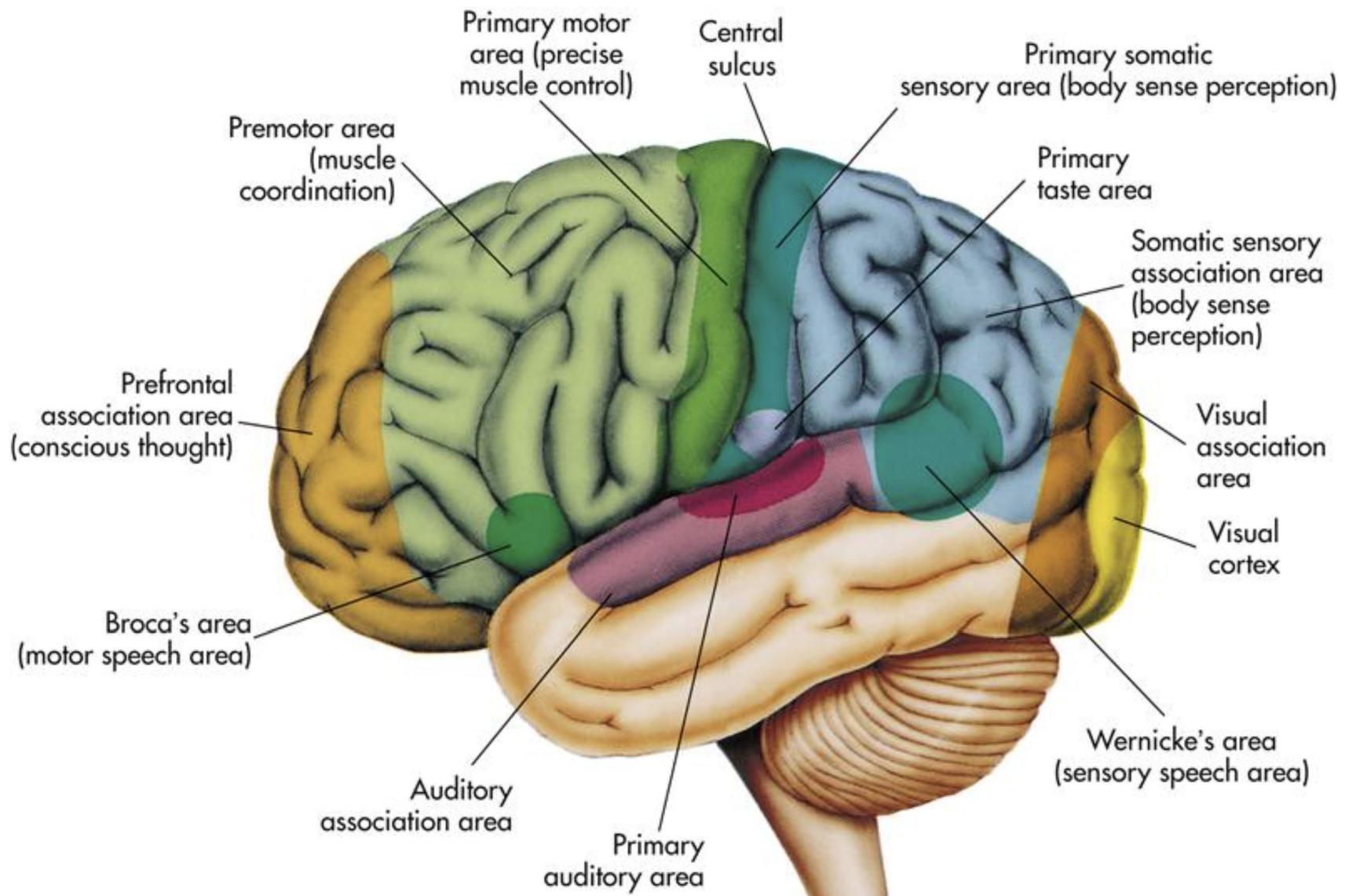
Portraiture exploits extensive representation of faces

Similarly, neural mechanisms mediate experience of
music, literature, performing arts

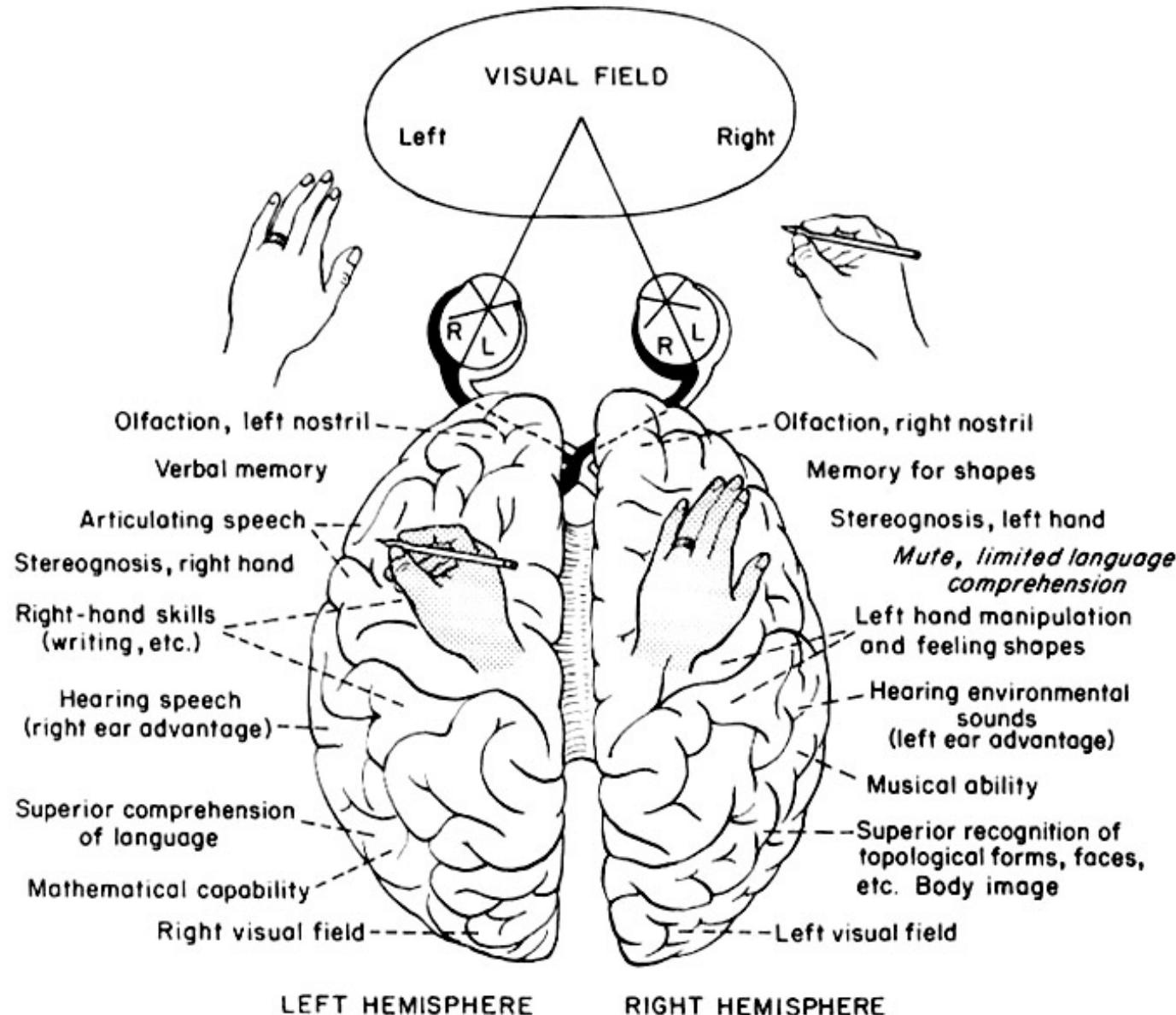
Certain brain areas are activated by aesthetic experience

2. Cognitive operations of the brain

Functional areas of human cerebral cortex

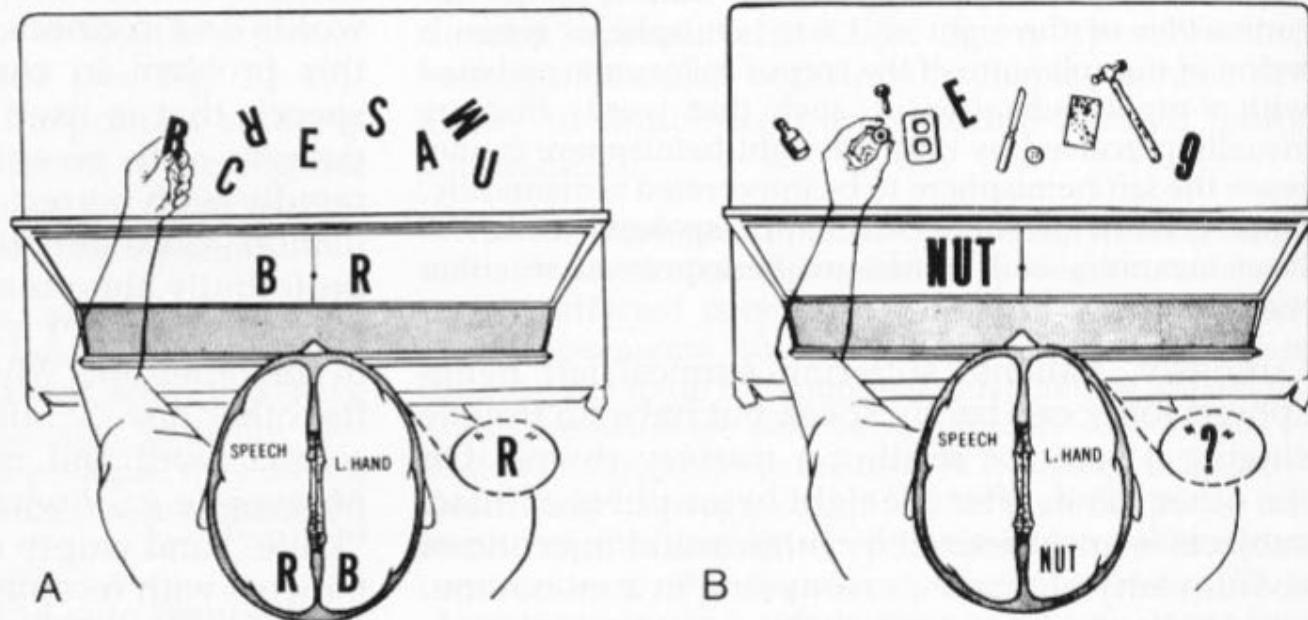


Hemispheric specialization



Presentation of information to left & right hemisphere in “split-brain” subject shows that only left side can verbalize

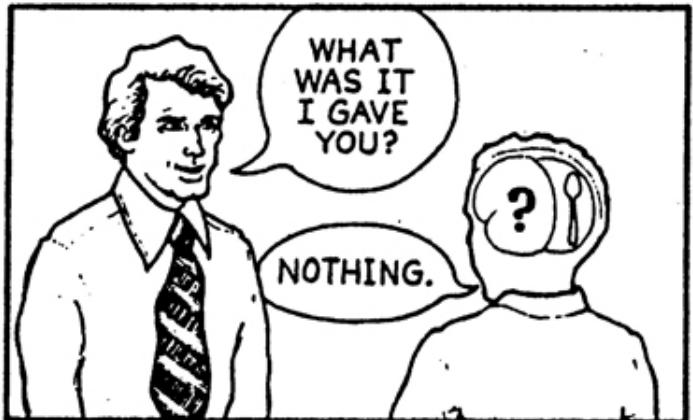
Figure 34-18 Responses of a commissurotomized patient to the tachistoscopic presentation of stimuli to the left and right visual fields, which reach the right and left hemispheres, respectively. A, When stimuli are presented simultaneously to the right and left hemifields, the subject can name the right-field stimulus but retrieves the left-field stimulus. B, The subject can read and understand the names of objects presented in the left hemifield and can retrieve the appropriate items with his left hand but cannot name them. (After Sperry R.W.; Gazzaniga, M.S.; Bogen, J.E. In Vinken, P.J.; Bruylants, G.W., eds. *Handbook of Clinical Neurology*, vol. 4, 273–290. Elsevier Science Publishers (Biomedical Division), 1969.)



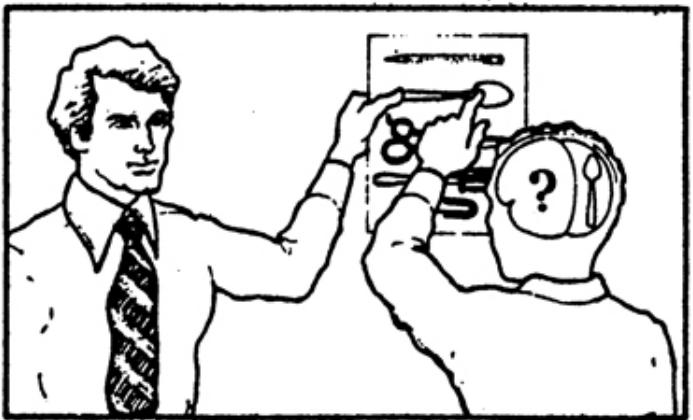
Interhemispheric access



Left hemisphere is anesthetized via carotid injection of sodium amytal, and a specific memory trace is laid down in the right hemisphere via tactile and visual input



With both hemispheres awake and connected, the subject is unable to name the object



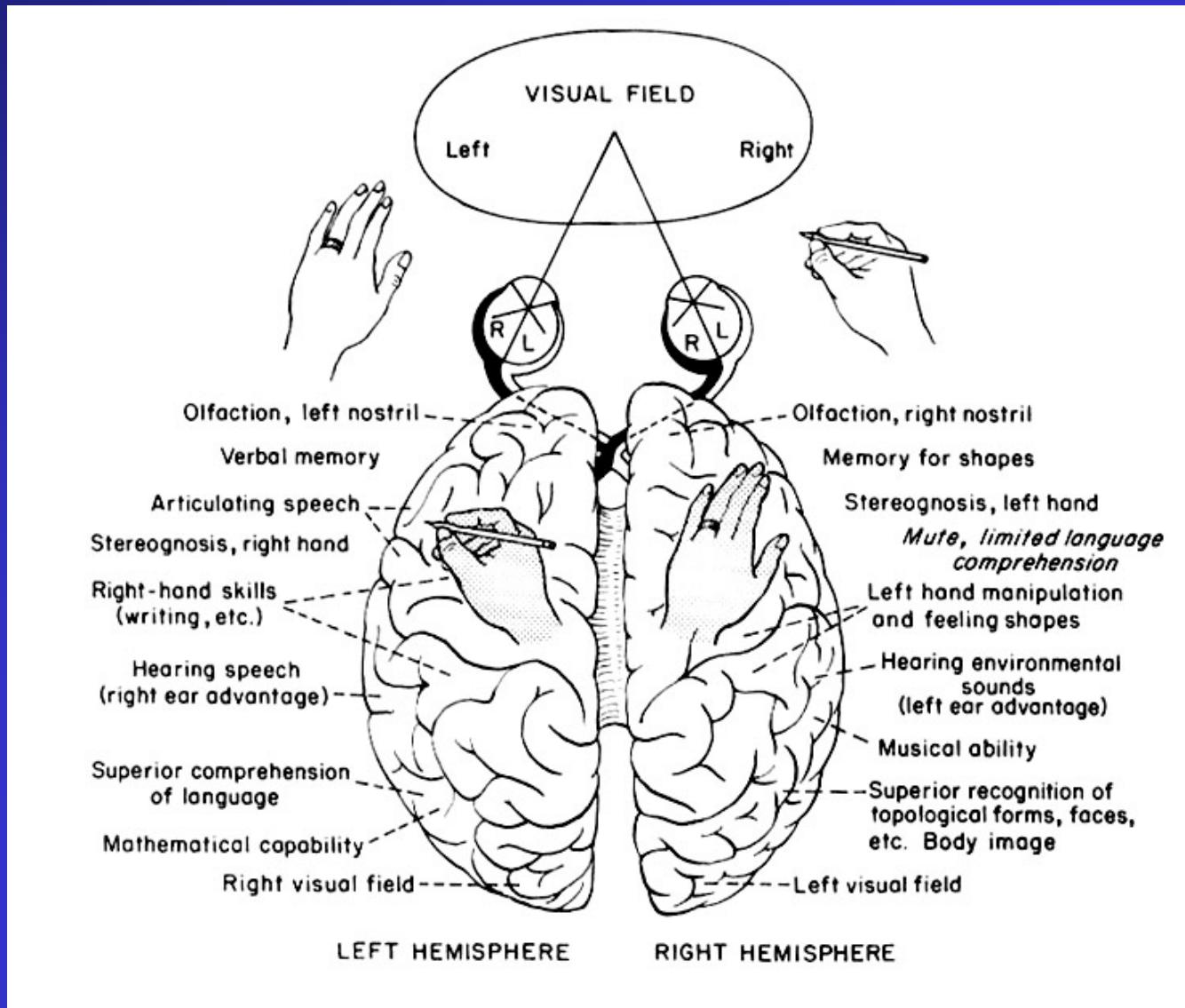
The existence of the memory trace in the right hemisphere can be demonstrated by non-verbal means

Interpretation: memory trace laid down in one hemisphere cannot be accessed by the other side.

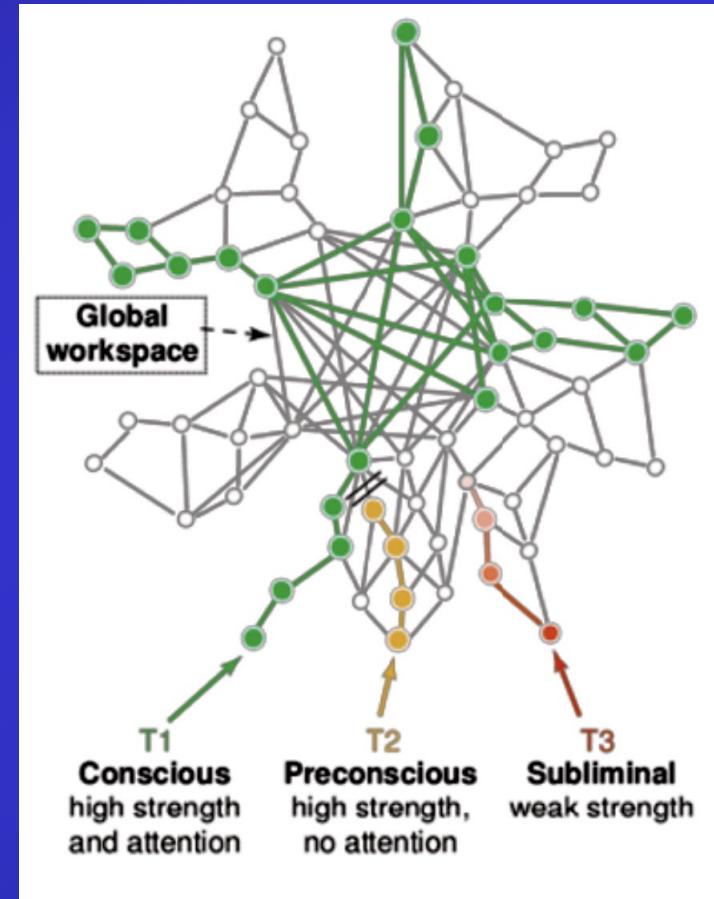
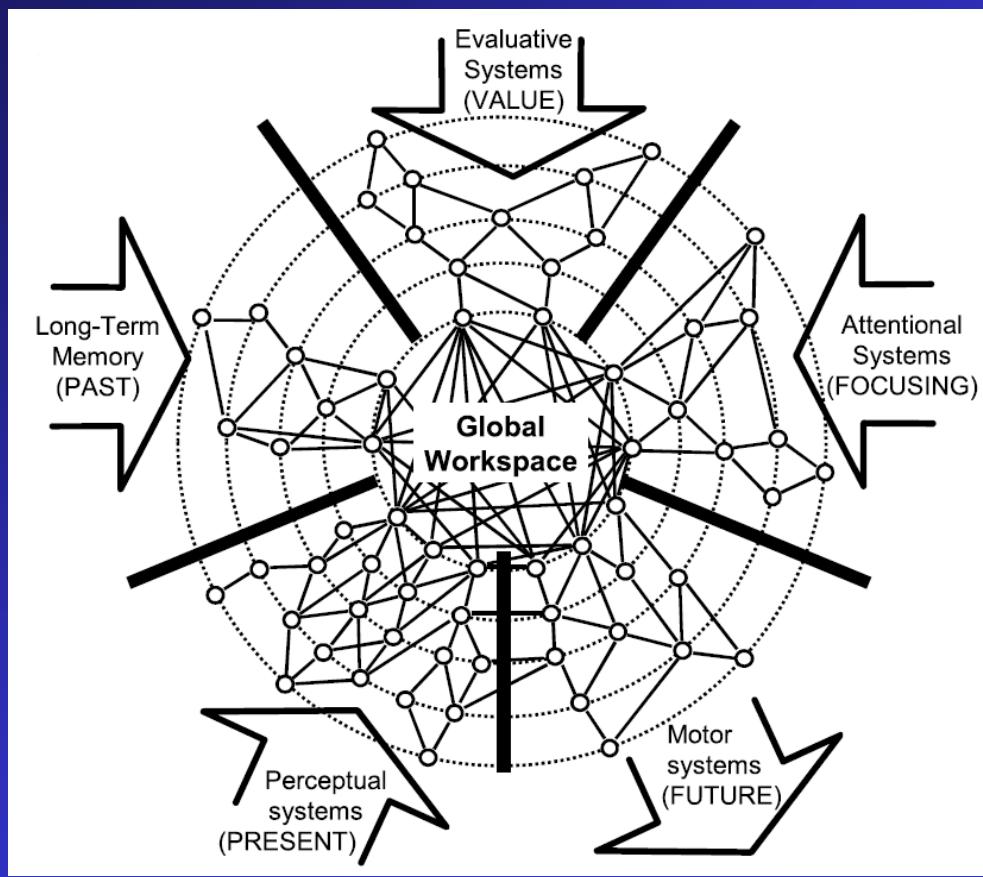
Gazzaniga & LeDoux, The Integrated Mind, 1978

All of these functional areas are active.

What determines the contents of consciousness?



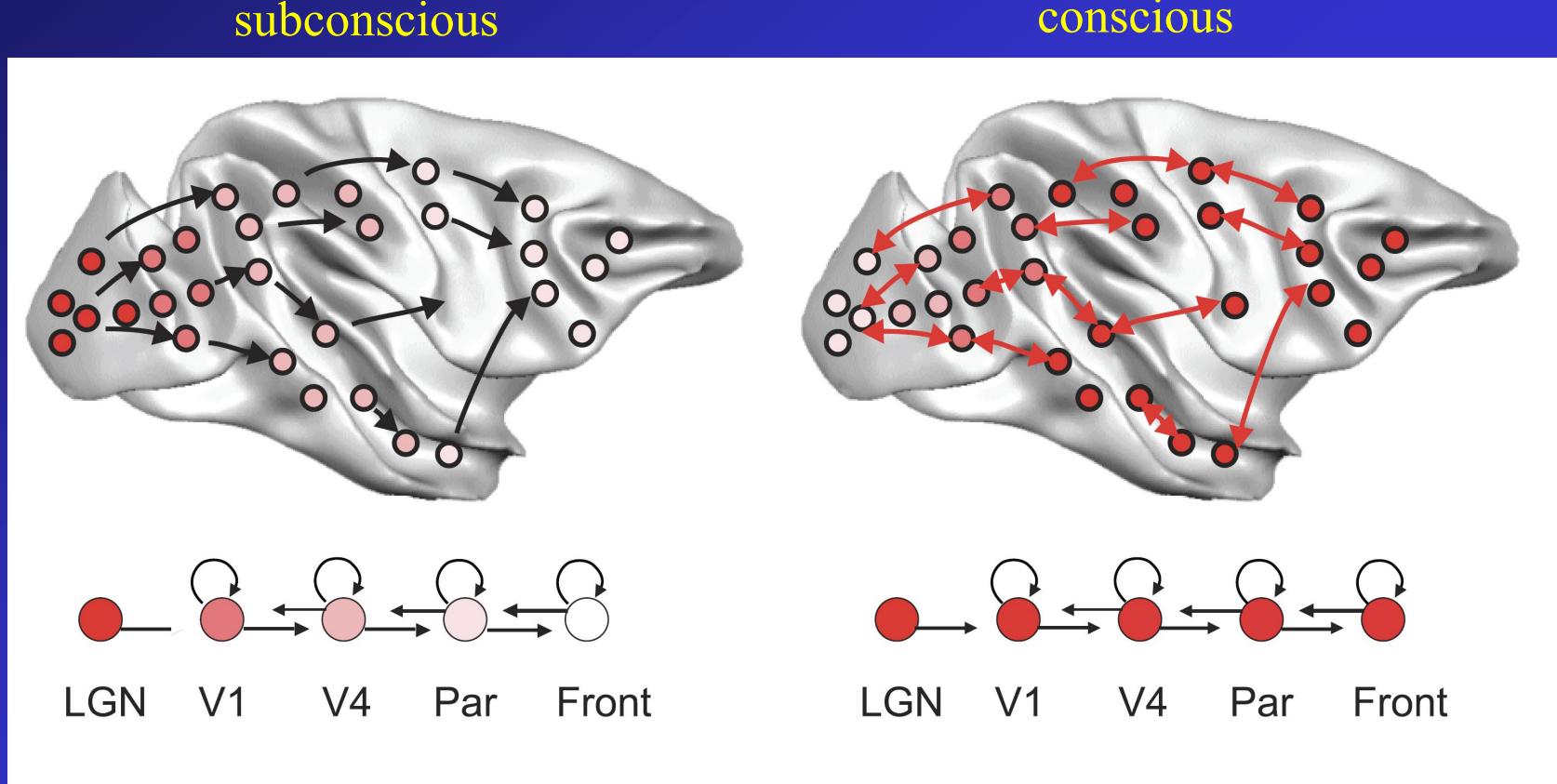
Global Workspace Theory of Conscious Processing



“The Global Neuronal Workspace hypothesis proposes that, in the conscious state, a non-linear network ignition associated with recurrent processing amplifies and sustains a neural representation, allowing the corresponding information to be globally accessed by local processors.”

Mashour et al, *Neuron* 105, 776. 2020

Global Workspace Theory of Conscious Processing



Two dynamic states for an identical stimulus: either the incoming activity cascades upward in a self-amplified manner, ultimately igniting the entire network, thus corresponding to conscious access (right) or the propagating activity remains below the threshold for ignition and induces only a progressively decaying wave of activity in higher regions, corresponding to subliminal processing (left).

Mashour et al, *Neuron* 105, 776. 2020



<https://youtu.be/CgpQzRE2ORE?t=81>

Art can stimulate brain states

Nam June Paik's "Electronic Superhighw...



1. How the brain processes art
2. Cognitive operations of the brain

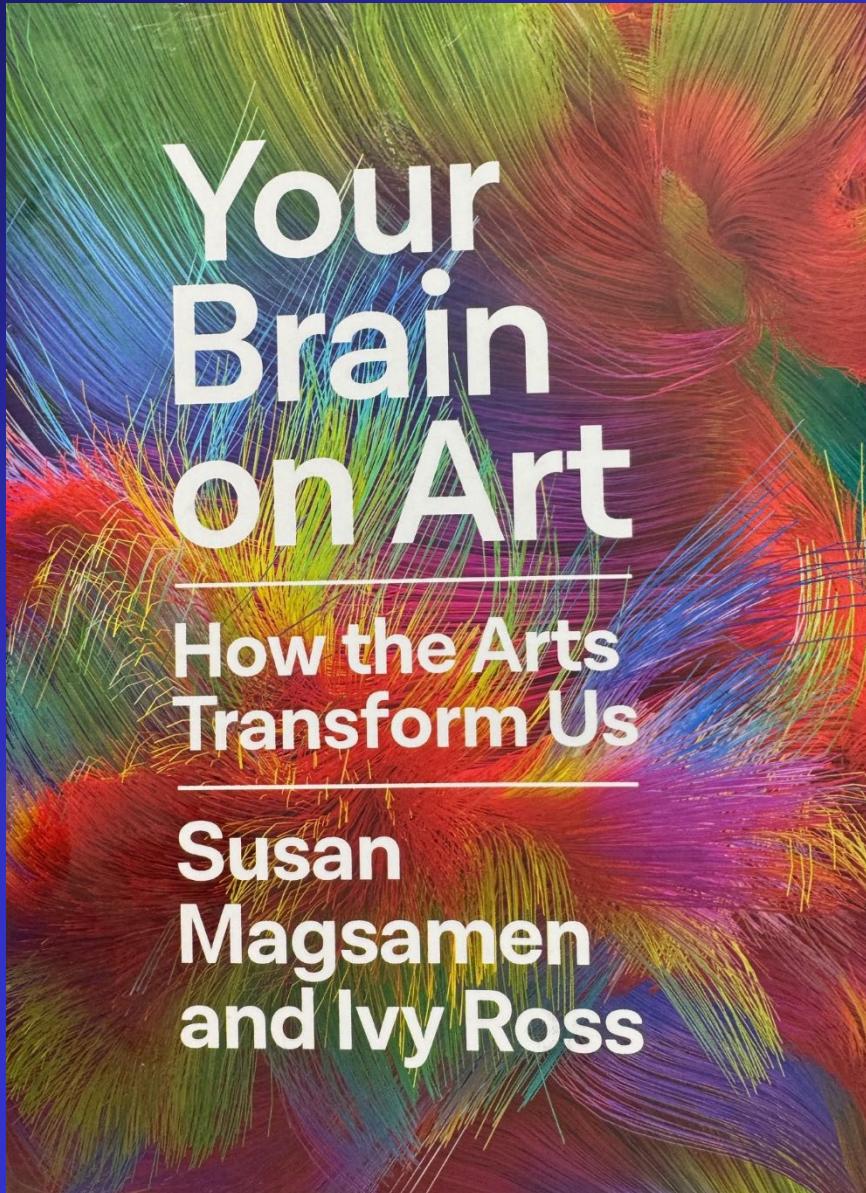
Different areas of the brain are specialized for particular functions

Localized modules are continuously active

We are consciously aware of a subset of synchronized modules

3. How art effects the brain

Effects of Art on the Brain



Exposure to arts increases longevity and slows the rate of cognitive decline.

“The arts trigger release of neurochemicals, hormones and endorphins that provide an emotional release.”

Art engages many areas of the brain.

Creating art is more stimulating and beneficial than passive viewing.

Targeted Healing Effects of Art on the Brain

1. Music reduces stress and pain
2. Singing reduces post-partum depression
3. Virtual Reality helps reduce acute pain during medical procedures

VR of snow world alleviates pain of replacing bandages for burn patients
4. Tools for successfully living with chronic issues
5. Paralyzed patients can create art through brain-computer interfaces and regain agency and purpose
6. Creating masks helps represent trauma and reduce PTSD

Representations of PTSD and TBI in masks



Walker et al, Active-duty military service members' visual representations of PTSD and TBI in masks
<https://www.tandfonline.com/doi/full/10.1080/17482631.2016.1267317>

Nature as an Artistic Theme



Turner sunset





Anacortes Nature Photographer and Writer



Wild Love Story

Vignettes from Forest & Pond

Robert W. Jepperson

Nature Inspires Artists



Cathy Schoenberg



Greg or Melanie Dugan

Nature Inspires Artists



Alfred Currier



Dee Doyle

1. How the brain processes art
2. Cognitive operations of the brain

3. How art effects the brain

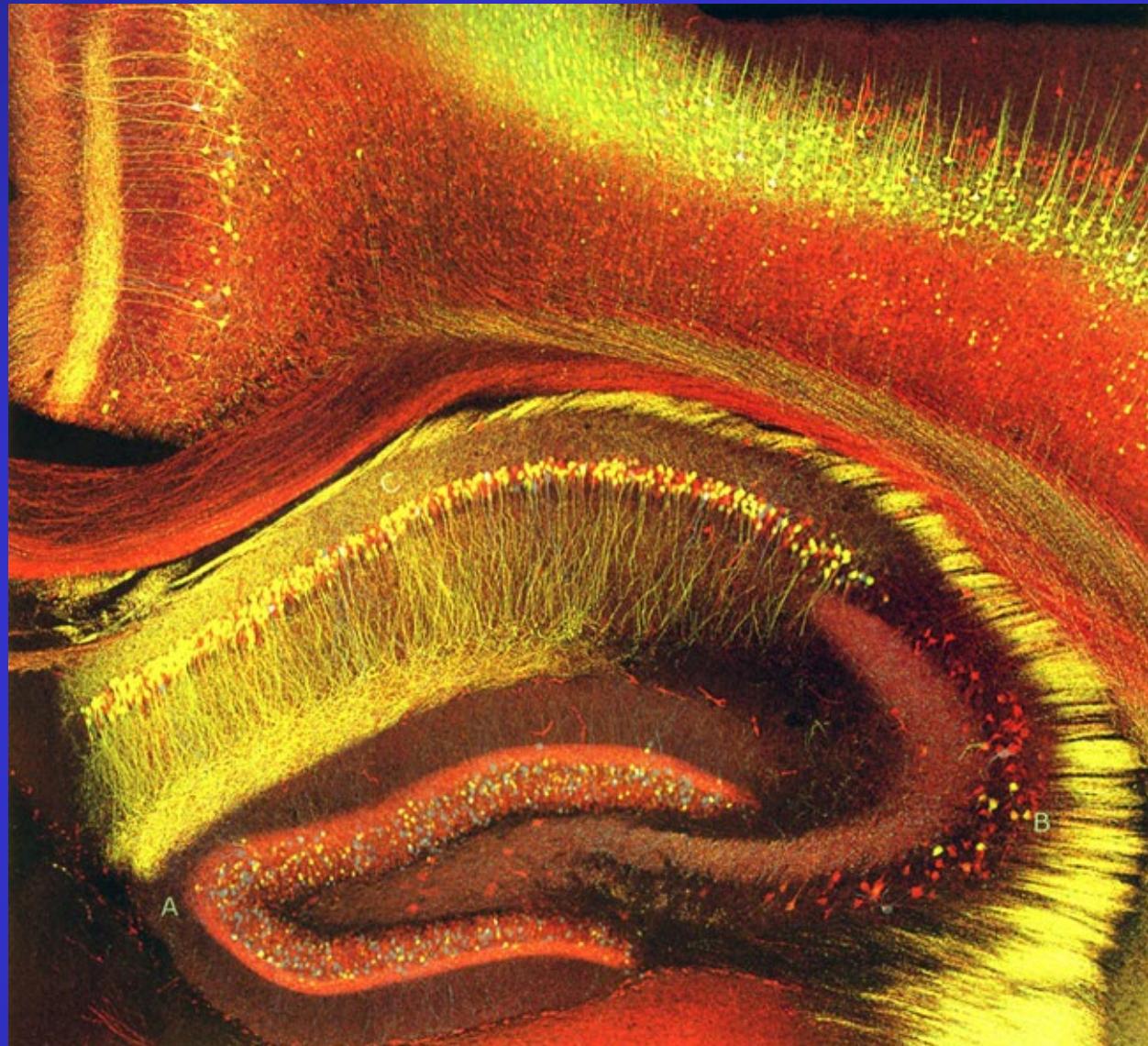
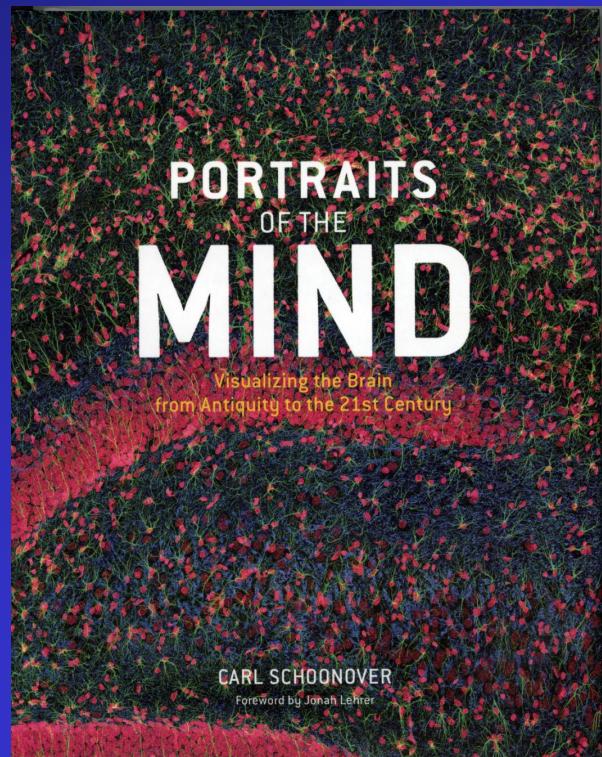
Art can have therapeutic effects on the brain

Nature creates forms with aesthetic resonance

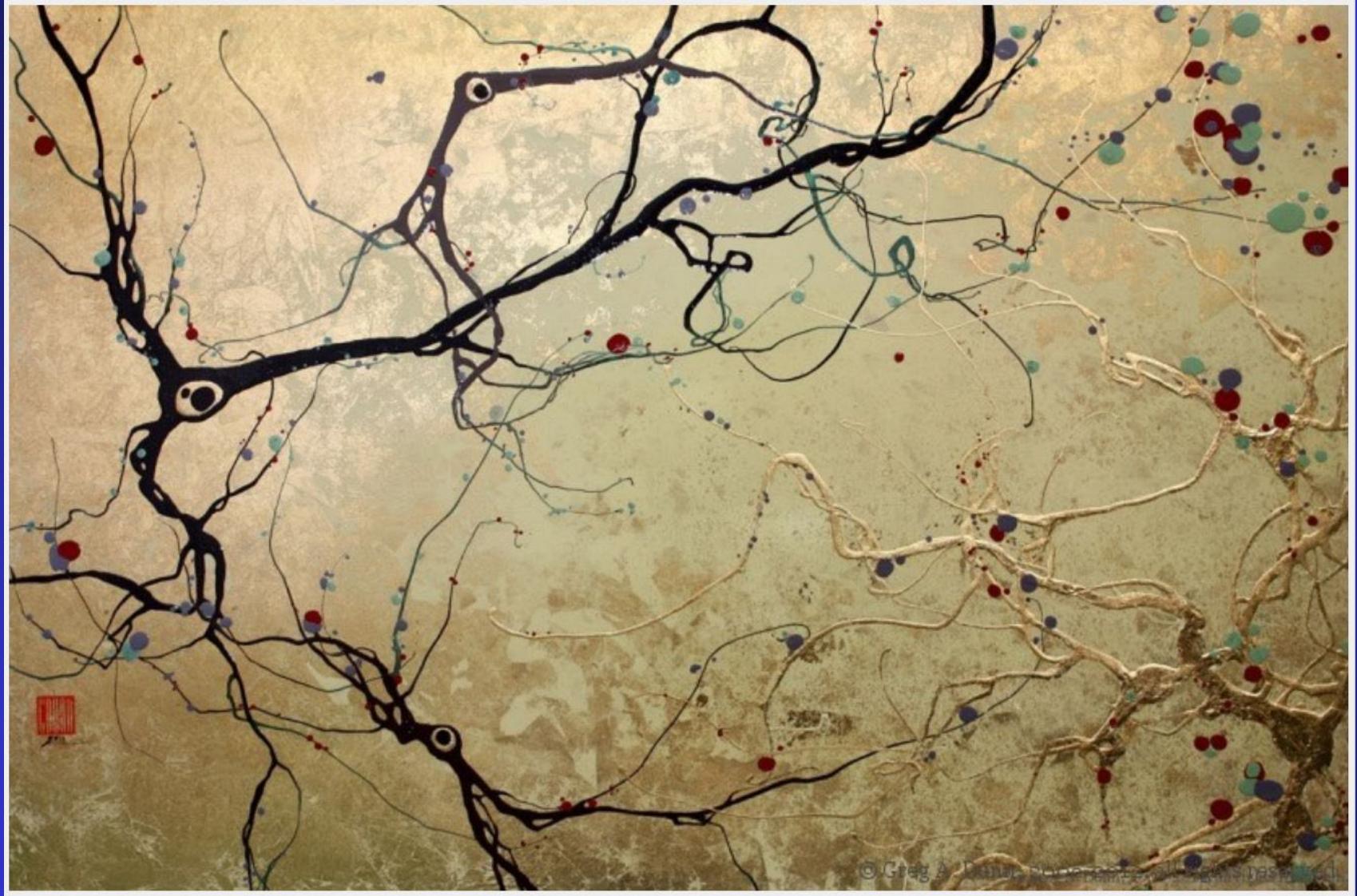
Nature provides artistic inspiration

4. How artists are representing the brain and/or mind directly

Neural forms have aesthetic appeal



Neural forms have aesthetic appeal



Synaptogenesis by Greg Dunn (*in gold, mica and enamel*)

GREG DUNN NEURO ART- Brain and Neuroscience Fine Art Paintings (gregadunn.com)

Neural forms have aesthetic appeal



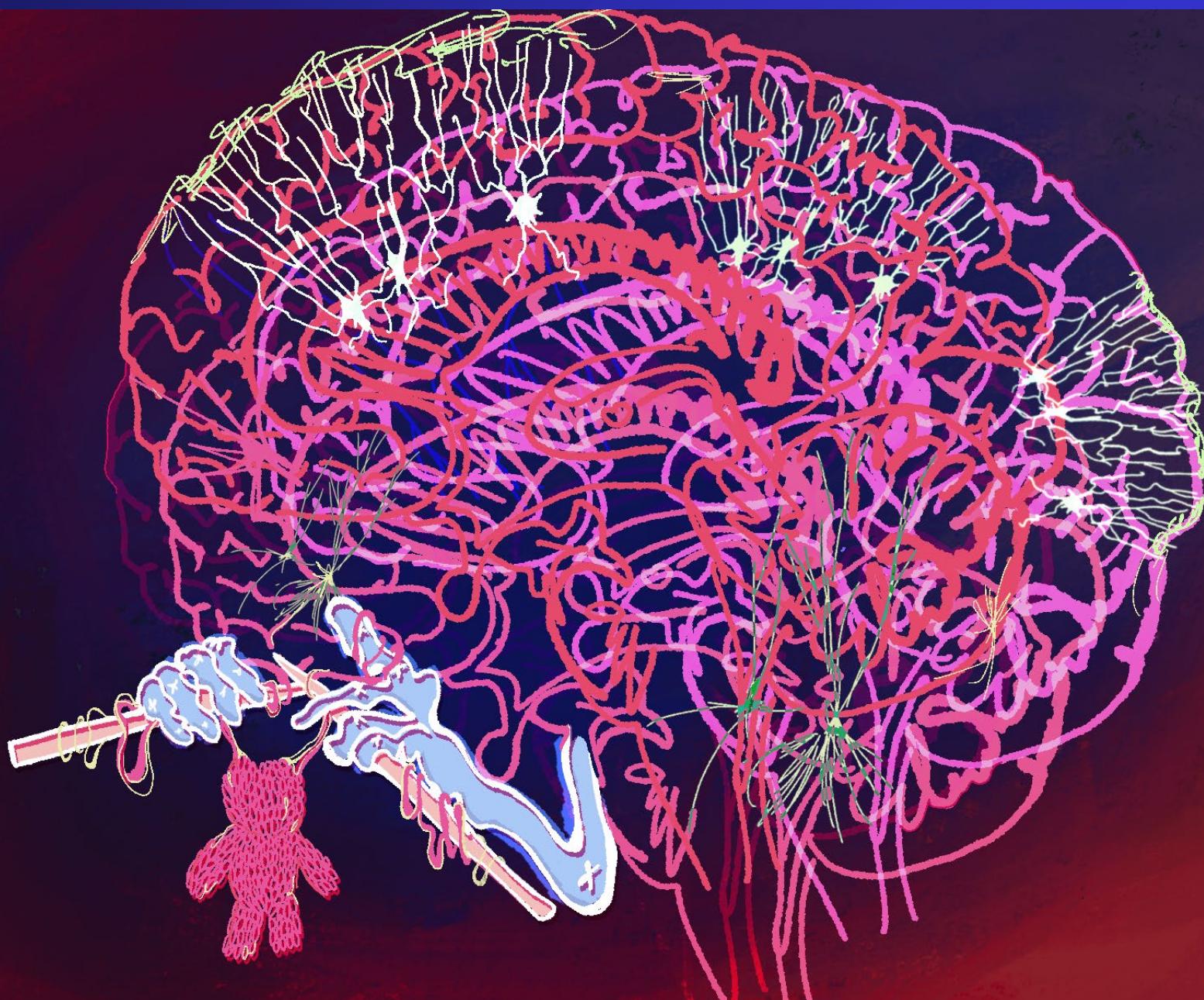
Glomerulus (*enamel on composition gold, copper & latex*)



Greg Dunn: Gold Cortex
(*enamel on composition gold*)

<https://www.gregadunn.com/>

ConsciousKnit by Makenna Fojas





The Neuro Bureau

[Home](#)
[Blog](#)
[Brainhack](#)
[Brain Art](#)
[Events](#)
[Resources](#)

Brain Art Competition 2015

Galleries of 2015 submissions to be posted shortly...

- A. [Best Representation of the Human Connectome](#)
- B. [Best Abstract/Freestyle Brain Illustration](#)
- C. [Best Image Resulting from an Error or Bug](#)
- D. [Best Video Illustration of the Brain](#)
- E. [Special Topic: Best Multimodal Brain Illustration](#)
- F. [Best "Under 14" Brain Illustration](#)

Congratulations to the winners:

Best Representation of the Human Connectome

'Round the Connectome in Eighty Seconds

Katja Heuer, Roberto Toro

MPI, Institut Pasteur

Best Abstract/Freestyle Brain Illustration

Moitryoshka-Mytryoshka

Josefina Maranzano

McGill University

<https://www.neurobureau.org/>

News

The 2015 Brain-Art Competition winners are [posted!](#)

Blog Categories

- [art@HBM](#) (13)
- [brainhack](#) (6)
- [data sharing](#) (2)
- [neuroart](#) (13)
- [neuroimaging](#) (1)
- [newsletter](#) (2)
- [open neuroscience](#) (6)
- [Uncategorized](#) (4)

Select Pages

[Blog](#)

[Brainhack](#)

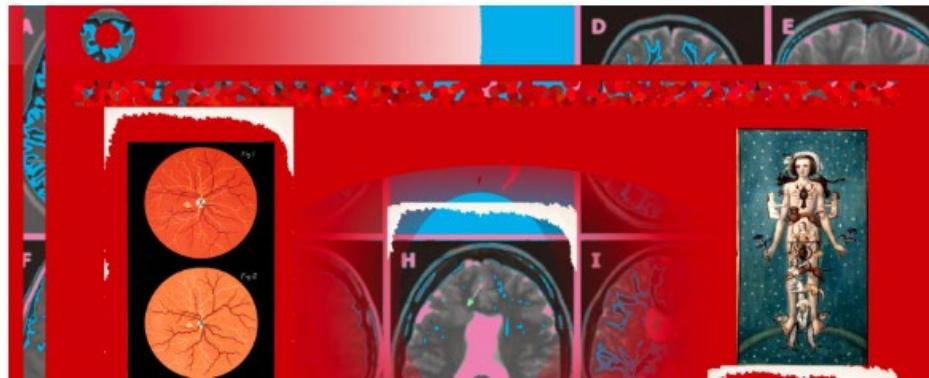
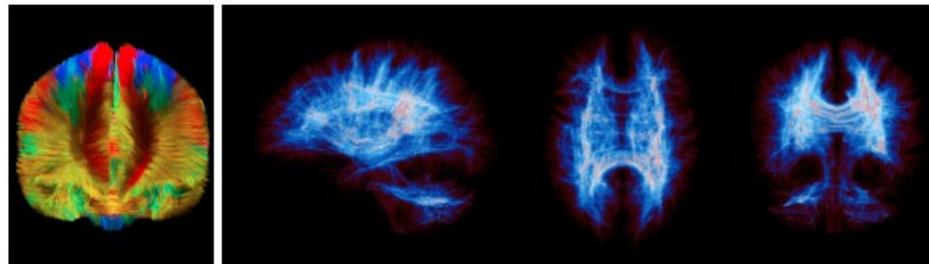
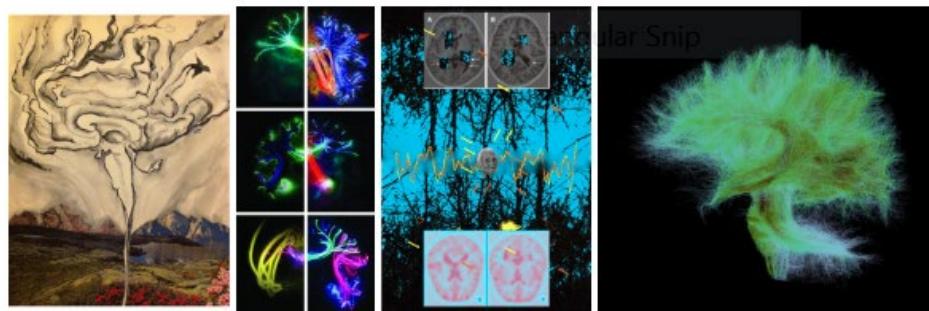
- [Brainhack 2014](#)
- [Brainhack Unconference \(2013\)](#)
- [Brainhack Unconference \(2012\)](#)
- [Data Sharing](#)

Brain Art Galleries

- [Brain Art Competition 2014](#)
- [Brain Art Competition 2013](#)
- [Brain Art Competition 2012](#)



Best Abstract Brain Illustration

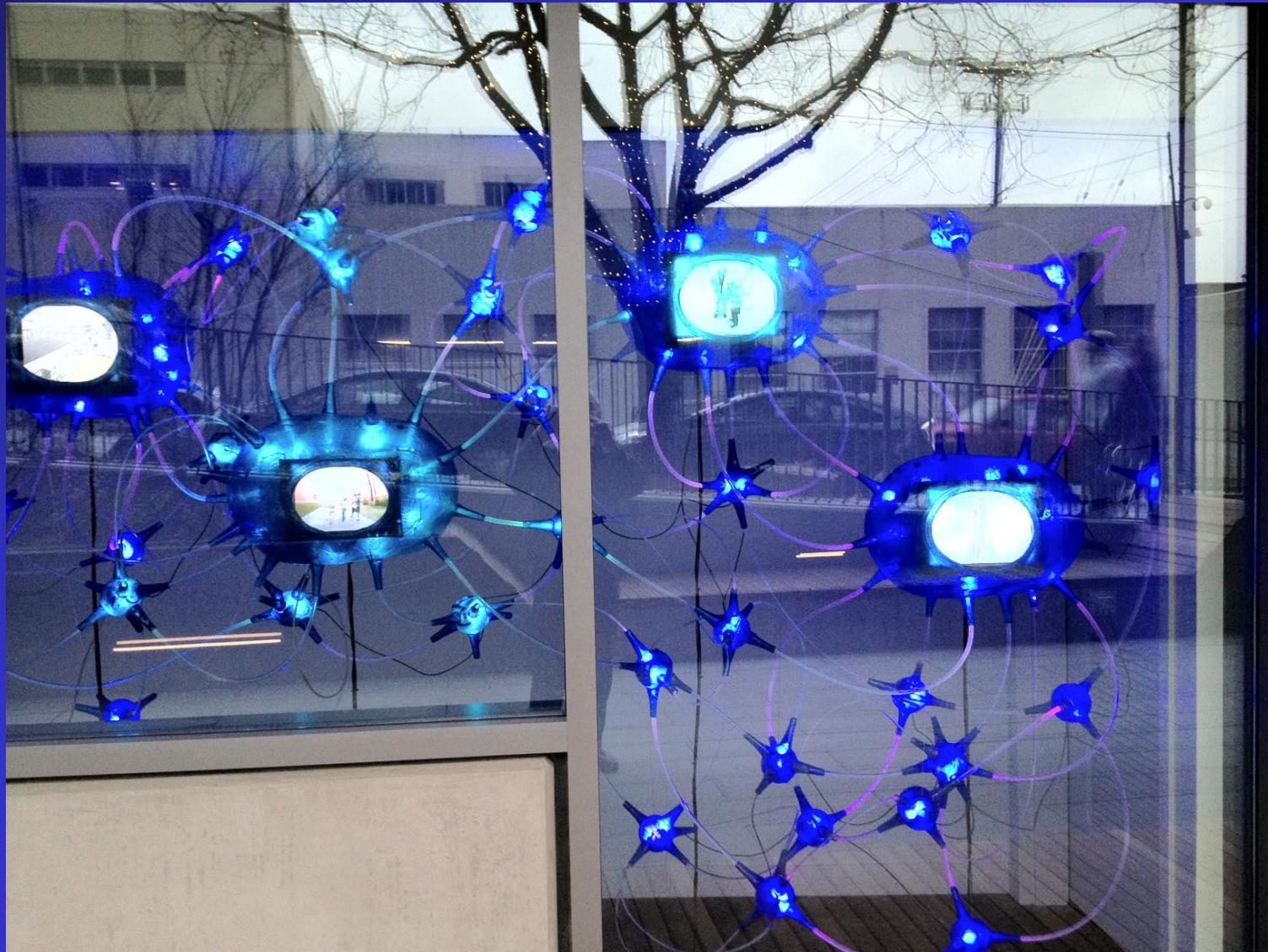


Deborah Ashheim: Neural Architecture



Deborah Ashheim: Amazon Building

207 Boren Ave. N., Seattle



Todd Siler: prolific artist inspired by the brain



<https://www.toddsilerart.com/videos>

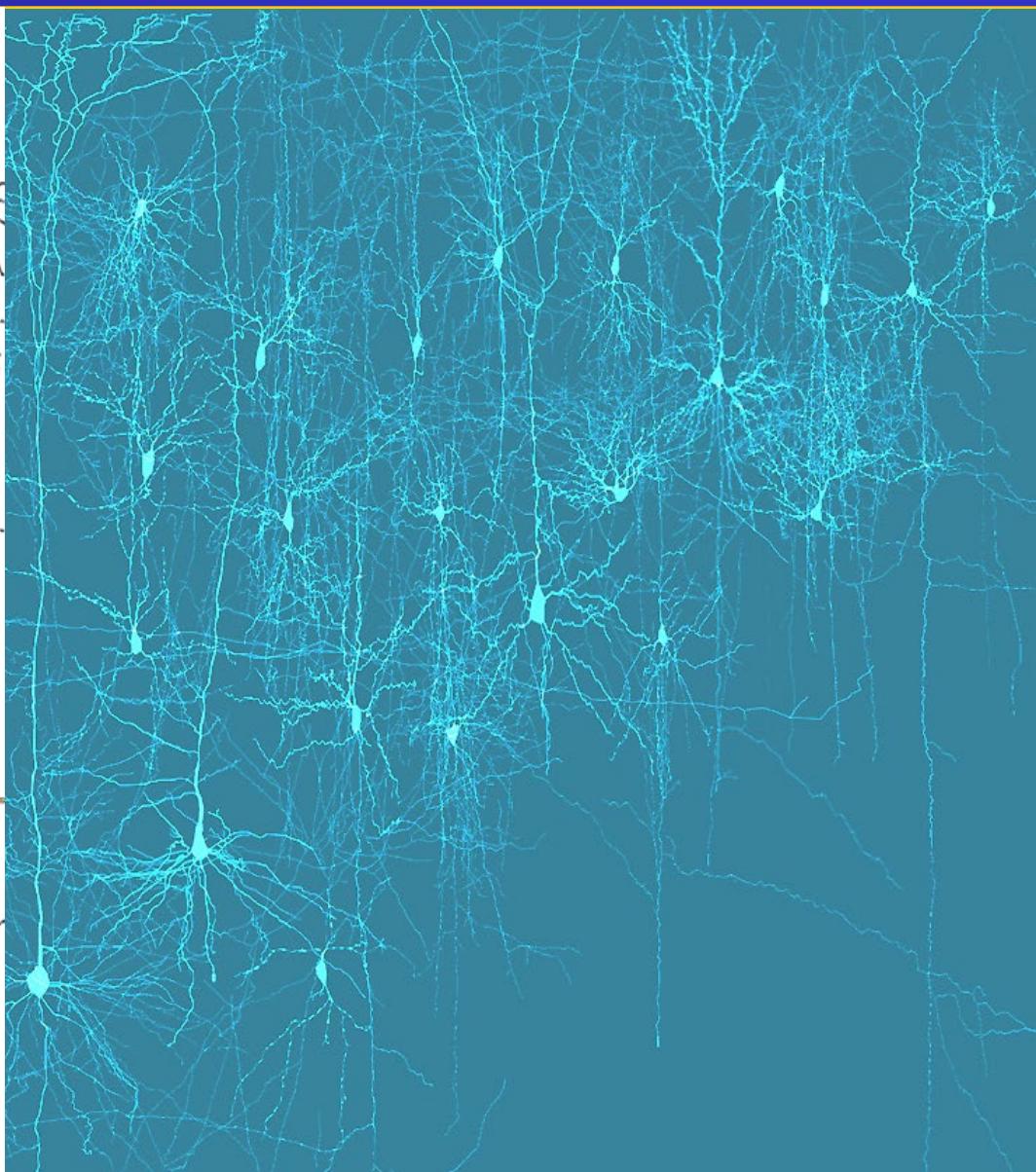
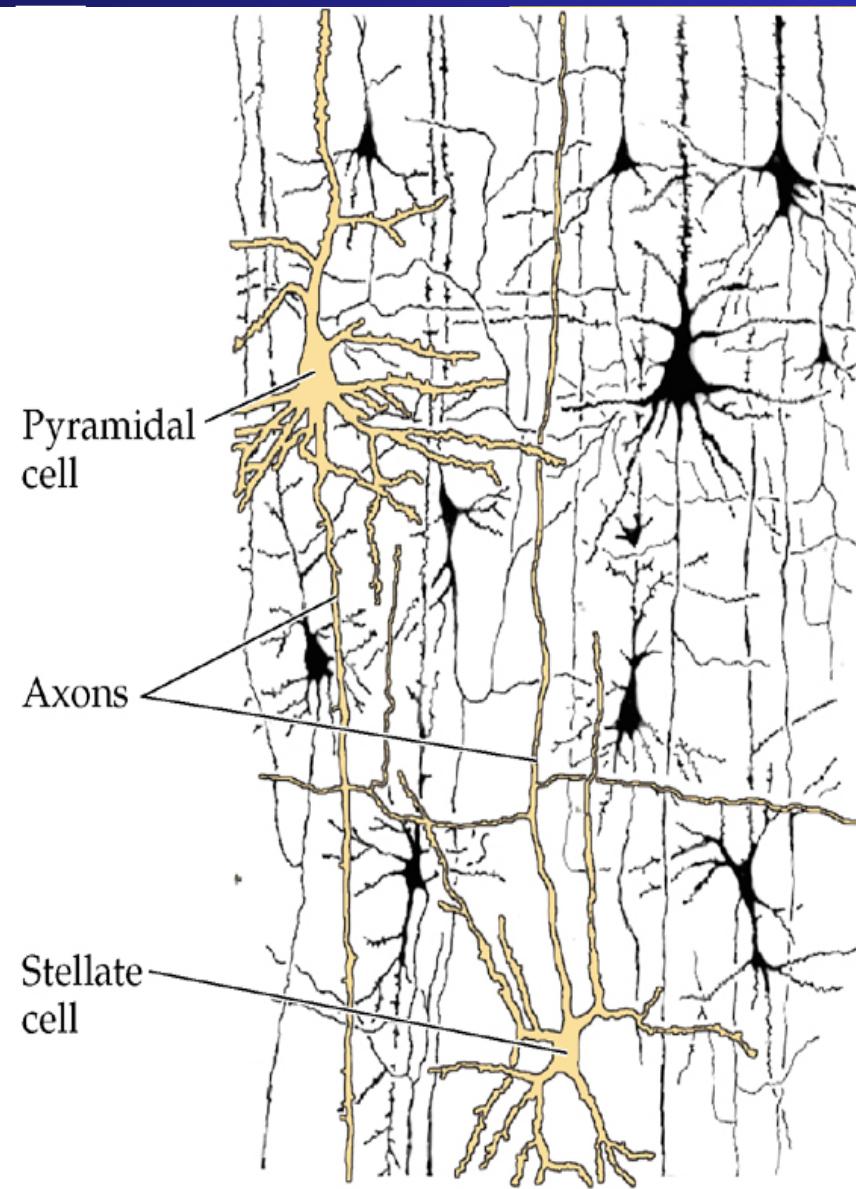


Todd Siler, “Mind Icons,” 1991-93. Mixed media, multi-part art installation, *Radical Futures*, at Ronald Feldman Fine Arts, New York City, 1993.

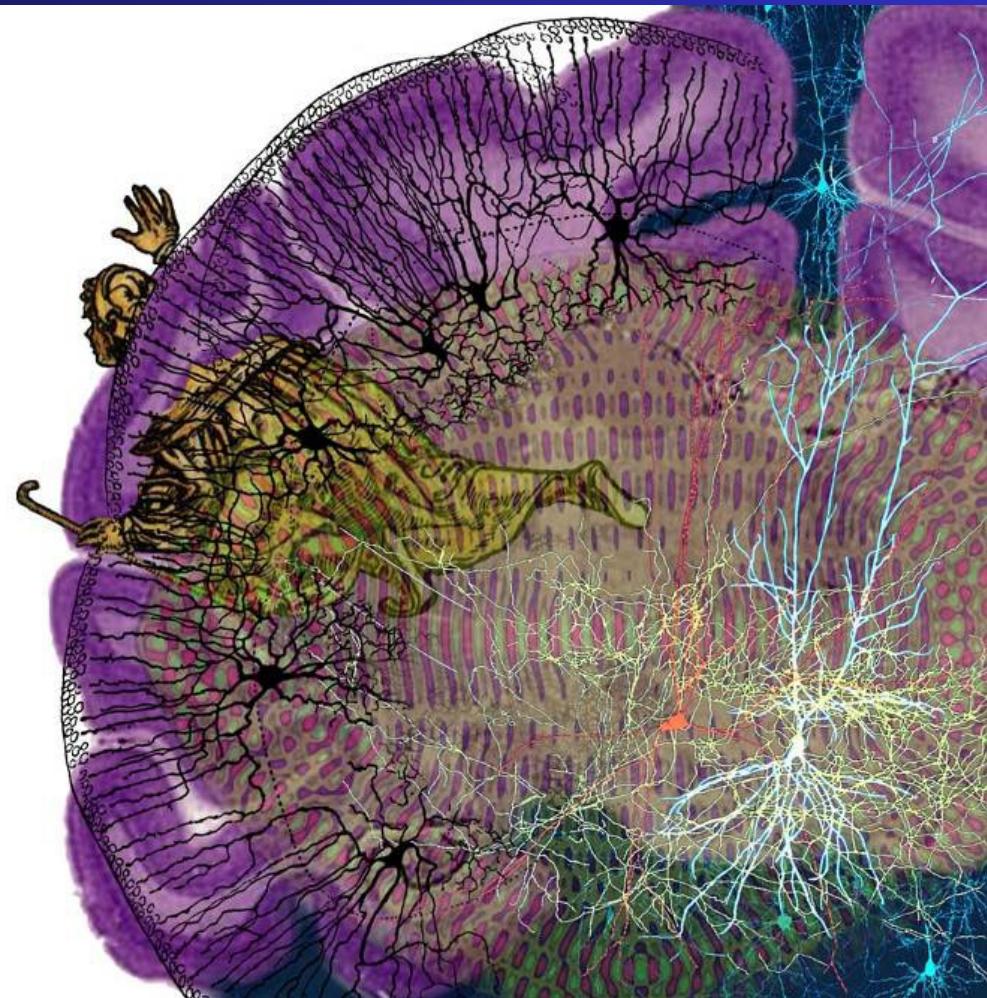
<http://www.toddsilerart.com>



How does conscious experience emerge from chaotic neural networks?



Conscious self emerging from the brain



Flammarion woodcut

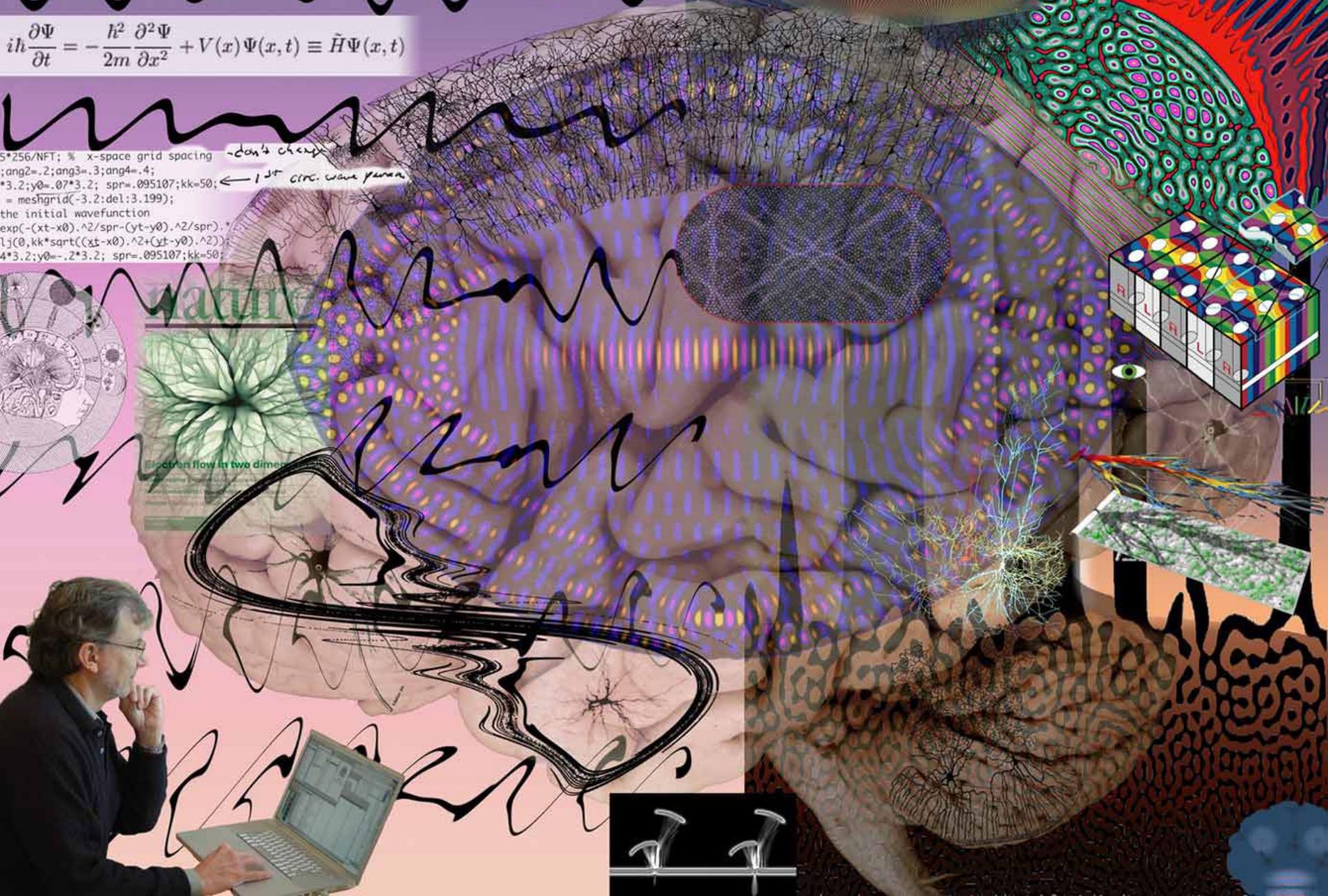
<https://deps.washington.edu/fetzweb/brain-art.html>

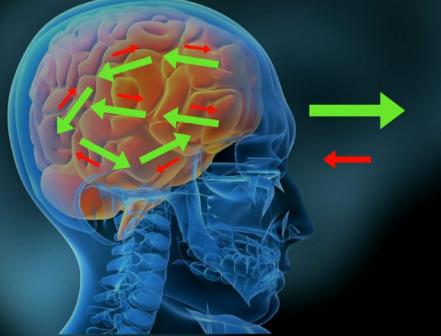
$$i\hbar \frac{\partial \Psi}{\partial t} = -\frac{\hbar^2}{2m} \frac{\partial^2 \Psi}{\partial x^2} + V(x)\Psi(x,t) \equiv \tilde{H}\Psi(x,t)$$

```

5*256/NFT; % x-space grid spacing -don't change
;ang2=.2;ang3=.3;ang4=.4;
*3.2;y0=.073.2; spr=.095107;kk=50; ← 1st circ. w
= meshgrid(-3.2:del:3.199);
the initial wavefunction
exp(-(xt-x0).^2/spr-(yt-y0).^2/spr);
lj(0,kk*sqrt((xt-x0).^2+(yt-y0).^2));
*3.2;y0=-.2*3.2; spr=.095107;kk=50;

```

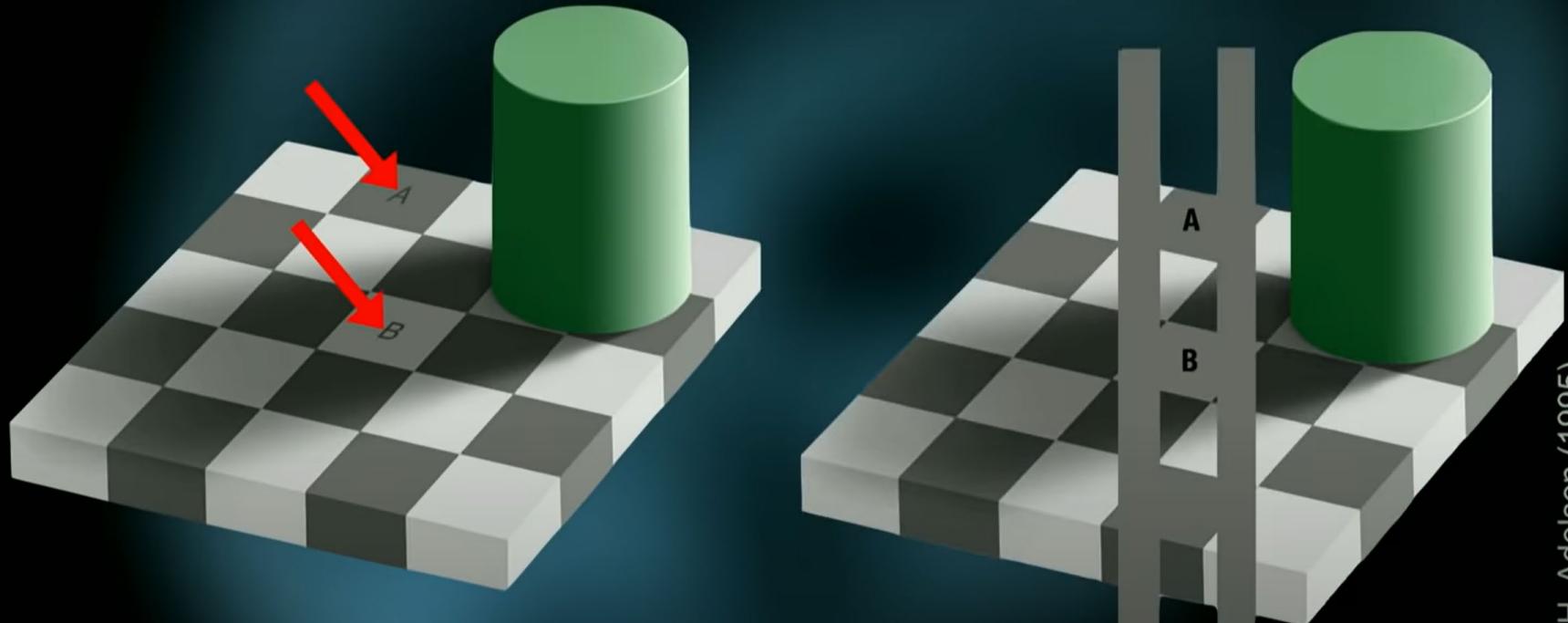




Prior expectations influence perceptions

Top-down brain-generated activity [green arrows] can dominate bottom-up peripherally generated activity [red arrows].

Your brain hallucinates your conscious reality | Anil Seth



Edward H. Adelson (1995)



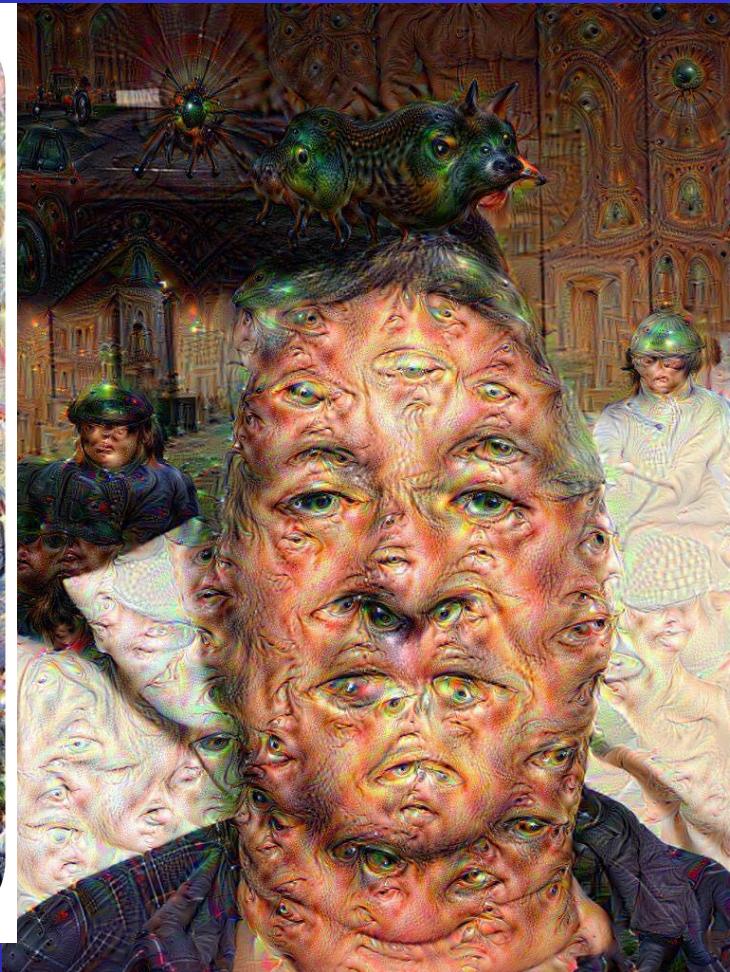
Hallucinations produced by excessive appearance of internal representations



Movie credit: Keisuke Suzuki (Sackler Centre)

Hallucinations are uncontrolled perceptions.
“Normal” perceptions are controlled hallucinations.

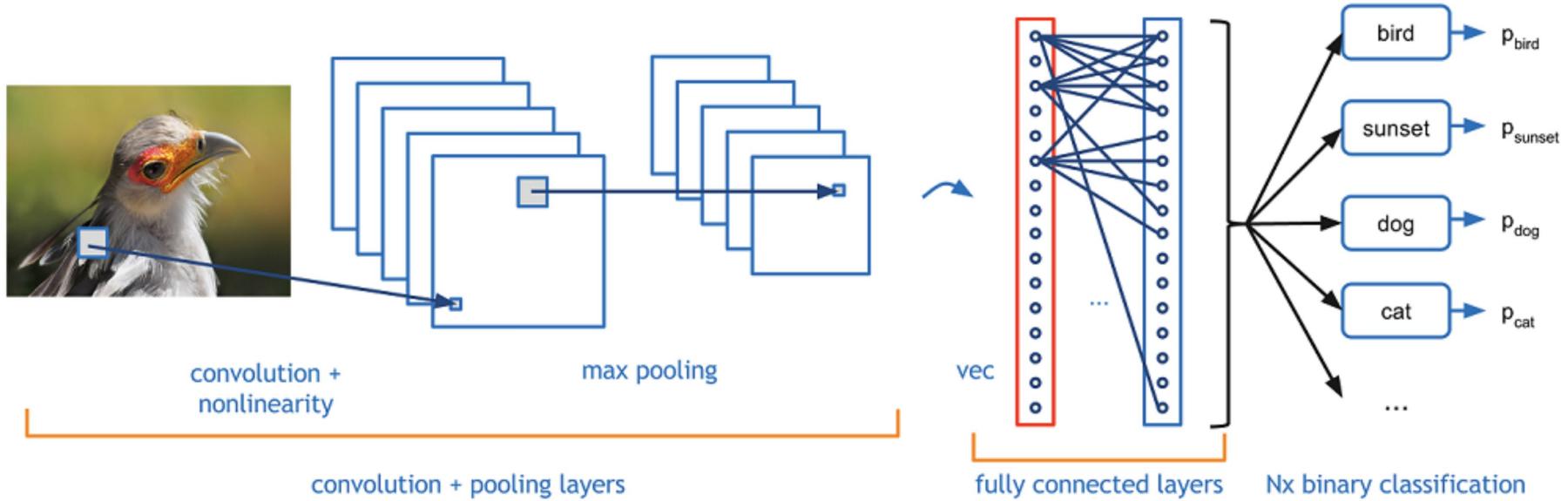
Inceptionism: art from convolutional neural networks



Inceptionism creates images by iteratively modifying an initial image to optimize the response of a hidden unit in a convolutional neural network that was trained to recognize other images.

<https://research.google/blog/inceptionism-going-deeper-into-neural-networks/>

Convolutional neural network



Multilayer feed-forward network. Successive convolution operations in early layers. Neural network layers at end produce probability of different categories. Weights are optimized for classification by training on massive amounts of examples. Inceptionism iteratively modifies the initial image to optimize the response of a hidden unit. The response of the hidden unit is increased by melding trained images with the presented image.

Foundational AI programs can generate art from verbal prompts

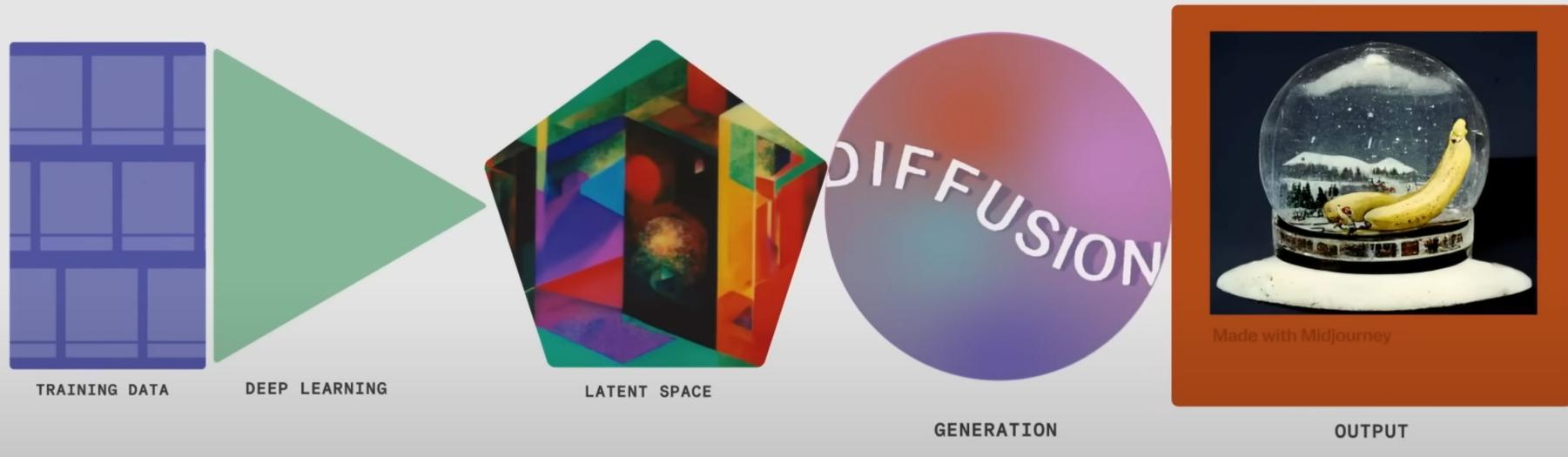
Artificial neural networks trained on massive amounts of images and text



DALL-E2 Explained: <https://youtu.be/qTgPSKKjfVg>

<https://labs.openai.com/>

Foundational AI programs can generate art from verbal prompts



1. Massive amounts of images and text are processed via deep learning convolutional neural networks and stored in a “latent space”.
2. Multidimensional latent space stores data in terms of similarity of features. Somewhat analogous to a brain, with parameters analogous to synapses.
3. A verbal prompt activates corresponding image parameters which are converted to output via a “diffusion” generation stage.

For a simplified description of the underlying technology see the video “AI art, explained”:

<https://youtu.be/SVcsDDABEkM>