# Reflection

Jason Salavon is a renowned artist and programmer, who primarily creates visual artwork. Unlike traditional art forms, he does not use physical materials or manual techniques to create his pieces, such as painting or sculpture. Instead, computer programs and algorithms are his main tools. Through designing code, writing algorithms and adjusting data, he produces images, animations, and a series of interactive elements. Jason Salavon created a series of composite artworks processed through algorithms, which stands out as unique and creative compared to traditional art forms. Some of his works, like *Wheel*, give an intuitive sense of what programming art is, allowing viewers to recognize that the piece is created through code. Meanwhile, his other works, such as *Modern Lifestyle Mandala*, represent algorithms. The regularity of the patterns allows viewers to feel the underlying algorithms applied to different elements. Some of his works highlight the element of data, often consisting of vast amounts of information, such as *Little Infinity*. At the same time, the interactivity brought by programming technology allows viewers to engage with his works in a more immersive way, different from traditional art. Additionally, his works possess a dynamic quality, which means the content of his work is not fixed and may change over time or in response to various conditions. This is one of the key characteristics of his transformation of data into visual art. His artistic creations explore the possibilities of combining programming and art. On one hand, he demonstrates that programming is not just technical but also has an artistic side. On the other hand, he introduces new ways of artistic expression, offering a new direction for visual art. Moreover, his works, centered around big data and data visualization, explore social phenomena and cultural themes. This alignment with contemporary digital society's issues has gained his increasing attention.

*Little Infinity* is a work created by Jason Salavon in 2020. It is a 720-foot-long wallpaper composed of 304,656 images. Upon first glance, you can see an image composed of countless tiny pixels. The colors exhibit a gradient effect, and the overall style gives the impression of matrix-like data flowing downward. The artwork features the interactive nature of programming art. You can drag the image with your mouse or use the mouse wheel to zoom in and out, as you do so, the content of the piece gradually reveals itself, allowing for an evolving experience. When you zoom in

on the image, you can see that each pixel of the original image is actually a small picture. These pictures vary in content, but those with similar colors tend to have similar themes, such as fruits, wine, or landscapes, creating a sense of coherence within the overall gradient. From an interactive perspective, the piece offers a unique sense of exploration. Initially, viewers are curious about what the different colored pixels represent. As they zoom in on the image, they gradually uncover the answer to this question. This process is actively driven by viewers, rather than being passively received, allowing them to engage with the artwork in a dynamic way. Visually, the progression from few to many, from blurry to detailed, and from the overall to the individual creates a powerful visual impact. This shift in perspective enhances the feeling of discovery and adds an intense visual stimulation when the viewer delves deeper into the work. From an artistic perspective, the overall image conveys a sense of data flow, effectively visualizing data. Upon zooming in, the gradual color transition of the image and its composition become more apparent. When viewers first see the photo, it mirrors our experience in the ear of big data, where we are surrounded by countless data. Zooming in, this action resembles the process of searching for something specific within this vast sea of data.