the folding. Following your existing aesthetic, the stiffness and the angles of the drawing are very beautiful. Is it important you, preserving the aesthetic of your programs, the widgets, the lines, the arrows...

ts, in the end, are not really important to me at all. It's more just producing an actual effect. So if there is some better way, more efficient way, more adaptable way to produce some effect, then it's better to just completely abandon what doesn't work and make something that's new, that actually does work. Especially with multitouch stuff, a lot of old widgets make no more sense. You have to deal with a lot of other kinds of things, so you need different controls.
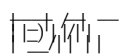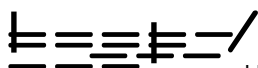
is thinking about the visual effect. Maybe it's not Laidout if it's done in Qt.
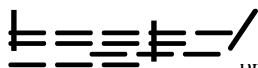
drawings are very aesthetically precise. We're wondering about the aesthetics of the program, if it's something that might change in the future.

ity of the work produced be changed by the tools?

ing question as well. But particularly the interface, it's very related to your drawings. There's a distinct quality. I was wondering how you feel about that, how the interaction with the program relates to the drawings themselves.

to being very visually oriented. If you have to enter a lot of values in a bunch of slots in a table, that's not really a visual way to do it. Especially in my art work, it's totally visual. There's no other component to it. You draw things on the page and it shows up immediately. It's just very visual. Or if you make a sculpture, you start with this chunk of stuff and you have to transform it in some way and chop off this or sand that. It's still all very visual. When you sit down at a computer, computers are very powerful, but what I want to do is still very visually oriented. The question then becomes: how do you make an interface that retains the visual inputs, but that is restricted to the types of inputs computers need to have to talk to them?

up his workshop says a lot about his work. The way you made Laidout and how you set up its screen, it's important to define a spot in the space of the possible.

tion so important. The windows and the rest of the interface is