

work is that the time you spent working on the program is in itself the most intriguing part of your work. There is of course a challenge and I can imagine that when you are doing it like the first time you see a rectangle, and you see it mimic a perspective you think wow I am folding a paper; I have really done something. I worked on imposition too but more to figure out how to work with pdf files and I didn't go this way of the gesture like you did. There is something in your work which is really the way you wrote your own framework for example and did not use any existing frameworks. You didn't use existing GUIs and toolboxes. It would be nice to listen to you about how you worked, how you worked on the programming.

, or creative people in general, you have to enjoy the little nuts and bolts of what you're doing in order to produce any final work, that is if you actually do produce any final work. Part of that is making the tools. When I first started making computer tools to help me in my art work, I did not have a lot of experience programming computers. I had some. I did little projects here and there. So I looked around at the various toolkits, but everything seemed really rigid. If you wanted to edit some text, you had this little box and you write things in this little box and if you want to change numbers, you have to erase it and change tiny things with other tiny things. It's just very restrictive. I figured I could either figure out how to adapt those to my own purposes, or I could just figure out my own, so I figured either way would probably take about that same amount of time I guessed, in my ignorance. In the process, that's not quite been true. But it is much more flexible, in my opinion, what I've developed, compared to a lot of other toolkits. Other people have other goals, so I'm sure they would have a completely different opinion. For what I'm doing, it's much more adaptable.

ming? You studied in art school?

ly took computer programming classes. I grew up with a Commodore 64, so I was always making letters fly around the screen and stuff like that, and follow various curves. So I was always doing little programming tricks. I guess I grew up in a household where that sort of thing was pretty normal. I had two brothers, and they both became computer programmers. And I'm the youngest, so I could learn from their mistakes, too. I hope.

. excuses to program.

h about how actual toolkits don't match your needs, but in the end, you want to input certain things. with any recent toolkit, you can do that. It's not that difficult or time consuming.