* What do we learn about the process of the designers and the artist discussed in the text? What is the role of “process” in their overall activity?

Their process is both setting some rules before or during creating their work, and by following the rules they create their work with the limitation of condition but still open to unpredictable outcome. Process, for conditional designer, is the product. How designers respond to the rules, how they communicate and cooperate, how they move during painting, all of them combined is the product that conditional designers want. While for artists Bernard Frize, process is the way he and his assistant need to go through to achieve the final artworks that he wants. He doesn’t regard process being part of the arts.

* Describe how their approach differs from designs or drawings you have created in the past and what the impact on the resulting work is.

Normally what I’ve created in the past don’t have rules before drawing. A topic may be requested, but no condition of how I should draw or design. Yet the artists and designers’ approach mentioned in the article has a set of rules to limit their way of drawing or designing. The products produced under the approach are less subjective, as producers has less to considered with rules, Yet, the outcomes are still unpredictable, for people could react differently under the rules.

* The text introduces the concept of the conditional drawing, where the artwork is the result of a series of instructions (rules) being performed. Can you imagine a (short) set of rules that, when followed on a sheet of paper, might produce an interesting, or unexpected, result?

My set of rules:

Play with four players.

Each play has a colored pen.

The players take close wise turn.

1. first turn: Draw a triangle whose vertexes are on the edge of the paper.
2. Following turn: draw a triangle whose vertexes are either on the sides of existing triangles or on the edge of the paper.

* Describe your thought process when devising your rules. Can you imagine the resulting image in your head, or are you tempted to act out your own rules on a sheet of paper - just to get an idea of what the result might look like? (If the latter, try to identify what part of your rules made you do so.)

I’m thinking about a rule that’s easy to follow, so I considered that asking participants to draw dots, lines or other simple geometrics could be better. I came up with some ideas like drawing the longest line that you can, yet when I was trying the rules on paper, I discovered that under such rule all drawing will be the same if the participants are math genius and can follow exactly what the rule ask them to do by calculation. It could lead to rigid outcome personally. Thus, I changed it to the one I’ve written above, which leaves more room for participants to decide, and the outcomes are more diverse. I attempted to play my rules on paper, as I want to test its possibilities and see what the overall visual present could be like.