Page2Sol LeWitt was born in 1928 in Hartford, to a family of Russian Jewish immigrants. His mother encouraged his interest in art from a young age. After working in architecture and design, he developed a view of art as planning and system-making, not just manual execution. This shift eventually made him a pioneer of Minimalism and Conceptual Art.
LeWitt was one of the first to move art away from being about the artist's hand, and toward the idea or concept.

Page3He wrote out step-by-step rules, sometimes with diagrams, and handed them to others. This is almost like writing an algorithm. The actual visual outcome was not drawn by him but by following the system.

"Wall Drawing #111", September 1971
A wall divided vertically into five equal parts, with ten thousand lines in each part: 1st) 6″ (15 cm) long; 2nd) 12″ (30 cm) long; 3rd) 18″ (45 cm) long; 4th) 24″ (60 cm) long; 5th) 30″ (75 cm) long. Pencil.

This connects directly with Creative Coding. His instructions are like pseudocode. The assistants are like executors or runtime environments, or like coders like us being given a specific motion to create. This is exactly how we code generative systems.

Page4.1LeWitt believed the idea itself was the artwork. He set up rules or systems, and others carried them out. This approach redefined what it means to be an artist—more like a designer of processes than the single maker. It also deeply influenced Conceptual Art and later generative art, where systems and algorithms became central.

Page4.2Even though LeWitt's drawings follow rules, they are never truly identical. Even given the same problem, two different coders are likely to have different methods to solve it, and even more likely to write their codes in different styles that they each prefer. And even if both coders got the same results, they would still present different codes for solution.

I also recalled when we did some drawings at the first day of class and each group are different in results. In this way, both the wall drawings and code are unique in that they cannot be simplified to just following guidelines.

The human factor ensures variation and uniqueness. So I think the takeaway here for our class is that reproducibility doesn't erase uniqueness—instead, variation is essential to the process.