Assignment 3
Conceptualisation

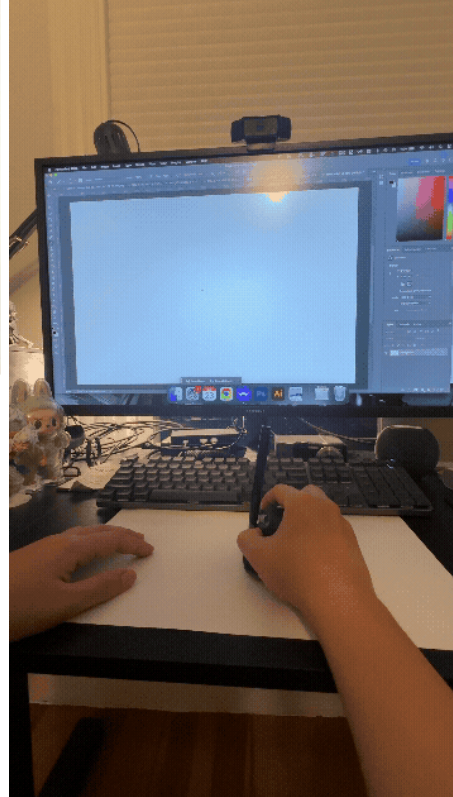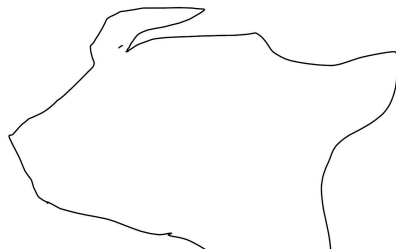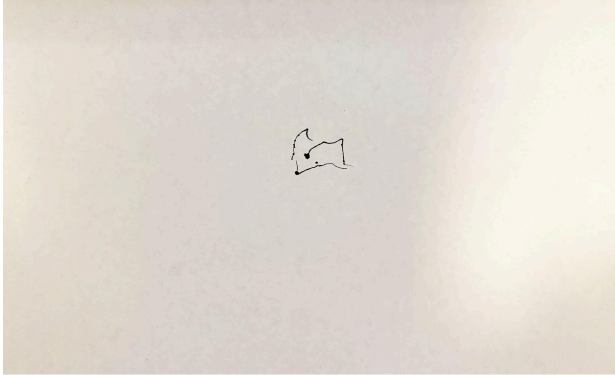*(a) Make the smallest and largest drawing you possibly can.*

I placed a dot using a 0.05mm pen on a clear plastic zip lock bag. By using the natural properties of water, the convex surface of the water made the dot slightly smaller.
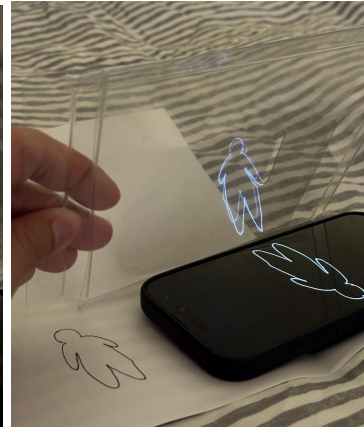
Using the same medium of clear plastic, I used my phone's light source to cast a shadow of the drawing, making a big drawing that can move on any planar surface, including my shirt.

(b) Create a unique instrument for making a drawing

The main instrument I use on a day to day is definitely the mouse. I wanted to see what are the parallel effects that are achieved as I focus on drawing both physically and digitally through a physical device.

(c) Make a drawing come to life

Using a classic pepper's ghost, the drawing comes to life. I drew a person and used the pepper's ghost technique to situate myself within the drawing.
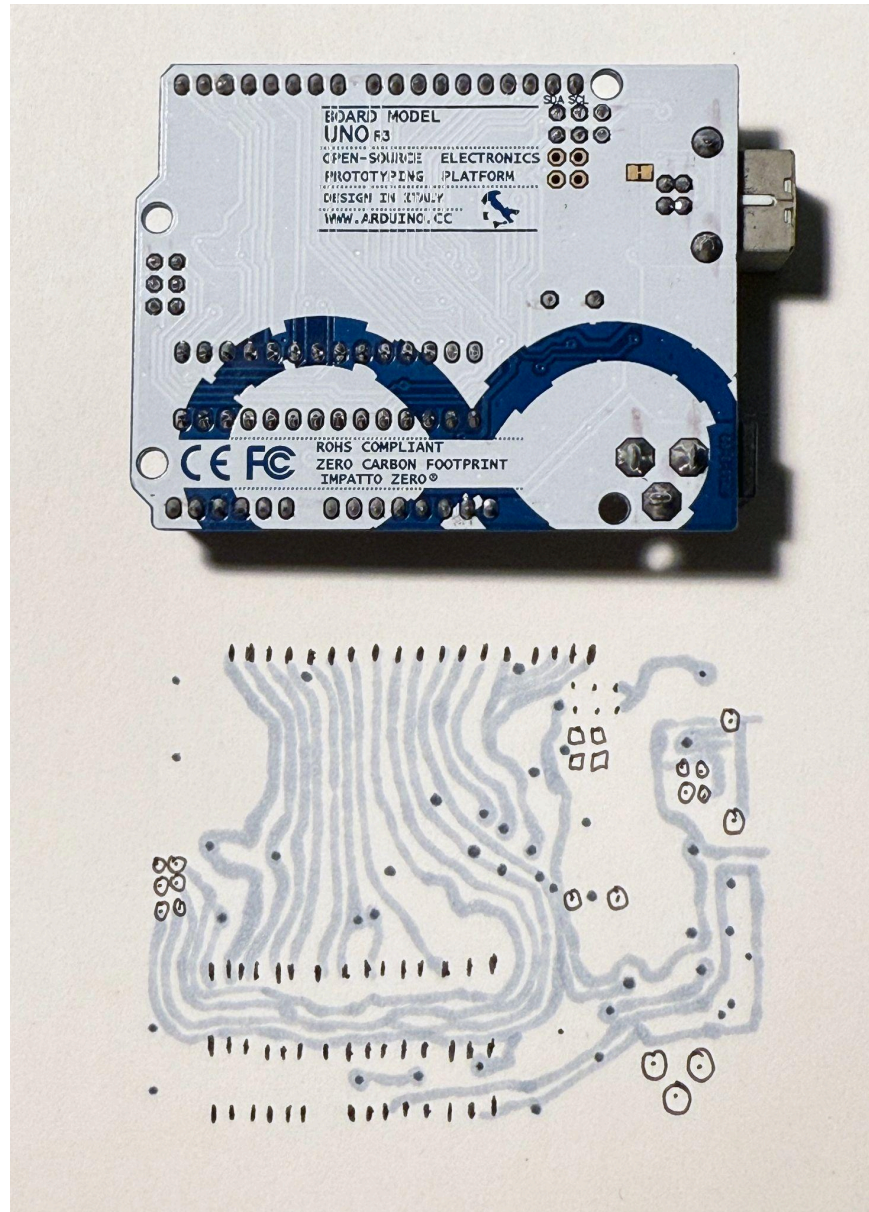
(d) Make a collaborative drawing with someone else

To offload the creative work of this assignment, I told my wife, Sheralin, to work on what we do together, and not to tell me what the rules are until we begin. She handed me gray scale highlights and began drawing with her fine tip markers. She then told me to chase her. I think she thought that was quite romantic. Every time her line broke, she would change a new marker, so I assumed I had to switch up my highlighter as well. The end result looked like something out of a tree. Fun fact: the highlighter seeped through the paper and it got stuck on the wooden dining table. We tore it when yanking it out, but we're still gonna frame it.

(e) Do a memory drawing

(f) Make a detailed drawing of your computer, can be realistic or imaginary

I wanted to pay homage to the mini computer that started my journey in creative coding, my original Arduino UNO from 2017. I decided to go through the circuitry of it, highlight important parts of the Arduino and use different markers and highlighters for different parts of the circuitry.

(g) Make a drawing about drawing