

Reading Part 1

Matt Pearson

Q1 - Algorithms can be used in art to procedurally execute any given task.

Q2 - I use Procreate which utilizes algorithms when drawing with certain tools (i.e the watercolor brush or spray paint effect tool). “There is no computer generated art which is NOT algorithmic” - I do a lot of computer generated drawing so therefore I utilize algorithms often. Some examples would be editing media via Adobe illustrator, premiere and photoshop.

Q3 - *Miguel Nobrega* creates art with 3D printed structures that exist both as computer files and tangible objects. *Pebtametron* writes poetry through algorithms that are posted to twitter where they exist as actual posts and data. *Treegarden* by *Jared S. Tarbell* is a collection of endlessly randomized tree illustrations created procedurally with algorithms that exist on the website but could be potentially applied in many different ways.

Q4 - Cory Archangel has an interesting style where he appears to mix his own art and visual style with multiple technologies such as algorithms or game cartridge modifications.

Q5 - Each of the five wikihow articles differ in their levels of detail and complexity. *How to make a pizza* allows you to interact with your ingredient list before giving you an instructional run-down. *How to construct a plane* goes into much greater detail and specifics - packing in a lot more information. On the other end of the spectrum, *How to play Rock Paper Scissors Lizard Spock* is quite short and straight to the point. The complexity of each individual wikihow task seems to directly correlate with the style of the task's information.

Art 101 Code

Group 2: Matt Pearson, Nhu Dang, Trista Gayas

Summary - Mid 12th century Knight themed “Choose your own adventure” coding

Units

“penny” (1 penny diameter)
“pace” (3 penny diameter)

Placement

“onward” (Up)
“retreat” (Down)
“backward” (Left)
“forward” (Right)
“Move” (move)

Drawing

“rideHorse” (Draw Line)
“equipSheild” (Draw Ellipse)
“drawSword” (Draw Rectangle)

Repetition and Decision

“reRoll” (repeat)
“raiseFlag” (color)
“jest” (if)

Interpretive Commands

messy(jump random)
Dime(walk in circle)

Other

“agilityCheck” (Stroke Weight)
“beginQuest” (Void Setup)
“setScene” (Background)
“setOut” (Void Draw)

MATT PEARSON

```
beginQuest () {
    raiseFlag(white)
    setScene(11, 8.5)
    agilityCheck(1(pencil))

}

setOut(bottom left corner) {
    raiseFlag(black)
    rideHorse forward(2 paces)
    rideHorse onward(3 paces)
    rideHorse backward(1 penny)
    rideHorse onward(2 pennies)
    rideHorse forward(1 penny)

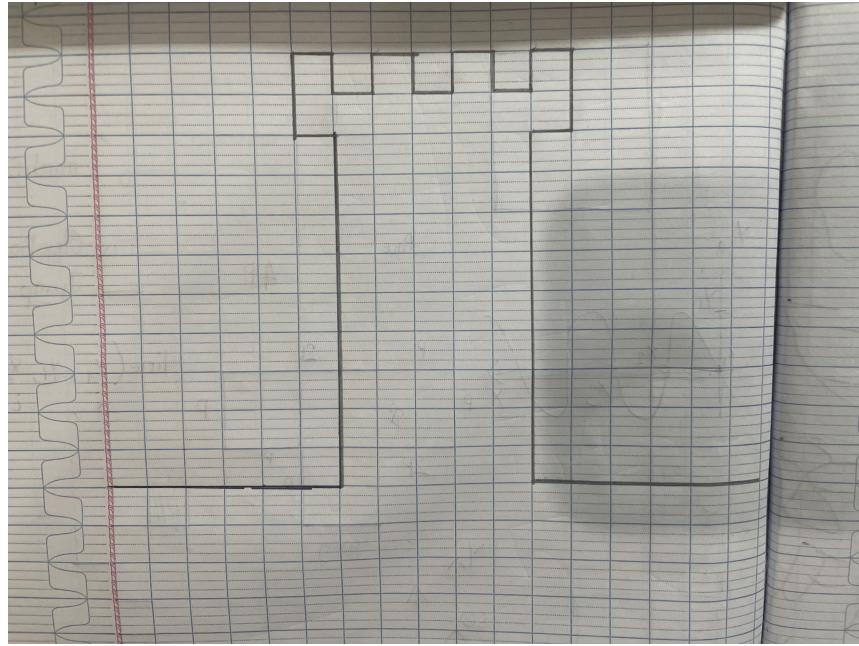
reRoll rideHorse(retreat1 penny, forward 1 penny, onward 1 penny, forward 1 penny)

jest (rideHorse(retreat1 penny, forward 1 penny, onward 1 penny, forward 1 penny)>3) {
    rideHorse = 0

}

    rideHorse retreat(2 pennies)
    rideHorse backward(1 penny)
    rideHorse retreat(3 paces)
    rideHorse forward(2 paces)

}
```



Drawn by Nhu Dang

NHU DANG

1. Start from the top left corner of the paper
2. Using a black pencil draw a square 8×8 pennies
3. At the left top corner of the square, the pencil moves right 1 penny width, draw a line from the top to the bottom of the square, repeat 6 times.
4. At the left top corner of the square again, the pencil moves down 1 penny, draw a line from left to right of the square, repeat 6 times.
5. Now there is a 8×8 column square with 64 mini squares.
6. From the top left to right of the square, write down number 1 – 8 for 8 columns
7. Similarly, from top left to the bottom of square, write down letter A – H for 8 rows
8. Move the pencil to the square in position 3-C, draw an ellipse diameter 0.25. Add color black
9. Move the pencil to the square in position 5-C, draw a rectangle 1x1 pennie.
10. Randomly move the ellipse 10 times. If the elliptical shape meet the rectangle, it moves in circle diameter 4.

```

beginQuest() {
    raiseFlag (white);
    setScene(paper);

}

setOut (top left corner) {
    //rectangle
    drawSword (8,8);
    agilityCheck(3);

    // Pencil xloc, yloc
    //column
    move(1,0);
    rideHorse retreat 8 pennies;
    reRoll 7 times;

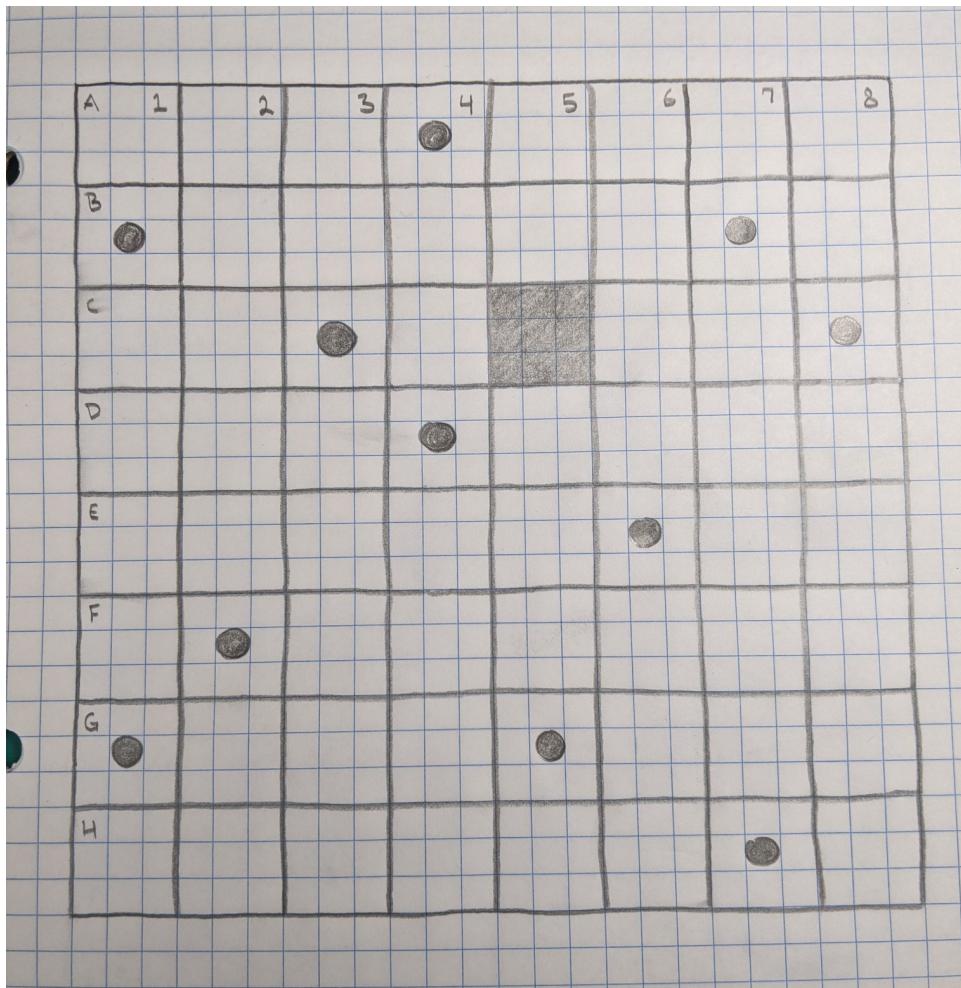
    //arrow
    move(0,1);
    rideHorse forward (8 pennies);
    reRoll 7 times;

    //ellipse
    Move(2.5, 2.5);
    equipSheild (0.25);
    raiseFlag (black);

    //rectangle
    move( 5, 2.5);
    drawSword(1, 1);
    raisFlag (black);

    //Jump Random
    reRoll ellipse messy(7,7) 10 times;
    jest( ellipse(5, 2.5, 2.5 , 2.5) = rectangle(5, 2.5, 1, 1) ) {
        Ellipse dime (4,4);
    }
}

```



Drawn by Matt Pearson

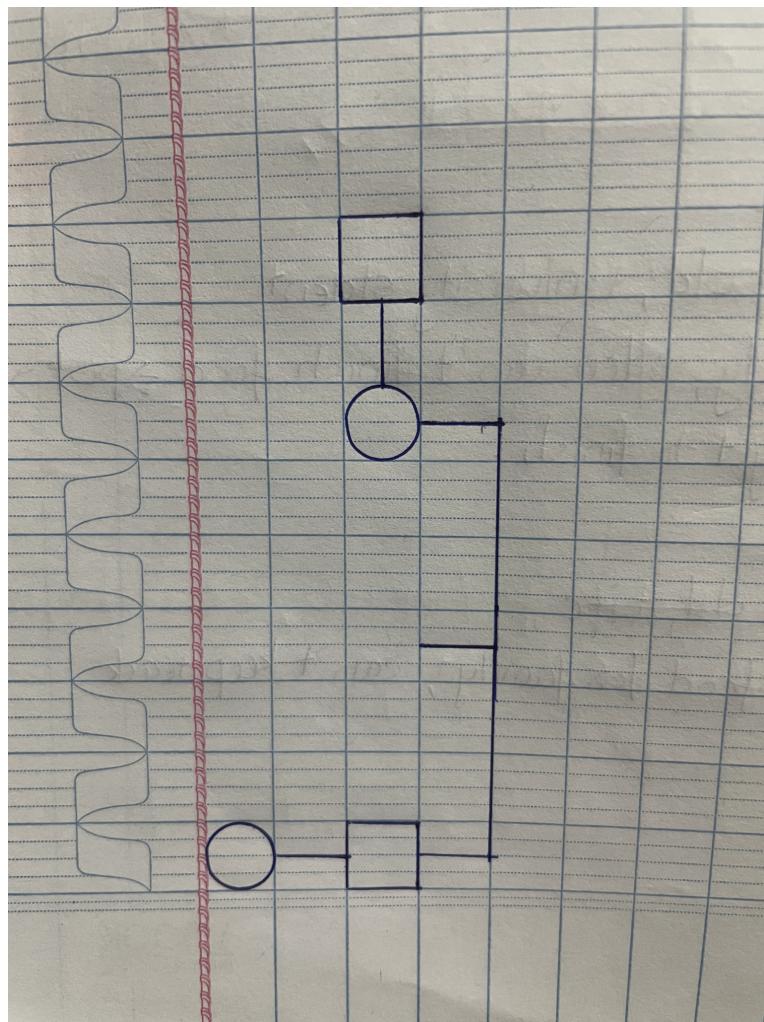
TRISTA GAYAS

```
beginQuest() {  
    raiseFlag(white);  
    setScene(paper);  
    agilityCheck(2(pencil));  
}  
  
setOut(bottom left corner) {
```

```
raiseFlag(black);
equipShield (1 penny);
rideHorse forward (1 penny);
drawSword (1 penny x 1 penny);

reRoll rideHorse((forward 1 penny, onward 1 pace, backward 1 penny)*1));
equipShield (1 penny);
rideHorse onward (1 penny);
drawSword (1 penny x 1 penny);

}
```



Drawn by Nhu Dang

