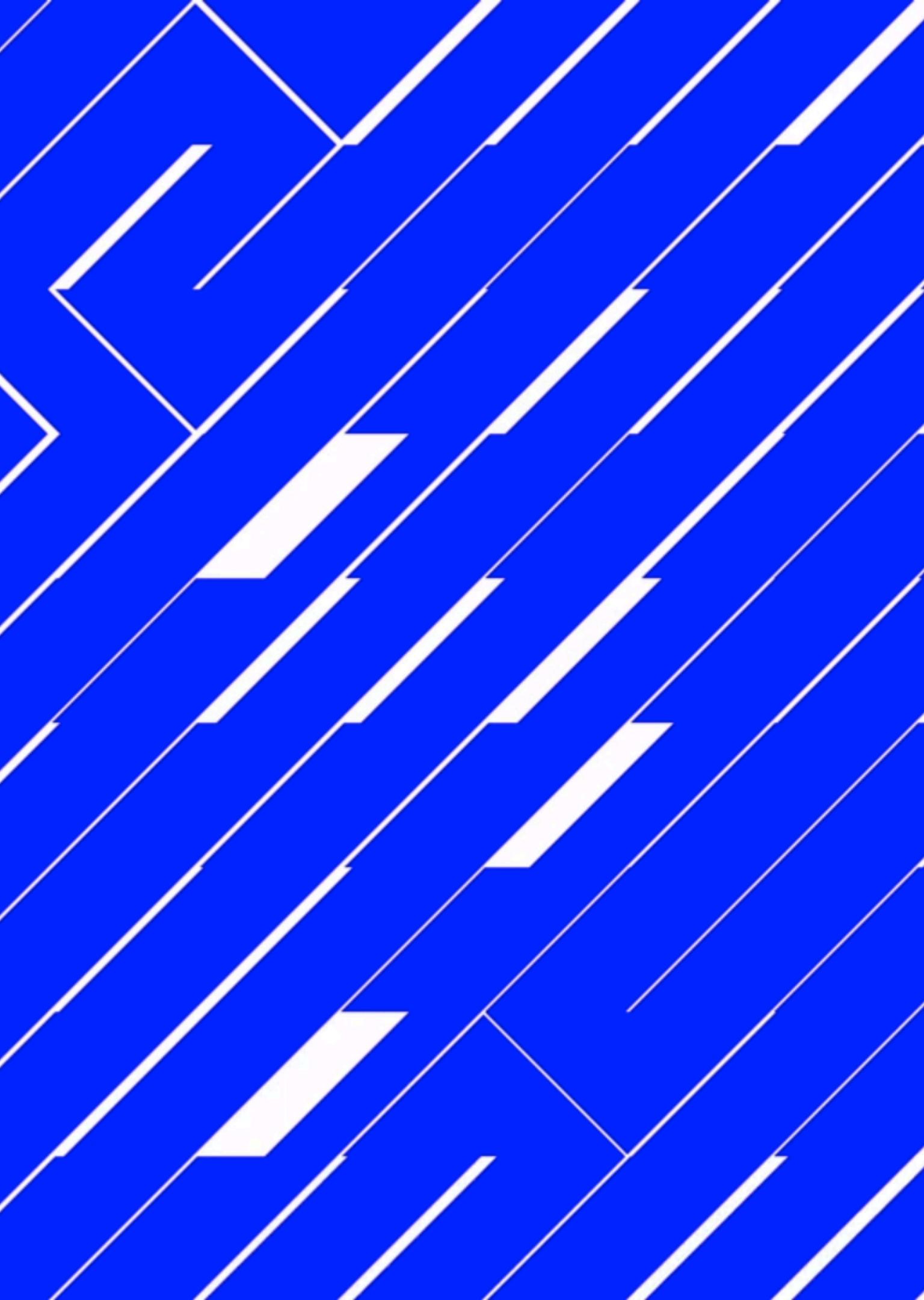


# CASEY REAS

Michaela Zammit  
Task 1





# ABOUT CASEY REAS

- Born 1972 in Troy, Ohio
- Lives and works in Los Angeles
  - Artist
  - Educator
  - Programmer
- Specializes in software-based generative art
- He is the co-founder of Processing.org
  - Open-source programming language and environment designed for visual arts and creative coding

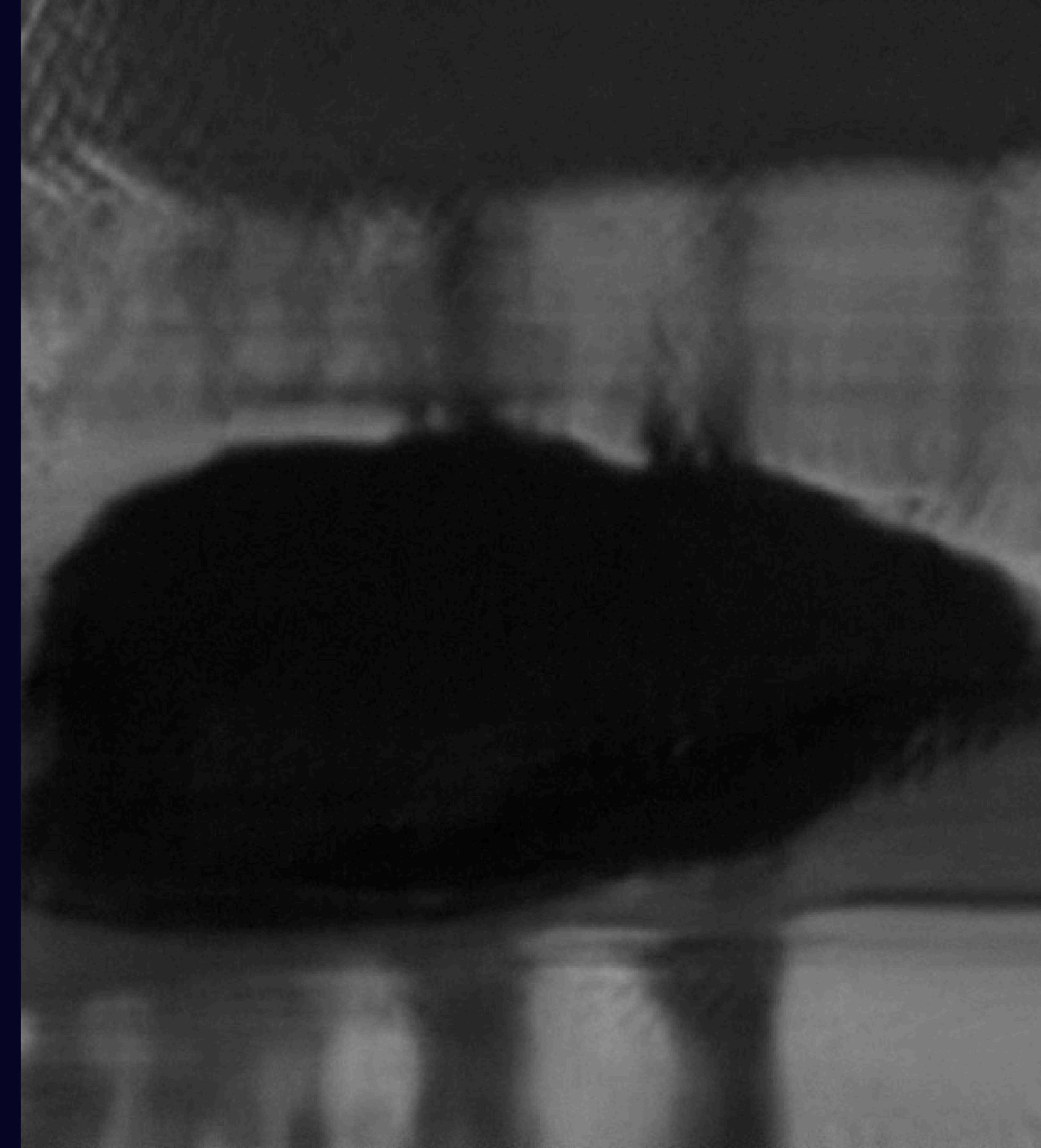
# HISTORICAL CONTEXT

- Influenced by Conceptual Art and artists like Sol LeWitt
- Draws from instruction-based art (e.g., art created from sets of rules)
- Emerged during early 2000s when creative coding and open-source tools became more accessible
- Processing was born from a desire to make code visual and approachable for artists



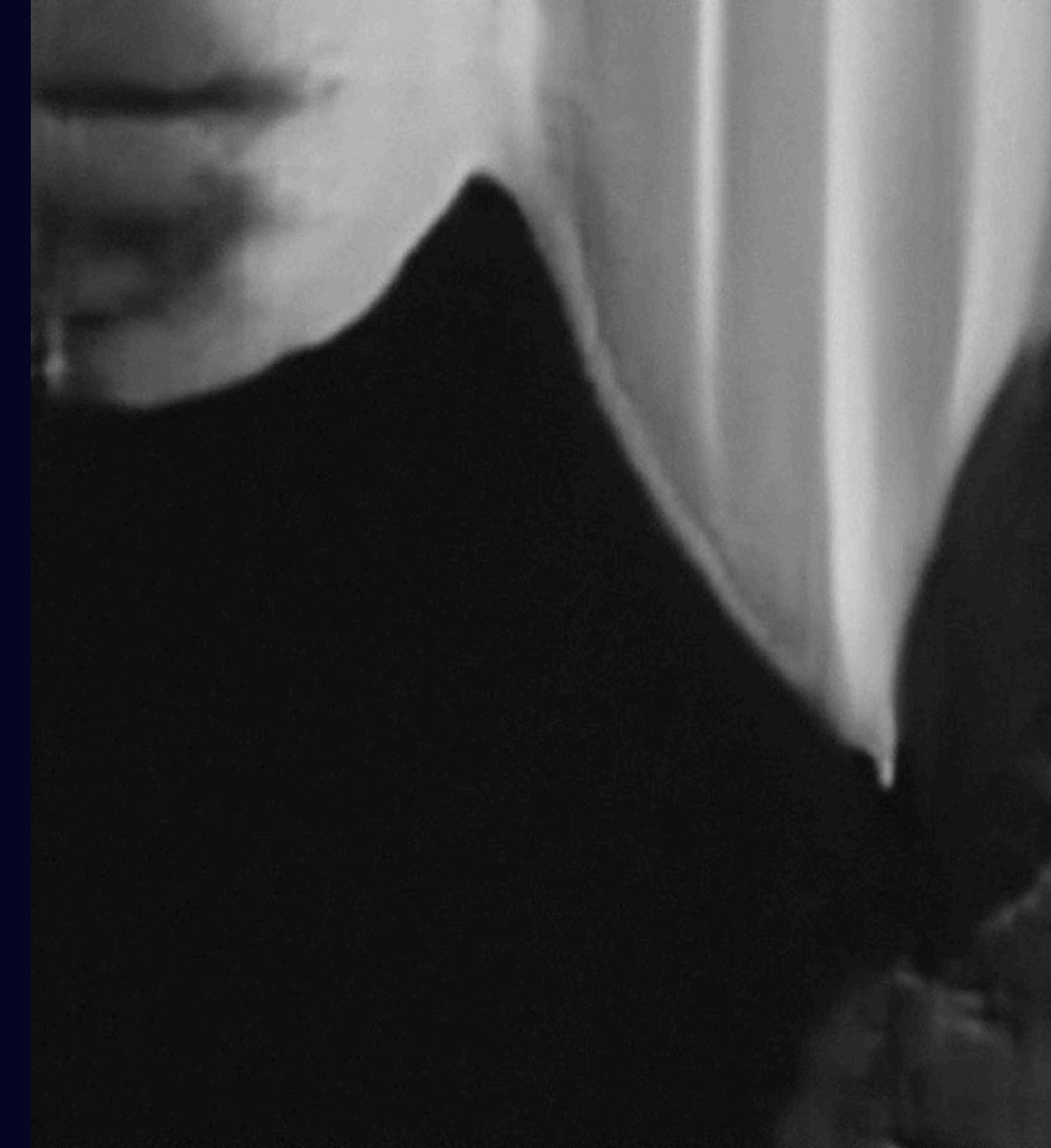
# PROCESS

- Creates the concept
- He builds code-based systems to generate visual compositions
- He embraces unexpected outcomes
- Explores with different outcomes



## CORE PRINCIPLES IN HIS WORK

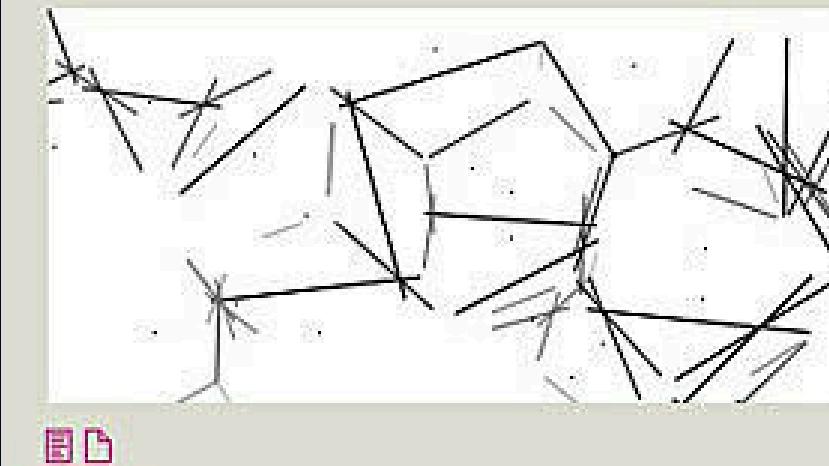
- Instruction-based systems: code defines how art is generated
- Randomness and variation: results are always unique
- Human-machine collaboration: the artist creates the system, the system creates the output
- Explores the idea of process over product



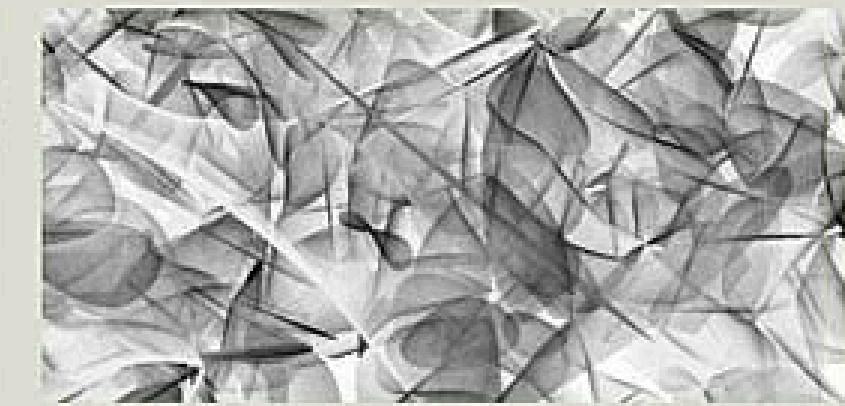
# MOST WELL-KNOWN ARTWORK

- Project inspiration: Sol LeWitt's instructional drawings
- Core concept: Text-based descriptions that generate dynamic visual compositions through code
- Result: Each implementation produces unique, evolving artworks
- Location: Whitney Museum's Artport
- Timeline: Ongoing since 2004

Casey Reas et al.



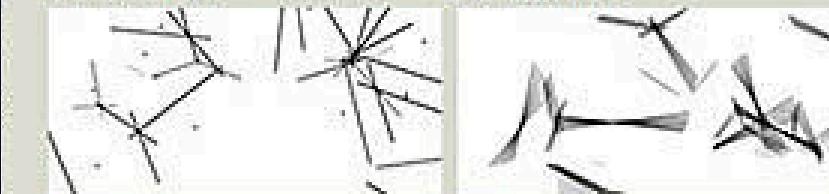
01  
02



03  
04

Material

A. FlashMX



05  
06

B. FlashMX



07  
08

Process

01

05

02

06

03

07

04

08

A. C++



09  
10

B. C++



01  
02

# CONTEMPORARY IMPACT

- Widely used in creative coding education
- Processing is taught in art and design schools globally
- Influenced modern generative art, interactive design, and digital installations
- Inspired a new wave of open-source creativity in digital arts



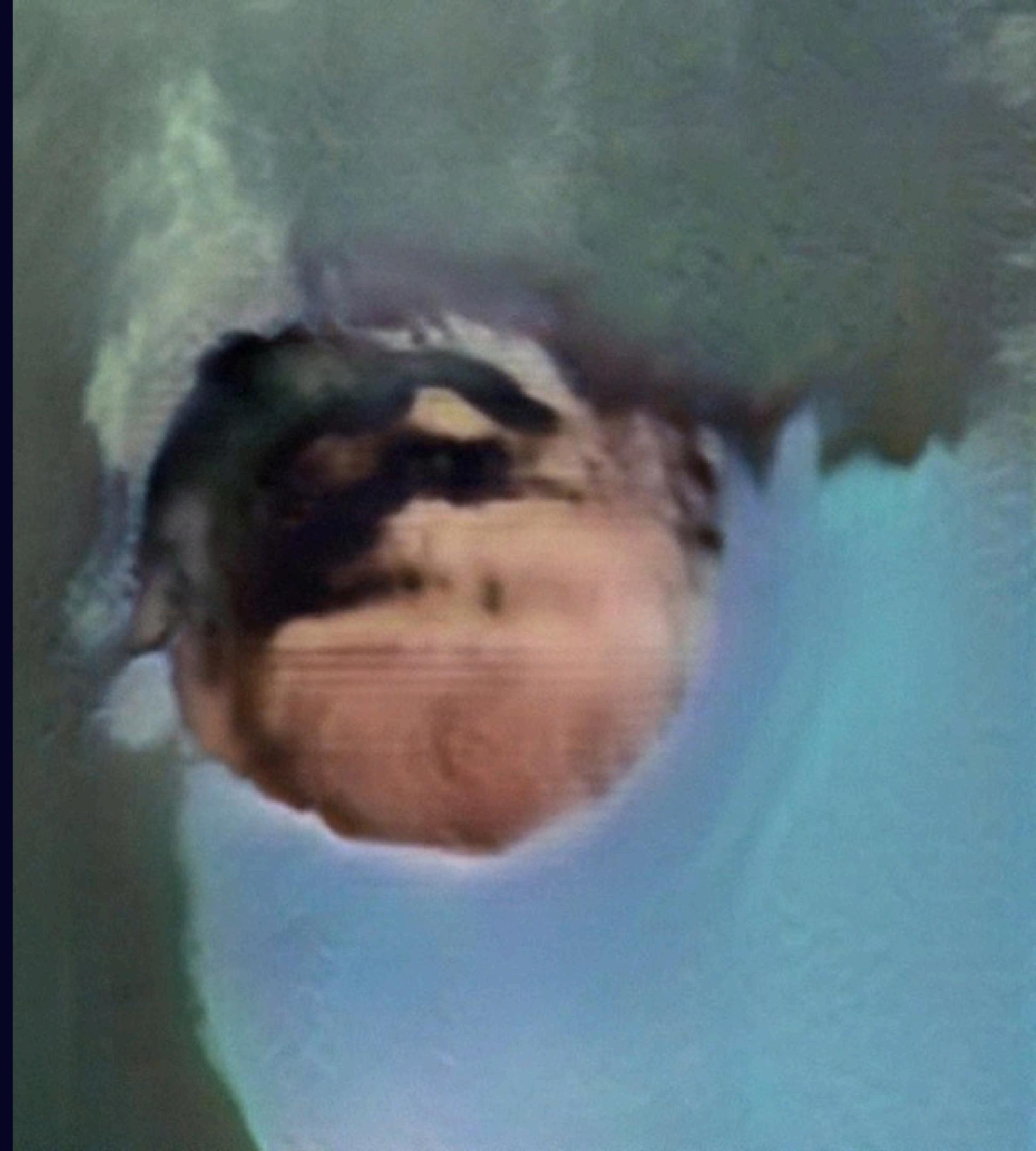
# FUTURE IMPLICATIONS

- Reas' work encourages a systemic approach to creativity
- Anticipates the rise of AI-generated art and automated design
- Highlights the potential for code to be a universal creative tool
- Bridges art, education, and technology



# REASONS WHY I CHOSE HIM

- I admire how he creates art that is never the same twice
- He uses randomness as a creative strength, not a flaw
- His tools empower others to experiment with code-based visuals



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