Name: Manit Mishra

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Name: 10.02 Real World Recursion

The name I chose for my art piece is “My Day”. When I first looked at it, I felt that it represented my day because sometimes it is very energetic and lively, but at other times it isn’t as complex and just boring.

1. Explain how you used the principle of recursion to create your image

I started making the art by splitting the large rectangle into 2 smaller, unequal rectangles. From there I started at a corner and started splitting the rectangle into many smaller, unequal rectangles. After I made it complicated enough, I moved to another corner and repeated the same thing.

1. Briefly describe a plan for how you might write a program to produce Mondrian art

I would make a method that would split the larger rectangle into 2 smaller randomly at a random spot, and then would call the above method to color the 2 rectangle different colors. In order to make the it into Mondrian art would call the above method recursively with an exit criteria of a minimum rectangle size.

1. Who should get the copyright credit for a piece of computer art: the CPU, the software, or the programmer?

I think that the programmer should receive the copyright for the images created by the computer program. The programmer came up with the logic to produce the art.

1. If a computer, with no intervention, produced Mondrian art indistinguishable from an original masterpiece, would it be a sign of artificial intelligence?

I would say that this would be a sign of artificial intelligence, since making a piece of art such as Mondrian art would definitely require some intelligence.

1. If a computer, with no intervention, produced Mondrian art indistinguishable from an original masterpiece, would it dimmish the accomplishments of a human.

Just because a computer can make art, it doesn’t mean that an artist isn’t relevant anymore. An example of this that I can think off the top of my head would be chess players. Just because a computer can beat them does not mean that they are bad players.