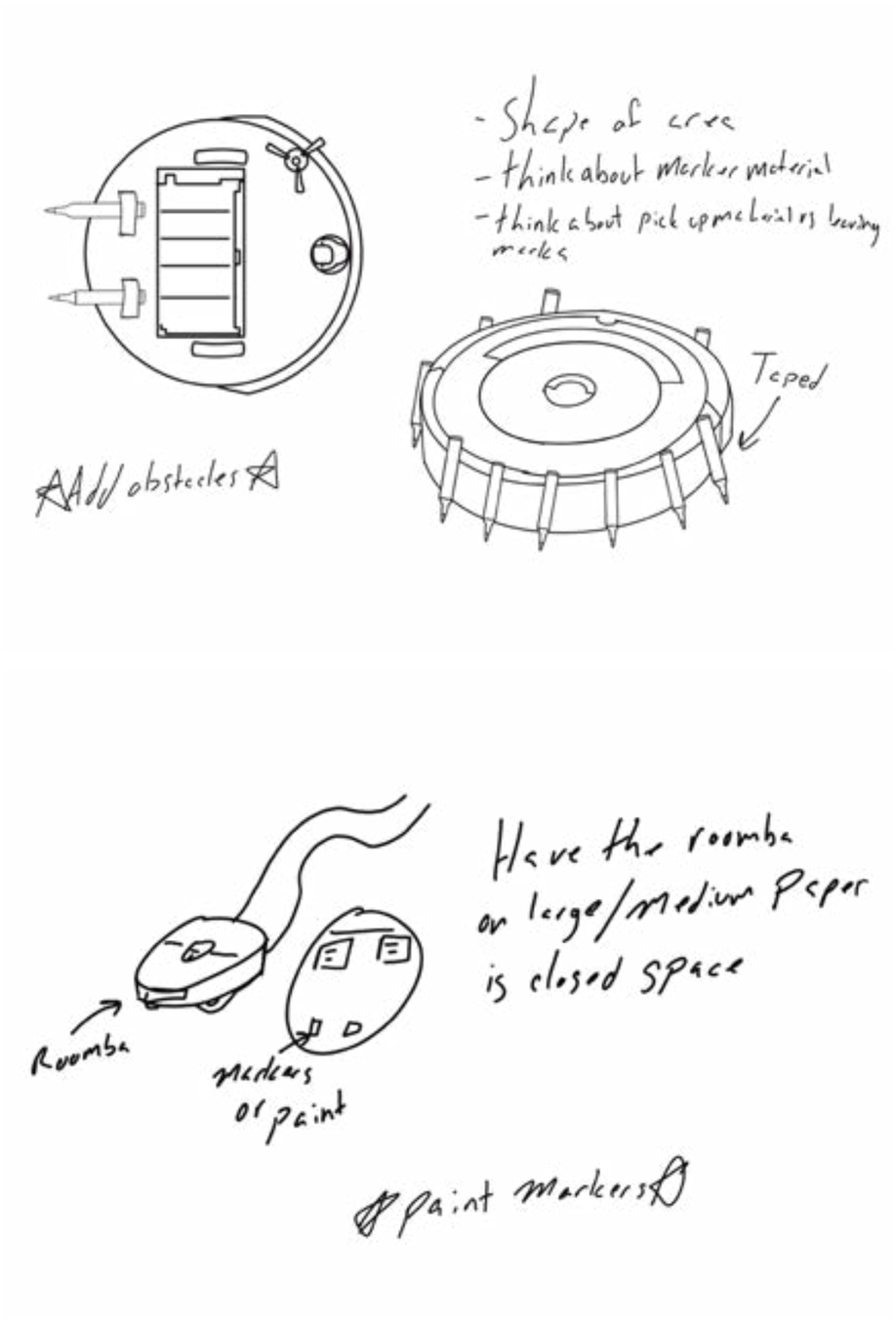
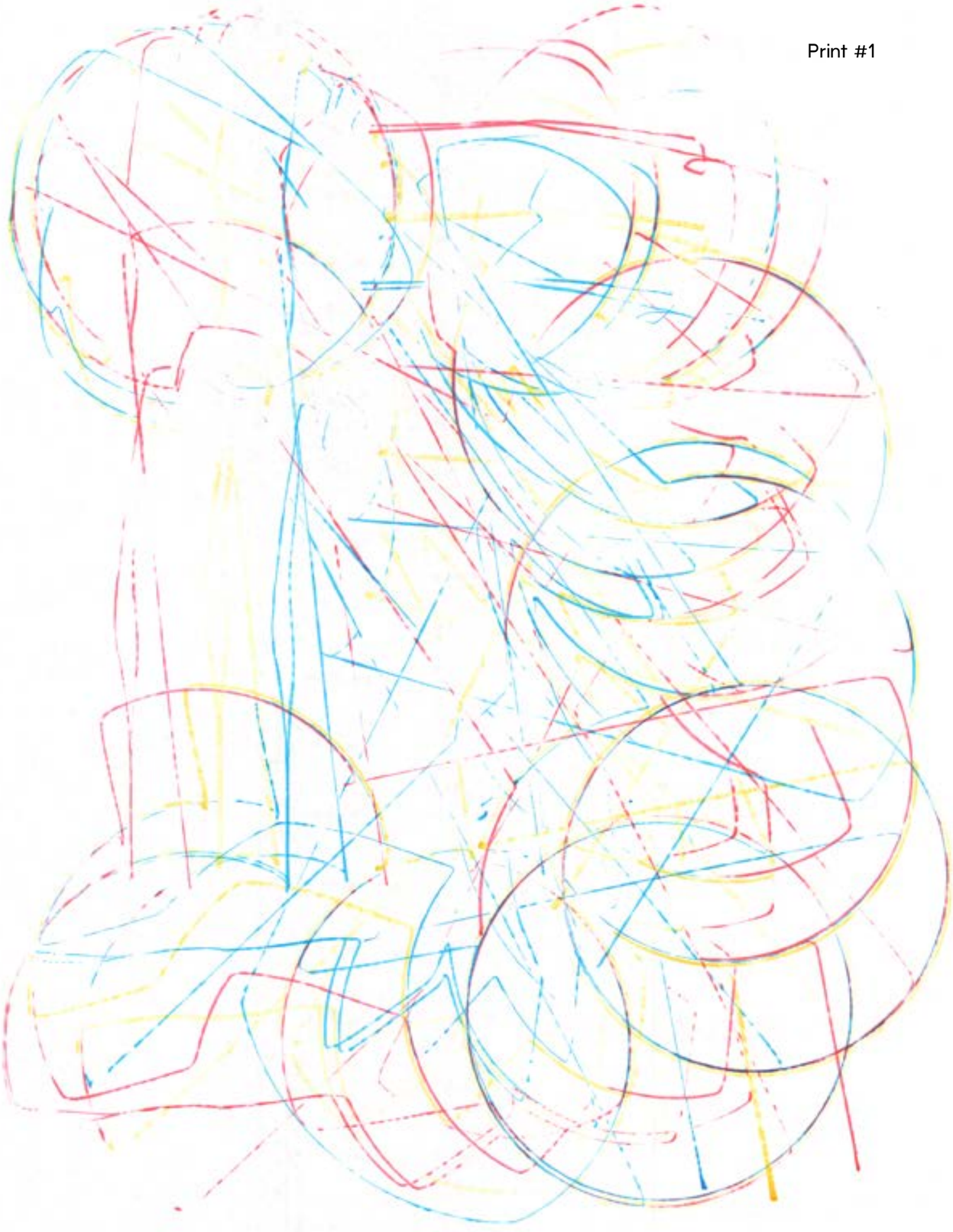
My concept was all about translating what A.I learning looks like. I did this by using a Roomba to create marks with markers on paper. By using a frame, I created a limited space for the Roomba to move around in. This allowed me to experiment with obstacles and other variables. The obstacles used were boxes and virtual walls. This was to see if I can get the Roomba to contour the box and wall, leaving more negative space within the compositions. I also purposefully manipulated the Roomba by picking it up or just hitting it instead of having a box as an obstacle.



On the left page: The initial concept sketches for the machine

On this page: Screenshot from a video of the Roomba in action

No obstacles were used.

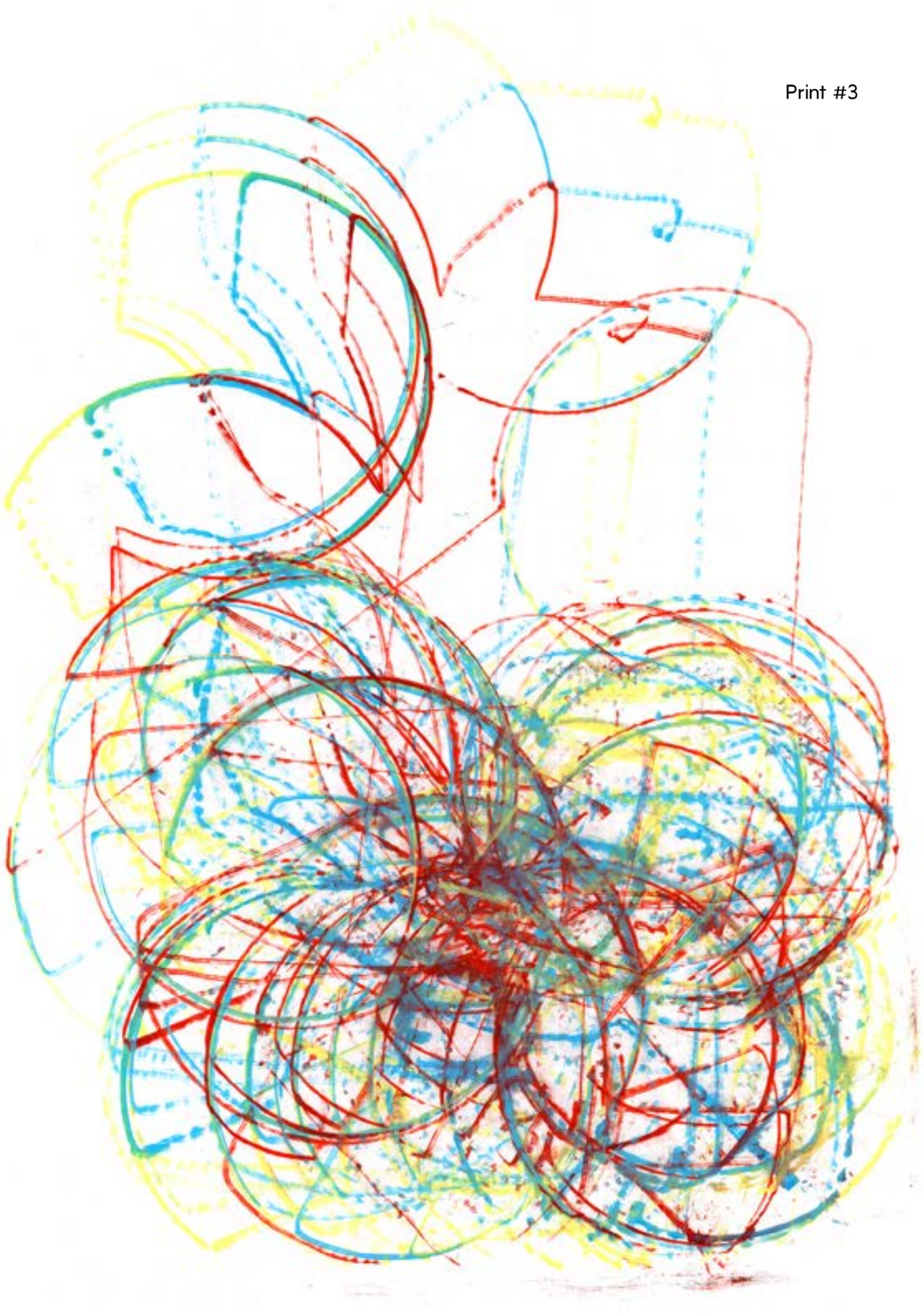


Print #1

Print #5

No obstacles were used, but masking tape was placed to block out shapes.

Print #3



Used one obstacle, then removed it towards the end of the runtime.

A box was used to force the Roomba to stick to one side of the page.

Two obstacles were used in the top left.

A virtual wall was placed at the top left corner facing a box near the left center.

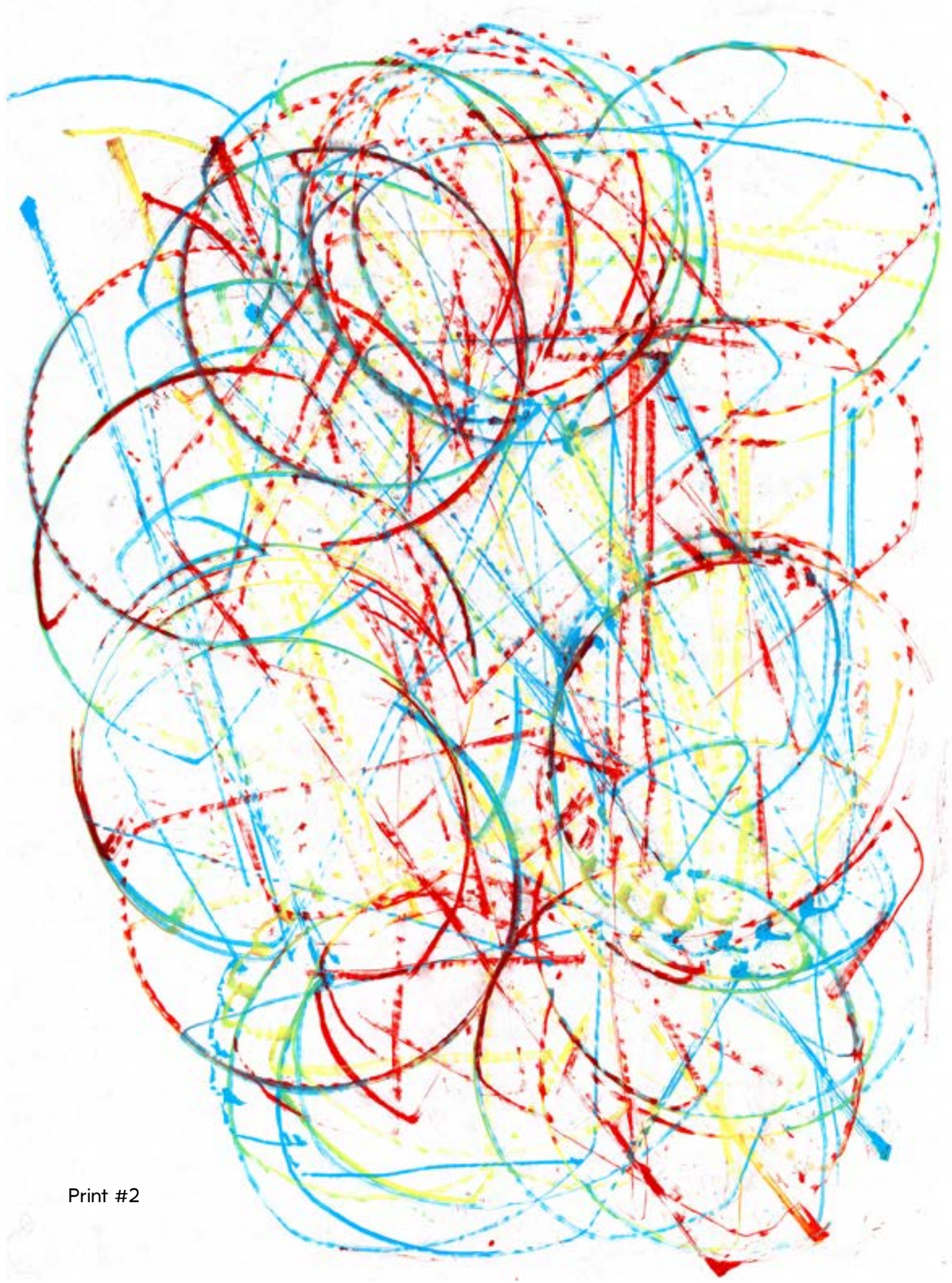
Print #4

Print #6

Instead of obstacles, I would force the Roomba to move by repositioning or hitting the bumper.

No obstacle was used. The Roomba started on one side and was left on for a minute. After the minute was up, I picked it up and started it up again from the opposite side of the paper.

Detail of how the paint from the markers mix as the Roomba goes over undried marks.



Print #2

Title: Machine Project
Created by: Ricardo Ortiz
Font used: Atami Bold & Regular
Printed at: Uptown Color
Printed on: 100# Silk Text &
100# Hammermill Cover
Copy: 1 of 1