

Q1. What would be a good definition of how any kind of artist can use an algorithm in their art.

An algorithm is a process which follows a set of rules to execute a task. The algorithm is made by the artist.

Q2. Give 3 specific examples of how you might already use algorithms in your own art work.

When I work on a new project I rely heavily on my tools. The tool is usually a digital software or sometimes an art tool. I think tools give the illusion of direction. An artist who has constantly spent time working on their craft have most likely ran into more than just one hurdle. As an average student I run into roadblocks when developing a project. These roadblocks helped develop problem solving skills. I would argue that my problem solving skills are a part of my algorithm.

Q3. Look at the 6 artists/examples above and please describe for at least 3 of them, 'where' do you think the art is and how would you talk about the process of the 'art' vs the art 'artifact'. For example, If an artist is using computers to generate art, where is the art? Is it in the software program or the product it makes? Please label each one, then elaborate on the question.

Pentametron collects a series of tweets from a twitter account, @Pentametron, and structures data into a series of poems.

This literary art piece has two key variables. The two variables are the algorithm, the program which collects quotes from the Pentametron twitter account, and the Pentametron account itself. The common discovery between the six art pieces is that both process and the artifact is art. However, is the twitter account art?

Q4. What is an example of a well known artist that has an iconic style to you?.

Please create a basic 'ingredient list' and of the formal steps of a process that might create their style. In addition find an image of this artist you can find on the internet, that you can share in discord.

Philip Guston is a Canadian artist. He studied art and learned how to paint in the United States. The media of his paintings focus on social and political topics of current events. The art creates an intimate connection with the audience. Guston creates

Q5. Given that the Wikihow recipes/instructions are about different subject matter (food, building things, etc)

Please summarize the differences of all 5 recipes in terms of their style, detail and scope of describing their instructions. How do they describe what the tasks are and why are their styles different?

