

Andrew Kaye - ofSketch Proposal

Sol LeWitt in the Future!

what

I'm going to use ofSketch to recreate a Sol LeWitt instructional wall drawing BUT in 3D space AND it will be interactive. Here's a link to the instructions: <http://observer.com/2012/10/here-are-the-instructions-for-sol-lewitts-1971-wall-drawing-for-the-school-of-the-mfa-boston/>

"On a wall surface, any
continuous stretch of wall,
using a hard pencil, place
fifty points at random.
The points should be evenly
distributed over the area
of the wall. All of the
points should be connected
by straight lines. "

why

I like Sol Lewitt and I think it would be neat to recreate one of his instructional pieces with this cray awesome future technology. I look forward to the implications of making a Sol Lewitt piece in 3D space with interaction. How does it change the original concept?

how

I plan to use arrays to store 50 random points. I'll iterate through these points in order to draw lines between all points. I think I can do it using nested for loops.