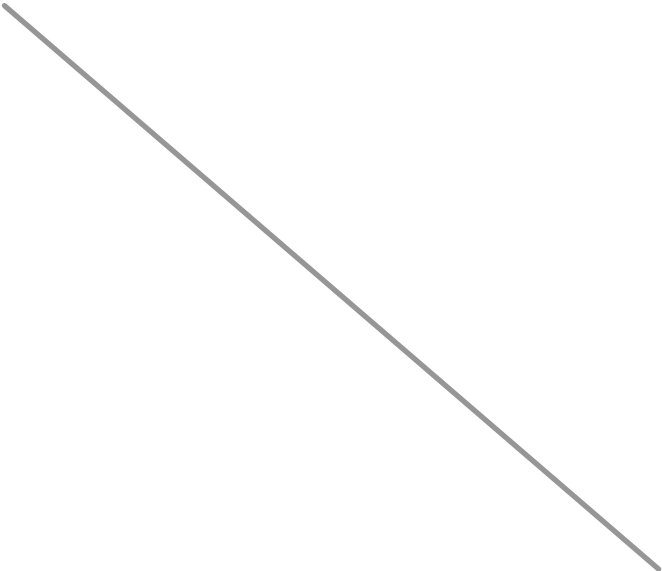


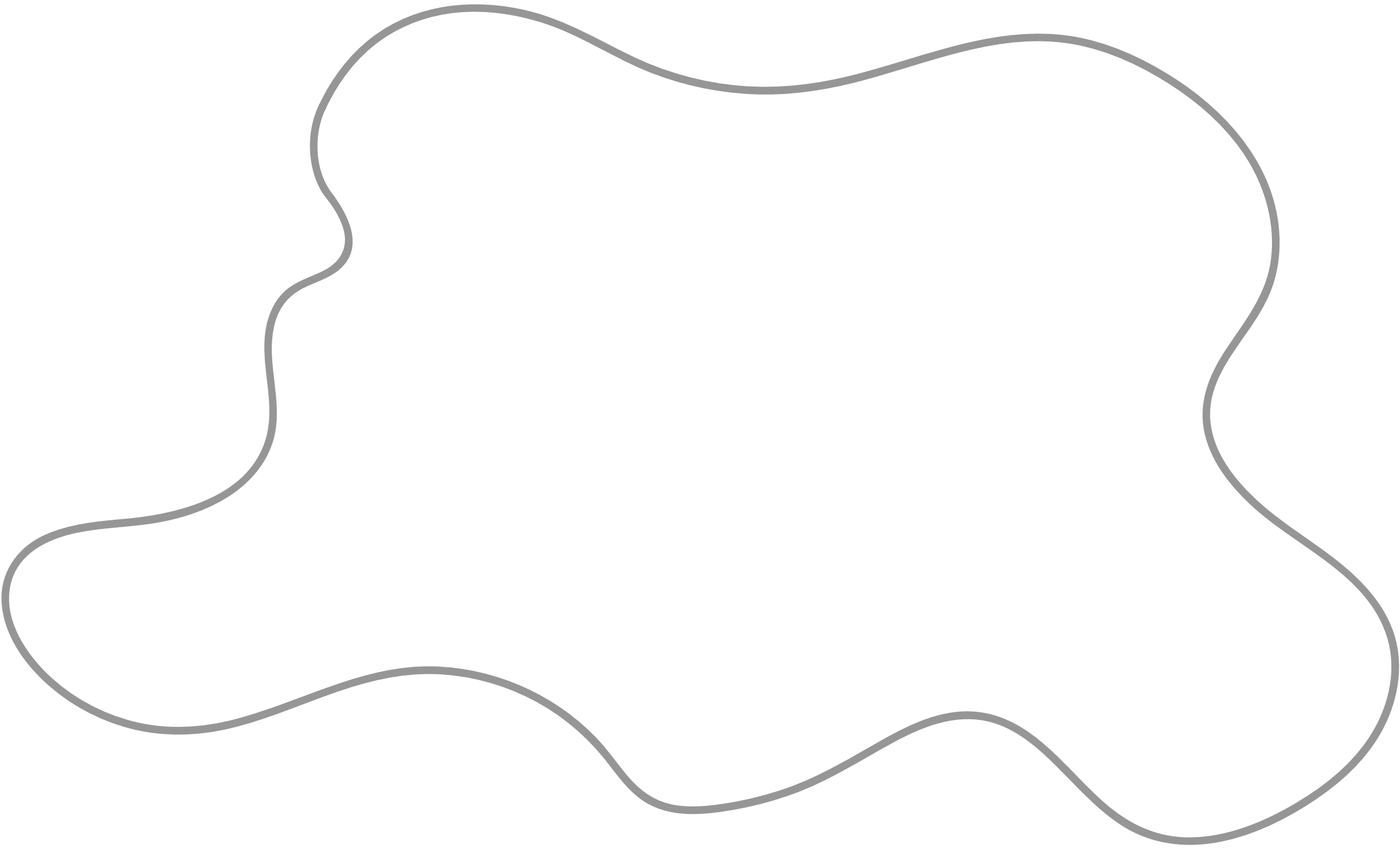
1. Draw a dot in a point that is as far from the other dots as possible. Repeat many times and as quickly as possible.



2. From the end of an existing line, draw a straight line of any length and angle. Then add a new straight line somewhere else on the page. No lines should touch any other. Repeat.



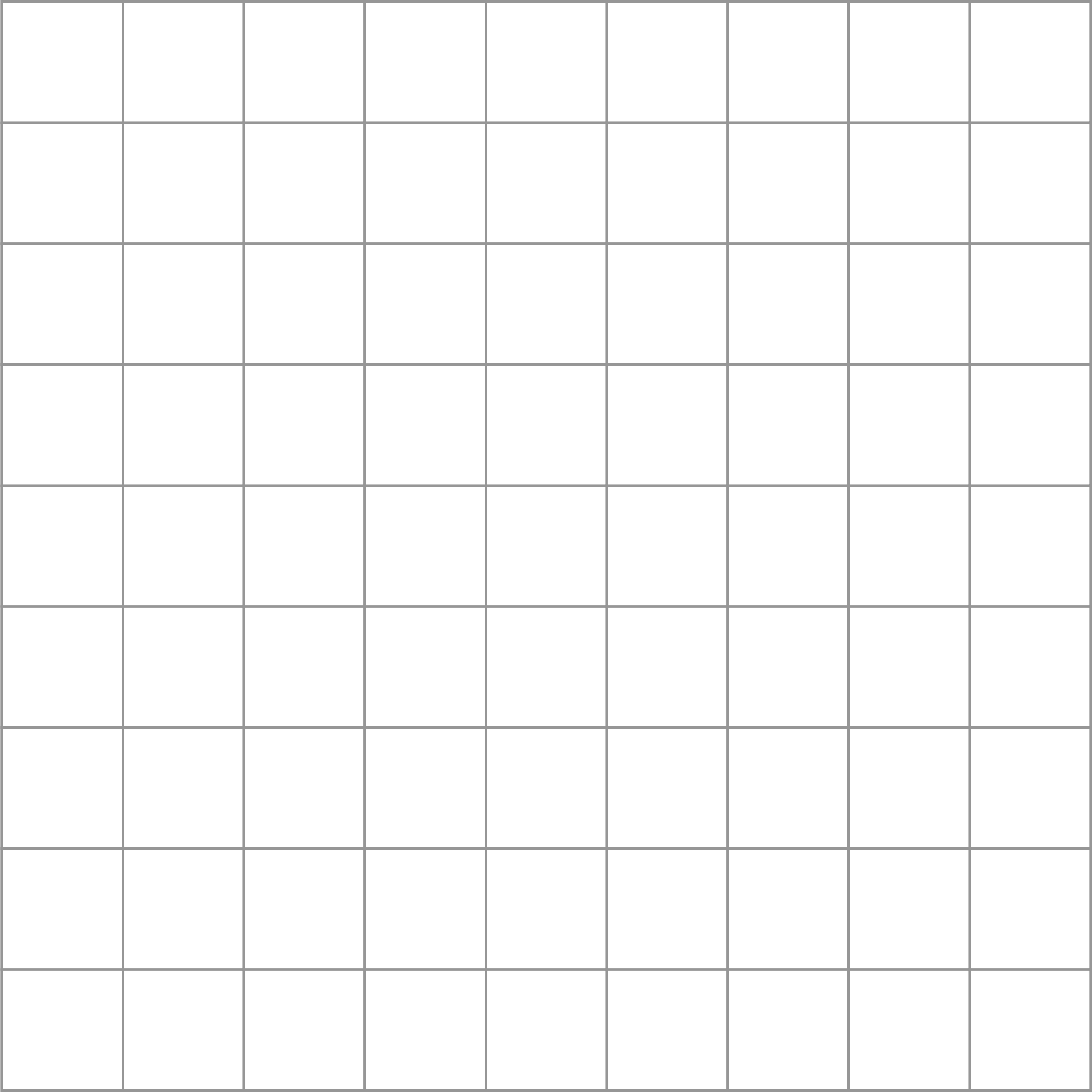
3. Draw a blob (random, round-ish shape) of any size that intersects with another blob but doesn't touch any others. Repeat.



4. Draw a curving line from the edge of the paper inwards. No lines should touch. Repeat.



5. Modified version of Sol LeWitt's *Work from Instructions* (1971):
WITHIN EACH ONE INCH SQUARE
DRAW NOTHING, OR
DRAW A DIAGONAL STRAIGHT LINE FROM CORNER TO CORNER, OR
TWO CROSSING STRAIGHT LINES DIAGONALLY FROM CORNER TO CORNER



6. On a sheet of scratch paper (or your computer) write a set of simple instructions about what to do from the points you see here.
When ready, start carrying out the instructions onscreen. It's totally ok if you get lost while others are drawing too!

