





What is Laidout?

Well, Laidout is software that I wrote to lay out my cartoon books in an easy fashion. Nothing else fit my needs at the time, so I just wrote it. ¶ It does a lot more than laying out cartoons? ¶ It works for any image, basically, and gradients. It does not currently do text. It is on my to-do list. I usually write my own text, so it does not really need to do text. I just make an image of it.

It can lay out T-shirts?

But that's all images too. I guess it's two forms of laying out. It's laying out pieces of paper that remain whole in themselves, or you can take an image and lay it out on smaller pieces of paper. Tiling, I guess you could call it.

I don't think I ever actually took computer programming classes. I rew up with a Commodore 64, so I was always making letters fly around the screen and stuff like that, and follow various curves. So I was always doing little programming tricks. I guess I grew up in a household where that sort of thing was pretty normal. I had two brothers, and they both became computer programmers. And I'm the youngest, so I could learn from their mistakes, too. I hope.

You're looking for good excuses to program.

(laughs) That could be.

We can discuss at length about how actual toolkits don't match your needs, but in the end, you want to input certain things. With any recent toolkit, you can do that. It's not that difficult or time consuming [2]. The way you do it, you really enjoy it, by itself. I can see it as a real creative work, to come up with new digital shapes.

You said you had no experience in programming? You studied in art school?

I don't think I ever actually took computer programming classes. I grew up with a Commodore 64, so I was always making letters fly around the screen and stuff like that, and follow various curves. So I was always doing little programming tricks. I guess I grew up in a household where that sort of thing was pretty normal. I had two brothers, and they both became computer programmers. And I'm the youngest, so I could learn from their mistakes, too. I hope.

Do you think that for you, the program itself is part of the work?

I think it's definitely part of the work. That's kind of the nuts and bolts that you have to enjoy to get somewhere else. But if I look back on it, I spend a huge amount of time just programming and not actually making the artwork itself. It's more just making the tools and all