Chance algorithms are just that – chance. Anything can happen. I like how algorithms can bottle up that chance in a controlled environment and then let the computer do its job. I don’t have to relinquish control, I just create an environment in which you allow algorithms to fill a particular space in a certain way. Generative art becomes a basis for extremely intricate and patterns that we can recognize but rarely see in reality. In my algorithmic design ‘Who Are You,’ I let chance determine two significant parts of my work. The placement of the boxes is random in a space defined by how much I let the boxes translate from one to the next. The result, although unique each time, is consistently a similar setup and communicates what I want. The other bit of chance I use is which of the three words (“Who”, “Are”, and “You”) will show up when you press a key. I used parameters such that the same word will never appear twice, but you aren’t sure which of the two possible options will appear. This serves to twist the question around on itself repeatedly, which I like. I think I will continue to use algorithms in a controlled way to communicate specific things rather than leave it all up to chance.