Assignment #1 – Human Interpreter

Instructions for creation of "Wall Exploder A"

On a wall surface, first define a point for a vanishing point.

Using black and yellow artist tapes, start to tape out 15-20 outlines of different three-dimensional shapes such as cubes, composed of straight lines and no curves.

The perspective of these lined three-dimensional shapes can follow either one-point or three-point based on the one vanishing point.

The different lines of each of the three-dimensional shapes revolving around the vanishing point should take up its own virtual space within the collective without the interruption and intersection of lines from other shapes.

The placement of the shapes should introduce overlap and a collectiveness revolving around the one vanishing point, in the form of a hypothetical sphere with a diameter of around 10 feet.

After one of these collectives of shapes is created, define another point for a vanishing point on another area of the wall surface.

Repeat the taping process and create another collective of shapes in lines.

Reflection on my instructions

Some of the explicit instructions I included are the dimensions and rough numbers. Some of the implicit instructions I included are the different terms such as "Shapes," "vanishing point," and "three-point perspective." Writing instructions for people is hard because humans have different

artistic interpretations to instructions. All of us have different creative minds, so our interpretations and creations tend to differ from people to people. Instructions directed to computers would be more linear, because a program is made to follow commands and restrictions. Different commands require different words and codes specific to that command, so the results would be more linear. Computer programs would need more explicit instructions than implicit instructions based on how programs work.