

PROCESS

I started with Mondrian because he is my favourite artist, and that his work is very recognisable (it is), but because I thought it would be a fun (yes) and easy start (lol nope) to this project. Mondrian was a Dutch painter who changed his name in 1906 from Pieter Cornelis Mondriaan as sort of a personal rebranding when he left the Netherlands for Paris.

I am quite fond of grids and tables and also primary colours, and Mondrian's very recognisable so it always catches my eye from afar in exhibits, so I decided to program his style of art generatively. I chose it because it was a very easy and different way of approach to his paintings. And for someone like me who doesn't know anything about coding, I really wanted to develop an eye as that of a programmers.

I saw and read a lot about the approaches the artists take when they want to code their piece of art or painting. I also came across the various ways a simple painting is seen or understood. So it kind of made my work a lot easier as the ideation was purely something I stole from the existing ones.

I had initially started off looking at the references and examples in p5.js. I learnt and tried recoding the examples of pixel functions and image functions from Daniel Shiffman's tutorials.

I have then looked into the way programmers see Piet Mondrian's work, the things they are trying to grasp, the way they are trying to reinterpret them, etc.

The programs submitted are ones coded reading posts about certain outputs and results on medium. I've taken examples from the ones who've already done it and trying to mirror everything they're approach is to Mondrian's art.