

Q1--Algorithm--like brush, pencil, charcoal--is a tool, or as the reading dubbed it "form-breeder", to realize the idea they have in their mind. knowledge of how to draw. mark of tool.

Algorithm can be used to achieve precise, clean illustration of a form (that was previously taught a how-to-draw to the program).

Q2--

build a game: create a level > test the viability of the level > work(?), if yes > done; if not > go back to redesign the level

drawing a rectangle:

Q3--

| Name | Artwork | Where is the art? |
|-----------------|-----------------|--|
| Harold Cohen | AAaron | the art is in programming Aaron; the art also lies in the collaboration with Aaron in creating art (AAaron drew, he painted) |
| Hared S Tarbell | The Sand Dollar | programming; sweeping tree-like structure and Sand Stroke elements |
| Miguel Nobreg | Superficie | programming, but the art is in the final piece on paper (since they are all each unique) |

Q4--

Peter Han: Line art, hatching shading, very measured proportion, extra attentive toward anatomy (use of cross-section for correct measurement), focus on character designs

Q5--

different in topic

| | |
|--|--|
| brush your teeth | drawn illustration, small scale, |
| make pizza | gif example, check list for ingredients, cover different cooking styles |
| rock, paper, scissor, lizard and spock | gif examples, introduction to new rule to a game that was based on traditional game, |

| | |
|-------------------|---|
| build an airplane | drawn illustration, not detail-oriented (therefore, not realistic) |
| write instruction | drawn illustration + letter heavy, too general (not detail oriented), |