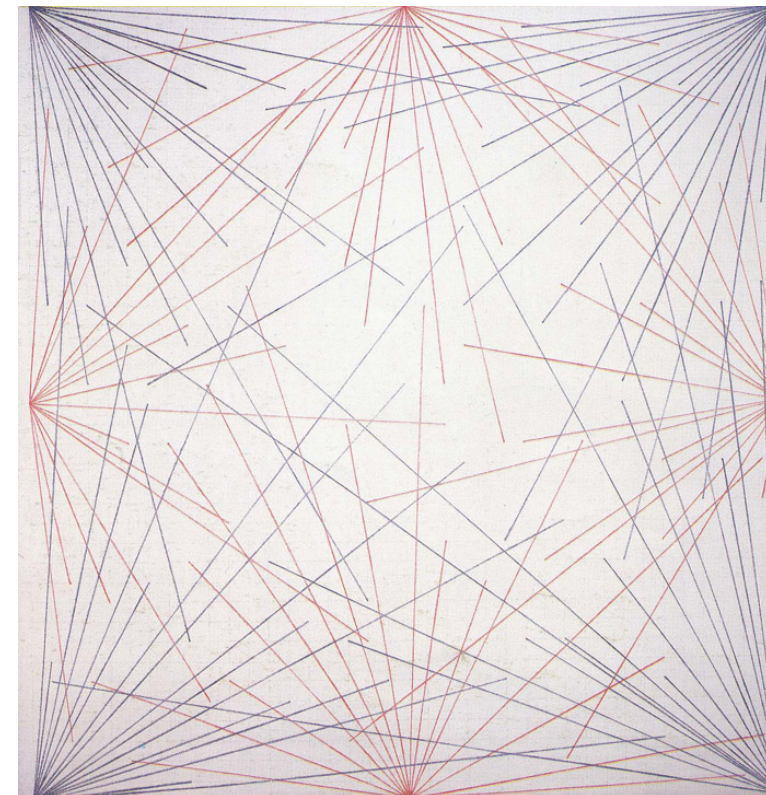
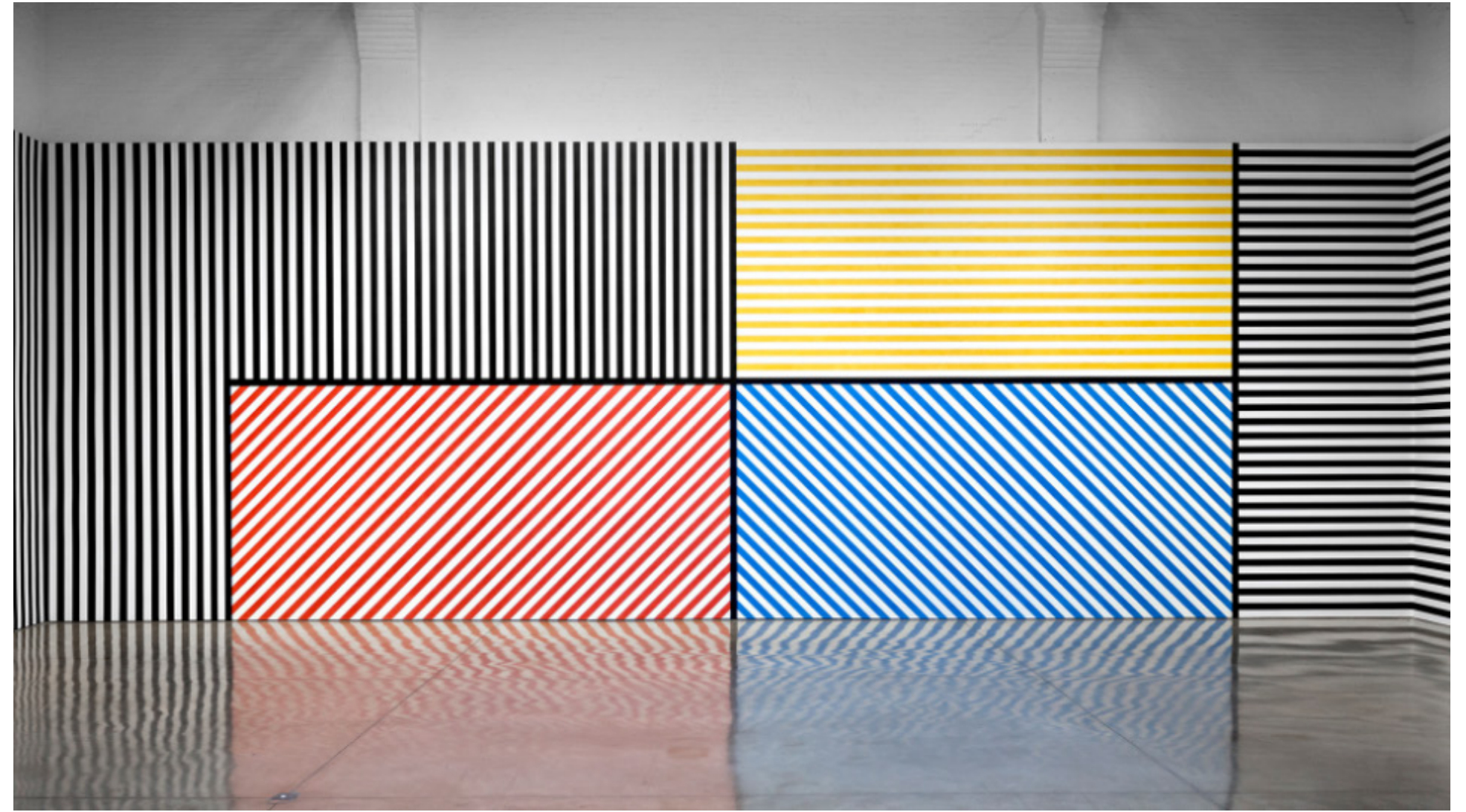
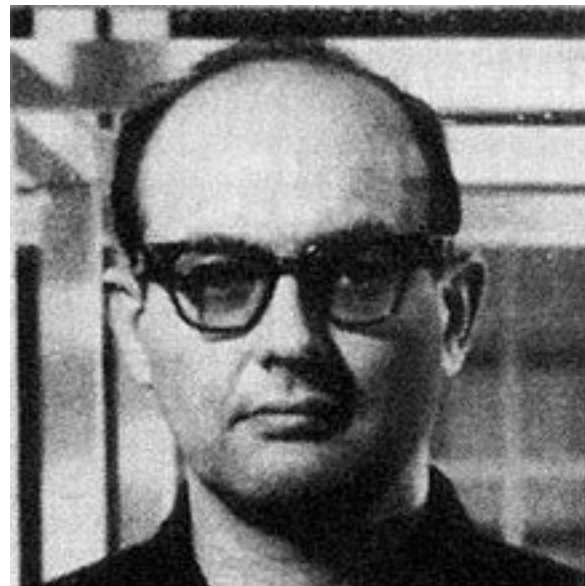


Processing Sol

Sol LeWitt was an American conceptual and minimalist artist. His best known works are his “Wall Drawing” series of nearly 1300 works created between 1968 and his death in 2007.

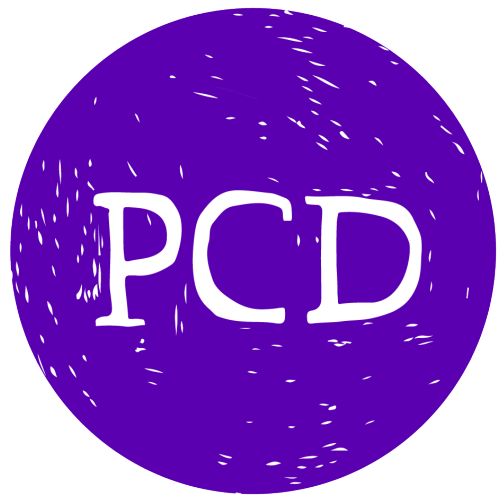
Each “work” is a set of instructions for a professional draftsman to execute on a wall, sometimes with latitude for interpretation.

Our challenge today is to execute his wall drawings on the canvas of a screen.



Wall Drawing #46 (1970)

Vertical lines,
not straight, not
touching, uniformly
dispersed with
maximum density,
covering the entire
surface of the wall.



Wall Drawing #86 (1971)

Ten thousand lines about 10 inches (25 cm) long, covering the wall evenly.



PCD Code Challenge

Write Processing or p5.js code to execute the instructions of a Sol LeWitt wall drawing, interpreted for screen.

Output the final image the code creates or take a screenshot. The solutions will be collected and printed in a zine.



Submit your image along with your name, wall drawing number, and a link to your code (optional) through the form here:

<http://processingday2019.cmp.ac.nz/>

PCD Advanced Code Challenge



Write Processing or p5.js code to write sets of instructions in the style of Sol LeWitt and then execute those instructions. (Interpret this challenge as you see fit.)

This project is inspired by Solving Sol: <http://solvingsol.com/>