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PC & DG How does your process/approach change when working with different mediums?

JL When you're working with a medium, you always have to take some time to understand what the qualities of that medium are. Your intention as a designer is like a vector and the medium can be a multiplier in some directions and not in others. In that sense, you sometimes hear people talking about a medium having a "grain." But more interesting to me is thinking about the social qualities of various mediums: how things are distributed, how they're encountered in the world, how they're picked up and read. That's something that I think we should think about more.

PC & DG What is the connection between the medium for which something is created and the tool that is used to create it? (How does the tool affect the result?)

JL I saw a talk that Erik van Blokland gave at the Cooper Union in New York — and this is another way of getting at what you asked in the last question — in this talk, Erik talked about the idea of

CR In our class, we are using the browser as a rendering engine/tool. How do you interact with the browser in creating your work?

AL The most obvious thing about the browser is that the viewport isn't a fixed dimension. So, rather than designing for a fixed format like you would when designing a poster or a book, you're designing for a set of possible formats, some more likely than others. Your design is more of a probabilistic system in that way. You write a series of rules that define how the design will respond in different scenarios, but you can never fully predict all situations or see all states of your design at the same time. Also, the content in a website is always changing so you have to leave some of the subjective decisions about layout and sequencing up to the browser or the user. At Project Projects, I worked with Adam Michaels and Rob Giampietro on a site for the philosopher/theorist Susan Buck-Morss that archives collections — what she calls constellations — of images around different areas of her research. The images are arranged in loose grid visual clusters according to a few simple rules that determine which images should be large, which should be small, and how the images should be

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