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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CR How does your process/approach