Web as A Canvas

RIP Microsoft Paint



"We should find new ways of depicting.
I always felt like pixels are an approximation of reality, and vectors are a reconstruction."

— Rafaël Rozendaal, interview excerpt from *Compression* by *Abstraction: A Conversation About Vectors* with Jürg Lehni

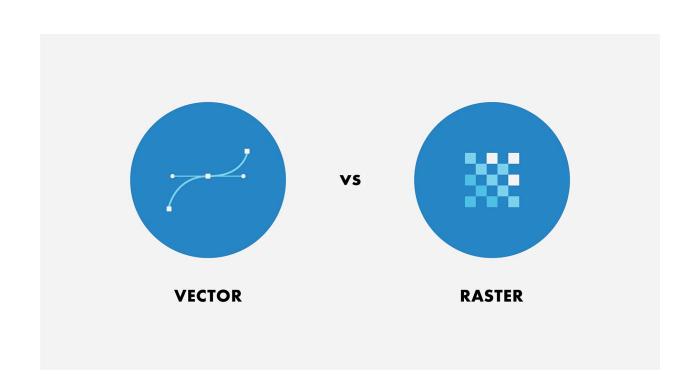






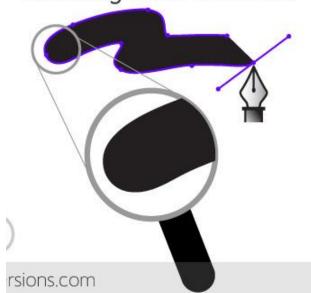


Vector vs. Pixel



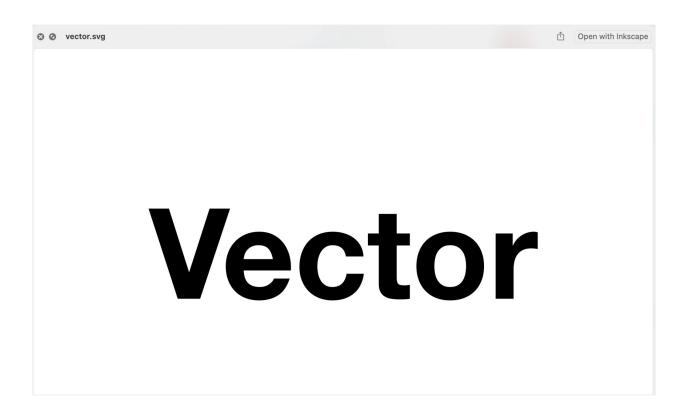
Vector

drawing with vectors



Raster







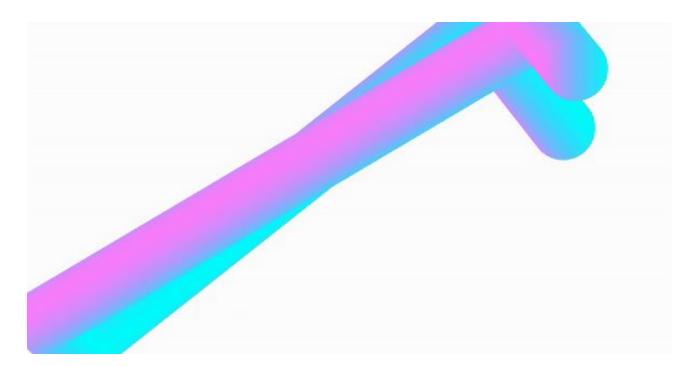


Raster



1. hybrid moment .

1

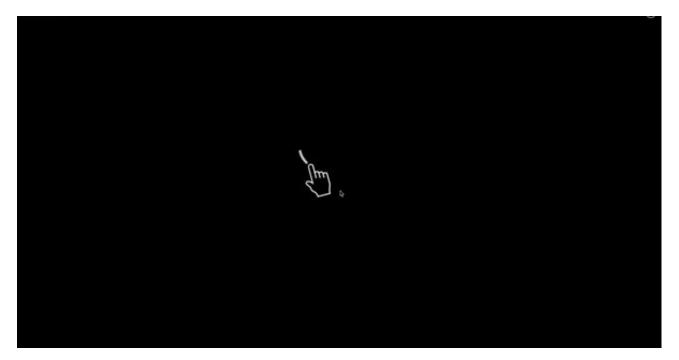


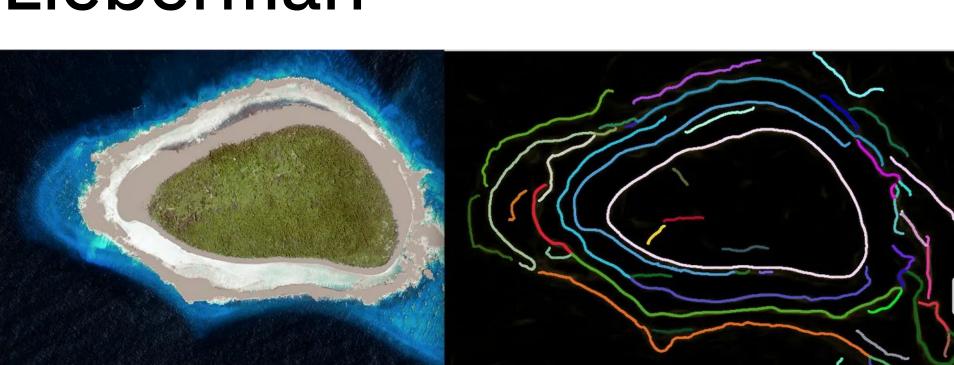




Zach Lieberman

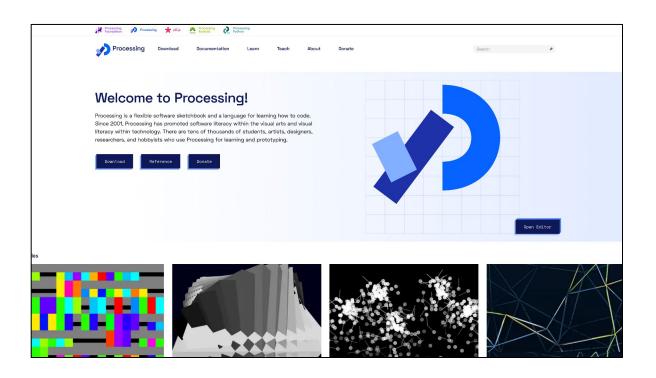
Zach Lieberman





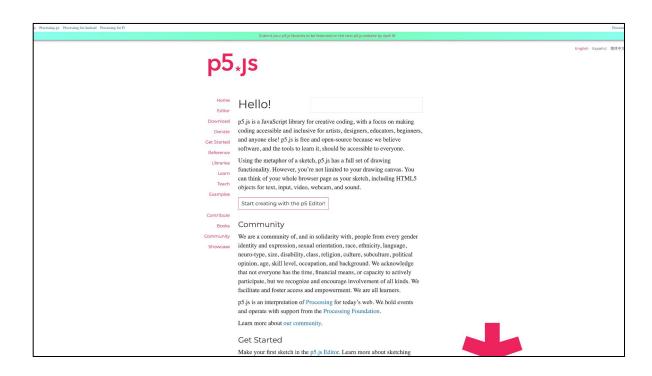
Casey Reas

1. Processing



Casey Reas

2. p5.js



1. <u>Hektor (2002)</u>



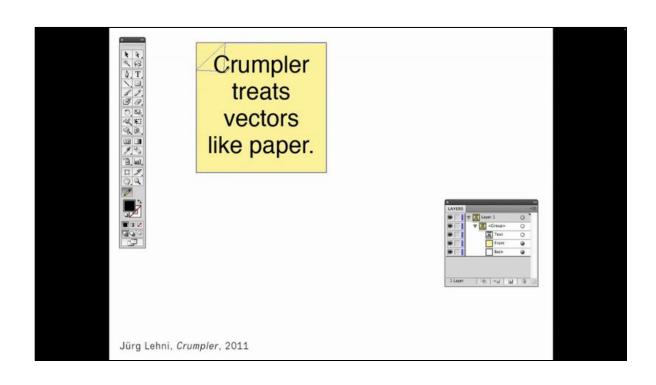
2. Victor (2006)



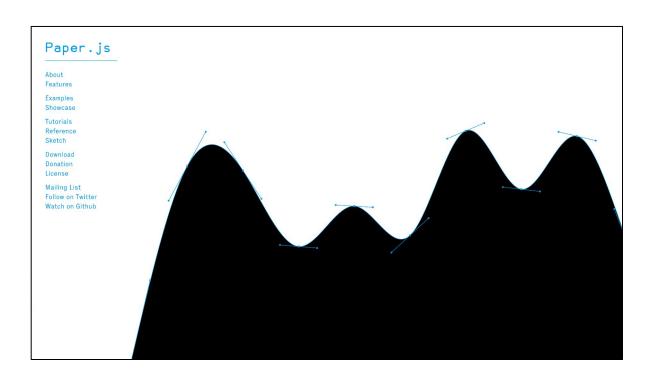
3. Otto (2014)



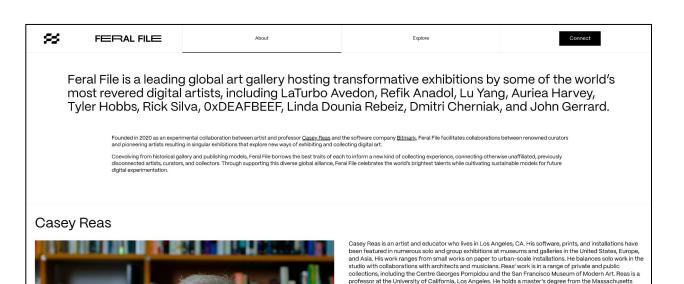
4. Scriptographer



5. Paper.js



6. Feral File



Institute of Technology in Media Arts and Sciences and a bachelor's degree from the College of Design, Architecture, Art, and Planning at the University of Cincinnati. With Ben Fry, Reas initiated Processing in 2001;

Processing is an open-source programming language and environment for the visual arts.

Jeffrey Scudder



Jeffrey Scudder

1. Radical Digital
Painting Project



Jeffrey Scudder

2. Whistlegraph

