

Structure

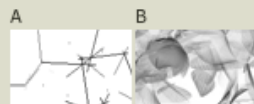
Defining relationships between elements

#003 A surface filled with one hundred medium to small sized circles. Each circle has a different size and direction, but moves at the same slow rate. Display:

- A. The instantaneous intersections of the circles
- B. The aggregate intersections of the circles

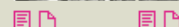
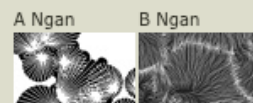
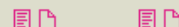
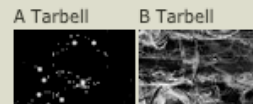
Implementation

Building the structure in software.



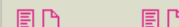
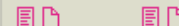
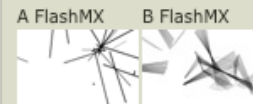
Interpretation

Different artists interpret the same structure.



Material

The same structure in different languages.

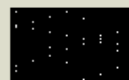


Process

Steps in the evolution of one structure.



#002 A grid of points in the top half of the surface. Each point moves downward and returns to the top when it leaves the bottom edge. Beginning in the upper-left, each row and column...

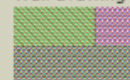


#001 Every possible pairing of [these sixteen curves](#). Use the additive numeric values from each curve to set the value of a series of horizontal lines from white to black.



The catalyst for this project is the work of Sol LeWitt. I had a simple question: "Is the history of conceptual art relevant to the idea of software as art?" I began to answer the question by implementing three of LeWitt's drawings in software. [Implementations with permission of Sol LeWitt]

Wall Drawing #85



Wall Drawing #106



Wall Drawing #358

