

Introduction to Computation Assignment 1 Improper Drawing Tool

Identify an existing tool in a piece of “drawing,” “painting,” or “drafting” software you regularly use. Some examples could include the “paint bucket” or “pencil” tools in Photoshop; the “blend” or “pen” tools in Illustrator; or the “array path” command in AutoCAD. The tool itself is not extremely important, though it should be a tool that you understand completely in terms of functionality. You should also be able to predict the outcome before you use it. That’s the one of the requisites of any tool: the ability to deploy it in a specific way to achieve some kind of desired outcome. Once you’re ready, your task is to write your own improper version of that tool. Before starting, make sure you have a good working definition of “improper.”

Due 9/16: A working version of your tool. At this point there may be many kinks and unresolved issues, but aim to have something that “works” on basic level. Keep in mind that what might initially be considered a flaw may actually emerge as a prized generator of a new kind of line, form, shape or space.

Due 9/23: A refined version of your tool. Post a video of yourself using the tool to Instagram using the tag #risdIntroToComputationAssignment1. Read the introduction to “When the Machine Made Art, the Troubled History of Computer Art” by Grant D. Taylor. Reduce this essay to 10 sentences by excerpting the text. Submit as a .txt file to Google Drive.

Make a work of art with your tool. Embrace the surprising results that may emerge as you use it more vigorously and exhaustively than you may have during its initial development. As you develop an aesthetic, compositional, or topical intention, you may revise the code further to provide yourself new opportunities or limits. Produce one drawing that will exist in two formats: 1) on Instagram with the tag #risdIntroToComputationAssignment1 and 2) printed on square paper at 20”x20”.

Due 9/30: Pin up your drawing and any relevant process sketches. Consider how much, if any, of your code should be included in your presentation. Also, pin up between one and three relevant precedents and be prepared to discuss them in the context of your work.
