

**Class Journal / SM2220 / January 15, 2009**

Discussion:

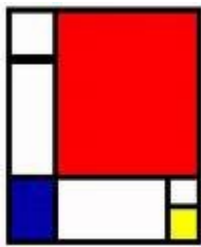
Compare Vincent Van Gogh's *Chair with His Pipe* (1888) and Joseph Kosuth's *One and Three Chairs* (1965)

“representation” / “conceptual art”

**Analysis of a painting by Piet Mondrian**

What questions we often ask about a painting do not apply to this situation?

What new, production questions are relevant?



[keywords]

Rules

Constraints

Process / steps / algorithms

Freedom/inventiveness within limit

Surprises, amazement

Simple rule/simple unit → complexity

*Steps...(instruction)*

**We may thinking of asking some to make an exact copy of the above painting by telling the person step by step exactly what to do...e.g. pick up a pencil – draw a rectangle with width and height in the ratio of 3:4 – divide it up into 4 equal columns...etc.**

*Steps (rules/procedures/algorithm)*

**What would the steps be if you have to reproduce this painting via the programming language Processing? What would be the steps/procedures/codes?**

*Steps (rules/procedures/algorithm)*

**What if we don't just want to reproduce to the above painting by Mondrian but, instead, want to produce many different Mondrian-like painting?**

Rules – delimiting/restricting + enabling/opening up

Games:

[single word/character] → [drawing] → [body sculpture] → [a poetic line] → [sound]  
→ [performance] → [single word/character]

Different kinds of Rules

- that govern the forward movement of the action (keeps the work going)
- that govern individual actions
- that explores the step-between-step design
- Rules about rules, e.g. cyclic repetition, reversal, distribution,

Game to take home:

Make 5 drawings, each containing: a circle, a stick-man, a tree, a square

(Linda Lai)