A TEK-435/635

Algorithmic Practices: Rules-based Approaches to Art

Fall 2018

Mon 4-6pm, A211h

Faculty: Daniel Jackson

djackson@calarts.edu

3 units

There is a long history of algorithmic processes in art. We will approach our study through the history of Fluxus and conceptual art, and use rules, scripts, and scores to understand computers as performers. We will use both analog and digital means to communicate and visualize ideas, so that collaborators can implement them in actual matter.

Computers are in the hands of technologists whose sole purpose is commerce. As artists, how can we utilize this system for our own ends? We will find methods and approaches of instructing computers that are friendly to open-ended artful creativity.

Designed for the student with no programming experience, this course will require analog and digital experimentation and making throughout the semester.

Activities

Working alone, in pairs, and in groups, students will produce, run, and analyze both analogue and digital algorithms on a weekly basis. Readings, technical exercises, and demonstrations will complement discussions and advanced interrogations of rules-

based methodologies within art practices. Small assignments and a final project will be produced during the semester.

The second half of the semester will be used for group and individual problem solving and brainstorming towards the realization of students' final projects.

Students will learn how to use an algorithm, and the rudiments of coding in Processing

Expectations

1. Maintain consistent attendance (3 or fewer absences)

2. Participate in class discussions and activities.

3. Complete the readings and assignments.

4. Complete the Final Project.

Readings & Resources

Wall Drawings by Sol Lewitt, Ulrich Loock

Generative Art: A Practical Guide to Using Processing, Matt Pearson

Interactive Art and Embodiment, Nathaniel Stern

Coding is not "fun," it's technically and ethically complex, Walter Vannini

Who Cares if You Listen: the Algorithm at 100, Steve Kado

The Chairs are Where the People Go, Misha Glouberman

All Watched Over by Machines of Loving Grace, Adam Curtis

Schedule (subject to change)

Week 1 – Sept 10 Show & Tell (guest instructor - Tom Leeser)

- Introductions

- What is an algorithm?

Week 2 – Sept 17 Describe, Share, Run

- Second introductions, etc.

- Run each other's algorithms

Week 3 – Sept 24 Paper

- Graph paper scripting
- Converting analog to digital
- Reading: *Wall Drawings By Sol Lewitt*

Week 4 – Oct 1 Process

- Sol Lewitt Wall Drawing in Processing

- Processing language & resources

- Reading: *Generative Art*

*** **No class Oct 8** ***

Week 5 – Oct 15 Processing I

- Processing Assignment I – Painting & Text
- Discuss final project
- Reading: *Coding is not "fun," it's technically and ethically complex*

Week 6 – Oct 22 Processing II

- Processing Assignment II – Interactive Transformations - Reading: *The Chairs are Where the People Go*

Week 7 – Oct 29 Ambiguity & Poetics

- Discussion on miscommunication - Fluxus, Grapefruit, Cage & RSVP

- Project Speed Pitches

Week 8 – Nov 5

Work on Final Projects

Week 9 – Nov 12

Work on Final Projects

Week 10 – Nov 19

Work on Final Projects

Week 11 – Nov 26

Work on Final Projects

Week 12 – Dec 3

Final Project Presentation & Critique

Week 13 – Dec 10

Final Project Presentation & Critique