

Computing with Watercolor Shapes

Developing and Analyzing Visual Styles

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Abstract. Computers help run visually creative processes, yet they remain visually, sensually and tactually distant [1]. This research introduces a drawing and painting process that infuses digital and analog ways of *visual-making* [2]. It implements a computationally broadened workflow for hand-drawing and painting, and develops a custom drawing apparatus. Primary goal is to develop a computationally generative painting system while retaining embodied actions and tactile material interactions that are intrinsic to the processes of hand-drawing and watercolor painting. A non-symbolic, open-ended and trace-based shape calculation system emerges.

Keywords: Shape · Computing · Painting · Embodied · Watercolor