Exercise 6

VECTORIZE AN IMAGE

In 1922 the artist Lázlo Moholy Nagy designed some paintings using gridded paper. He then – by phone, and using only words and numbers – instructed a factory to make the paintings.

This exercise asks you to do something similar.

Phase 1: Draw an original image

1 Form teams of 2 people. Each team has 2 sheets of blank, gridded paper

2 Choose one member of the team as the Artist. The other member is the Model

3 For 5 minutes, the Artist draws the Model's face very simply on one of the gridded papers. Use only a small number of either:

- straight lines (which can be diagonal)
- complete rectangles (sides parallel with the paper)
- complete circles.

No other mark is permitted. Try to use a maximum of 20 drawing actions ('vectors')

4 Write on the image the word 'ORIGINAL' and the name of the Model (not the Artist)

Phase 2: Make the image's vector matrix

5 For 10 minutes, on another piece of paper (not a gridded one), make a 'vector matrix'. The matrix must show, for each vector:

- its shape (*line*, *rectangle*, or *circle*)
- for each line: start coordinates (*x, y*) and end coordinates (*x, y*)
- for each rectangle: top-left corner coordinates (*x, y*) and bottom-right corner coordinates (*x, y*)
- for each circle: centre coordinates (*x, y*) and radius length (*r*).

For example:

line	3,5	12,5
line	12,5	12,8
rectangle	13,8	17,10
circle	5,7	2

6 Write on the vector matrix the name of the Model (not the Artist)

Phase 3: Reconstruct an image from another group's vector matrix

7 Exchange your matrix with another group. Don't show them your image!

8 For 10 minutes, on your second (blank) gridded paper, convert the other group's matrix into an image

9 Write on the image the word 'COPY' and the first name of the other group's Model

10 Fix your original image of the Model to the wall, with the copy of the same Model done by the other group. Fix the ORIGINAL above the COPY.

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