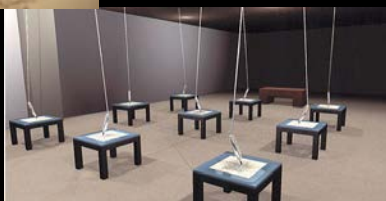


Drawing Machines

Automated Drawing as Sculptural Object / Installation

Drawing Machines



Automated Drawing

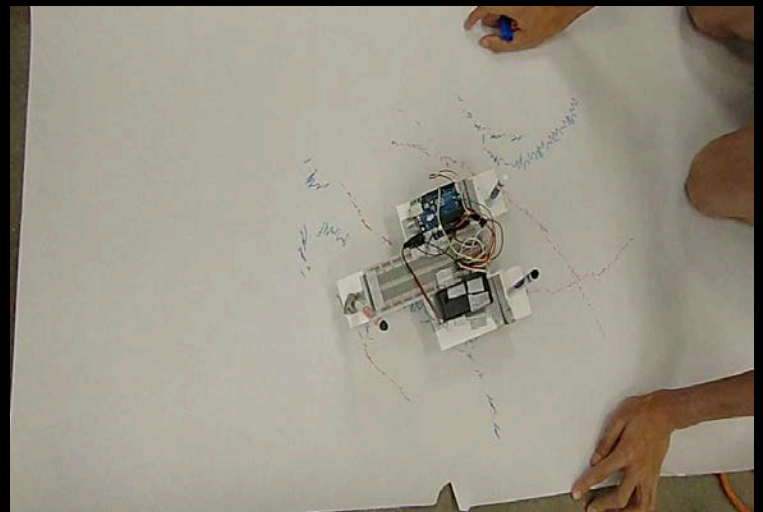
- Drawings made with mechanisms
 - Repeatable?
 - Controllable?
 - Editionable?
- Based on data?
 - Or made to be as random as possible?



Mike Lyon, Kansas City, MO
<http://mlyon.com/>

This Talk...

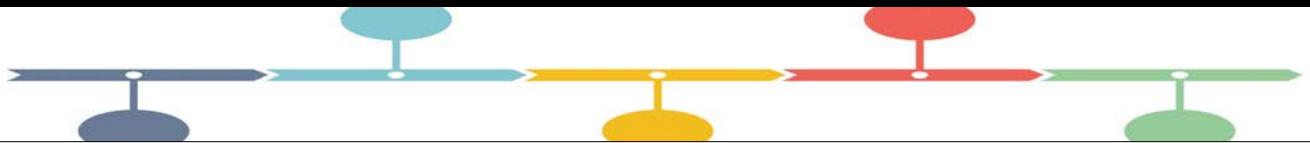
- Time Line:
 - historical, computer age, and contemporary
 - Not intended to be comprehensive
- End with some examples of workshop machines



Student from Trinity Valley School workshop

Time Line

- Historical: 18th and 19th centuries (automata)
- Early Modern: 1950's (Metamatics)
- Computer Age: 1960's – 1970's (printers/plotters)
- Contemporary: 1990's to Now (lots of artists!)

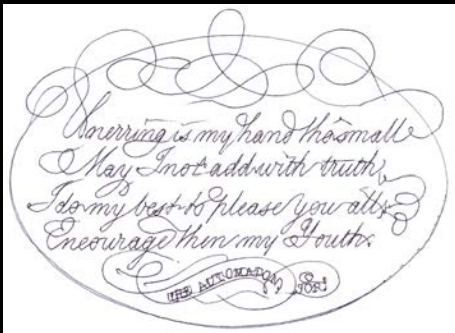
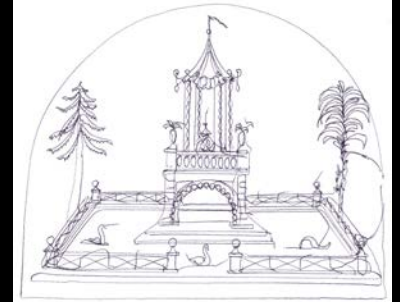


Maillardet's Automaton, 1810



<http://www.fi.edu/learn/sci-tech/automaton/automaton.php?cts>

Maillardet's Automaton, 1810



Jaquet-Droz Automata

- 1768-1774
The Draughtsman



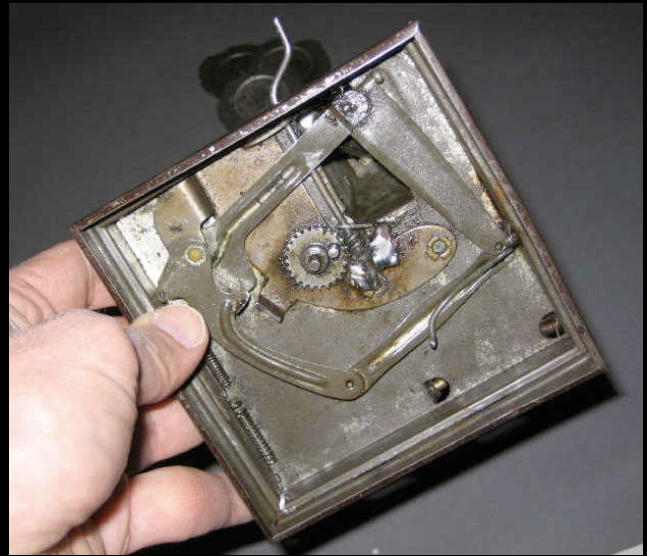
Cam-Follower Mechanism



Cam-Follower Mechanism



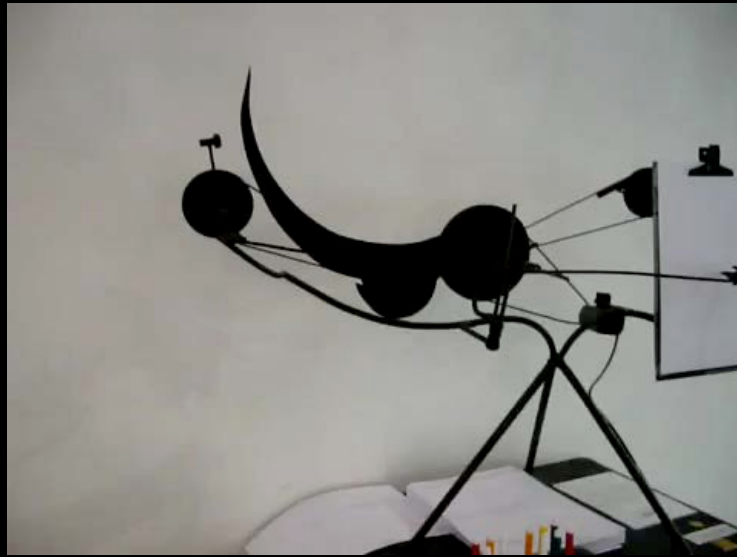
Cam-follower tin toy ~1895



<http://blog.dugnorth.com/2009/07/tin-clown-artist-picture-drawing.html>

Cam-follower tin toy ~1895

Jean Tinguely (1925 – 1991)

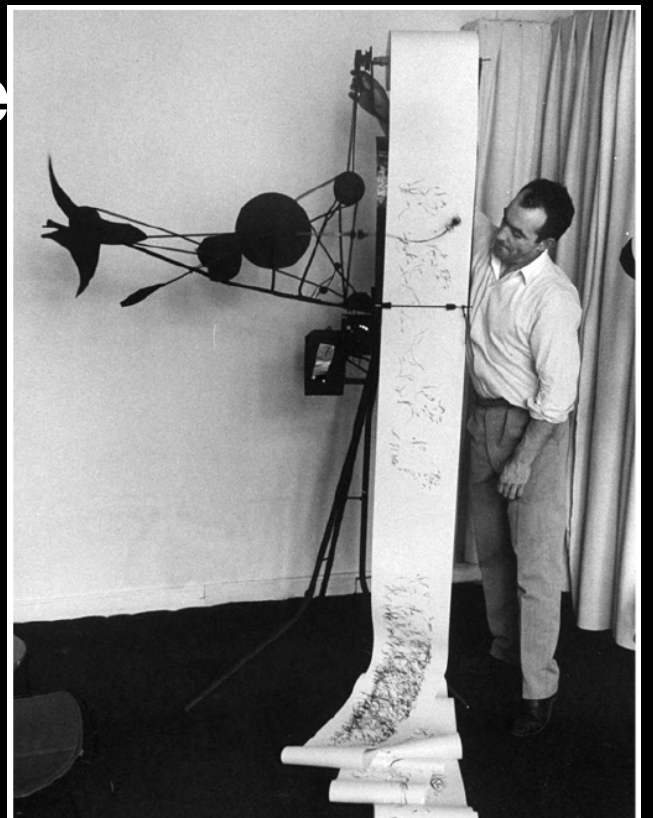


Metamatics

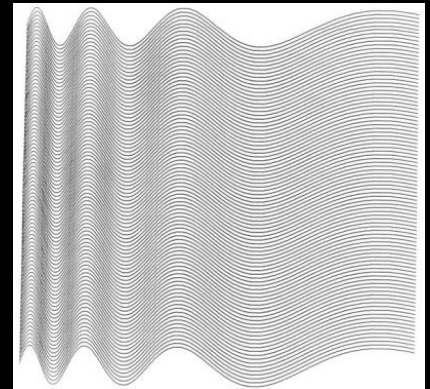
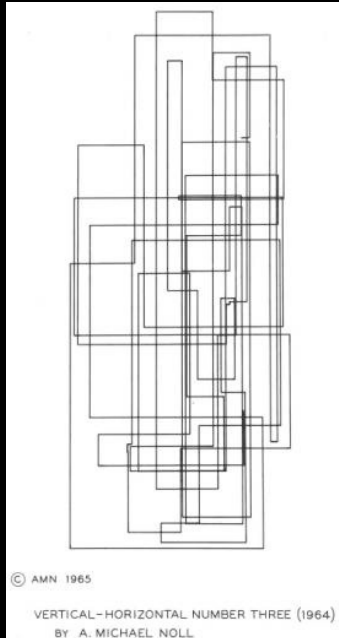
Jean Tinguely



Metamatics



A. Michael Noll, Bell Labs, '62-'65

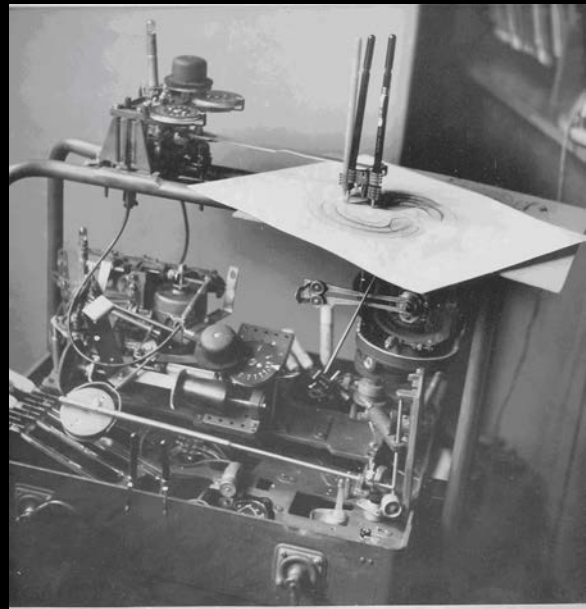


noll.uscannenberg.org

Stromberg-Carlson 4020 microfilm printer

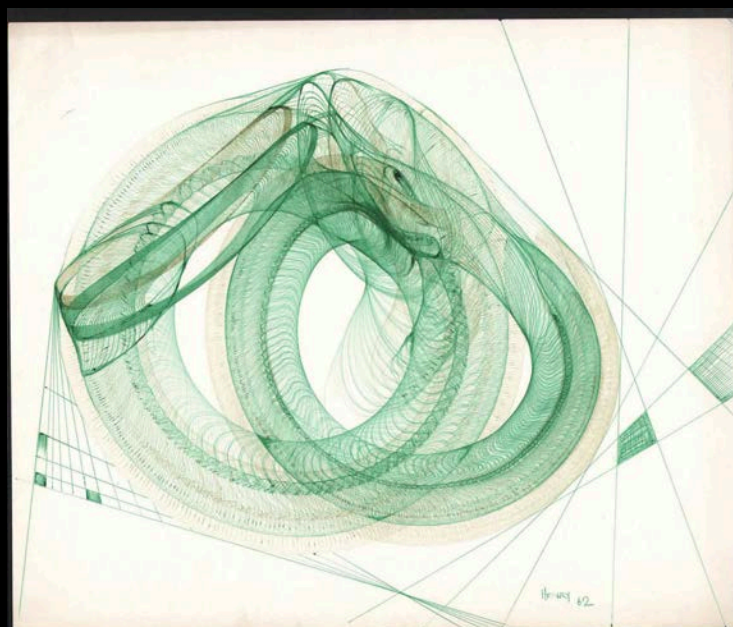


Desmond Paul Henry: 1962



<http://www.desmondhenry.com/index.html>

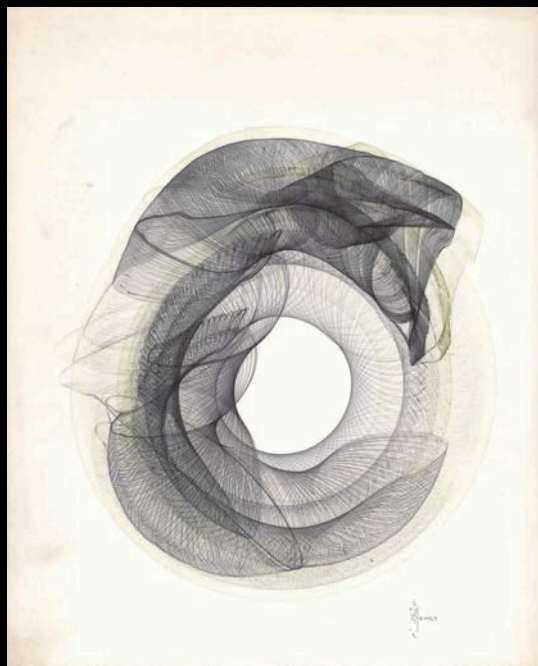
Desmond Paul Henry



Desmond Paul Henry



Desmond Paul Henry



Huge jump to the 2000's...

Taxonomy

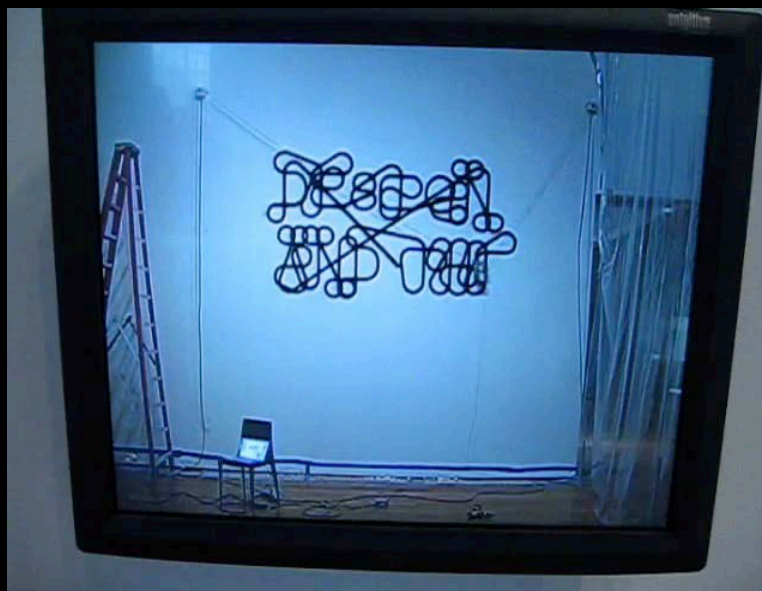
<i>Image \ Control</i>	<i>Analog (mechanical)</i>	<i>Digital (electronic)</i>
<i>Random</i>	<i>Random marks with direct control of the drawing tool</i>	<i>Computer control, often using environmental input</i>
<i>Deterministic</i>	<i>Mechanical drive of the drawing tool</i>	<i>Computer programmed control</i>

Taxonomy

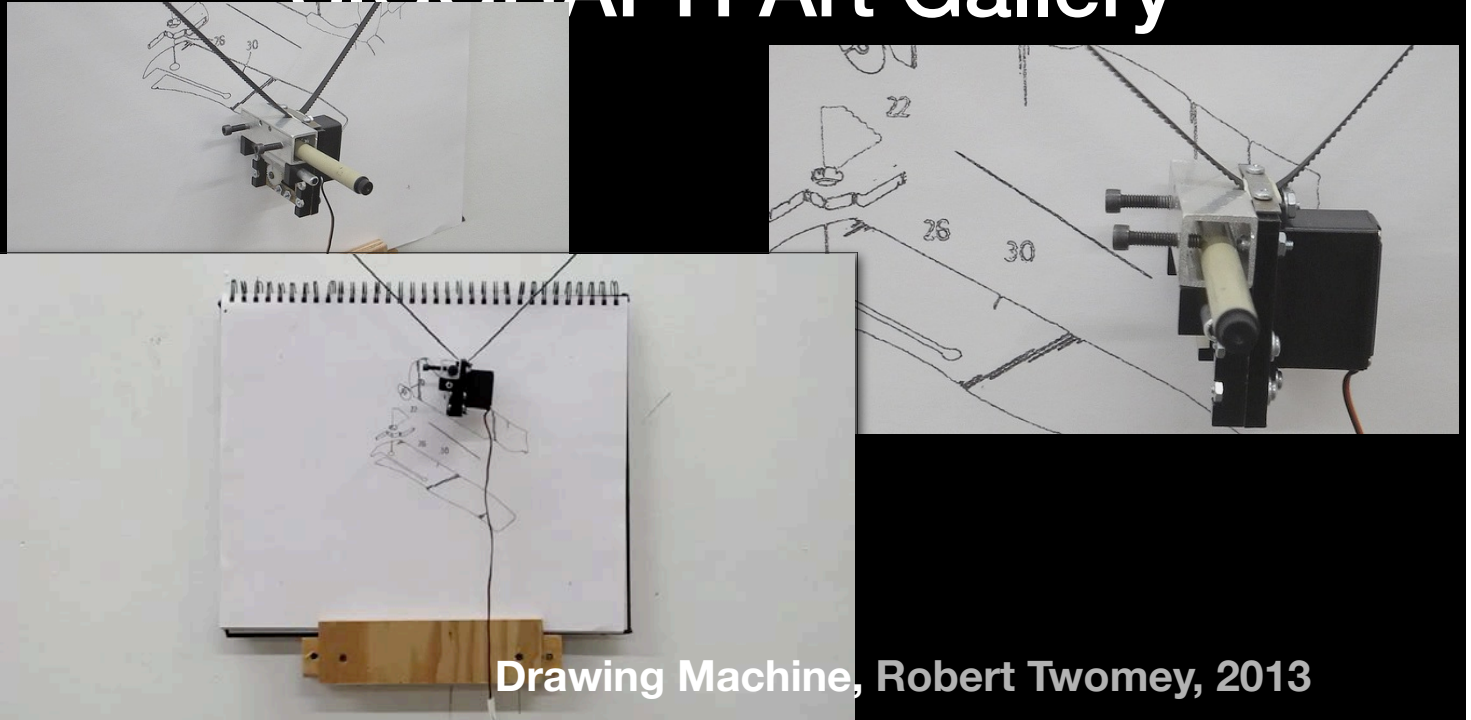
<i>Image</i> \ <i>Control</i>	<i>Analog</i>	<i>Digital</i>
<i>Random</i>	<i>Tinguely</i> <i>Horn</i> <i>Knowles</i> <i>Grossman</i> <i>Houlding</i>	<i>Bowen</i> <i>Robbins</i> <i>Raaf</i> <i>Tresset</i>
<i>Deterministic</i>	<i>Henry</i> <i>Maillardet</i> <i>Jaquet-Droz</i> <i>Hawkinson</i> <i>Rex</i>	<i>Lyon</i> <i>Noll</i> <i>Hektor</i> <i>Twomey</i>

Hektor - 2002

Uli Franke, Jürg Lehnli

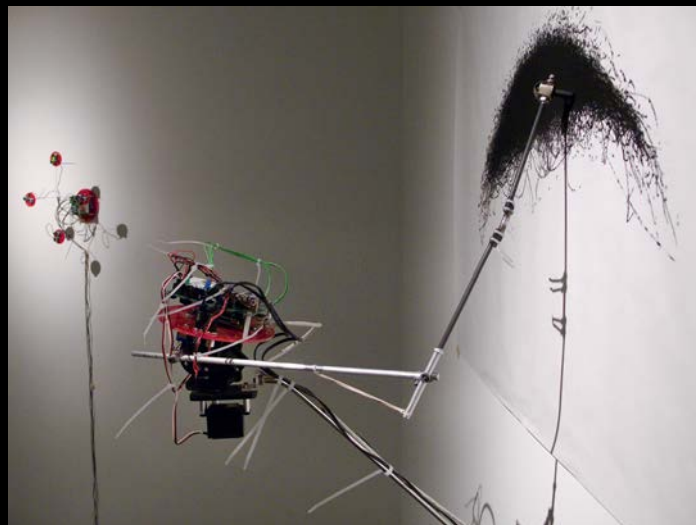


SIGGRAPH Art Gallery

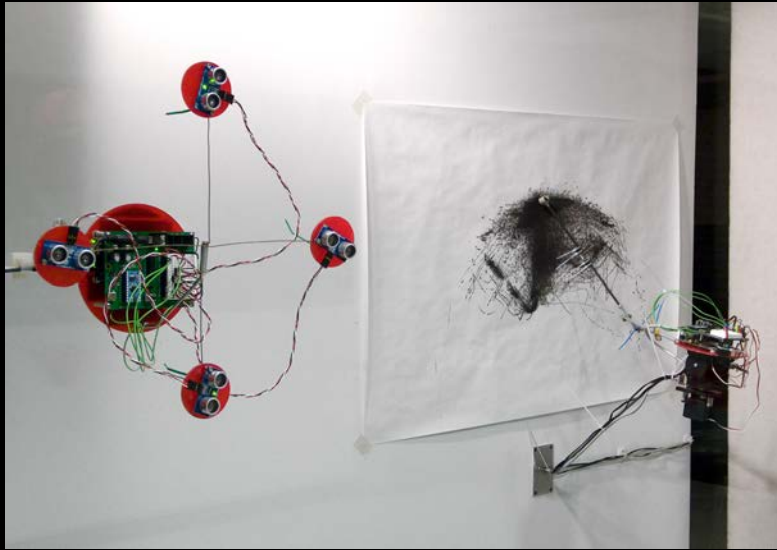


Drawing Machine, Robert Twomey, 2013

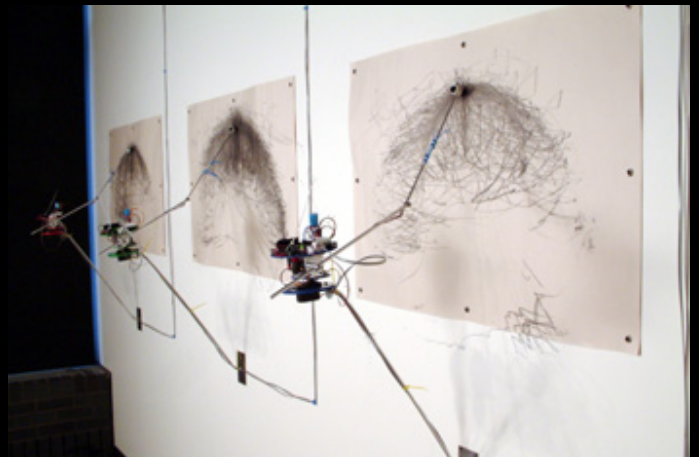
David Bowen



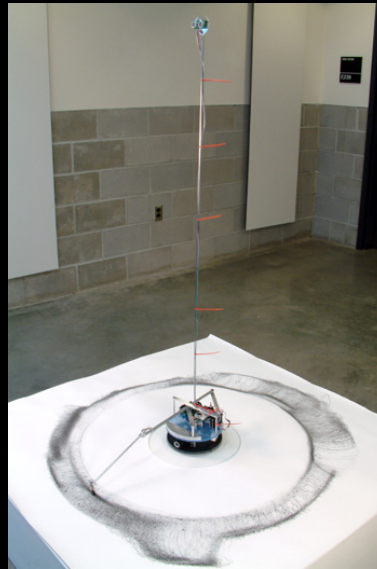
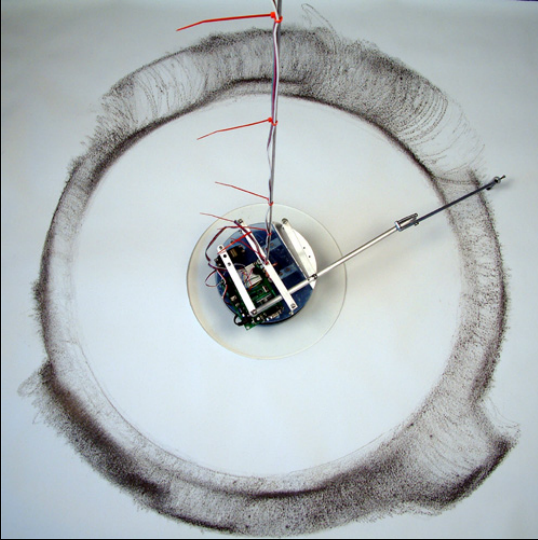
David Bowen



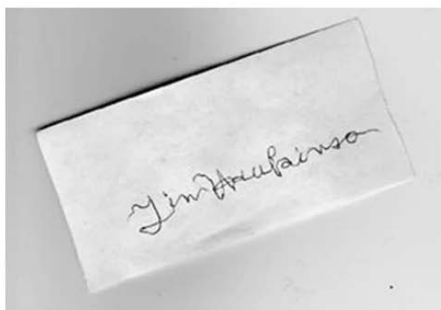
David Bowen



David Bowen



Tim Hawkinson (1960 -)



Tim Hawkinson

(1960 -)



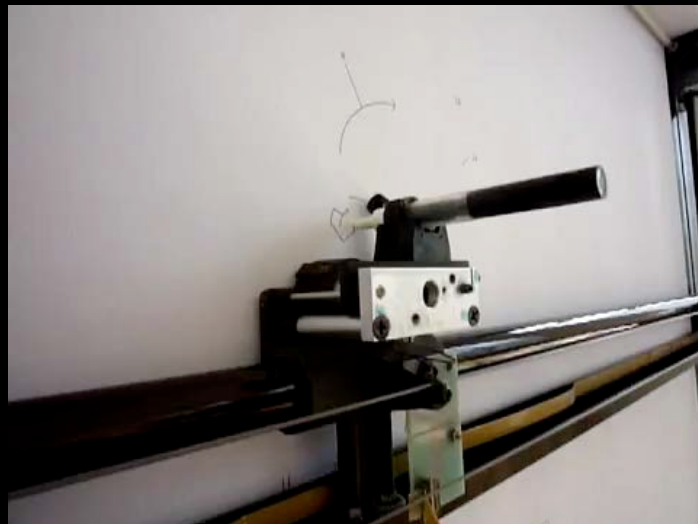
Rebecca Horn (1944 -)



Perpetual Storytelling Apparatus



Perpetual Storytelling Apparatus



JULIUS VON BISMARCK & BENJAMIN MAUS, 2009

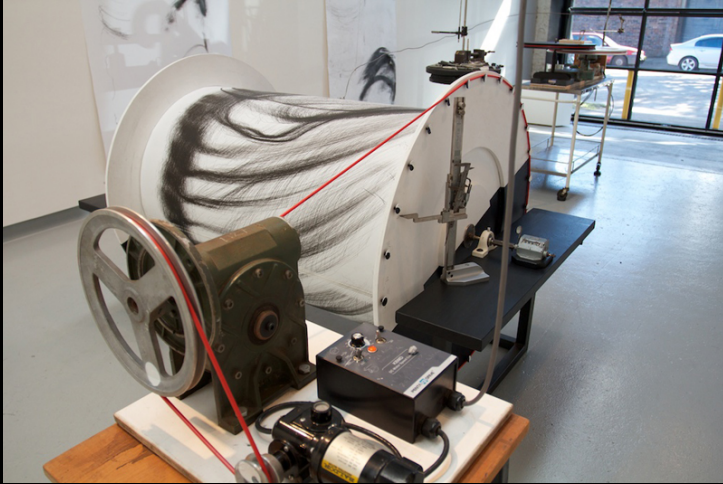
Joseph L. Griffiths



Patrick Tresset



Cameron Robbins, Australia



cameronrobbins.com/artwork/

Cameron Robbins, Australia



cameronrobbins.com/artwork/

Sabrina Raaf



Translator II: Grower
2004-2006

Kinetic Art @ UofU 2010

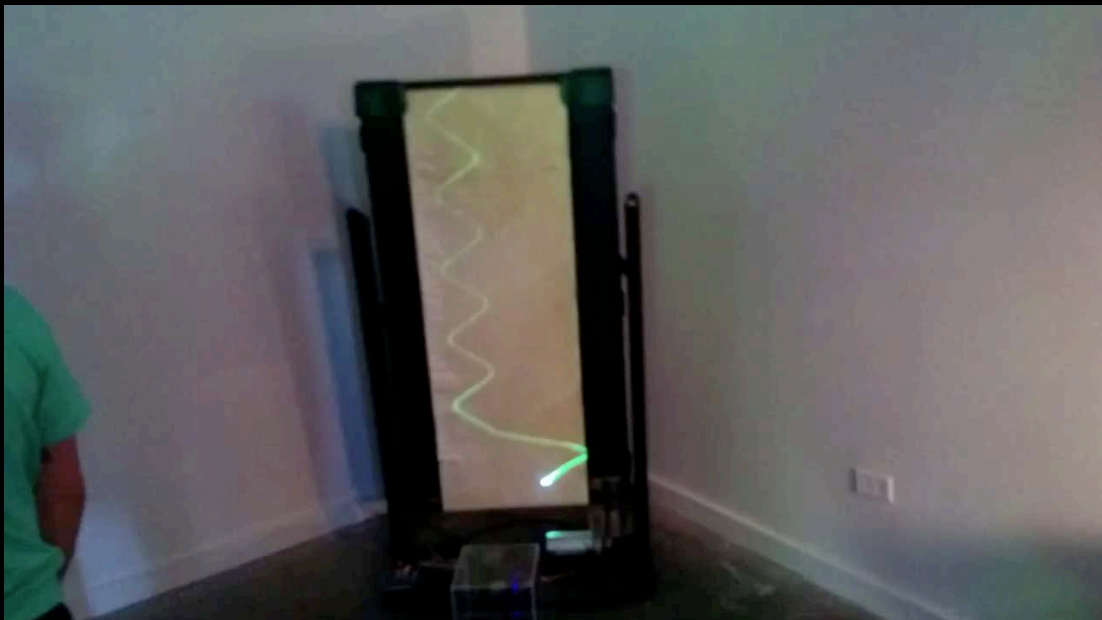


Kinetic Art @ UofU



Kinetic Art @ UofU

DARRIN STOKER, ERIC HAIR, PATRICK CHARLES, 2015



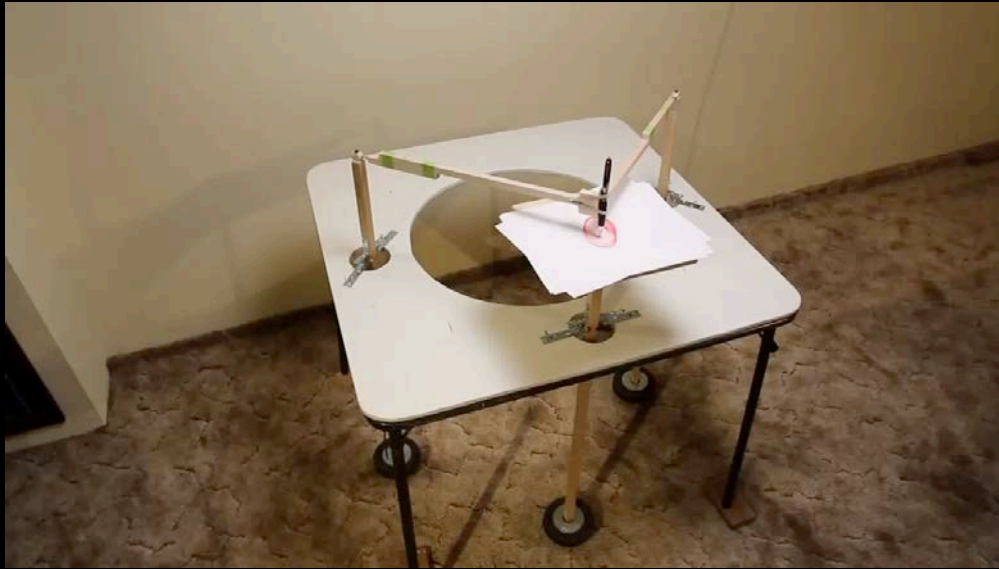
Kinetic Art @ UofU



Eske Rex - Denmark 2011

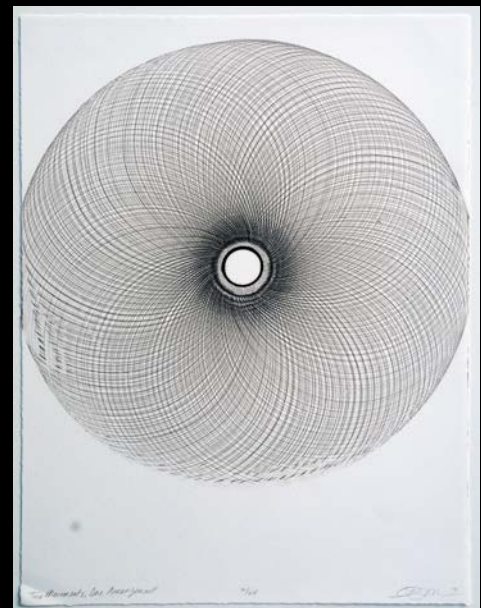
Designguide.tv

Harmonograph



Wayne Schmidt: <https://www.youtube.com/watch?v=HJYve-f3r18>

Leslie A. Grossman 2012



Leslie A. Grossman 2012



leslieagrossman.com/

Leslie A. Grossman 2012

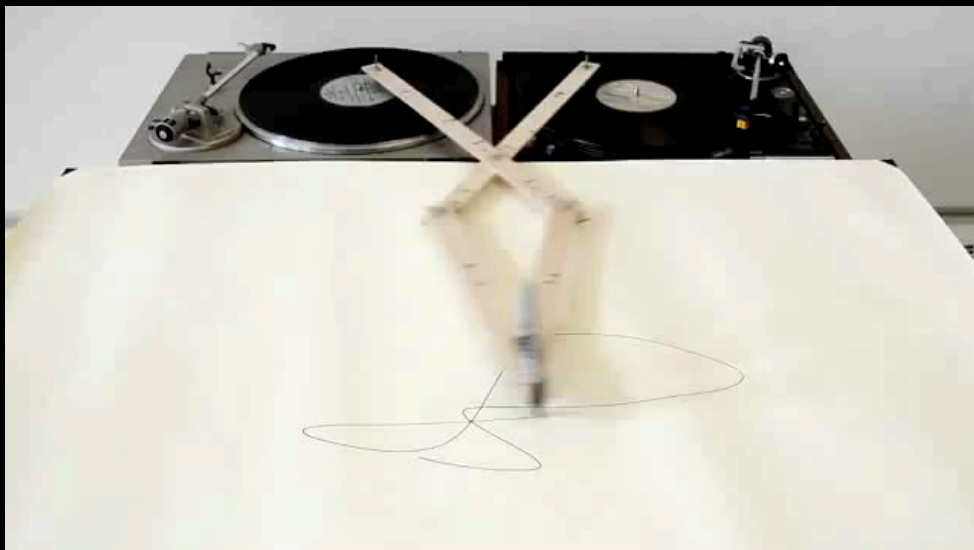


leslieagrossman.com/

Alfred Hoehn

<http://www.alfredhoehn.ch/>

Robert Howsare



https://www.youtube.com/watch?v=EB_e5gx5b3I

Tim Knowles 2006

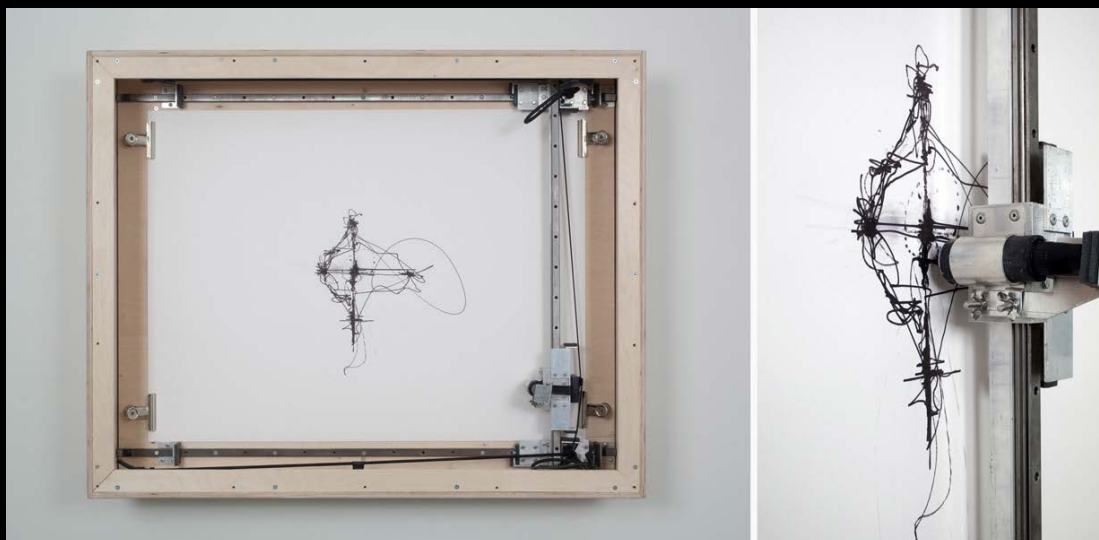


<http://www.bitforms.com/tim-knowles-gallery.html>



www.timknowles.co.uk

Tim Knowles 2006



www.timknowles.co.uk

<http://www.bitforms.com/tim-knowles-gallery.html>

Tim Knowles



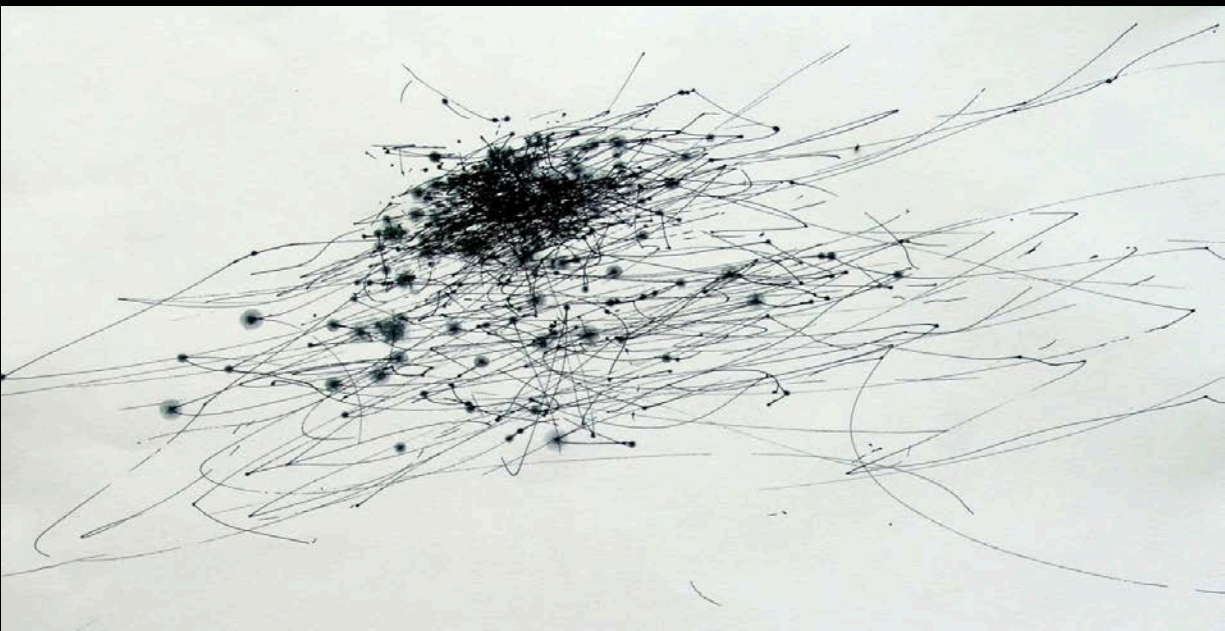
Tim Knowles



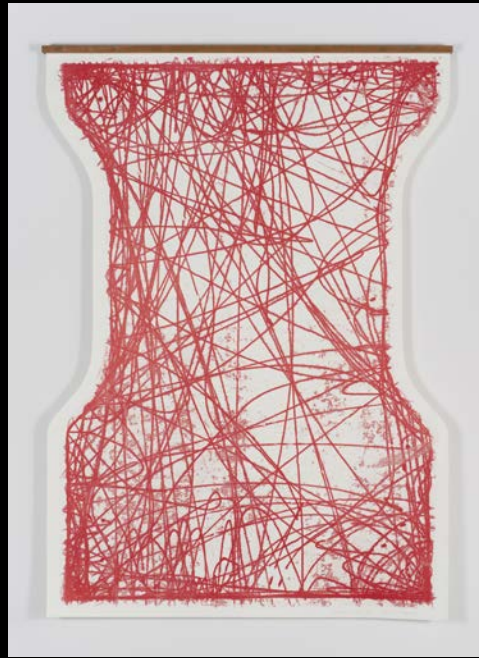
Tim Knowles



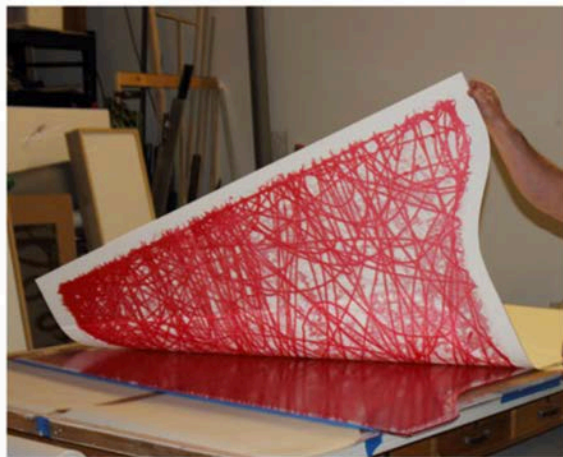
Tim Knowles



Jesse Houlding



Jesse Houlding



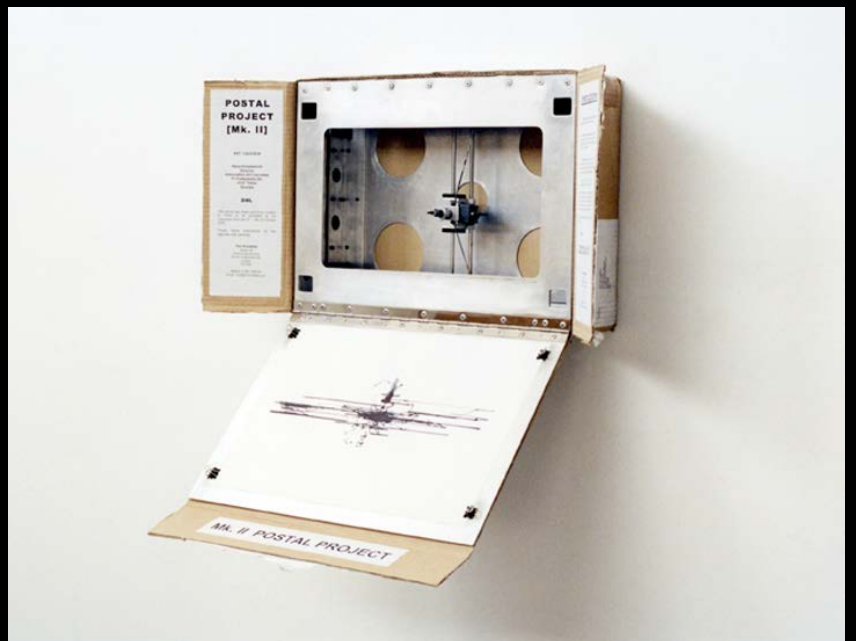
TRUCK DRAWING, 2014

Jesse Houlding

TRUCK DRAWING, 2014

Example High School Curriculum

- Based on the Postal Project by Tim Knowles
- Katie Campbell
Alta High School
Salt Lake City, UT



AP Studio Art: Drawing

- Katie Campbell
Alta High School
Salt Lake City, UT

- Objectives:
 - Each student is given a postal box
 - Each student chooses a drawing medium
 - Each student puts drawing paper as well as their drawing medium inside the postal box
 - Each student seals the postal box
 - Each student is required to carry the postal box for a period of one day, from sun up to sun down, without opening the box

Example High School Curriculum



Katie Campbell, Alta High School, Salt Lake City, UT

Example High School Curriculum



Katie Campbell, Alta High School, Salt Lake City, UT

Example High School Curriculum



Katie Campbell, Alta High School, Salt Lake City, UT

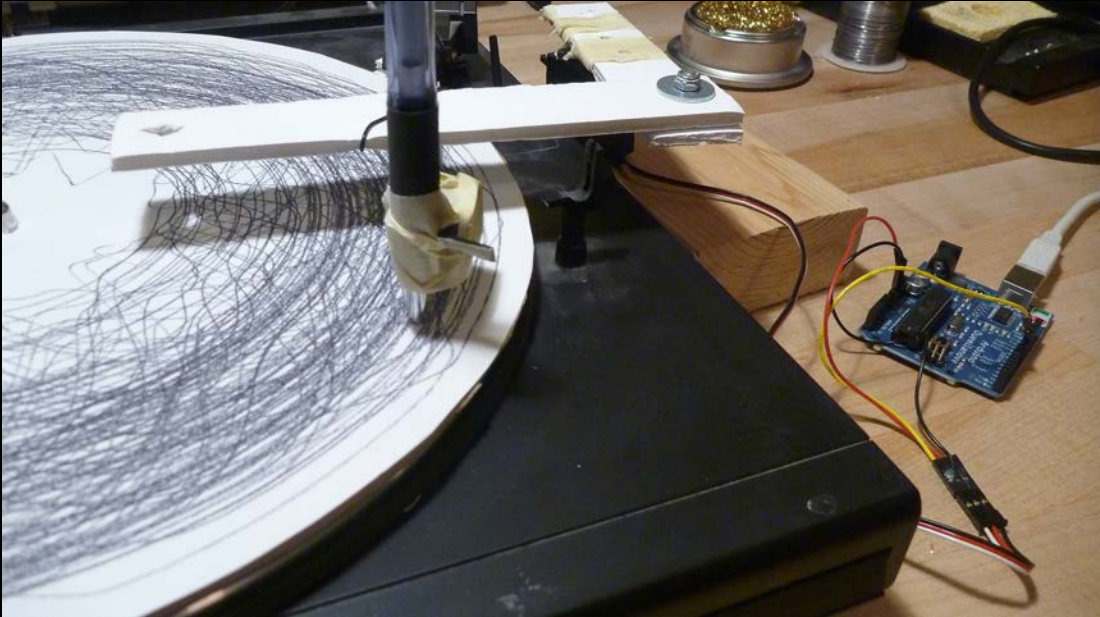
Example High School Curriculum



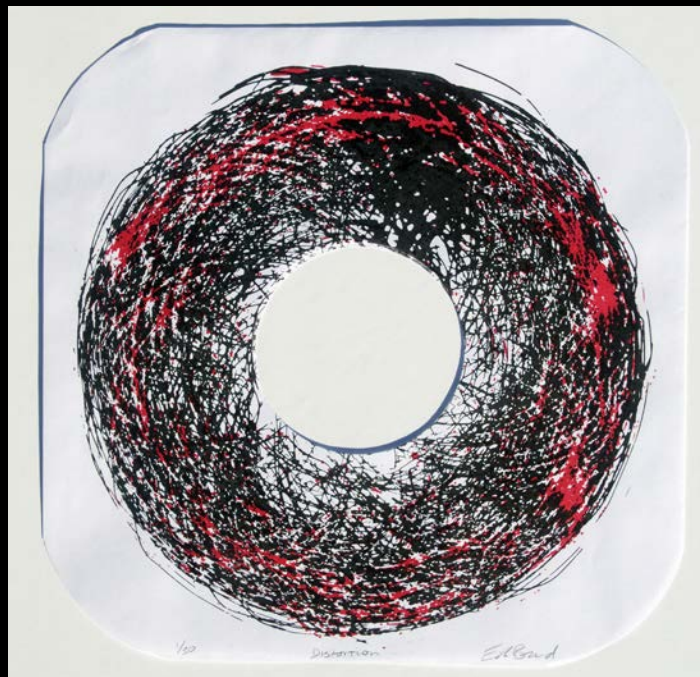
Drawing Machines (Erik Brunvand 2014)



Drawing Machines (Erik Brunvand 2014)

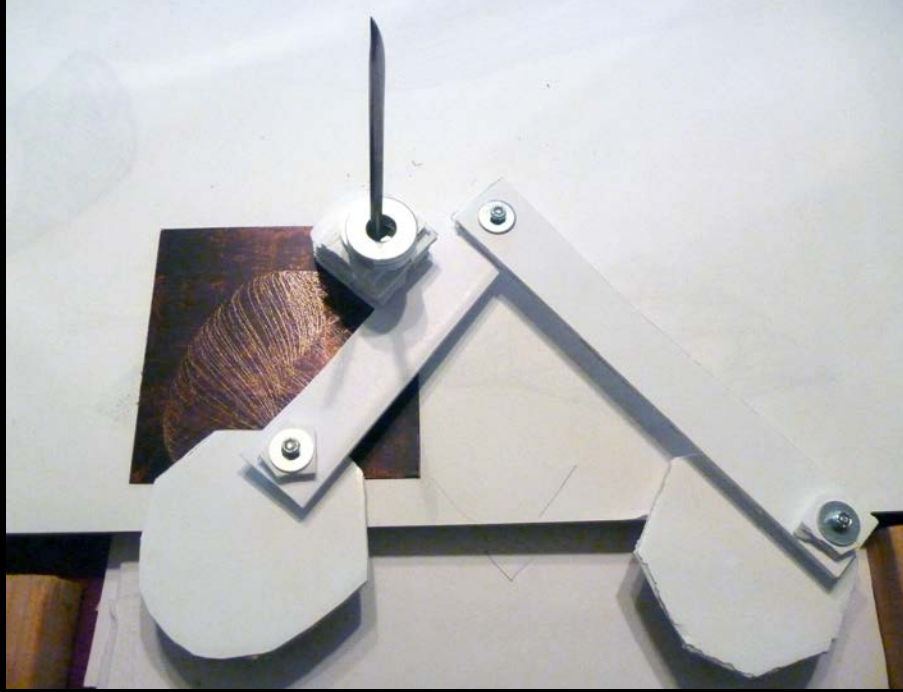


Distortion (Erik Brunvand 2014)



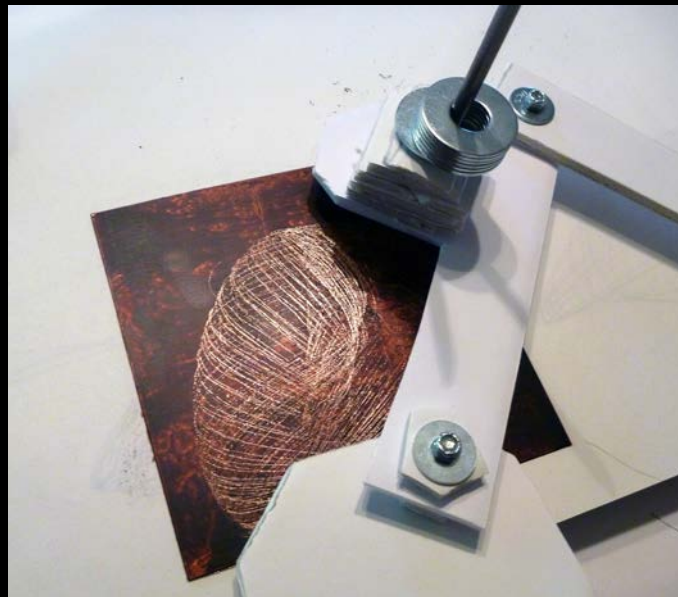
Etching Machine

(Erik Brunvand 2014)

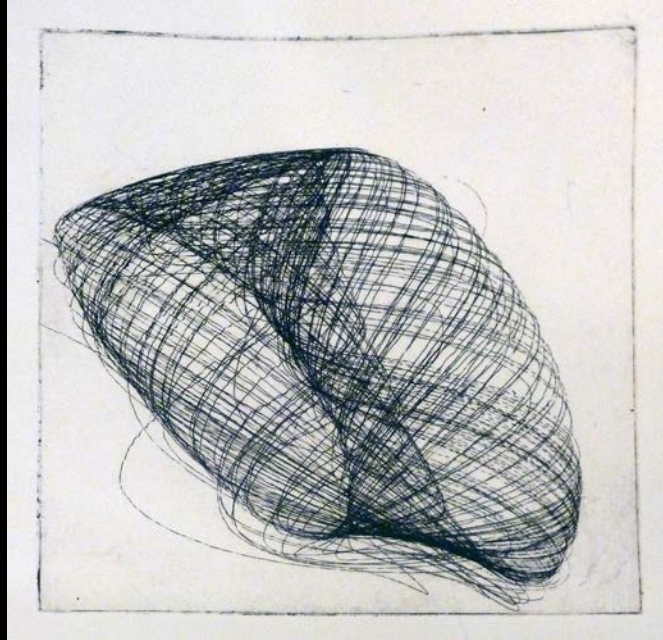


Etching Machine

(Erik Brunvand 2014)

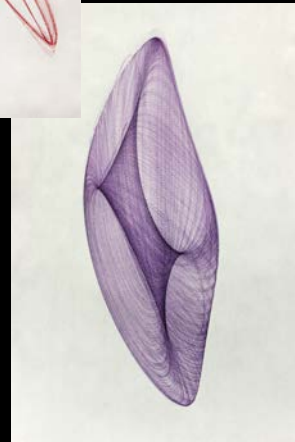


Etching Machine (Erik Brunvand 2014)



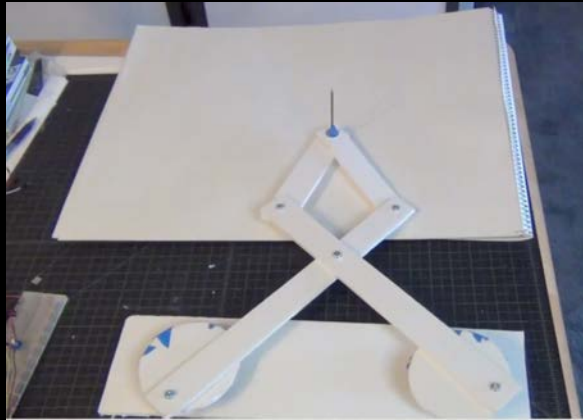
Conclusions (of history/overview)

- Drawing Machines are an intriguing way to combine art and engineering
 - Long and interesting history
 - Fascinating kinetic sculptures
 - Potential for collaboration
- Art students are introduced to engineering
- Engineering students are introduced to art

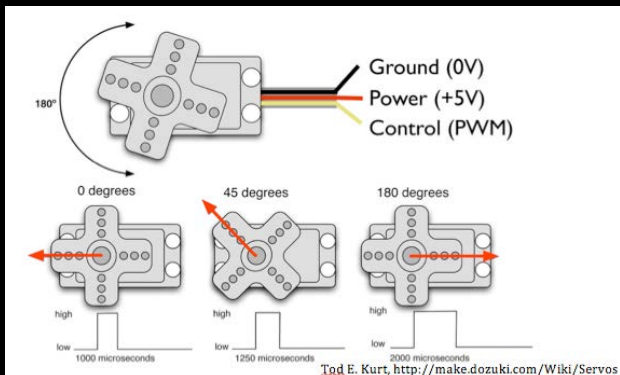


Workshop Project

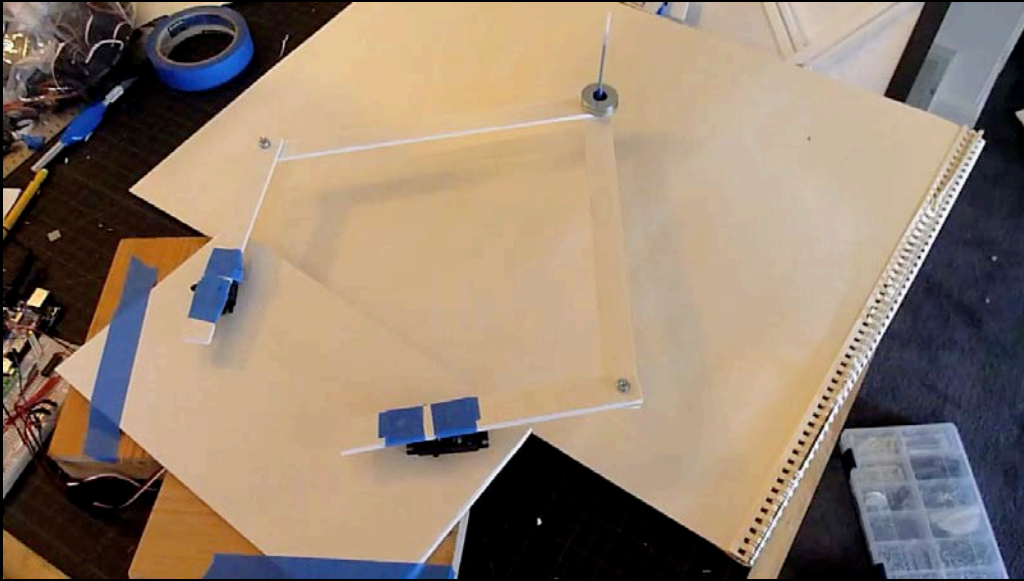
- A fun drawing machine that is easily prototyped
- Introduces engineering in an arts context
- Introduces art in a engineering context
- Great for interdisciplinary groups
- Details... <http://www.cs.utah.edu/~elb>



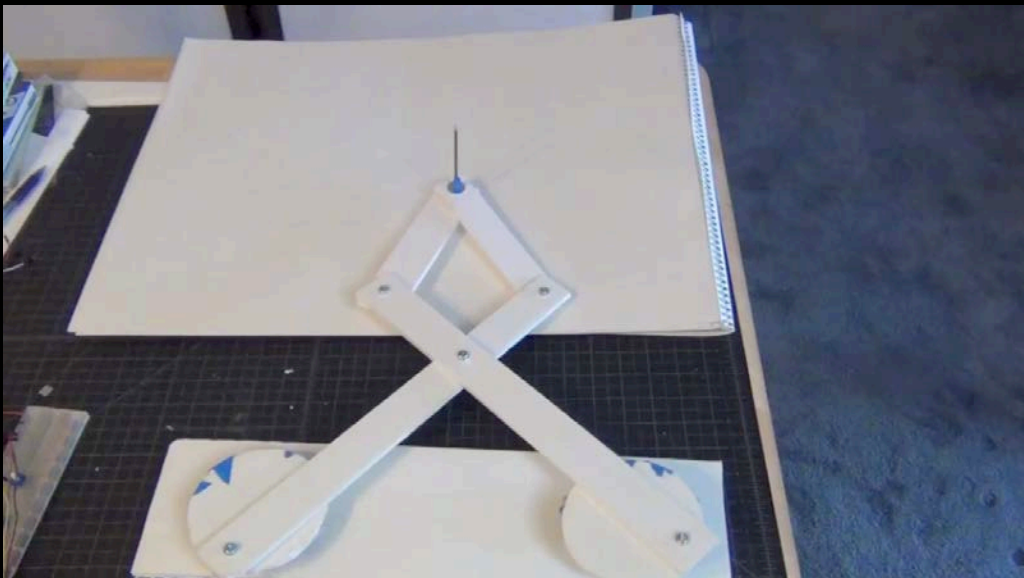
Hobby Servos

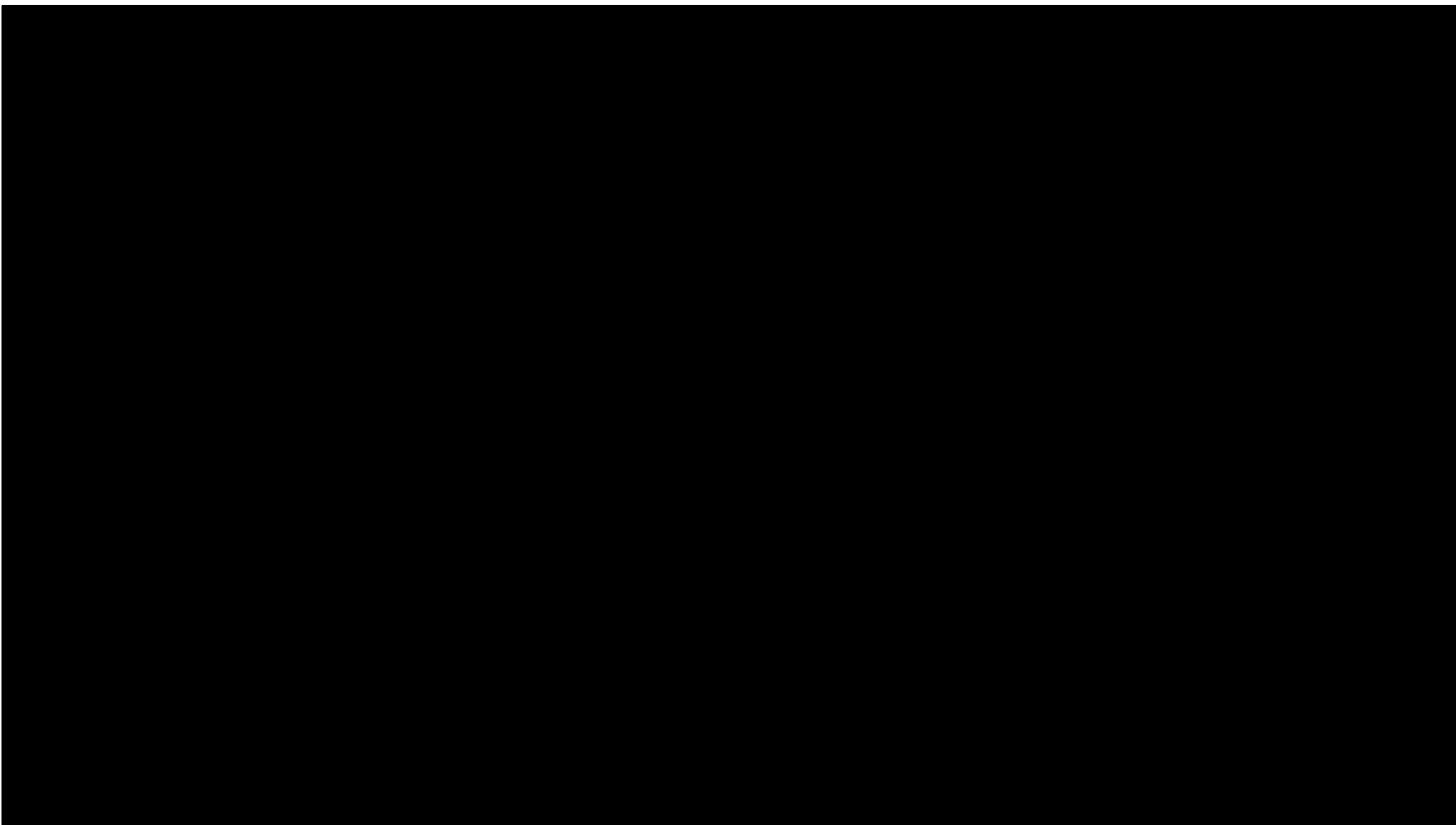
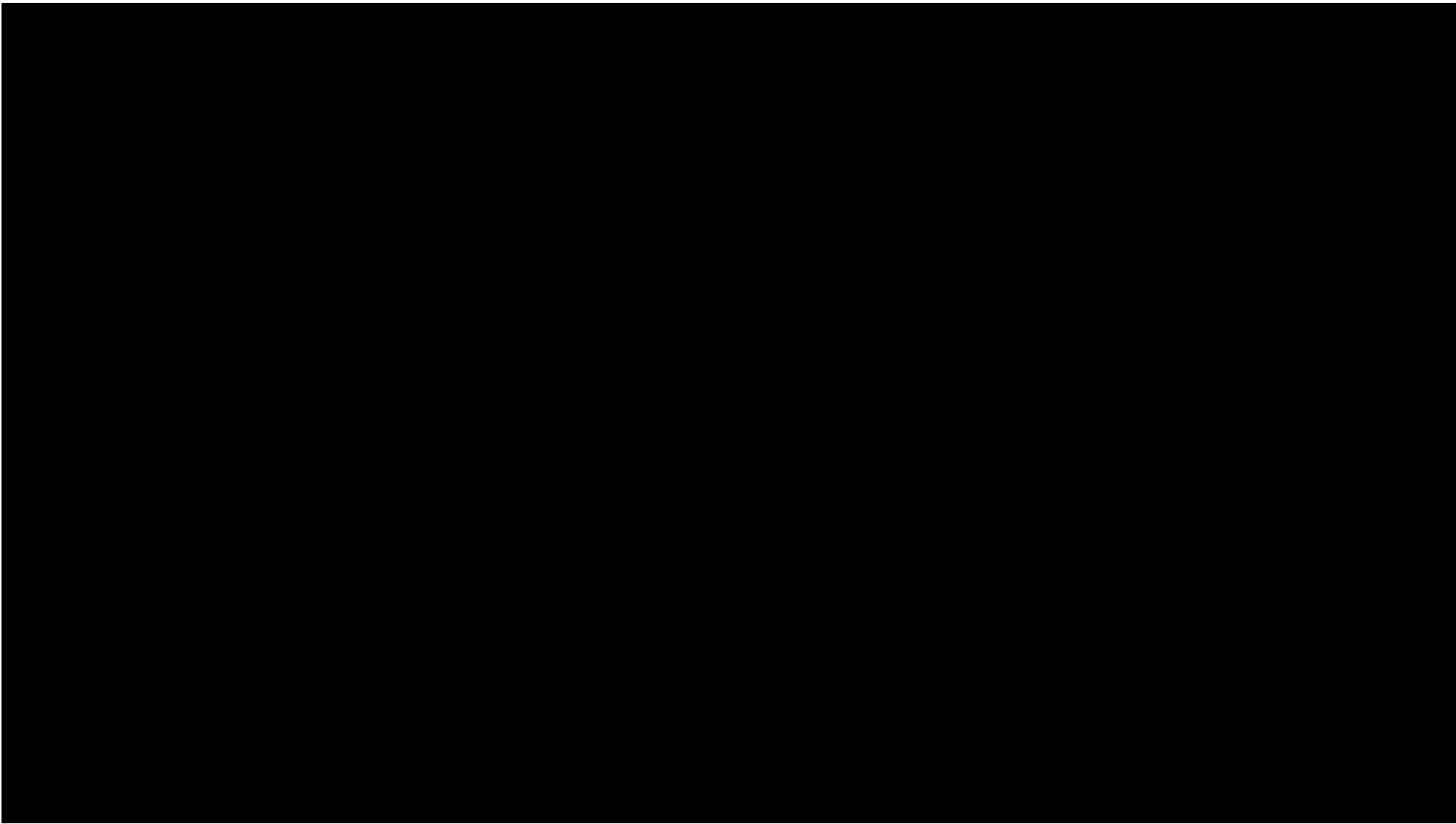


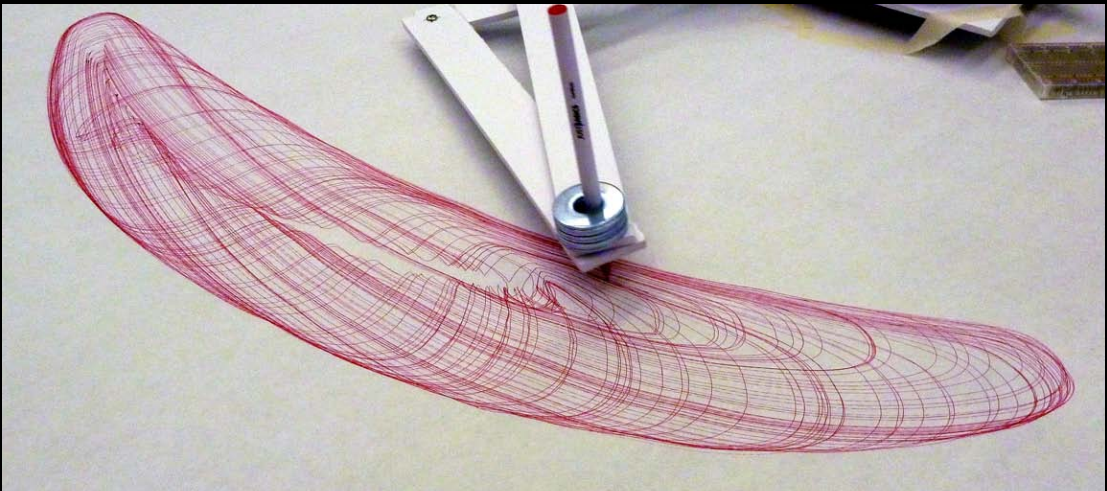
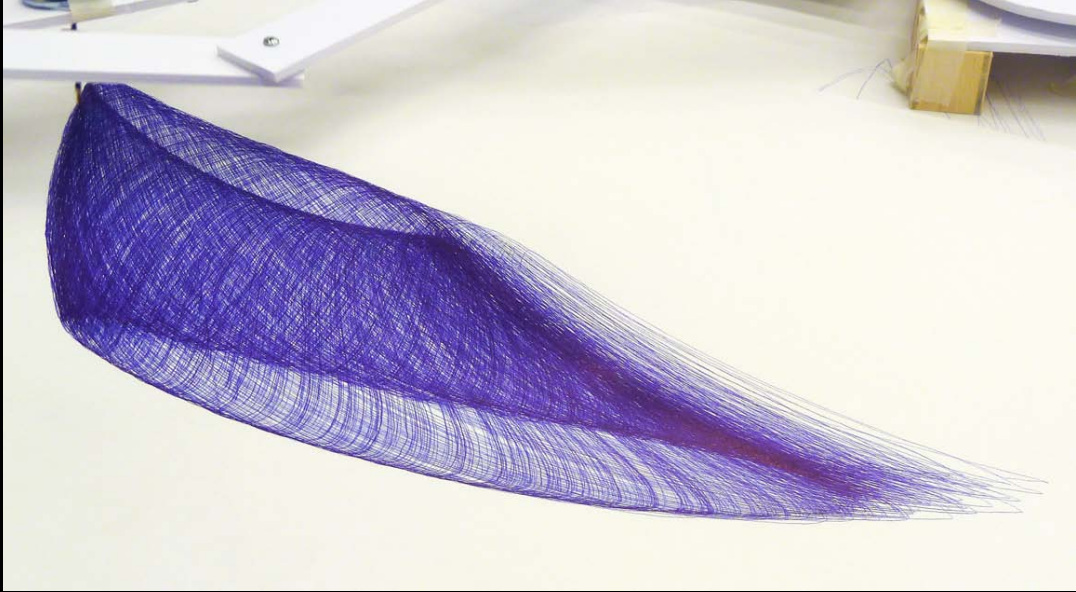
The Dancing Arms Drawing Machine

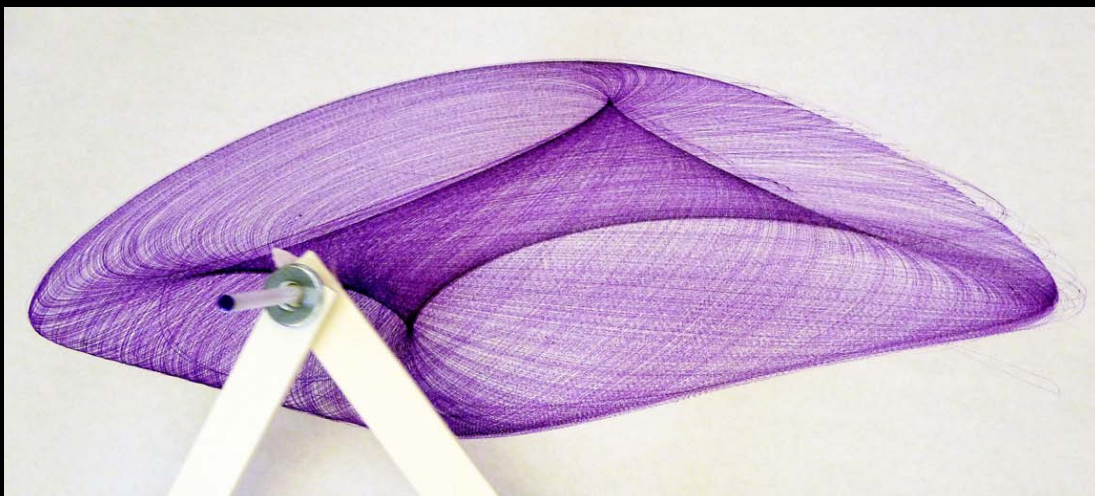
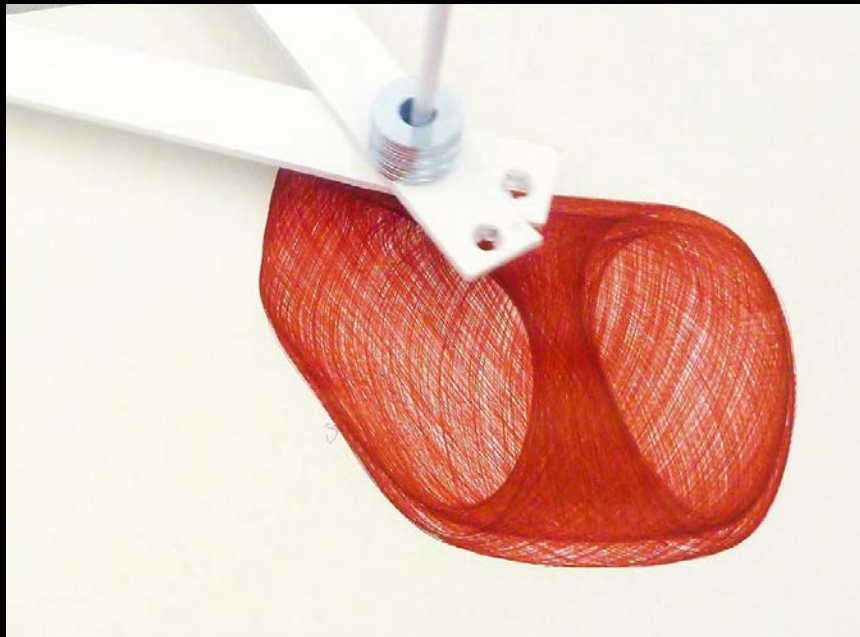


The Harmonograph







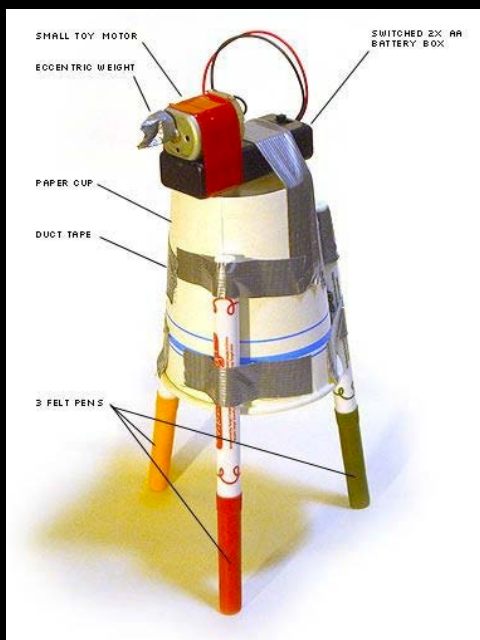


Workshop

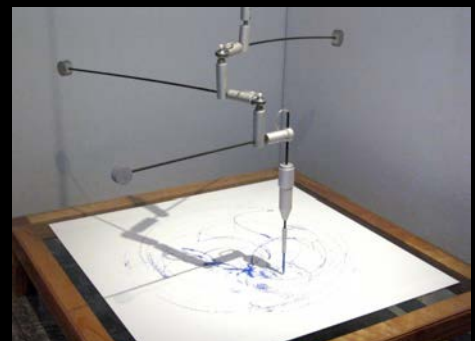
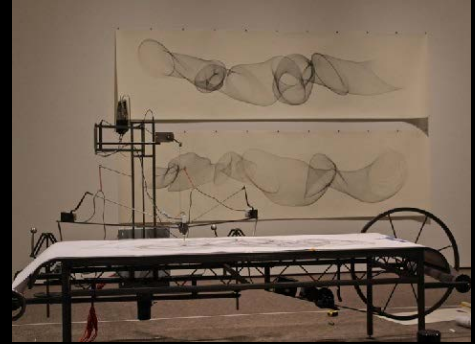
- Have fun!
- Build cool machines!
 - Prelude to more refined sculptures?
 - Explore what types of movements and marks can be made.
 - Long duration drawings are often much cooler than short-time drawings



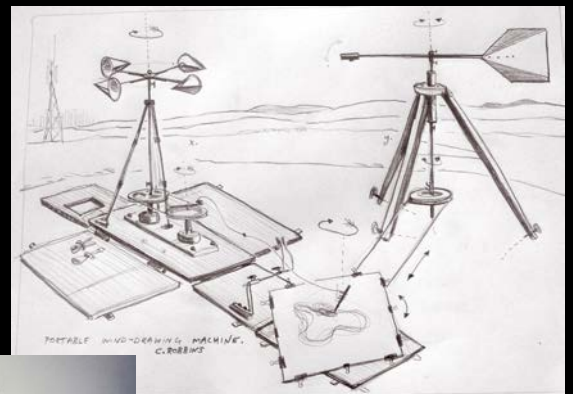
DrawBots!



Let's Try to be a Little More Sculptural...



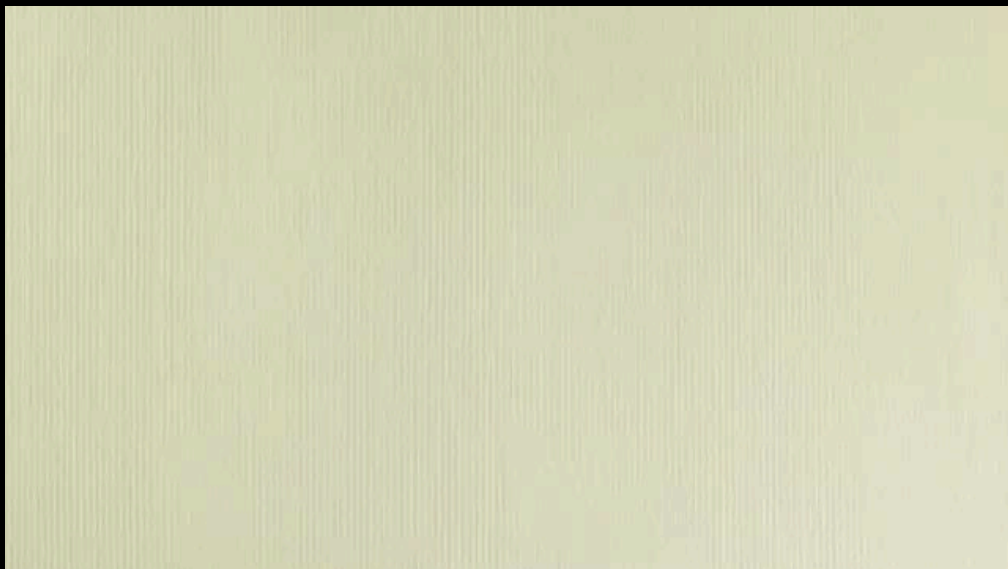
Let's Try to be a Little More Sculptural...



Examples of Student Projects



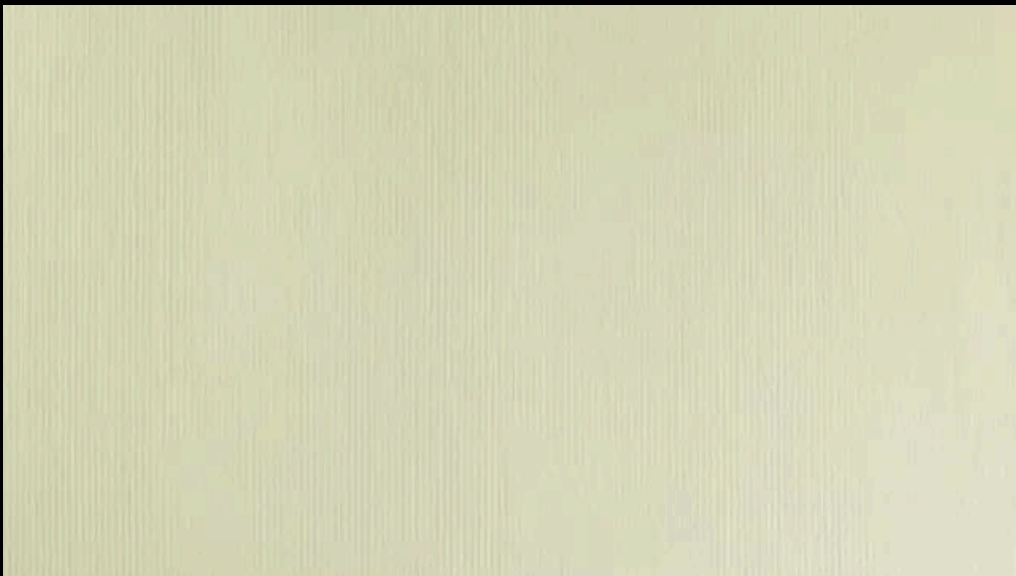
Examples of Student Projects



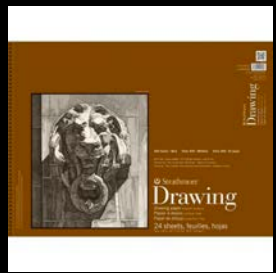
Examples of Student Projects



Examples of Student Projects



Your Materials...



Critiques on 1/29 & 1/31



Critiques on 1/29 & 1/31

