



Painting With a Turtle to See More

A computational painting made to celebrate and remember the life of Seymour Papert.

Synopsis

Seymour Papert was born on February 29, 1928, and died on July 31, 2016. He was a visionary, humanist, mathematician, pioneer computer scientist, and one of the first to demonstrate and promote the use of computers and programming to teach children (and thus also adults) how to do mathematics, how to learn to think for themselves, and how to use their imagination in creative and constructive ways.

He was the Father of Logo, the programming language I use to make all my paintings, including, of course, this painting. It is my small way to celebrate and to remember someone who made many contributions to so many people's lives.

Papert showed children how to have fun with a Turtle that can be made to draw things. I've used to a little of this here, with what I call the Prime Polygons, the first eleven. Things that Turtles are good at drawing. For this painting the Turtle paints these polygons, with a thin fine brush.

There's lots of mathematics in this painting, more than a million points (each with a hole in the middle to let some colouring through), many finely painted lines, but there's nothing random here.

Painting:

Work 62.02:

Painting With a Turtle to See More

Size: 980mm x 980mm

Programmed using ACSLogo

developed by Alan Smith

running under OS 10.6

on an Apple MacBook Pro

Printed by

Reproducciones Igara S. Coop

Donostia / San Sebastián

Using an Epson Stylus Pro 7800

(at 2,880 x 1,440 dpi)

With Epson UltraChrome K3 Ink

On EFI Cert Proof Paper 6225XF

Semimatt (260 g/m²)

And technical help from

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Donostia, October 2016



Computational Paintings

Works by

Afriko

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