# Learning to have a "good eye"

- Teaching composition and design principles to artists and designers is difficult.

- Traditionally, it is taught by showing slides of the work of other artists and designers and then by critiquing finished assignments.

- Creating a painting or making a design, however, is made up of a series of hundreds decisions where the artist/designer is working without guidance.

Basic steps

1. User places shape

2. System lets user cycle through possibilities for a next shape (using analysis of example artworks to determine possibilities)

3. Repeat
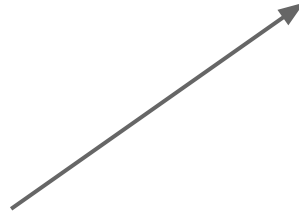
Use cases

- A teacher could assign a set of images to feed to her students' system to hone certain skills. In addition, a teacher could tailor the input to each student, diagnosing weaknesses in the student's design sense and prescribe artists that would help to counteract those weaknesses.

- The user could teach themselves by inputting the works of artists they admire, and using the system would help them understand what it is about those works that is so appealing and works so well.

- A system like this could also be easily adapted to record how an artist arrives at a composition and then play back those steps to someone else.

- Furthermore, the images fed to the system need not even be works of art but any source of inspiration, any image, and the system could become a new way of making work in general.

Implementations

- Within a graphics program

- Projection

- AR interface like Glass, etc.

Vito Acconci - *Following Piece* (1969)

Consequences

- Could train people to work in similar ways, but all tools constrain ways of thinking and working

- Develop a "good eye" more quickly in classes and alone

- Uncover artistic voice more quickly and develop own style by training the system

- May evolve into a new way of art making