A highly talented art student, Harold Cohen attending London School of Art winning the prizes and achieving the chance to go to New York city to work and gain experience. Coming back from New York and still not very famous yet changed and moved. In 1996 he was named one of the fifth artists to represent in Venice Biennial. Soon he was a celebrity, amazingly in five years he was merely forgotten from the mind of people.

Harold saga continues as an artist knowing nothing about computer programming; he worked for a long time as a programmer in San Diego University, learning FORTRAN. It was apparent to him that programming could lead him to the act of making art and it revolutionized his own art and style forever. He created his computer program called “Aaron” which sketches drawing. Each drawing is unique and different from the one before with a characteristic style.

Aaron is semi-intelligent program or it has no perceptual apparatus it is a contingent system. Random events at every decision point forces the system into legal but unpredictable paths into fact that makes Aaron an artistic system creating art. And it is a system that questions art; it questions its identity, the artist and the very nature of art itself.

Harold Cohen first opportunity, to show the world what he has been up to was the drawing that the turtle was making. The turtle was actually a little cart that was moving over paper excusing drawings. The turtle was navigated by system of sonar feedback to computer. In 1979 he had an exhibition in San Francisco museum of modern art. The people saw his drawings on the wall and the saw the machine that actually was making them, although the turtle was drawing the painting, after all, the art critiques identified the style as Harold Cohen’s drawings.

His hard and relentless work with computer programming had once again changed Harold’s visions and inspiration, along with many others. To him the art was expressed through the programming codes and some hardware.