Aaron’s Code: Meta-Art, Artificial Intelligence, and the Work of Harold Cohen

I can relate to the shift of this artist from one artistic medium to another. Both art and computer programming are artist fields. To train a computer to draw original works of art takes a great mastery of both fields. While reading this article, my mind frequently digressed in thought on how I would go about producing similar software. These ideas made me realize that I don’t know a formalized, structured way of producing drawings. To accomplish what Aaron does, formalized instruction is needed in the following: composition, figural drawing, plant formations, perspective, layering and spatial ordering.

I’m curious if there is any relation between Harold Cohen artist and Jonathan Cohen of the earlier article? I would be interested in learning more details as to how Harold Cohen developed Aaron.