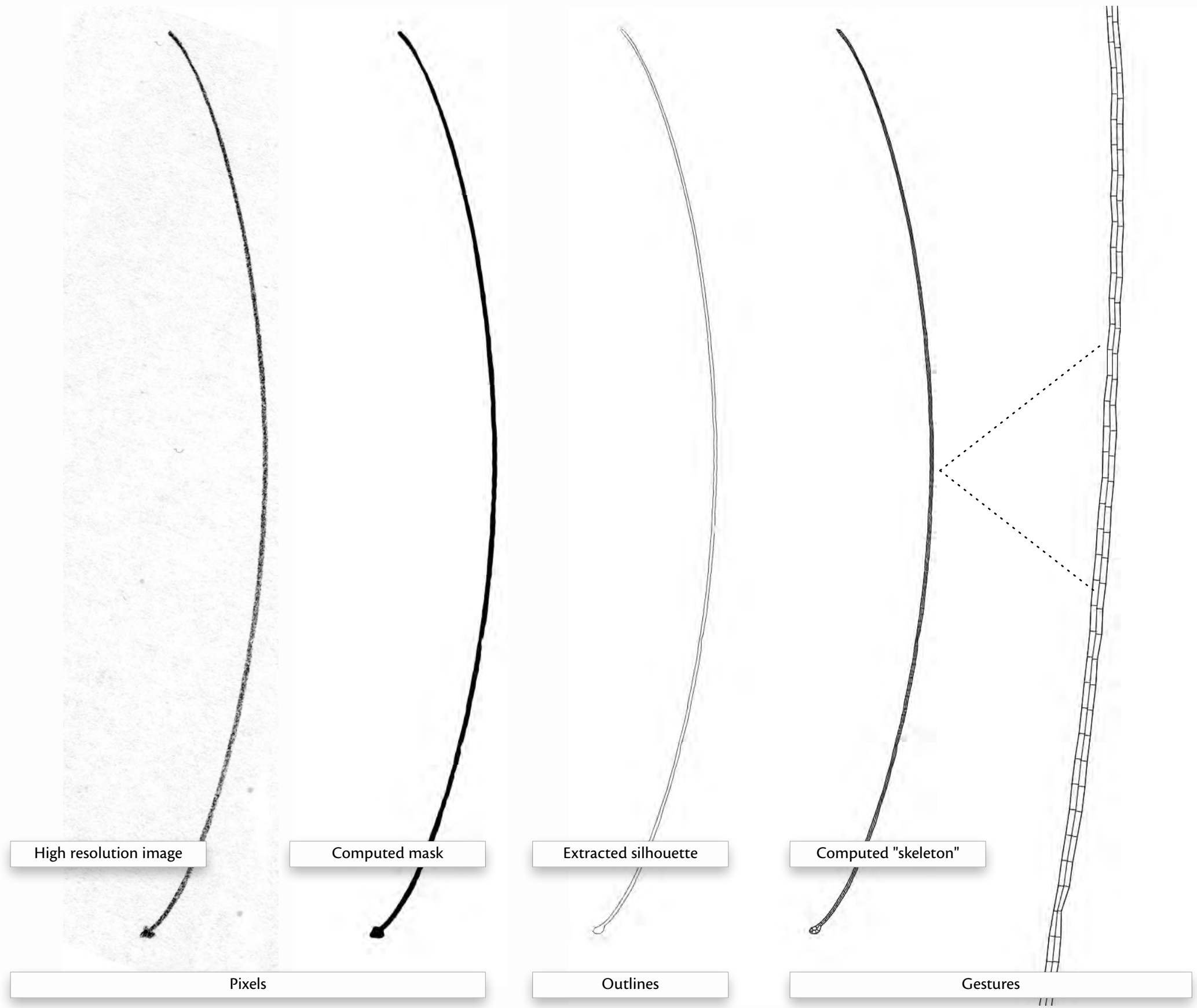
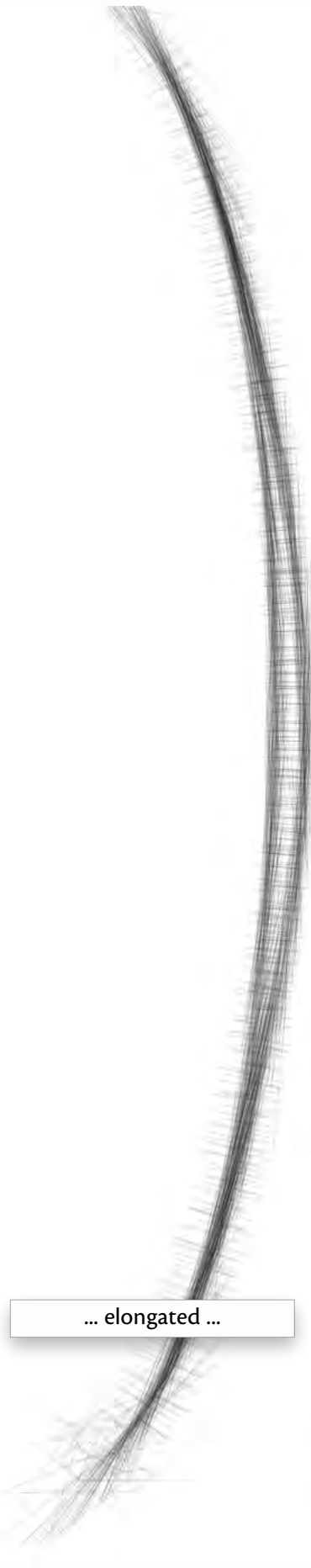
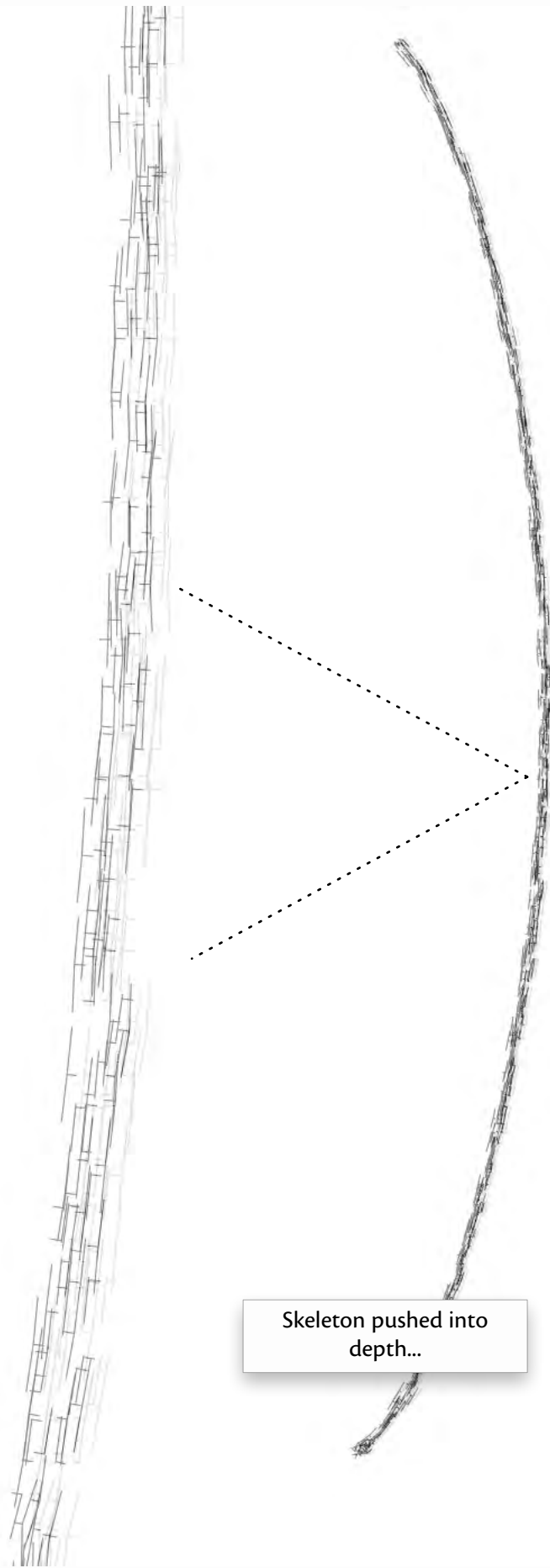
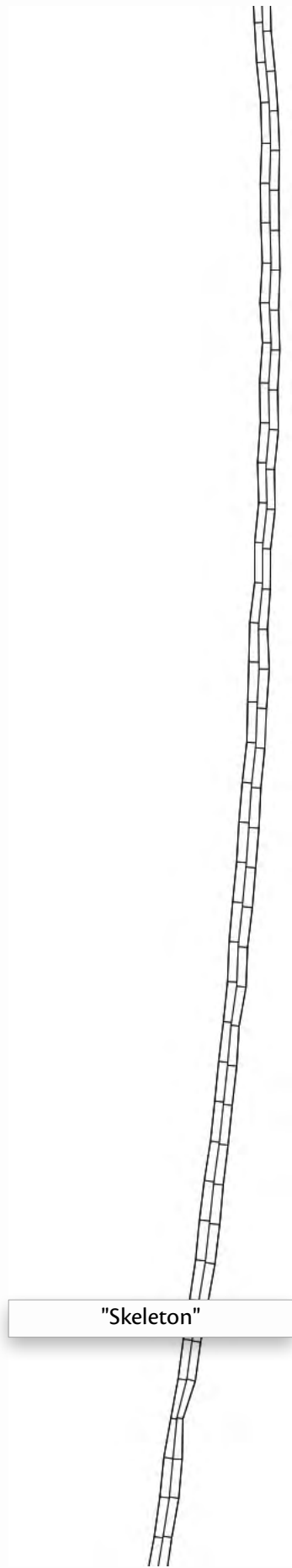
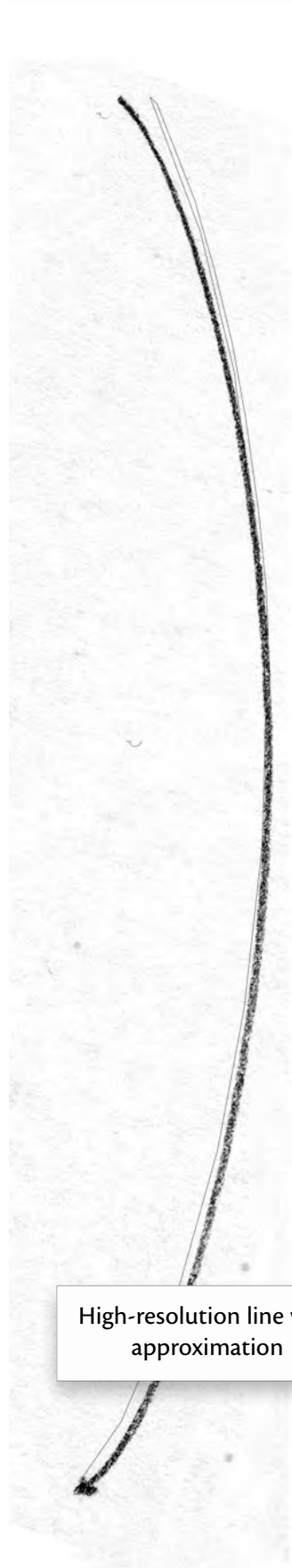


In *Drawn together*, the computer first analyzes the marks made by the human player, then draws its own lines in response.

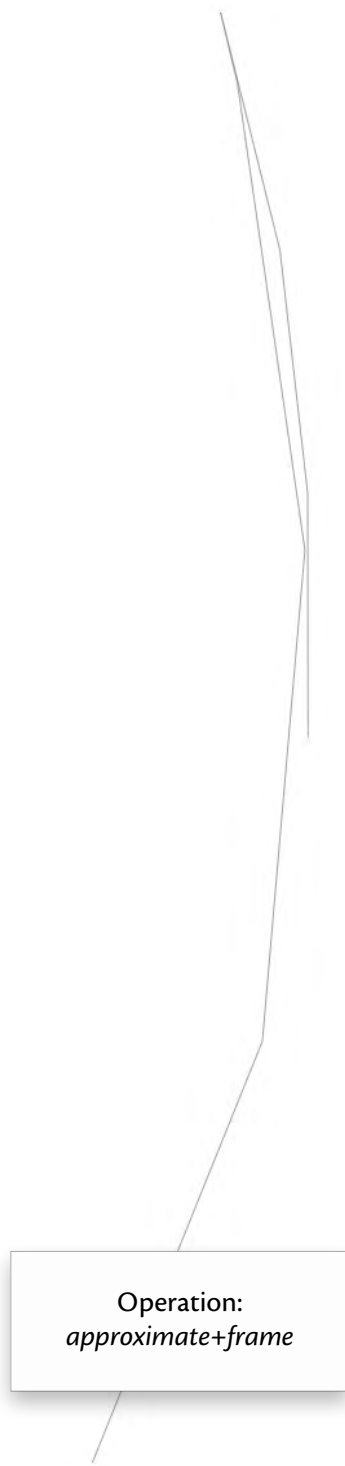




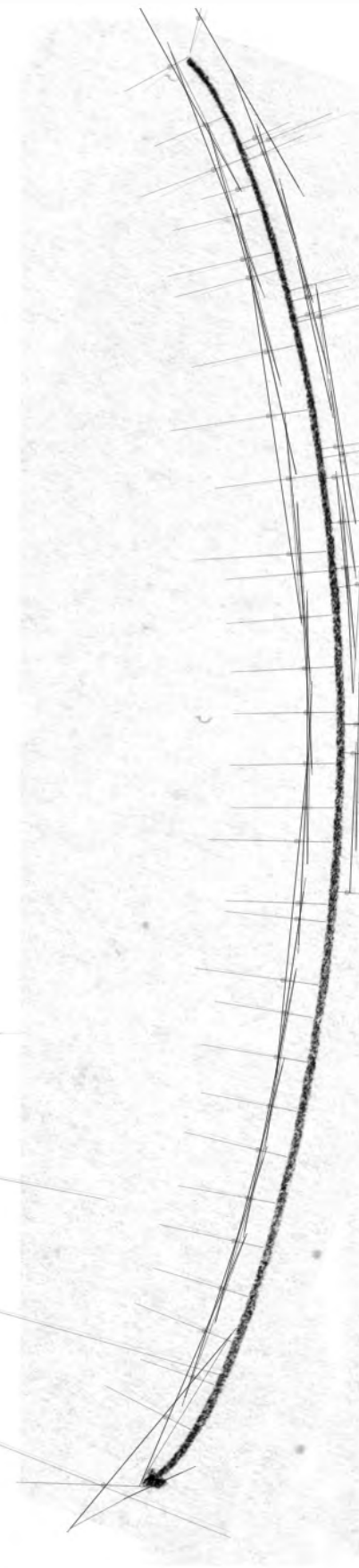
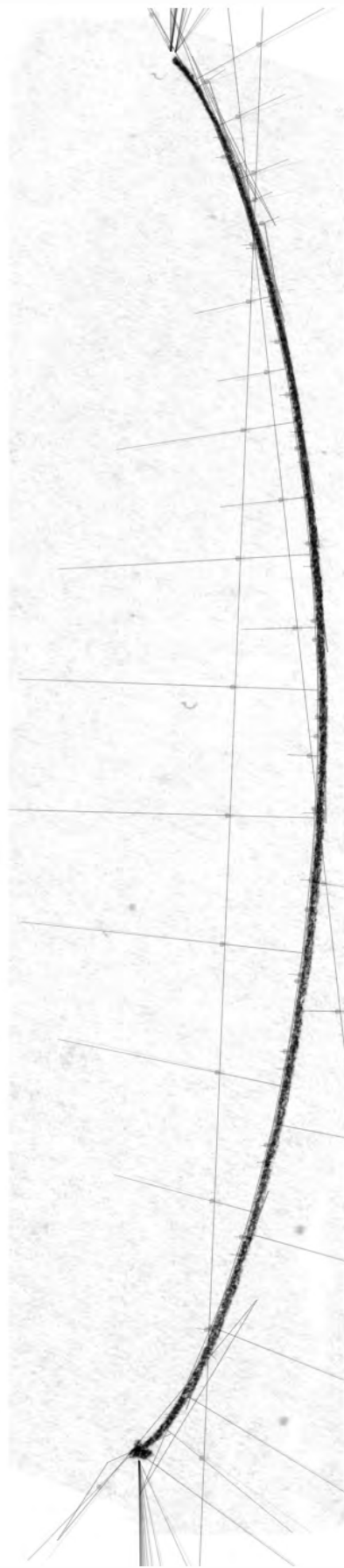
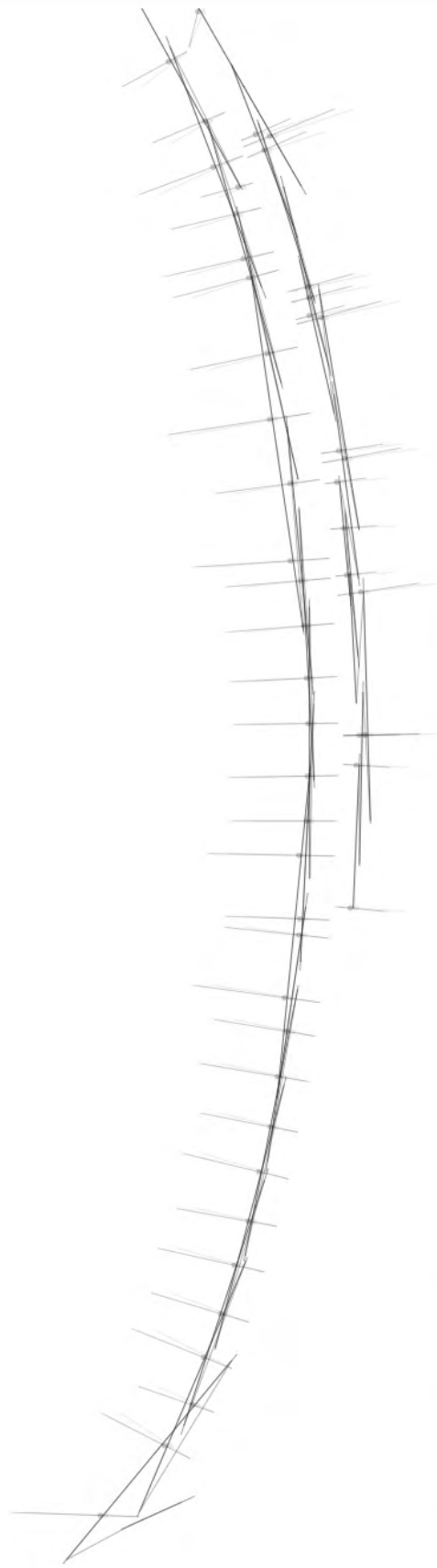
Material shown here without the original drawing.

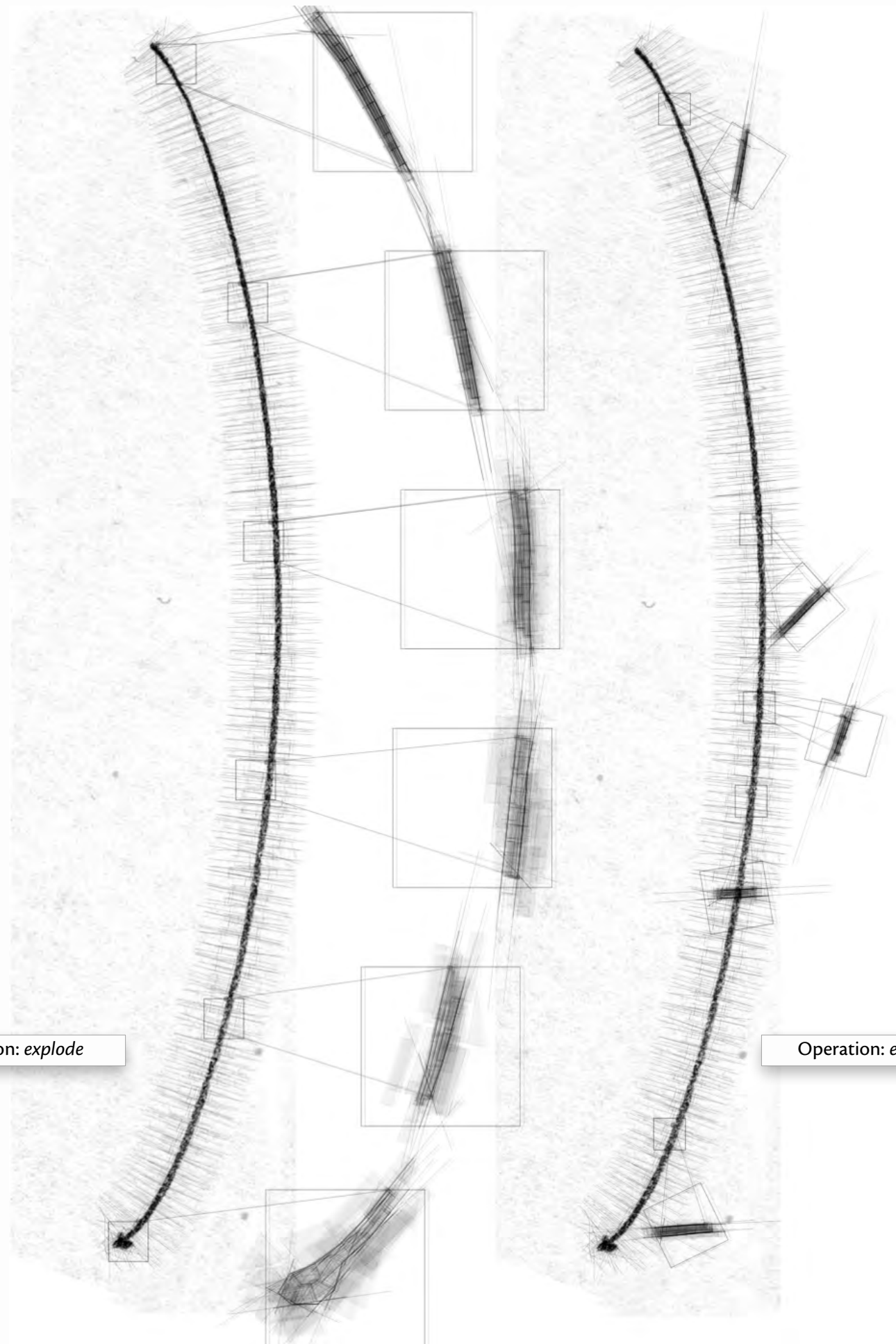


High-resolution line with approximation



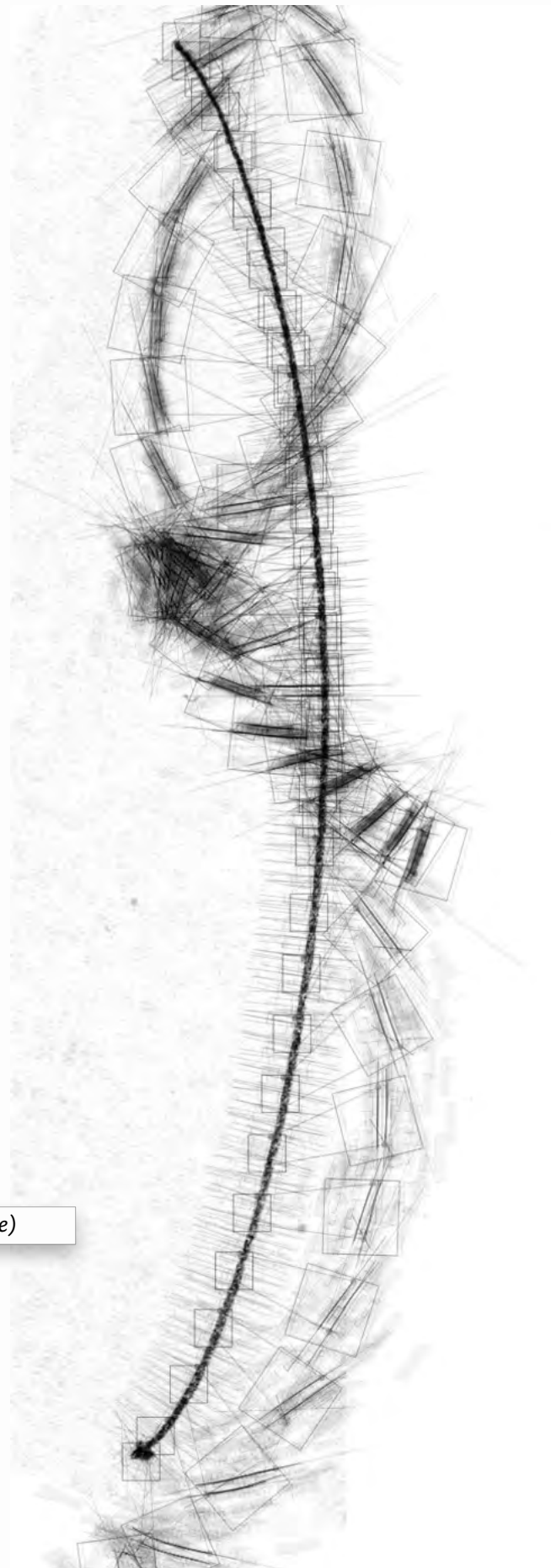
Operation:
approximate+frame



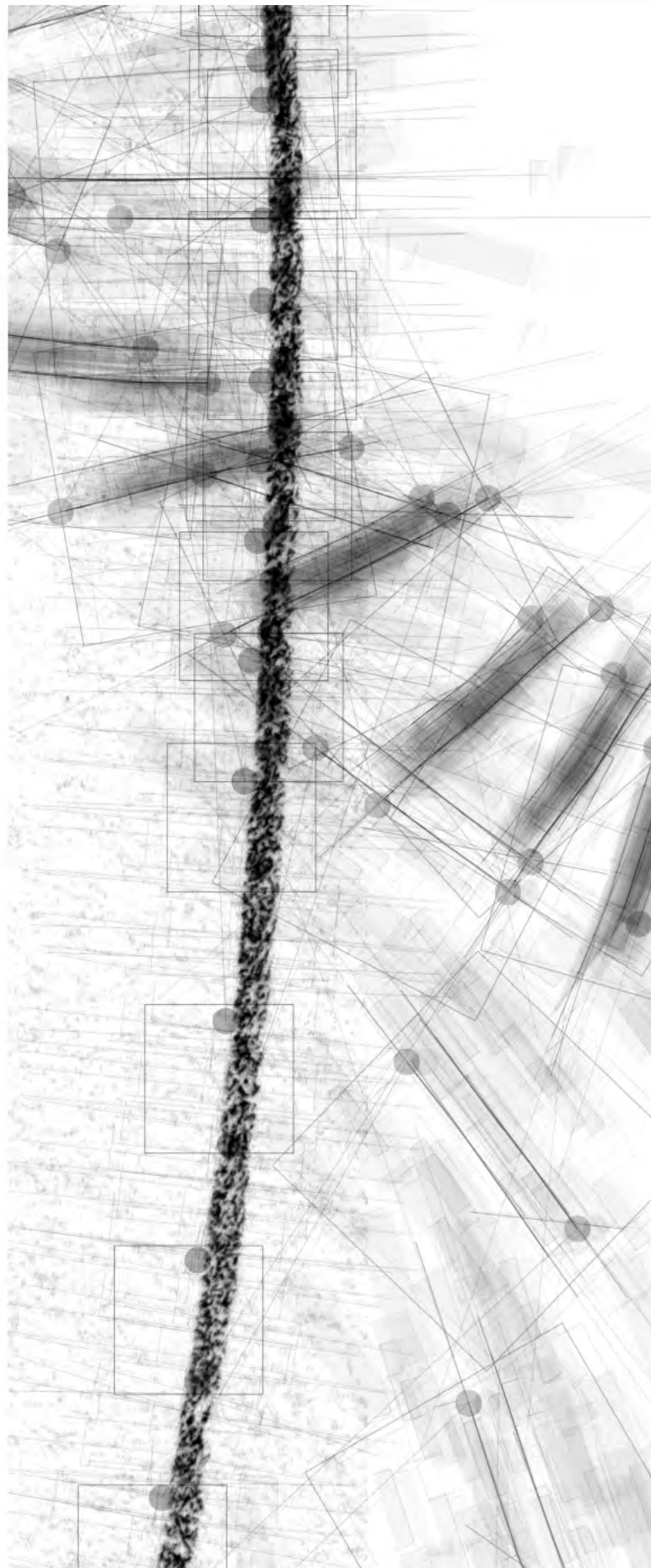


Operation: *explode*

Operation: *explode (random)*



Operation: *explode (cycle)*



(closeup)

The moves that we give to the computer to make are infinite and unforeseeable — not only are they completely contingent on the material that they are made in response to, but the moves are themselves parametric and random.

