Few students are responding to artworks owned by Colgate University writing computer graphics code. The resulting images will be showcased in an art exhibit demonstrating how the Picker Gallery collection is used in the curricula.

Each art work transforming process commonly starts with only colored paper and scissors used to compose an abstract image with simple shapes and a limited color palette. The physical collage serves as a template for the graphics code. This poster presents the concept: background, inspiration, process and its limit.

**BACKGROUND**

The process described in *Picture This: How Pictures Work* by Molly Bang instructs design concepts. The sequence of pictures represents an iteration, contrasting alternative, to achieve the atmosphere for the Little Red Riding Hood.

**INSPIRATION**

Thu Truong image: her first-ever programming assignment.

Mount Holyoke College, CS100, Spring 2014

Nighthawks (1942) by Edward Hopper

Collages made by students before coding based on the artwork of Alex Katz: *Late July 2, 1971 & Moose*, 1983.

**FORMAL ANALYSIS**

**Pierre-Auguste Renoir**
(French, 1841–1919)
*Dance at Bougival*, 1883

- **Size**: 181.9 × 98.1 cm
- **Material**: oil on canvas

Example from a book by Jesse Day
*Line Color Form: The language of Art & Design*

**LIMITATION**

Such collage & diagrams process using simple shapes can be unsatisfactory for a tangled & organic artwork.

**Conclusions**

Through this process of deciding what simple shapes to use to demonstrate these complex paintings, students learn how to abstract complicated problems not only for programming but also for other subjects.

We are exploring this exercise as a potential method to teach CS0 in the liberal arts. This creative and interdisciplinary process may appeal to a wide range of students.

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