After having been an established abstract artist for many years, I started in 1969 working exclusively with a computer, therefore creating art with the logic of algorithms. Through this radical approach, which I consider an important part of my contribution to systematic art, I learned an astonishing new way of thinking about my work. The computer became a physical and intellectual extension in my creative process. My research centers on the logical content of an idea and the search for general rules describing this idea. I write procedures generating visual results that are the logical consequences of these complex and multilayered rules.

It is, however, not the system or logic I want to present in my work but the visual invention which results from it. My artistic goal is reached when a finished work can visually dissociate itself from its logical content and convincingly stand as an independent abstract entity.