A formula for generating an exhibition of sculptures at random

You need a catalogue of the Bauhaus hardware store and a set of two ten sided dice, one representing the tens and the other the single digits for rolling a number between 01-100

1. Determine the Budget available for the Exhibition

Roll a d100 dice to determine the amount in € you have available for the exhibition.

2. Determine the objects to be purchased from the Bauhaus hardware store catalogue

Roll a d100 dice to determine the alphabetic category in the Index of the Bauhaus catalogue. Roll another d100 each for the object category and page number. Within the category the objects are numbered up to 20 max. Roll 2d10 for determining the object. Whenever your Roll exceeds the amount of objects available within the section, or the object is not available in the shop, roll again. Repeat this procedure untill your exhibition budget is used up. If the remaining amount is lower than the cheapest product in the catalog, just place the money somewhere visible in the exhibtion.

01-03	A
04-07	B
08-11	C
12-15	D
16-19	E
20-23	F
24-27	G
28-31	H
32-35	I
36-39	J
40-43	K
44-47	L
48-51	M
52-55	N
56-59	O
60-63	P
64-67	R
68-71	S
72-75	T
76-79	U
80-83	V
84-87	W
88-91	Z
92-100	Roll again

3. Determine room and wall

Roll 1d100 to determine the room and wall/floor the object will be installed on

00-20 entrance

00-20	wall 1A
21-40	wall 1B
41-60	wall 1C
61-80	wall 1D
81-100	wall 1E
double=floor	

21-40 kitchen

00-11	wall 2A
12-23	wall 2B
24-35	wall 2C
36-47	wall 2C
48-59	wall 2D
60-71	wall 2E
72-82	wall 2F
83-94	wall 2G
95-100	wall 2H
double=floor	

41-60 corridor

00-50	wall 3A
51-100	wall 3B
double=floor	

61-80 bathroom

00-11	wall 4A
12-23	wall 4B
24-35	wall 4C
36-47	wall 4D
48-59	wall 4E
60-71	wall 4F
72-82	wall 4G
83-94	wall 4H
95-100	wall 4I
double=floor	

81-100 livingroom

00-16	wall 5A
17-33	wall 5B
34-50	wall 5C
51-67	wall 5D
68-84	wall 5E
85-100	wall 5F
double=floor	

4. Determine the position on the wall/floor

Take the width of the object and subtract that measurement from the width of the wall/floor. Divide the wall into an even grid of 10x10. Now roll 1d100 and, starting from the lower left corner of the wall, take the tens as the y-axis and the units as the x-axis to determine the position of the object. The lower left end of the object is used as the starting point.

5. Refund the objects

After the closing of the exhibition, bring the purchased and exhibited objects back to the Hardware store to get a refund. Under no circumstances the objects can be sold as artistic works.