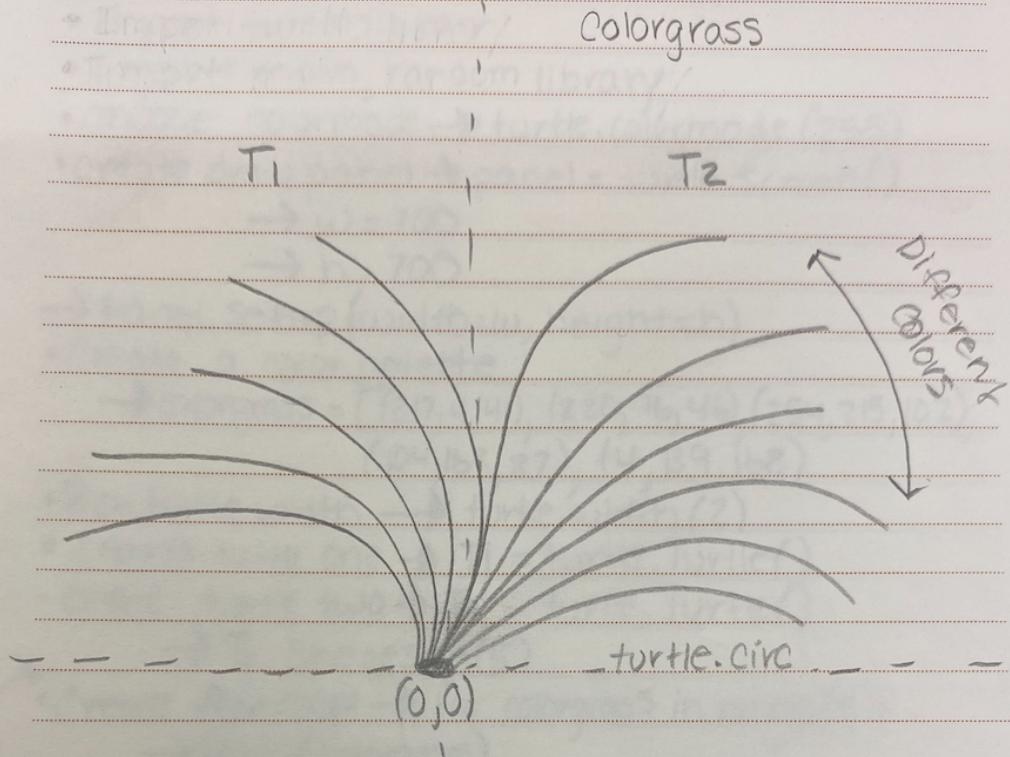


PC04 - Generative Art Pseudocode



Colors:

Red

Orange

Yellow

Green

Blue

Pseudocode

- Import turtle library
- Import math, random library
- choose colormode → turtle.colormode(255)
- create draw panel → panel = turtle.Screen()
 - w = 700
 - h = 700
- panel.setup(width=w, height=h)
- Create a color palette
 - colorgrass = [(217, 4, 41), (220, 98, 46), (254, 215, 102),
(104, 163, 87), (4, 139, 168)]
- Pick turtle width → turtle.width(2)
- Create turtle one → T1 = turtle.Turtle()
- Create turtle two → T2 = turtle.Turtle()
 - T2.shape(5)
- Create for loop → for colorgrass in range(5)
 - print(colorgrass)
 - T1.color(random.choice())
 - T1.circle(50, angle)
 - angle += 5
 - T1.down()
- Create new for loop → for colorgrass in range(5)
 - Print(colorgrass)
 - T2.color(random.choice())
 - T2.circle(50, angle)
 - angle += 5
 - turtle.down
- turtle.end()