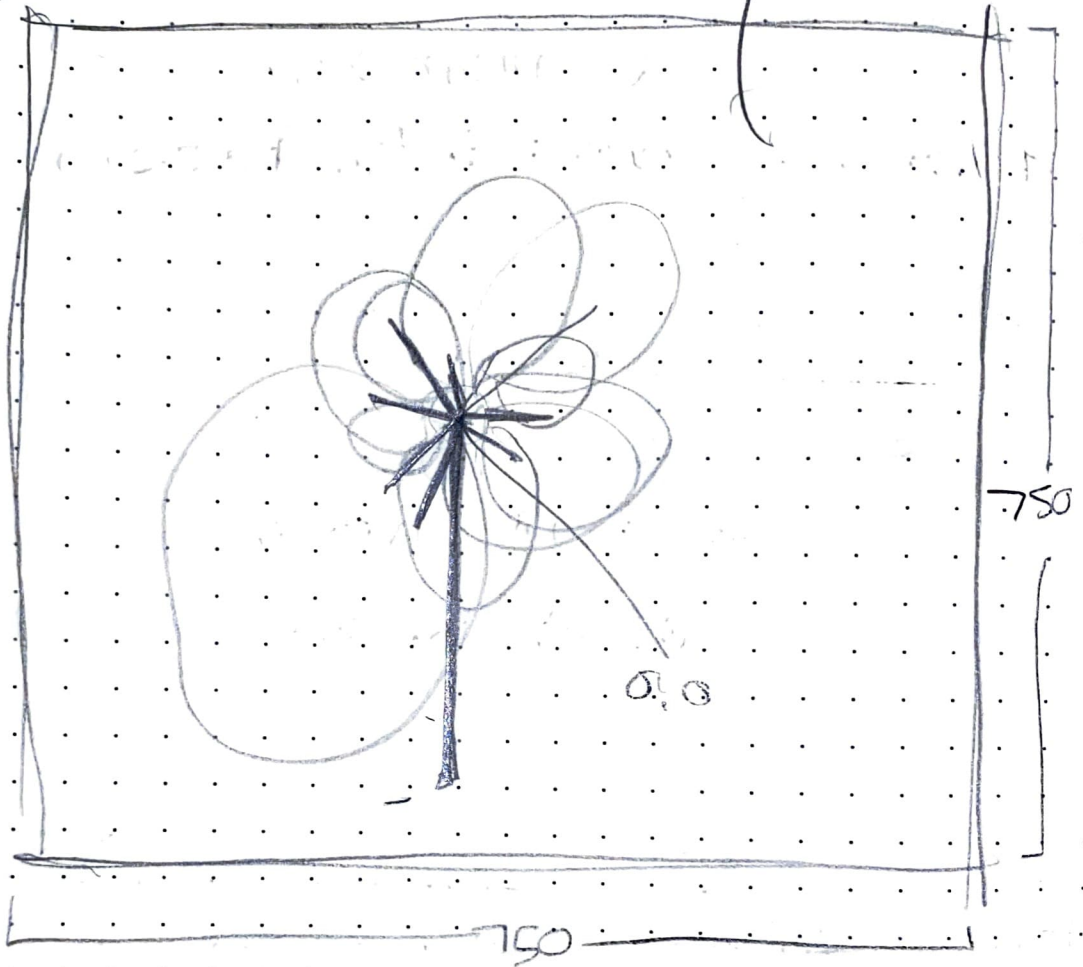


Generative art: Fall tree

White



Goal: Spirograph with different sized circles  
each with a different color.

Random values:

RGB

Colors =  $[(242, 230, 65), (242, 183, 5), (217, 103, 4)]$

Circle radius =  $[100, 150, 200]$

length,  
angle

START!

import libraries (turtle, random, math)

REVISION: Trunk = Turtle.turtle()

turtle.color("black")

first draw the trunk of the tree

turtle.pensize(40) ← thick trunk

turtle.right(90) ← turn down 90°

turtle.forward(350) ← length of trunk

turtle.up()

turtle.goto(0,0) ← back to origin

draw branches

turtle.pensize = 15

Random values = angle of branch from (0,0)

→ Some value between 1 and 360

length of branch

→ Some value between 50 and 150

For i in range(25) — 25 branches

turtle.right(Random values)

turtle.forward(length of branch)

turtle.up()

turtle.goto(0,0)

Now the leaves

leaf = turtle.turtle()

pen.size(10) ← larger more full tree

Parameters for the leaf spiro

num = int(360/ic) ← to complete a circle

→ move leaf to (0, 50) to match the rest

leaf.up

leaf.goto(0, 50)

leaf.down

time for the for loop

for i in range(num):

random  
leaf  
colors →

rand radius (40, 125) ← adjust

color = random.choice(colors) ← for the leaf size

leaf.color(color)

leaf.circle(rand radius)

leaf.forward(inner circle)

leaf.right(ic)

done!