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Pseudocode

-generative art inspired by meow wolf
-find color palette that correctly represents the theme (cobalt blue, neon colors, orange)
-refer to sketch, using random jagged lines and circles of varying sizes to look like
splatters
-using different sizes of lines, changing thickness to add elements of "thickness"
-overlapping circles

-import turtle, math, random libraries
-start by setting panel to 800, 800
-using turtle screen
-find color palette
-final color palette (cobalt blue, orange, neon yellow, light blue, light pink)
-set background color to cobalt blue RGB: (35,46,209)

(first layer of line work)
-name first line variable "l1" stating that it's line one
-make line one a turtle
-want to make the turtle speed quick so change speed
-use for loop to repeat the iterations
-jagged rectangles

    -For i in (rand function)
    (set the color of color 1)
    -pick up the pen
    -move the turtle to upper left side of the screen (-800,800)
    -pen down
    -change the pen color (light blue) RGB: (137,210,220)
    -move the turtle to a random location (use random function)

-move the turtle forward for variation
-use fill function to fill in the random lines to create the jagged turtles

-modification:
-move the turtle forward before using end fill function

(second layer of line work)

-name second line variable l2
-set l2 into a turtle
-change speed
-want more line work

For i in range (random function [4,15]) play around with iterations
-change the pen color (light pink) RGB: (243,116,174)
-turtle up, to move to location (lower right quadrant) (800,-800)
-turtle down
-vary pen width (random function)
-fill shapes
-move turtle forward

(third layer of line work)

-name third line variable l3
-set l3 into a turtle
-speed
-lots of thin lines
-neon color lines for contrast

For i in range (randomized number) --lots of thin lines --lots of iterations
-change color to neon yellow RGB: (194,232,18)
-set the turtle on the left side of the screen (-800,0)
-turtle down

-set turtle to random spot
-move the turtle forward

(fourth layer of line work)

-orange big circles
-few small circles

-Create l4
-make l4 into a turtle

For i in (random function)
-turtle pencolor creamsicle orange RGB (252,159,91)
-pick pen up
-fill shape
-pen circle (large radius)
-end fill
-go to random space

-orange small paint dots
-look like paint splatters
-use l4

For i in (random iteration)
-color four pen color
-pen down
-fill circle
-random sizes (1-5)
-randomized spot

-cobalt blue circles to add variation

For i in (random small number of iterations)

-set color to blue RGB (35,46,209)
-begin fill
-draw circle
-end fill
-pen up
-move to random location
-pen down