

Art 311 Final Project

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My initial idea was to create art that resembled cell replication like meiosis or mitosis. However, after creating the first cell and seeing interesting patterns form from having multiple cells spawn, I decided to add colors and randomize the cell sizes, speeds, and directions. Seeing the cells move about in a chaotic fashion reminded me of falling leaves during Autumn. This thought pushed me away from the human journey theme and into the Autumn theme. The cells became leaves, and with this their colors all became colors of green. To add more detail to the art I decided to add lines that connected all leaves together in a huge continuous line. However, there was a large amount of computing power needed to display all the lines and cells. This led to the program slowing down drastically as I increased the amount of cells on the canvas, the lines also began to block out most of the canvas creating a mess. I decided to scrap the idea of lines and leaned in further into the Autumn theme by having the overall colors of the leaves gradually become more red, orange and yellow rather than just green as the size of cells increased. I also had the background slowly transition into a deeper orange color as the amount of leaves on the canvas increased.