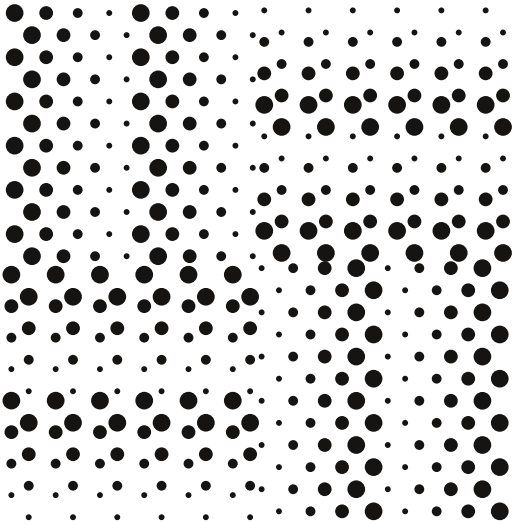
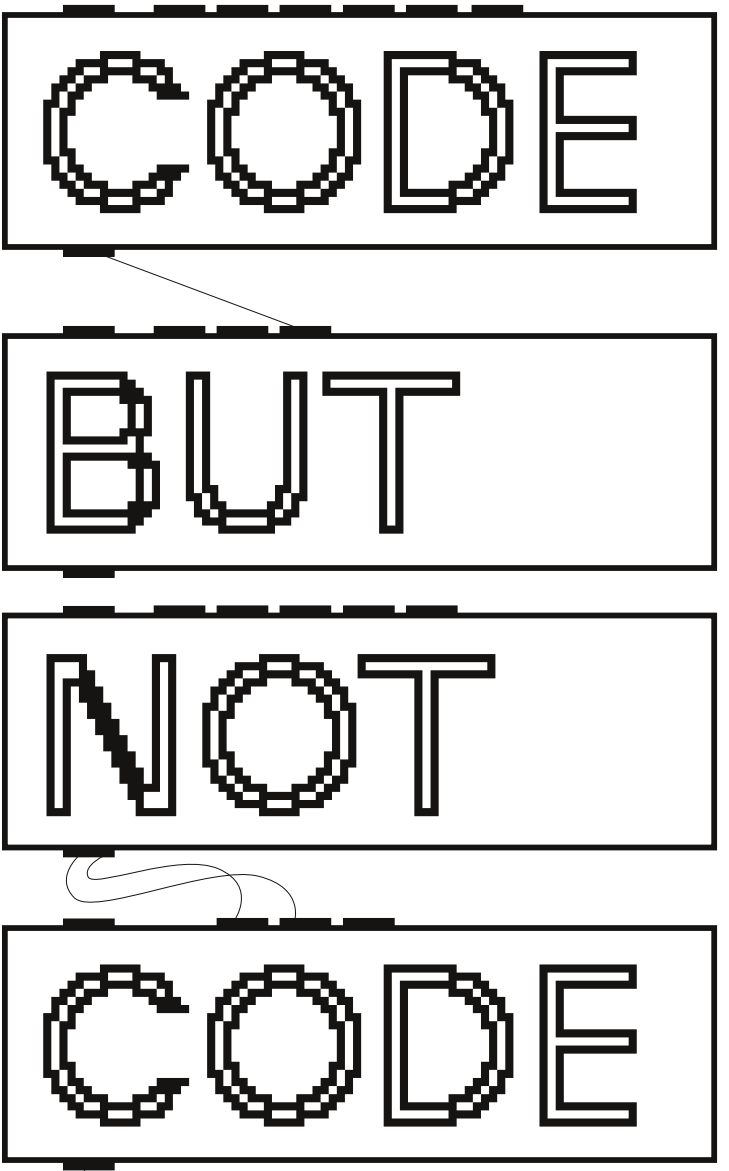
NODE BOXING

By Pragun Agarwal

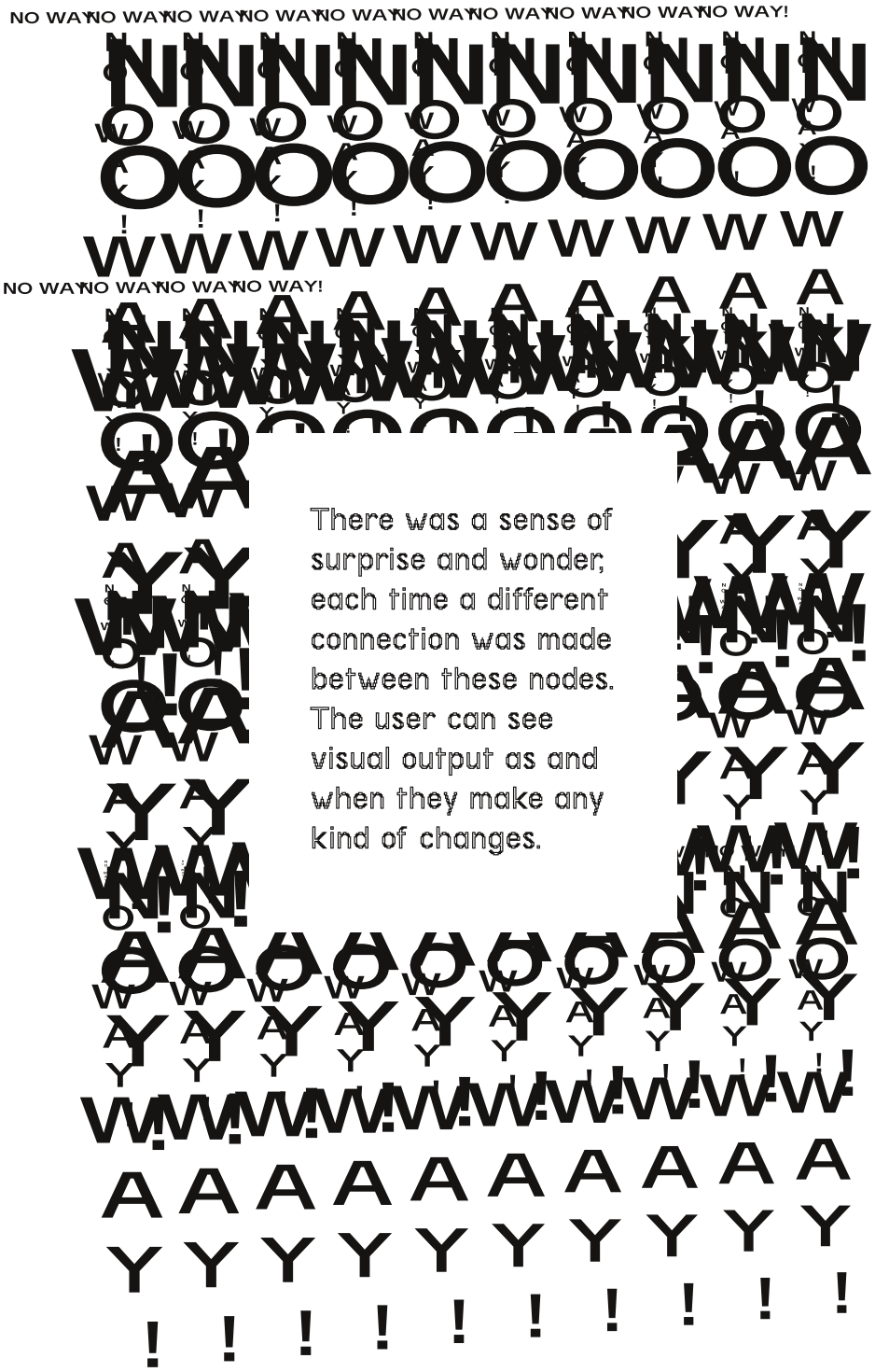
Code can be initimidating for anyone. Dabbling with the idea of writing functions and commands to generate a visual rather than crafting one is a unique workflow for a designer.

Nodebox is an open source software that tries to bridge this gap in a effective and intuitive manner. Through simple connections between a selection of pre-set commands, it provides the user with limited yet a diverse set of tools and oppurtunites to make generative art.



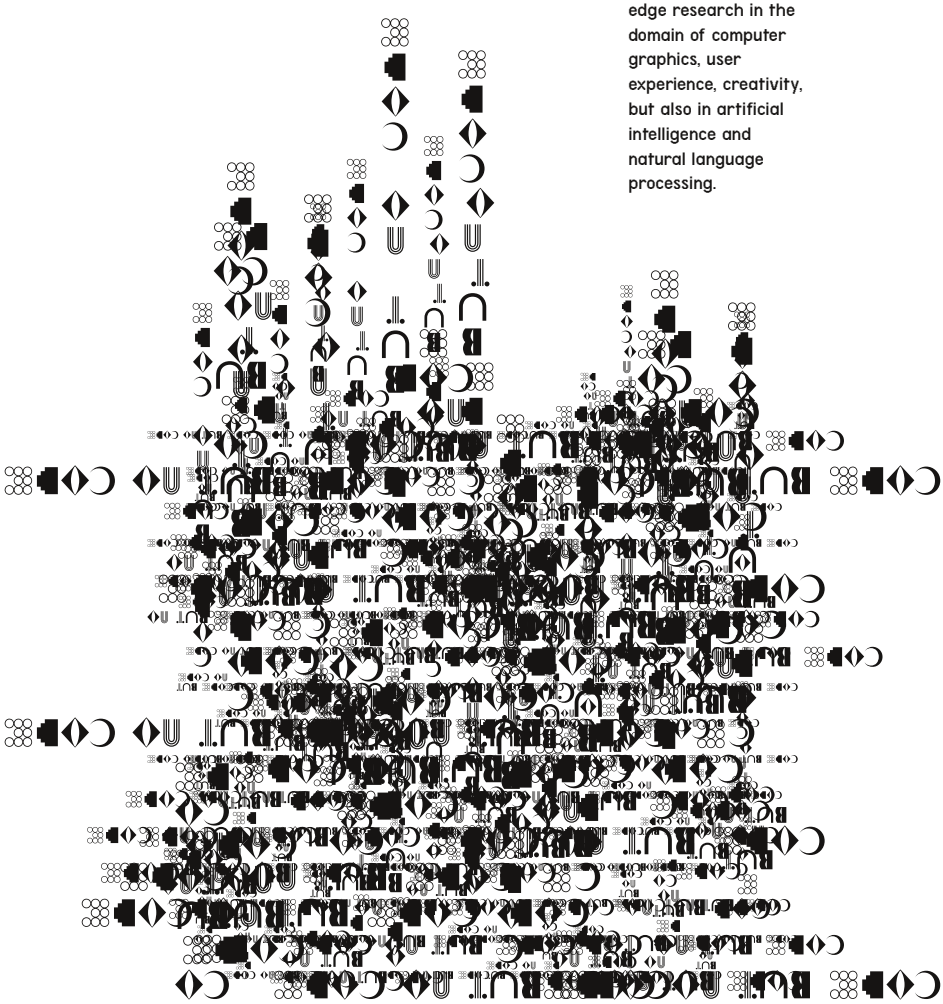


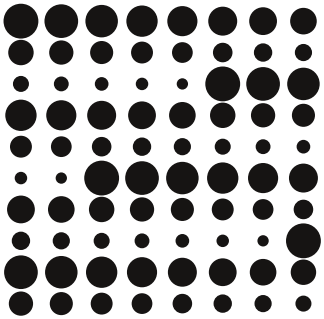
Each node has a single ouput and multiple input options like size, number, range etc. This allows the user to select what pararamters they would want to connect and modulate with.

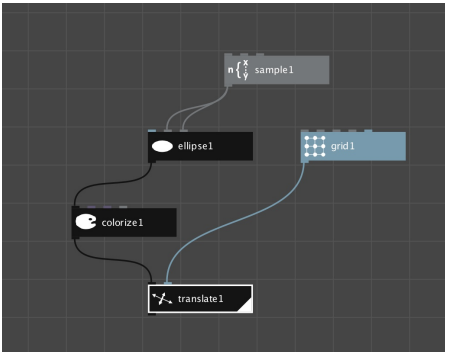

NO WAY!
There was a sense of surprise and wonder, each time a different connection was made between these nodes. The user can see visual output as and when they make any kind of changes.

NodeBox is developed by the Experimental Media Research Group, a cross-domain research group associated with the Sint Lucas School of arts of the Karel de Grote-Hogeschool (Antwerp, Belgium).

EMRG has been active since 2004 developing NodeBox and doing cutting-edge research in the domain of computer graphics, user experience, creativity, but also in artificial intelligence and natural language processing.



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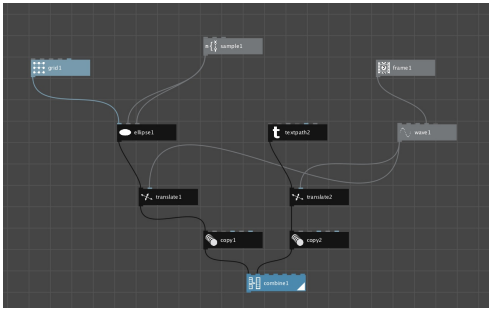
ellipse1
grid1
colorize1
translate1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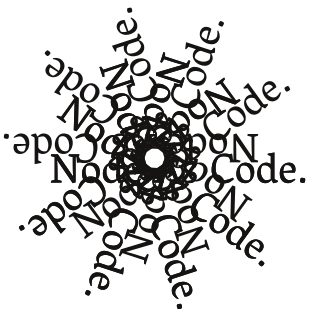
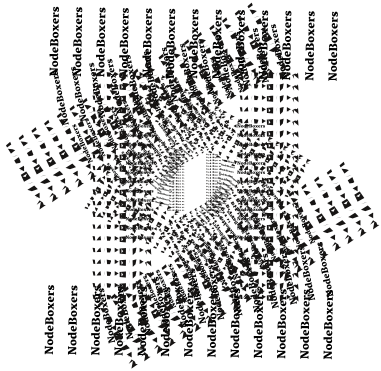
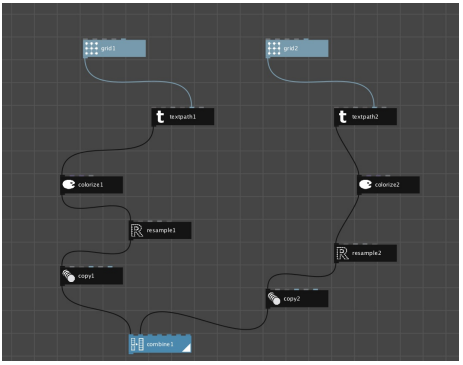
grid1
frame1
ellipse1
textpath2
wave1
translate1
translate2
copy1
copy2
combine1


Code.


NodeBoxers


grid1
grid2
textpath1
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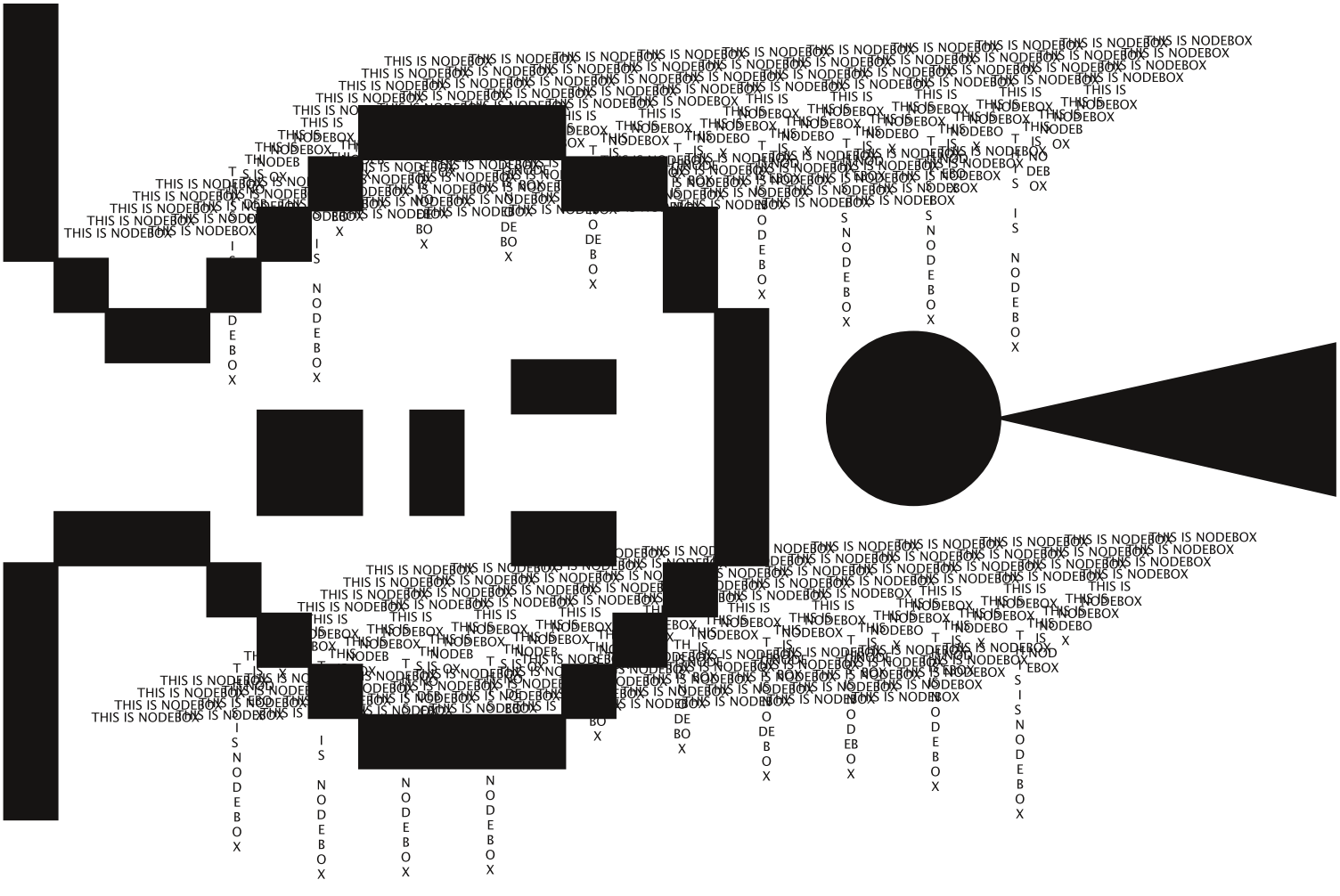
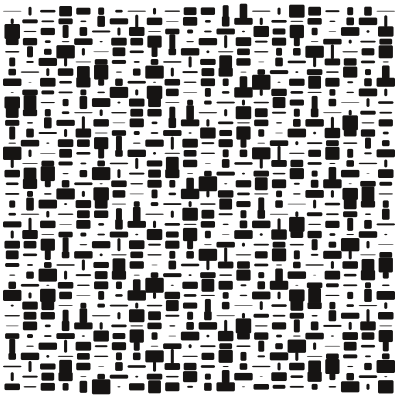
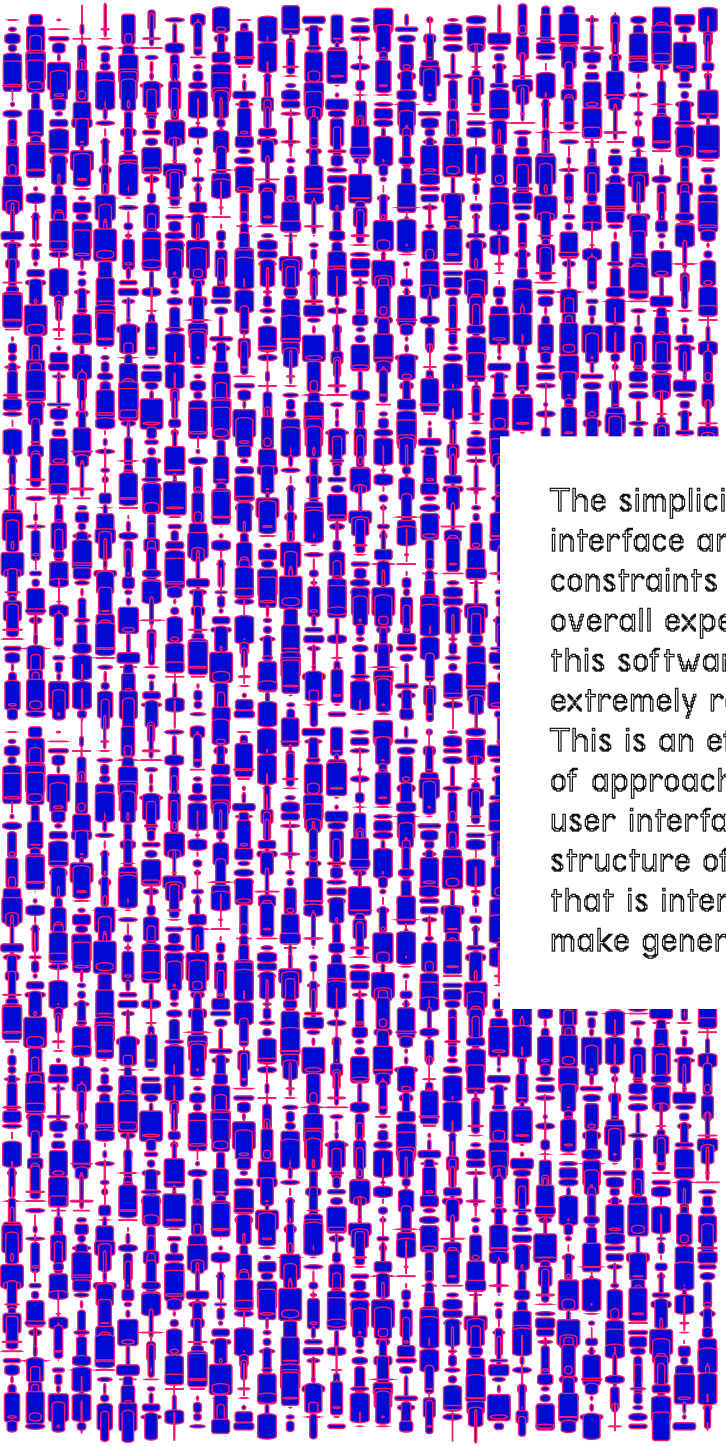
colorize1
colorize2
resample1
resample2
copy1
copy2
combine1


THIS IS NODEBOX





The simplicity of the interface and constraints makes the overall experience with this software extremely rewarding. This is an effective way of approaching the user interface and structure of a software that is intended to make generative art.