

PSEUDO CODE - RECODING

MESQUITA QUENTIN

Walk-Through Raster -
by **Frieder Nake**

On this artwork, we can see a regular shape: a square. We will create layers of randomly generated squares, which we will translate from each other.

The layer of red squares is here shifted compared to the blue layer: this is what gives this "blurred" aspect.

First, we will generate the yellow square layer, which is the last layer, then the red and finally the blue. Then, to "fill" the artwork, we will create new layers of each color used that we will offset from the previous ones. These will be less loaded to give the noise aspect that we observe here.

