# 656.https://stackoverflow.com/questions/68169520/how-do-i-programmatically-generating-art-variations-based-on-variety-of-art-asse

**T:**How do I programmatically generating art variations based on variety of art assets similar to BAYC or other NFT collectibles? [closed]

**Q:**Stack Overflow guidelines(/help/closed-questions) We don’t allow questions seeking recommendations for books, tools, software libraries, and more. You can edit the question so it can be answered with facts and citations.  
  
Closed last month.  
  
  
  
 Improve this question  
  
 (/posts/68169520/edit)I want to know what is best place to begin learning about or researching how to create programmatically created variations of art assets as exampled by BAYC (Bored Ape Yacht Club) or other NFT collectibles (Wicked Craniums, Gutter Cats, etc).  
  
For example, I have the art/assets and separated. I want to learn how to run them through a program to create x amount of complete variations.  
  
Ideally, I also want to control the % occurrence of some assets/traits occurring in the final sample of x variations.  
  
Where is the best place to learn this or do this? What keywords do I need to know to explore this and find what I'm looking for?  
  
I have been searching and begun learning about sprites and Unity. Is this the right direction?  
  
How do you think the teams behind the recent slew of NFT collectibles created their programs to provide x amount (10,000 in their case) variations based on simple art assets?

**C1:**my my I want to know the source program too. Any hint gize?

0 **Answer**