

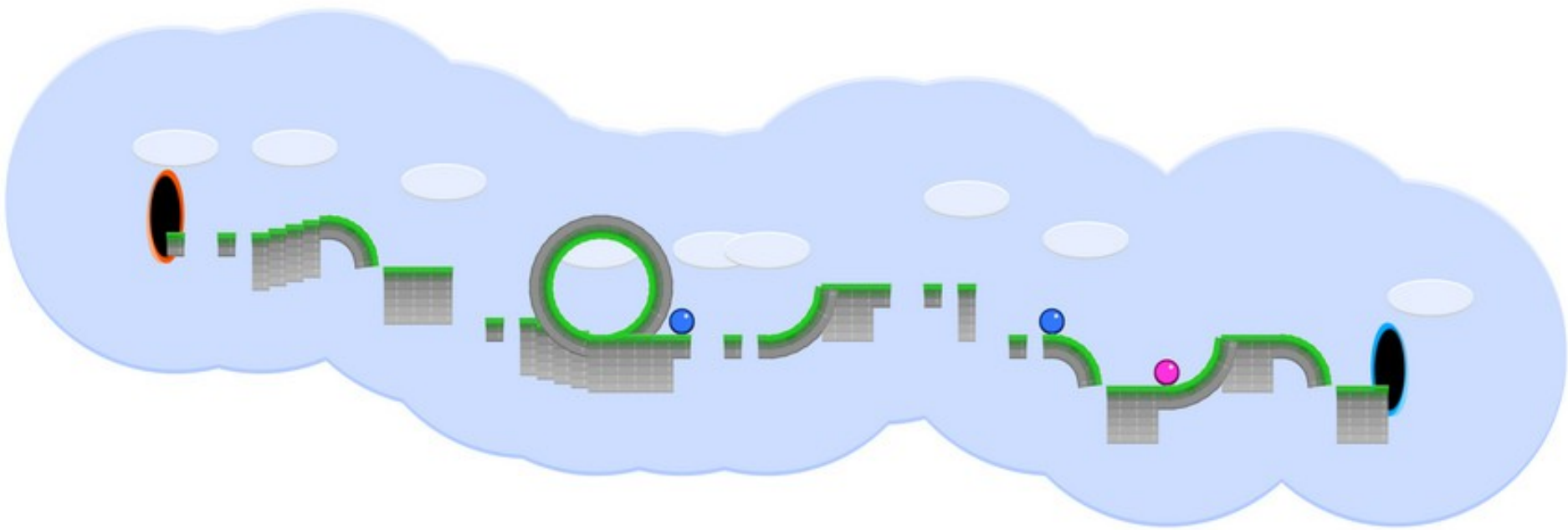
Adam M. Smith

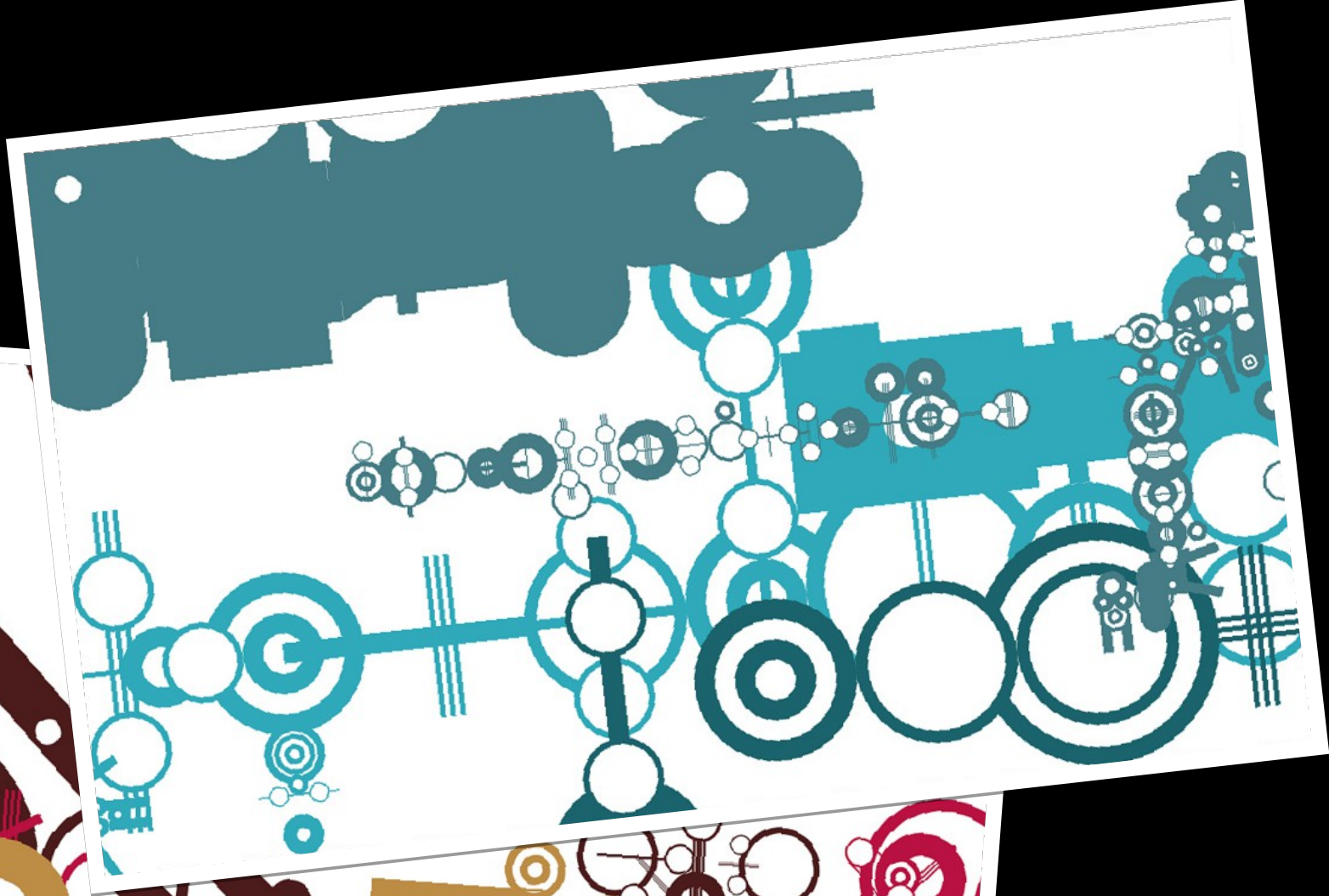
Design Grammars for Creative Programmers

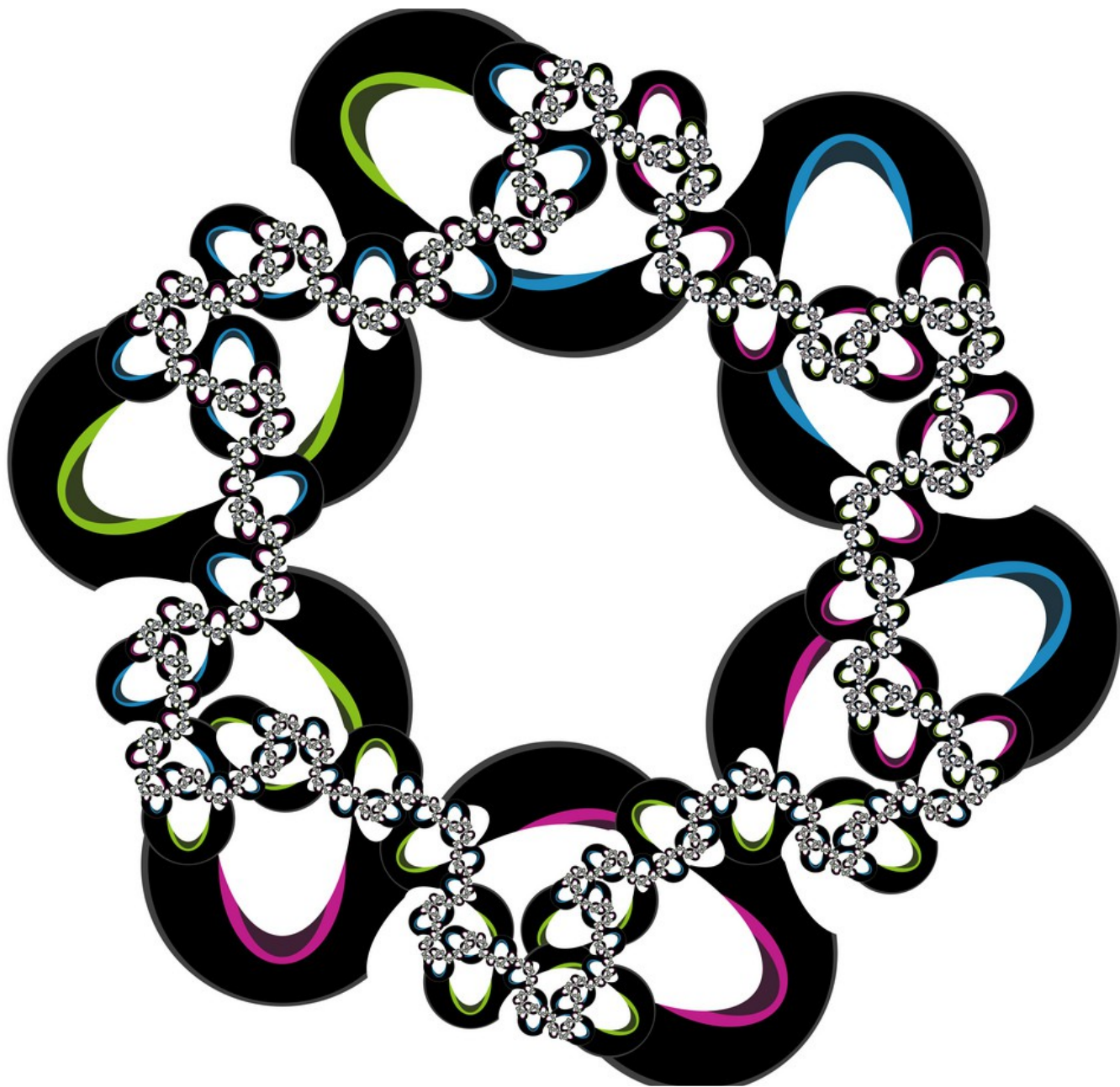
TESC. November 19, 2013

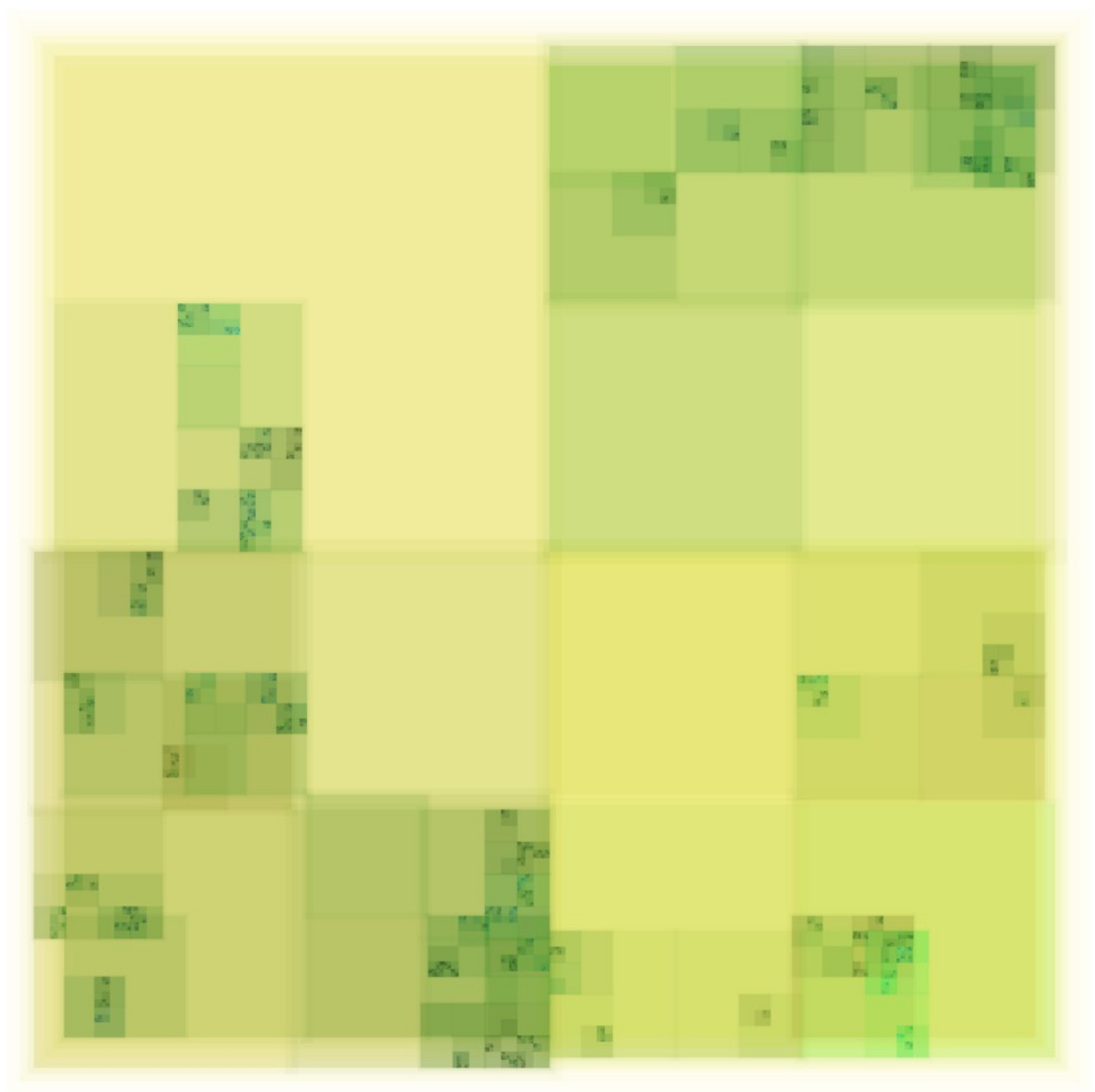
Design Grammars

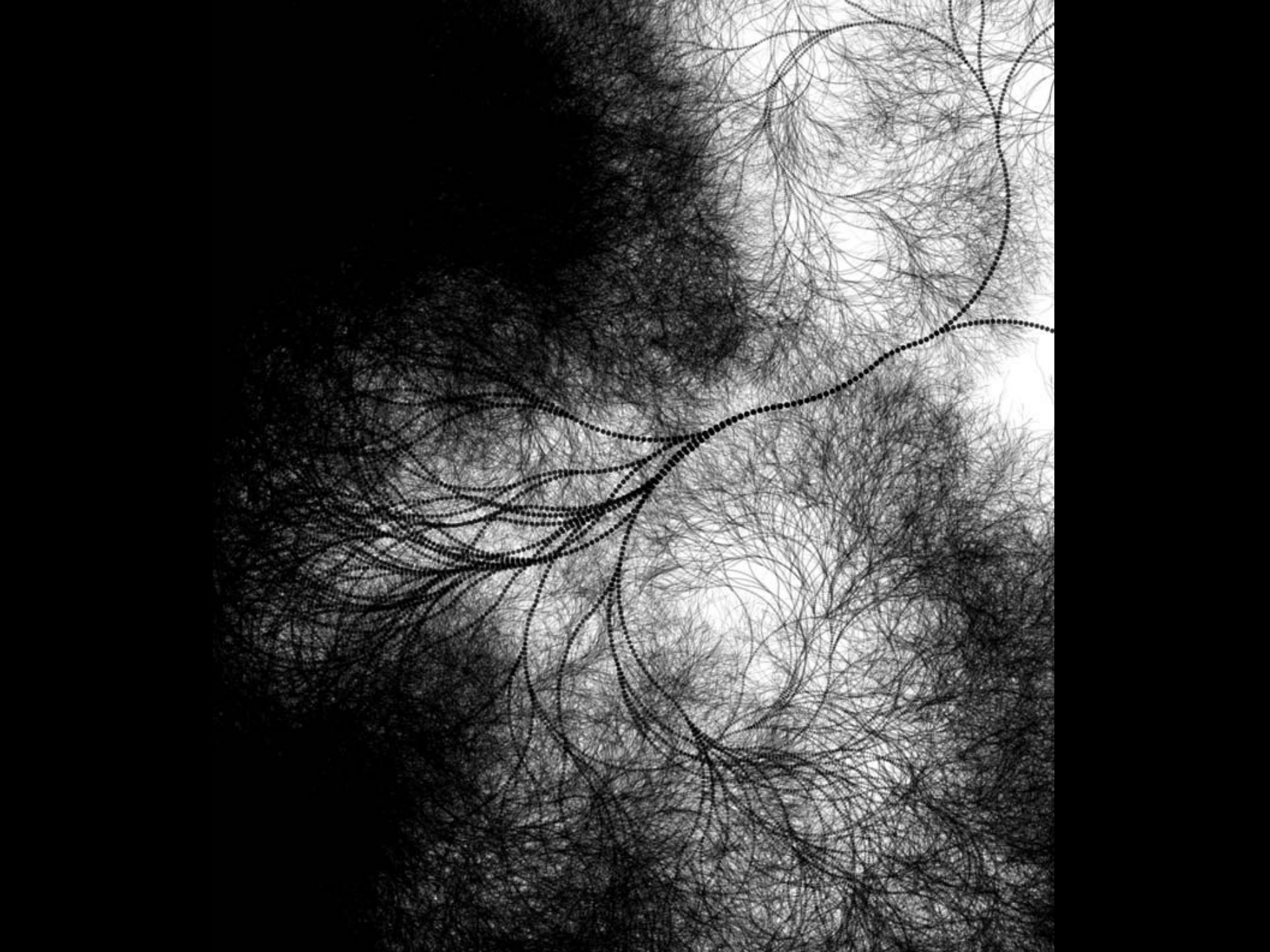
- Little programming languages for expressing patterns
 - ContextFreeArt – generative 2D visuals
 - StructureSynth – generative 3D visuals
 - CFML – generative music



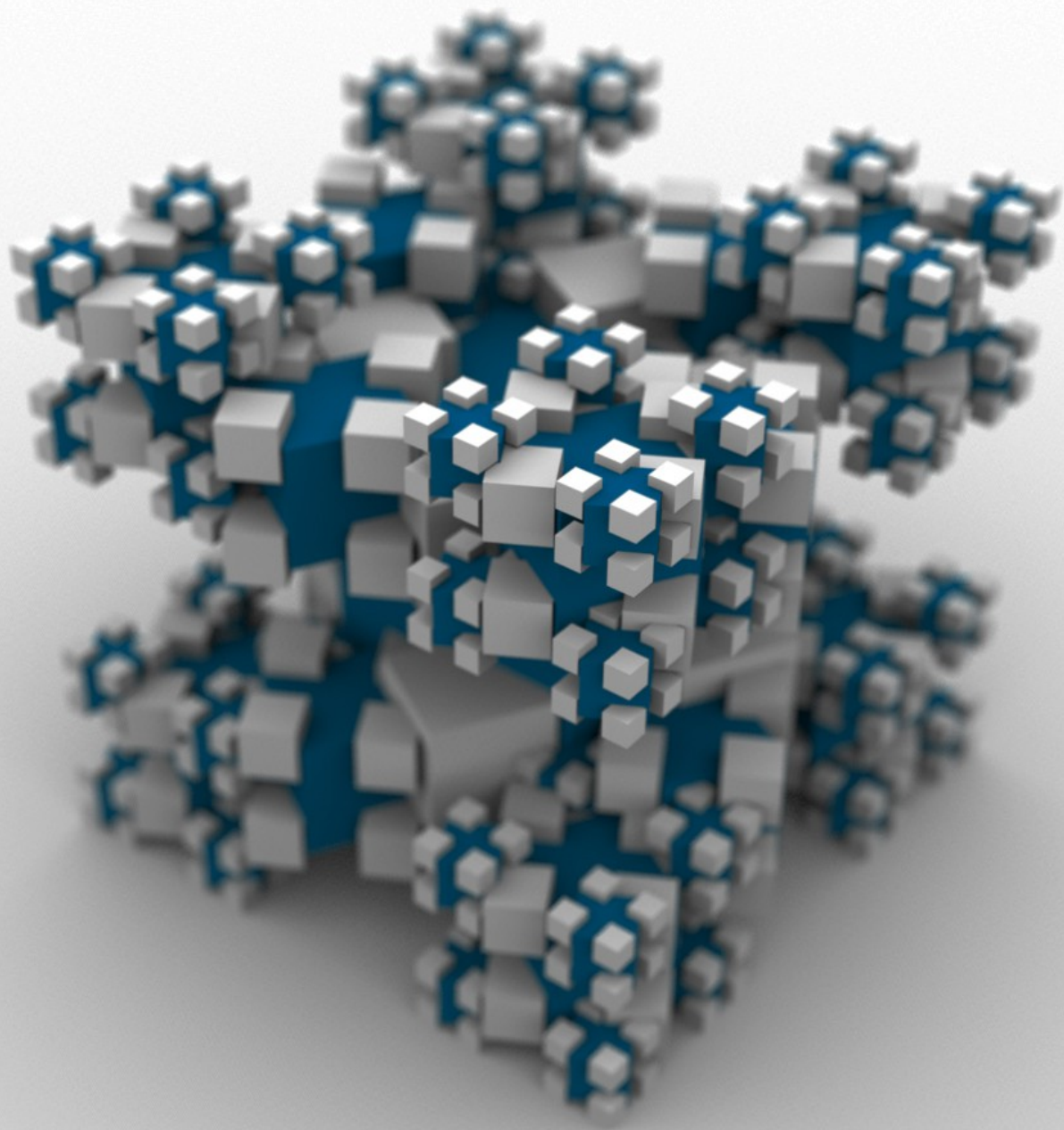












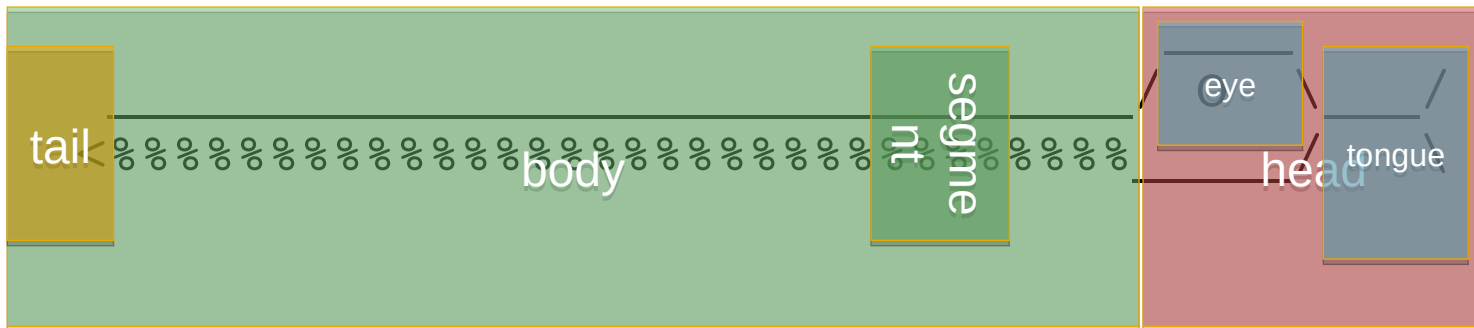
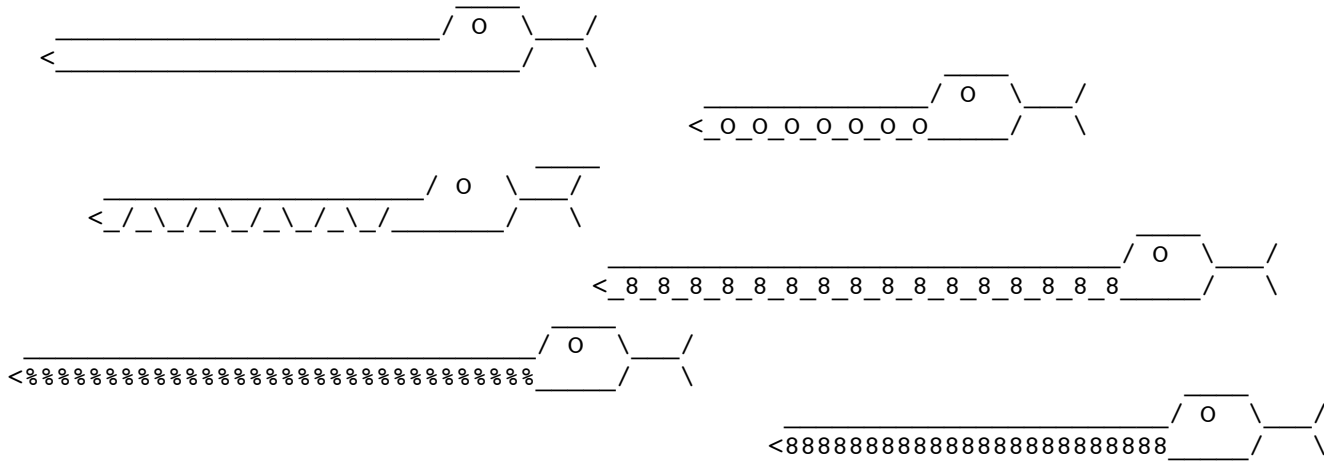
Vocabulary

- Primitives
- Transformations
- Abstractions
- Nondeterminism

Python

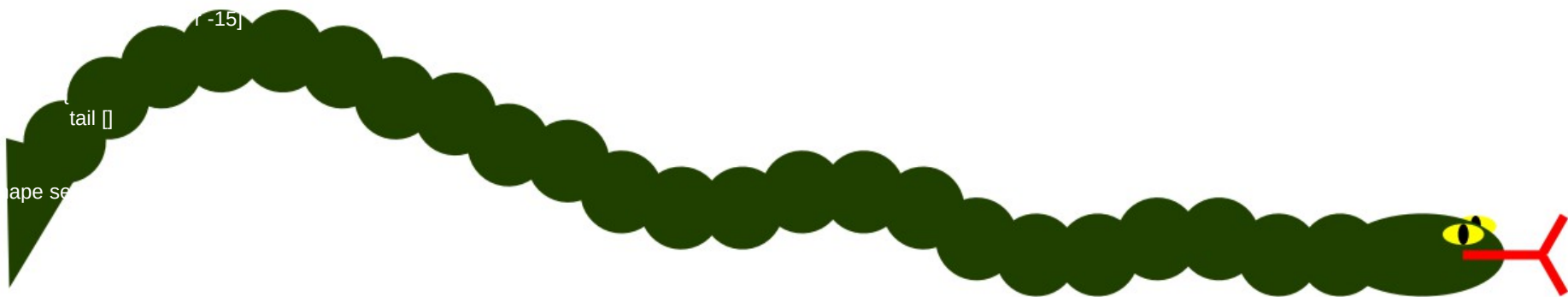


Some Snakes

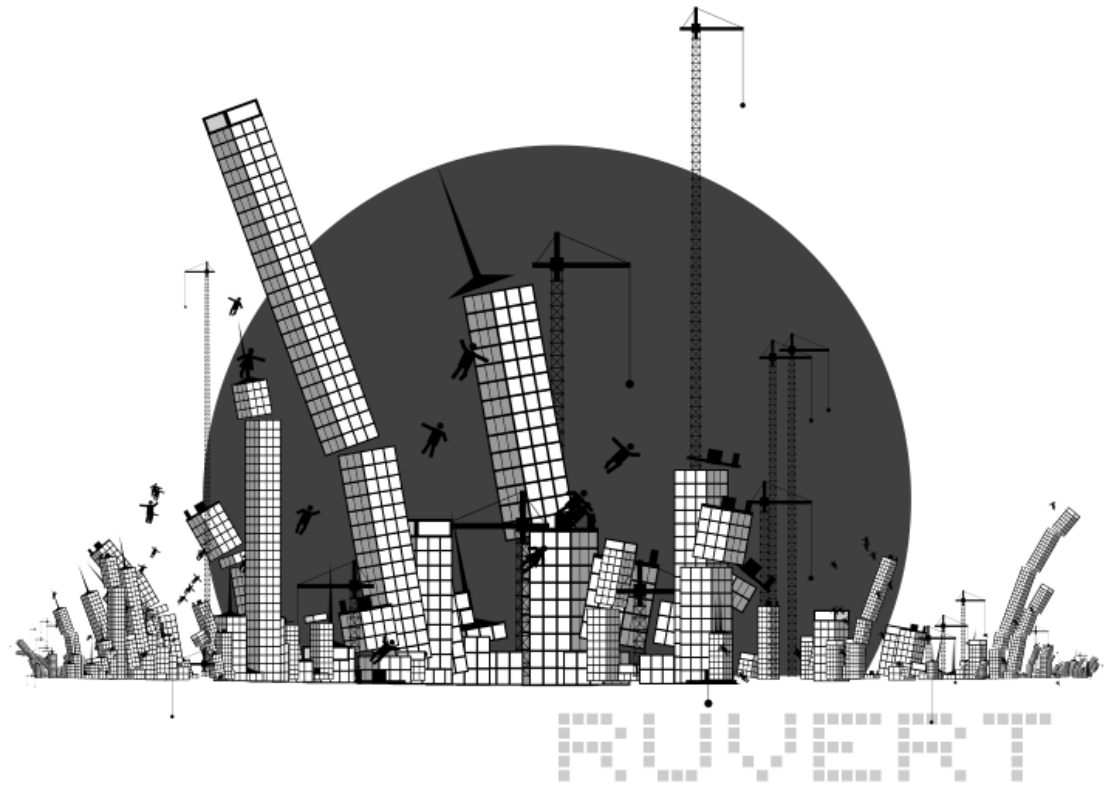


A Snake Recipe

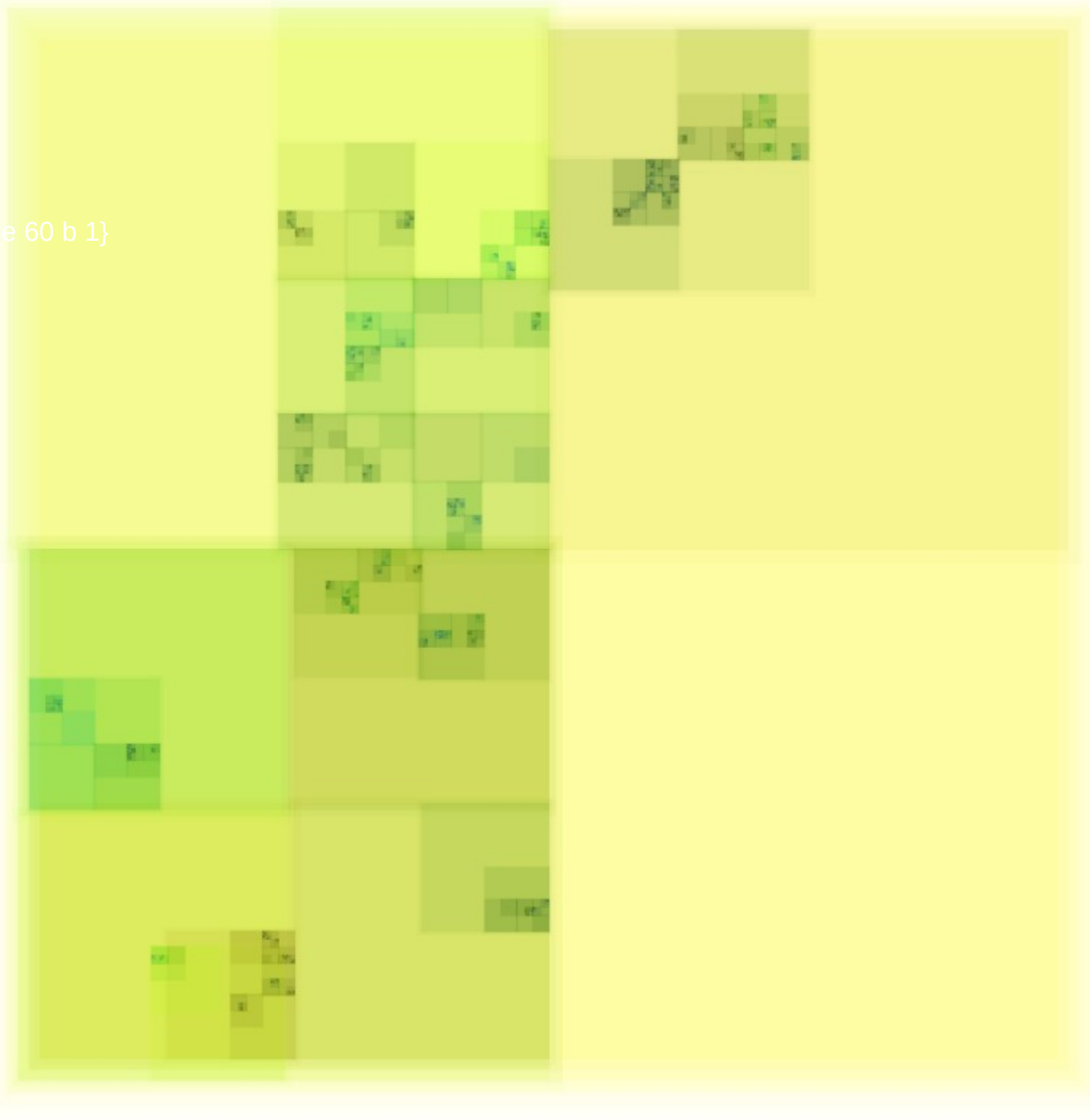
- Snake:
 - 1 head
 - 1 body
- Head:
 - 1 skull
 - 2 eyes
 - 1 tongue
- Body:(common)
 - 1 spine segment
 - 1 body
- Body:(uncommon)
 - 1 tail

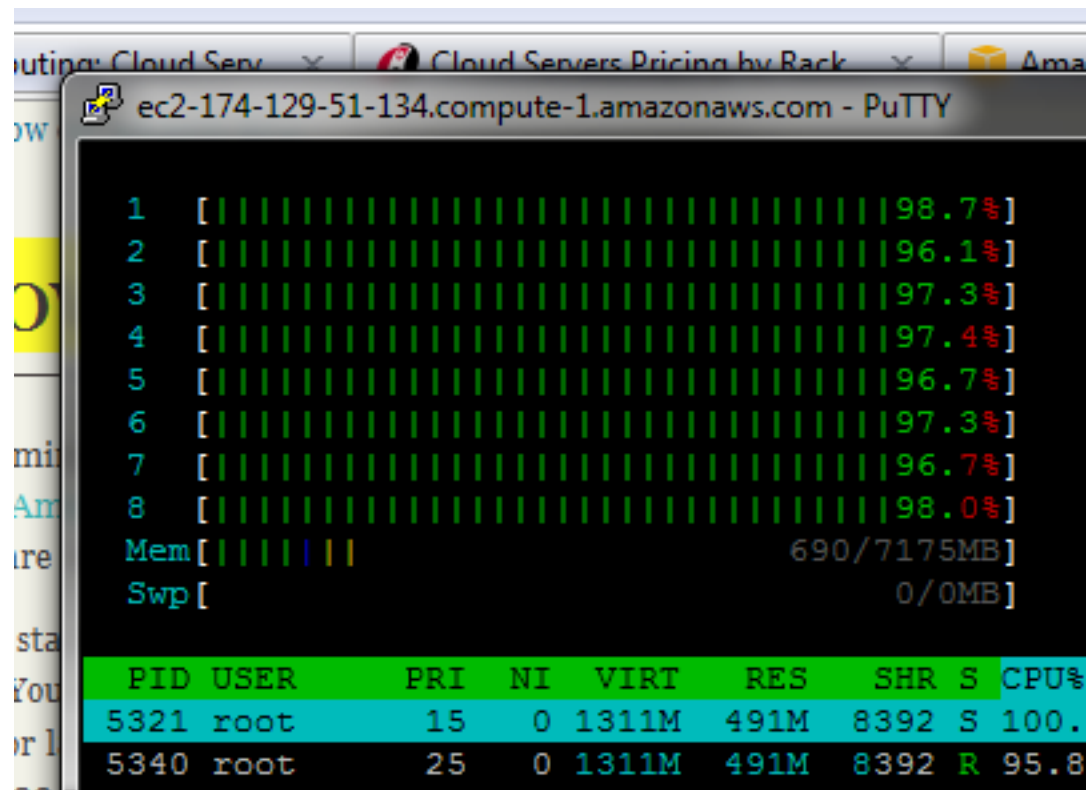




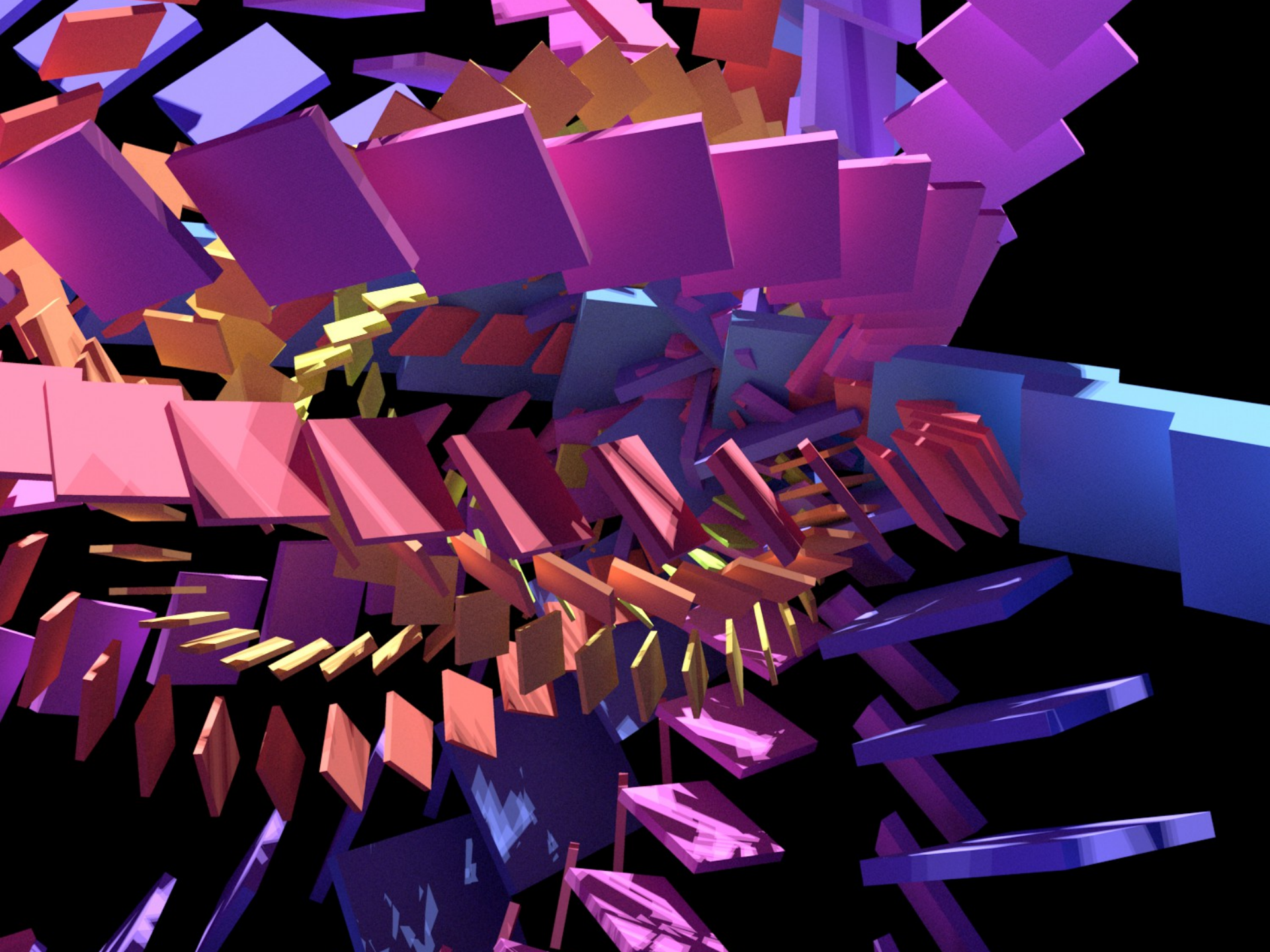


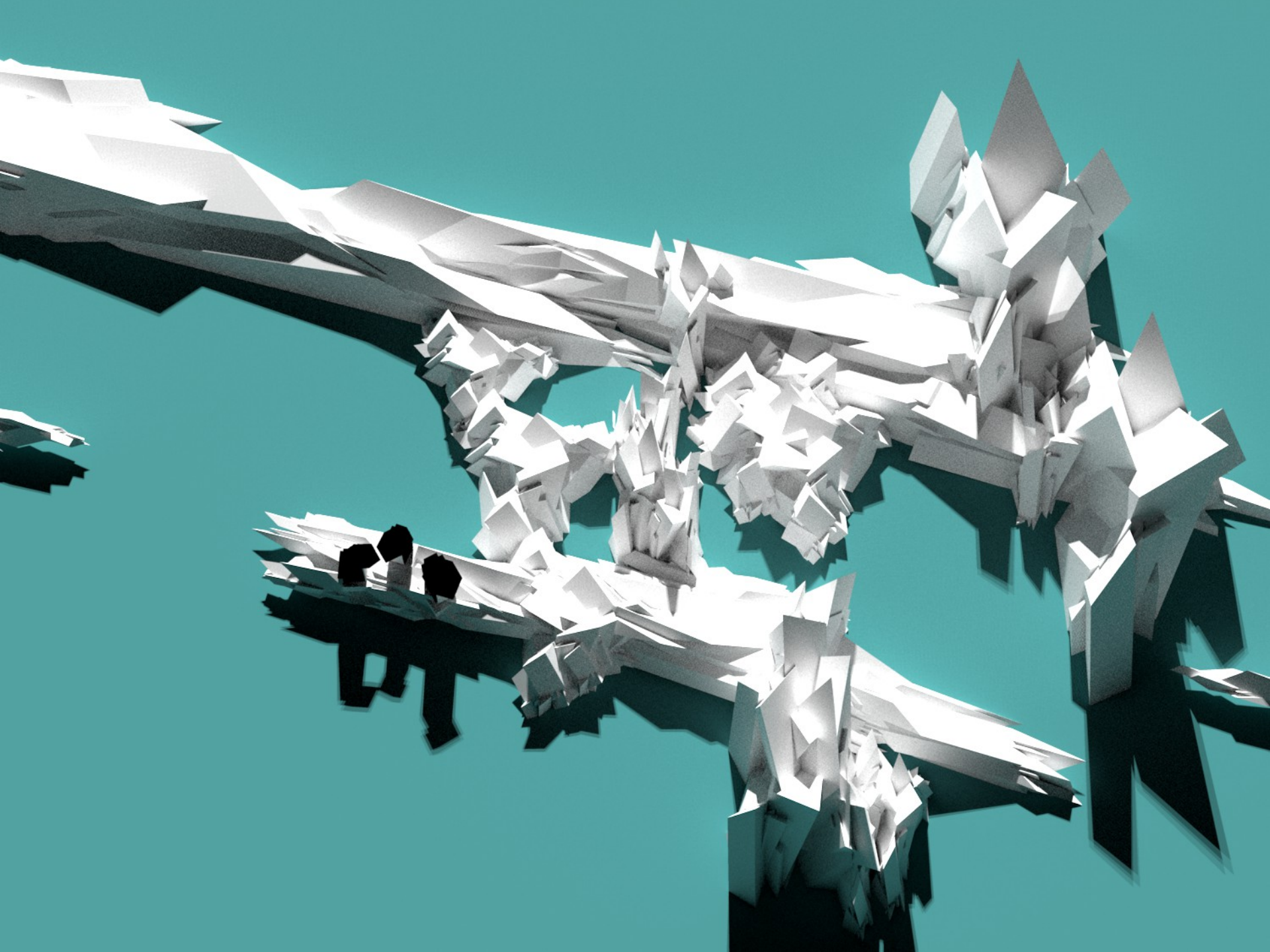
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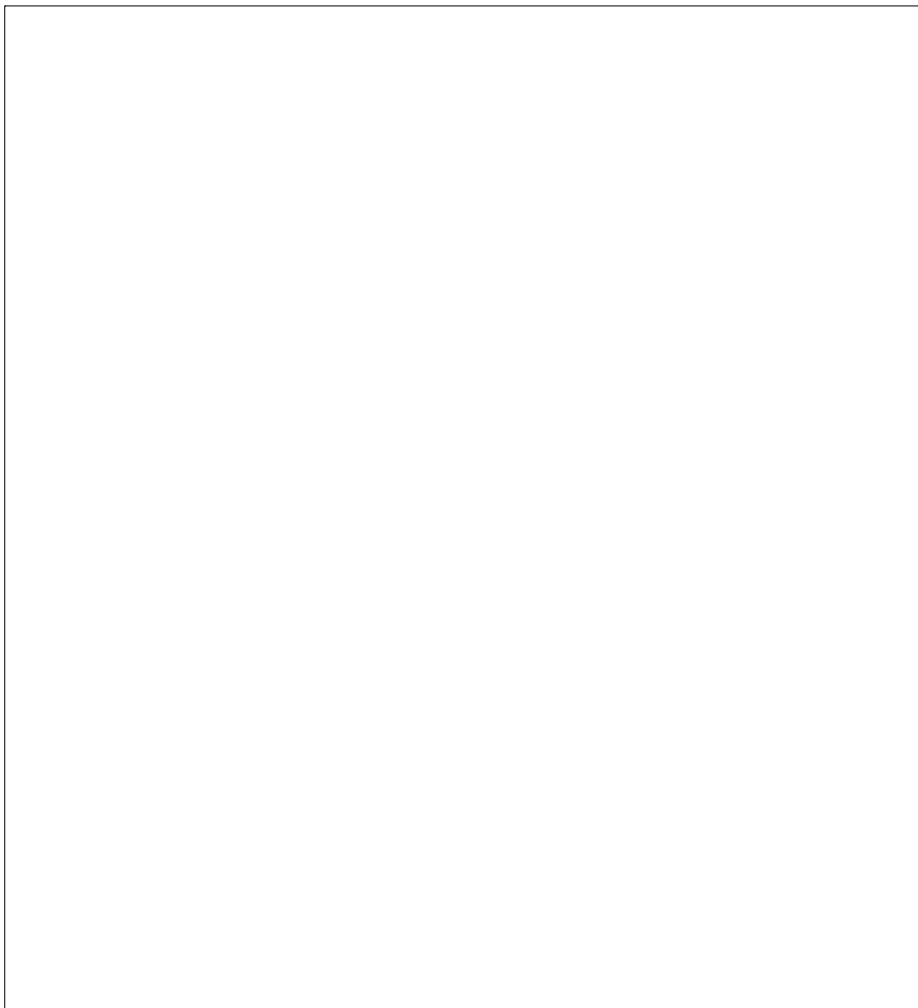
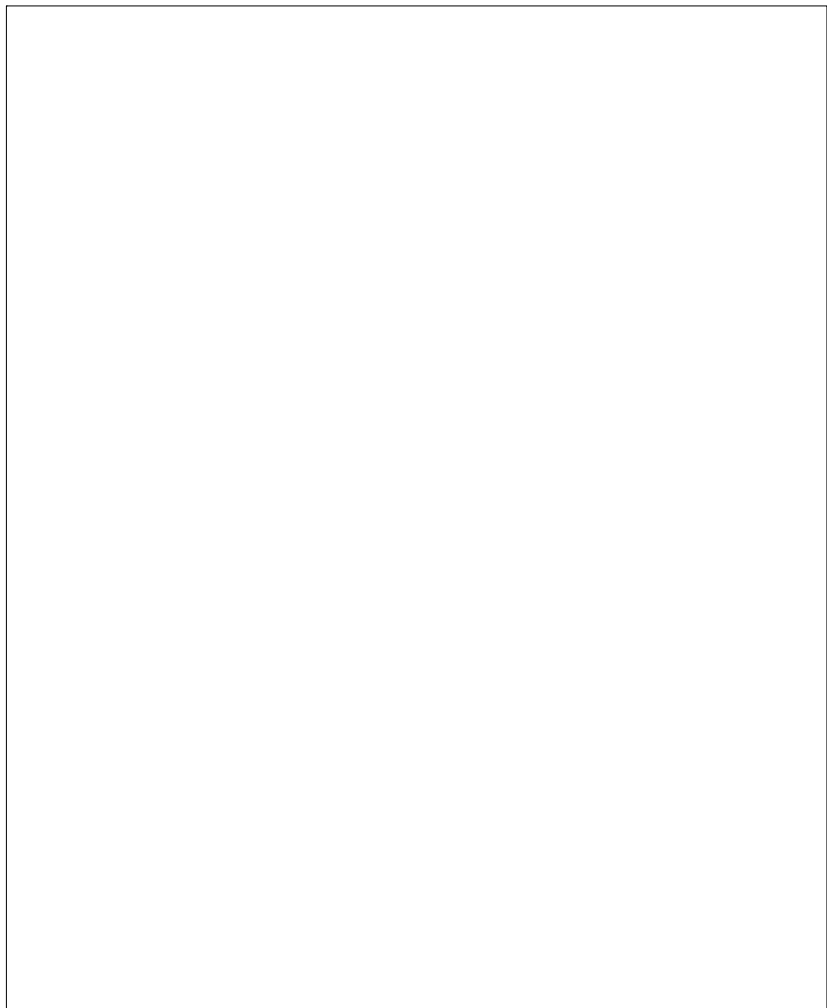
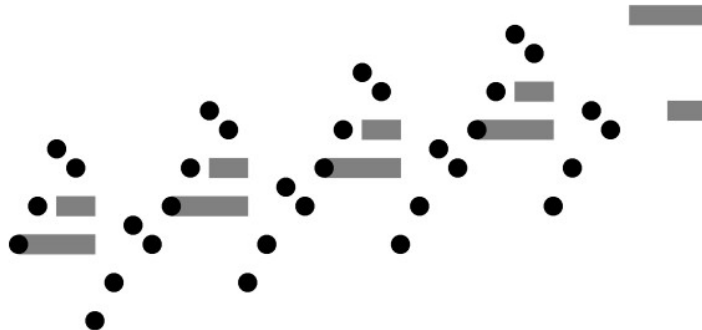












Links

- <http://www.contextfreeart.org/>
- <http://structuresynth.sourceforge.net/>
- <http://impromptu.moso.com.au/>
- Me:
 - adam@adamsmith.as
 - @rndmcnllly