The sketch came about because i wanted to explore the scale function in p5.js. I wanted to know how i could create multiple versions of a shape that would expand over time while staying center to the screen. This lead me to the scale function in p5. The example expanded and contracted rectangles in a looping motion on the screen. I took the basic elements of this sketch in order to draw multiple shapes on the screen that would scale over time and replace previous shapes. With my current knowledge of abstract geometric art, I became to create sequences of shapes and primary colors that would grow across the screen. The illusion of movement on behalf of the scale function allowed me to play with depth and color in order to create a sense of exploration for the viewer. If given more time to expand this code, I would continue to build upon the original idea. This would be done by adding more shapes to the screen that scale overtime, allowing different shapes to become the center point of the screen, while news ones are generated.