Flag Generator

# Description

This project generates fictional flags based heavily on real-life common flag patterns. Using the standards for flag dimensions and colors commonly seen, this generator can create several flags of different types.

# Challenges

While designing the project, the biggest issue that came up was the common flag pattern research and finding out more about flags in general. I also had to work with Processing for the first time, and several features common to IDEs were conspicuous by their absence.

# Successes

This project, in my opinion, is fairly faithful to real-life flag patterns, such as tricolored flags like France and Germany, bicolored flags such as Poland and Monaco, and crosses such as the flags of England and Denmark. It also showcases the common aspect ratios of flags, with the more common 2:3 and 1:2 flags demonstrated alongside the 1:1 (unique to Switzerland and the Vatican), 3:5 and 10:19 (unique to the United States).

# Failures

The biggest and most conspicuous absence is the lack of additional parts of the flag such as the wheel on the flag of India, the eagle on the flag of Mexico, and the coat of arms on the flag of Serbia. Those could be added, but I am not sure about how it would work beyond the most basic, and I also feel like these symbols would not work very well with randomly generated flags considering their significance. That said, putting random shapes would have been a possible option.

# Conclusion

This project has given me an idea as to the power of using parametrization as part of procedural generation, not only as a method of iteration but also as a way to organize the project design in a divide and conquer fashion, breaking the final product into smaller individual chunks and altering them to create different final iterations.