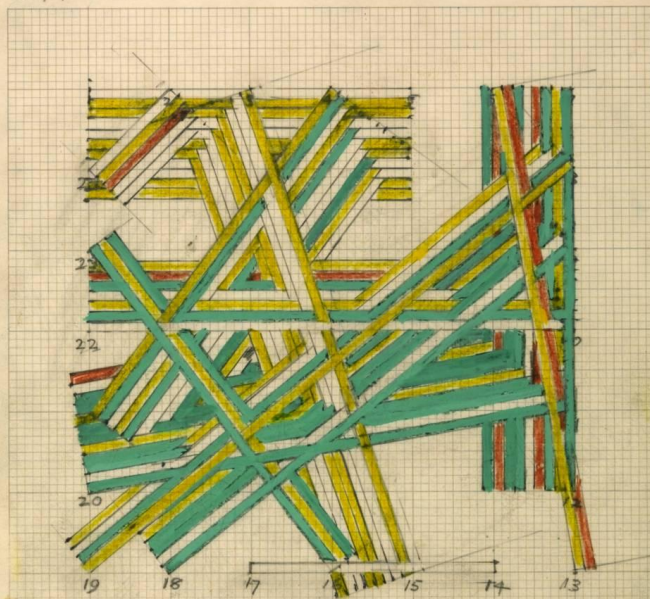


Assignment

Playful Something

Randomness . . .

July 9. 10 A.



| | | | | | | | |
|----|-----|----|----|----|----|----|----|
| L | 18 | 17 | 1 | 17 | 14 | 7 | |
| 24 | 22 | 2 | 6 | 13 | | | |
| 2 | 3 | 3 | 23 | 16 | | | |
| 9 | 5 | 4 | 19 | 8 | | 3 | |
| 7 | 125 | 2 | 24 | 7 | | 4 | 5 |
| 10 | 17 | 6 | 18 | 9 | | 2 | |
| 4 | 217 | 22 | 10 | | | 24 | |
| 11 | 8 | 15 | 3 | | | 23 | 67 |
| | 9 | 12 | 7 | | | 5 | |
| | 10 | 4 | 21 | | | 3 | 67 |
| | 11 | 5 | 1 | | | 2 | 46 |
| | 12 | 20 | 11 | | | 2 | |

1/8 #



| | | | | | | | |
|----|-----|----|----|----|----|---|---|
| L | 18 | 17 | 1 | 17 | 14 | 7 | |
| 24 | 22 | 2 | 6 | 13 | | | |
| 2 | 3 | 3 | 23 | 16 | | | |
| 9 | 5 | 4 | 19 | 8 | | 3 | |
| 7 | 125 | 2 | 24 | 7 | | 4 | 5 |

1

2 12

3 14 24

4 15 25 3

5 16 26 35 43

6 17 27 36 44 52 58

7 18 28 37 45 53 59 65

8 19 29 38 46 54 60 66 72

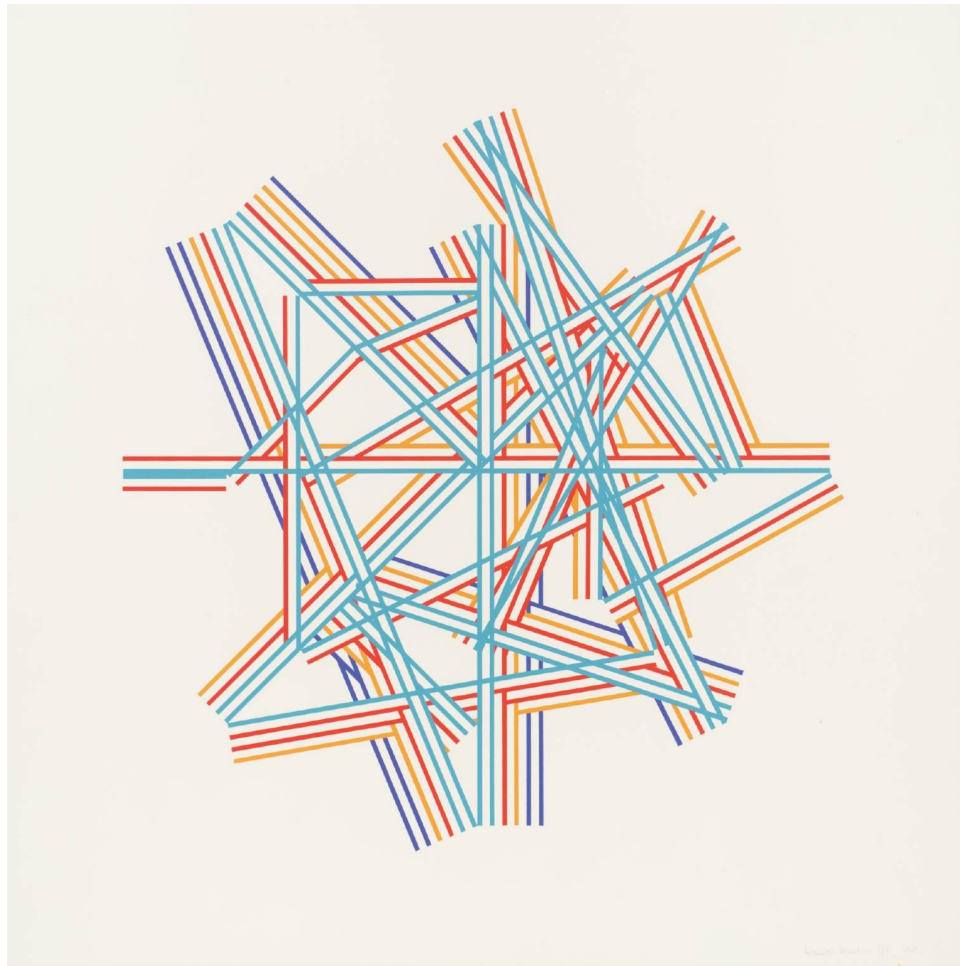
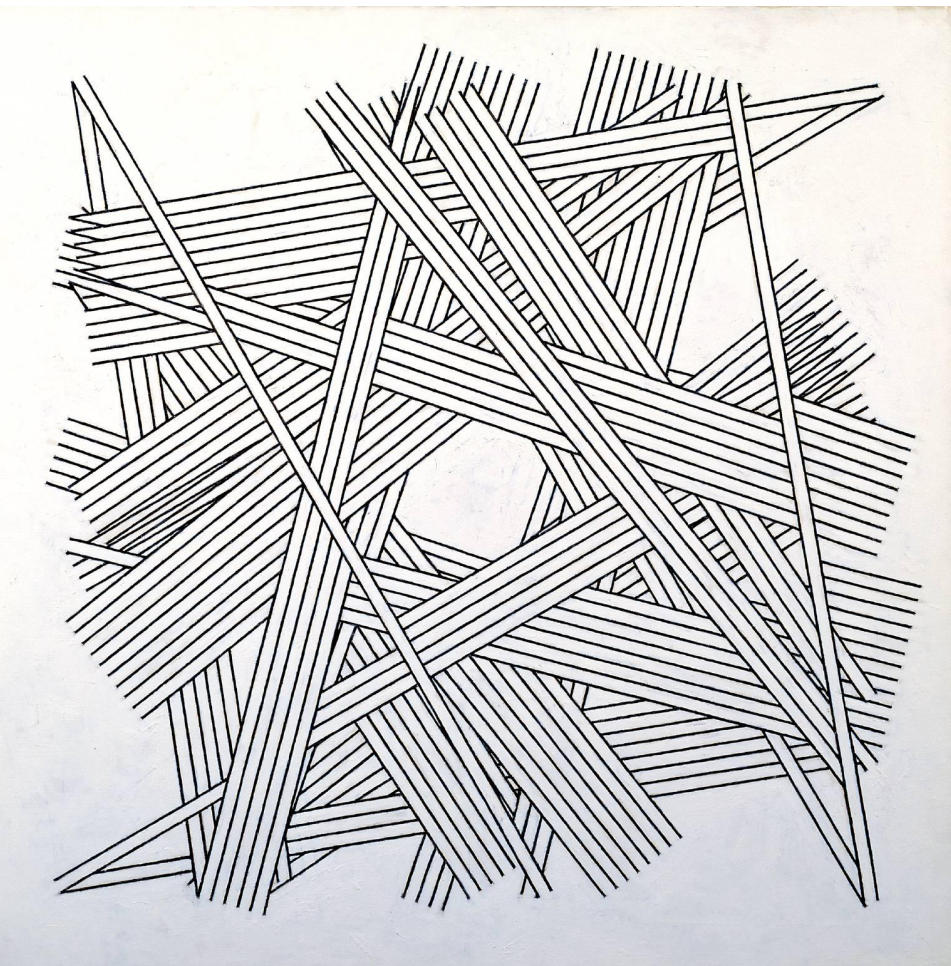
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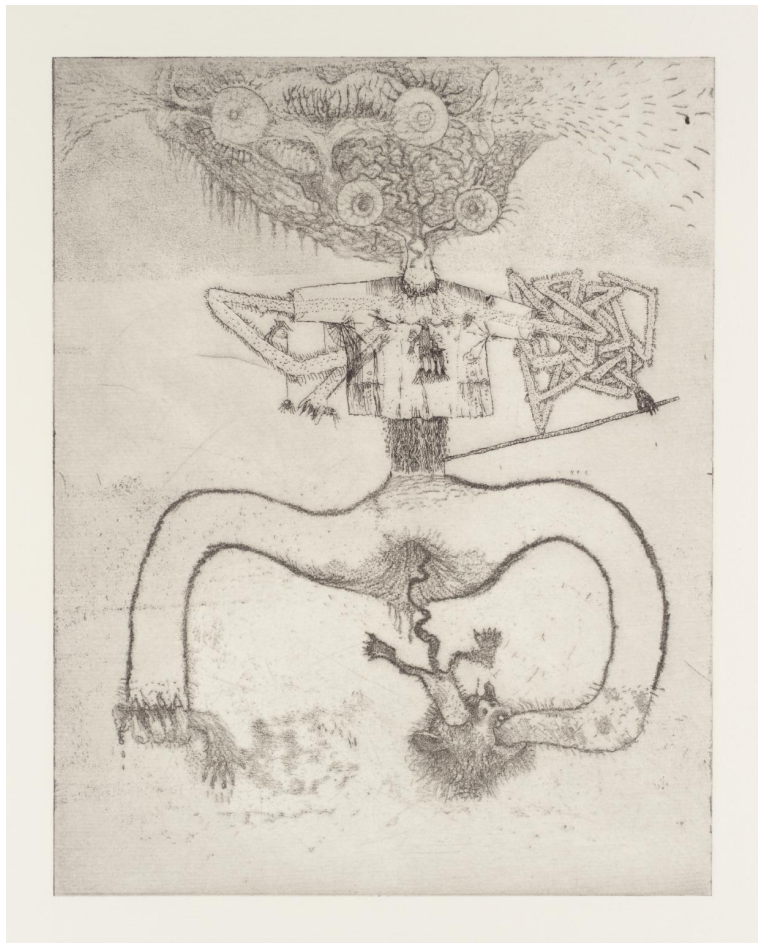
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11 22 32 41 49 57 63 69 75 81

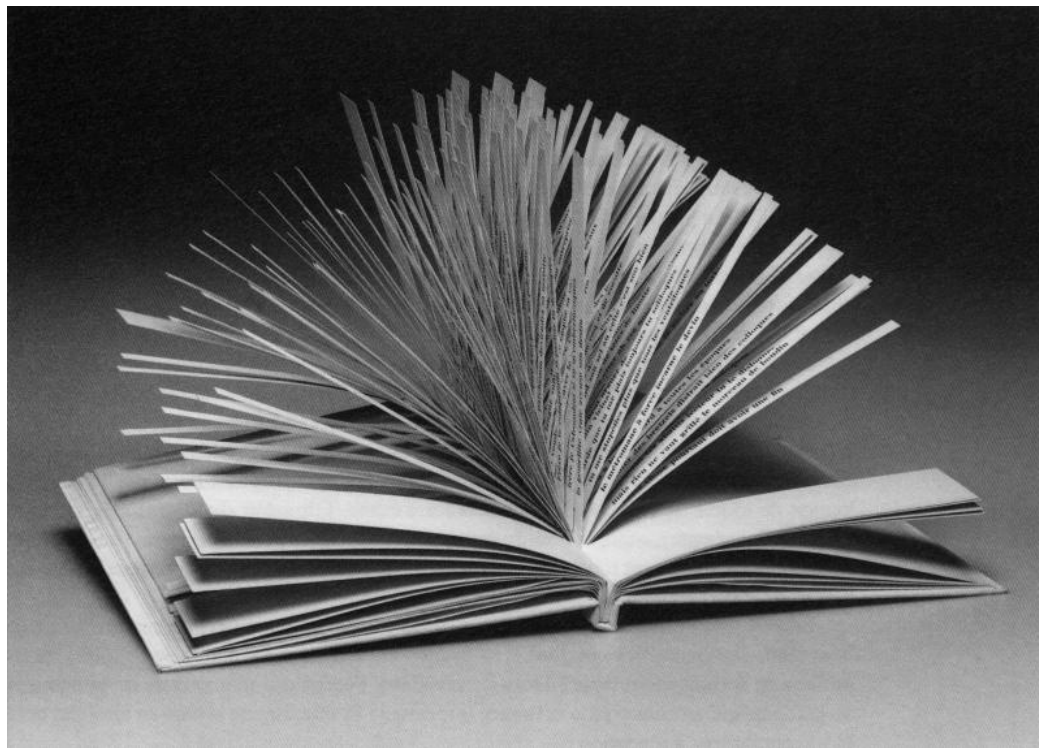
12 23 33 42 50 64 70 76 82 88

Chance And Order
Kenneth Martin 1972

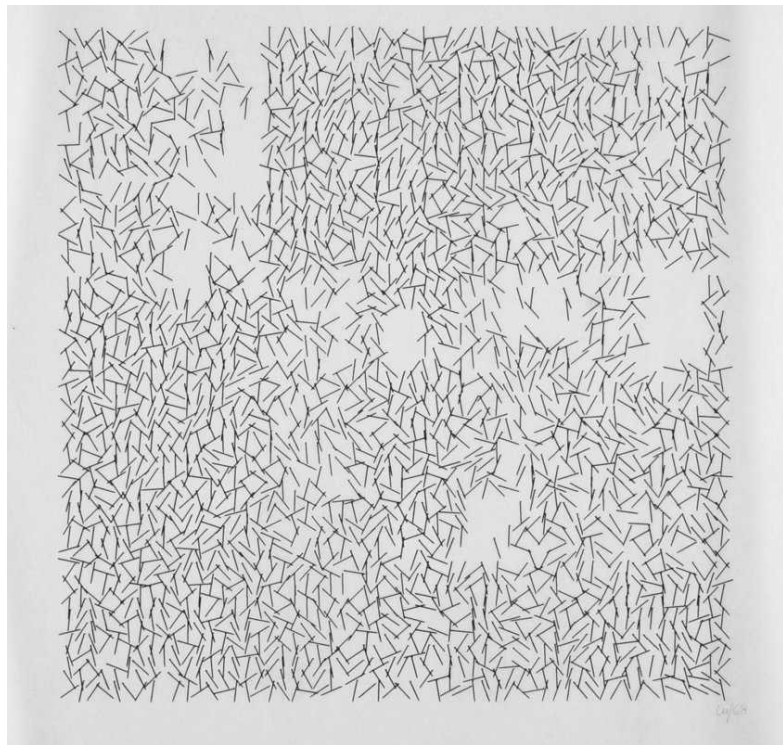




Exquisite Corpse
Jake And Dinos Chapman
2000



Hundred Thousand Billion Poems,
Raymond Queneau, 1961

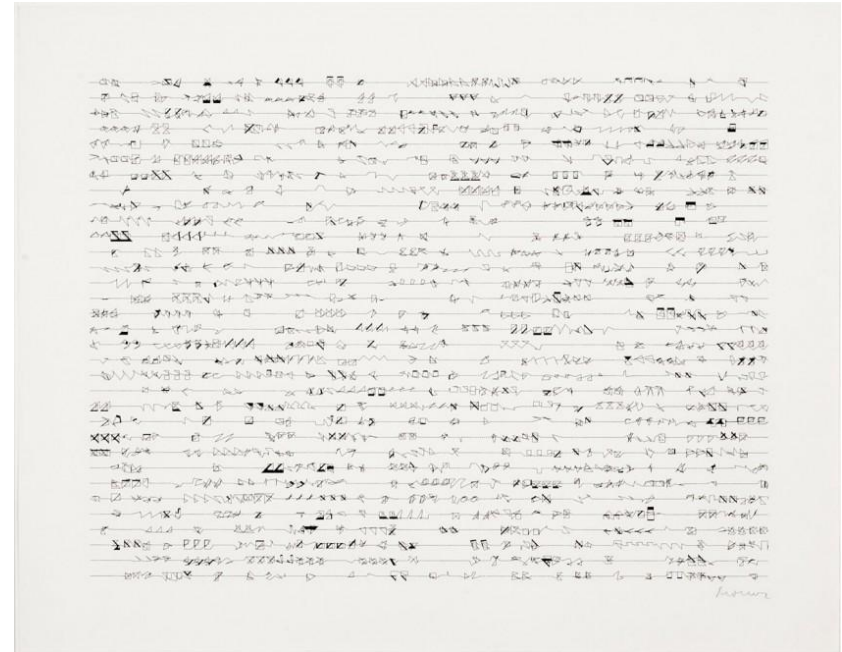


Hyper Transformations Vera
Molnar, 1975-76
Interruptions,
VeraMolnar_1968-69

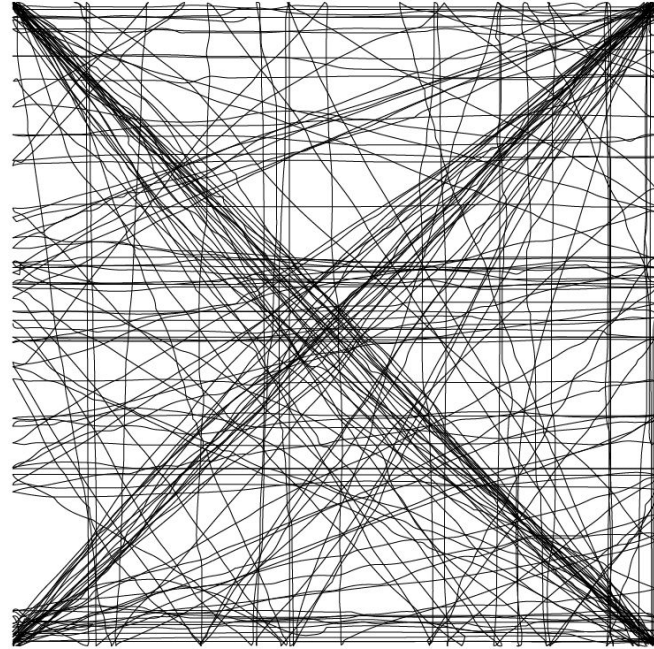
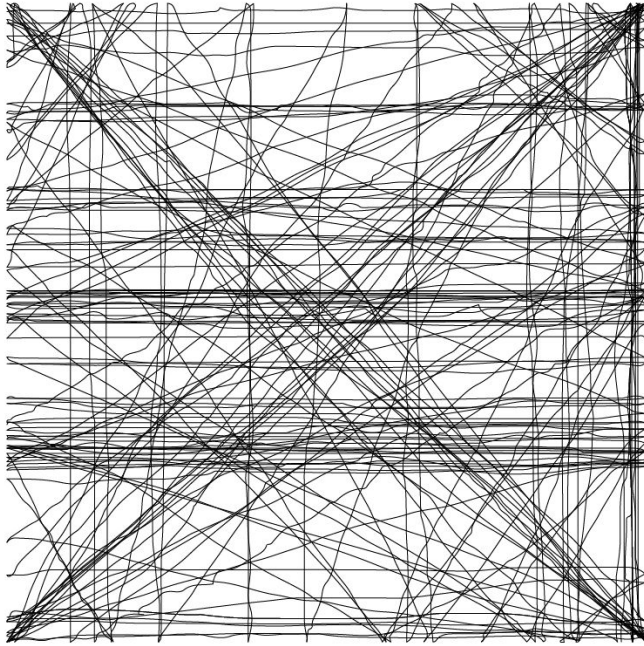


Manfred Mohn With Plotter, National
Meteorological Center Paris, 1970

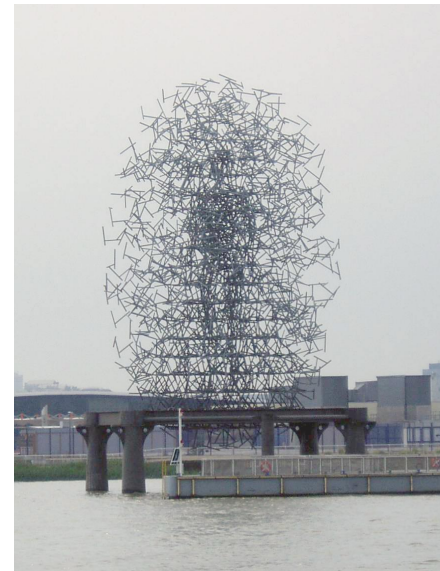
P-10-2-RandomWalk_ManfredMohr_1969



Plotter Rendering White
Noise_ Manfred Mohr_1971



Production Line_ John Menick
Agnieszka Kurant, Turker Lines
Combined Into Drawing



Quantum Cloud,
Antony Gormley
1999



Random War Charles Csuri 1967

[https://fineartamerica.com/featured/
1-faces-of-randomness-martin-krzywin
ski.html](https://fineartamerica.com/featured/1-faces-of-randomness-martin-krzywinski.html)

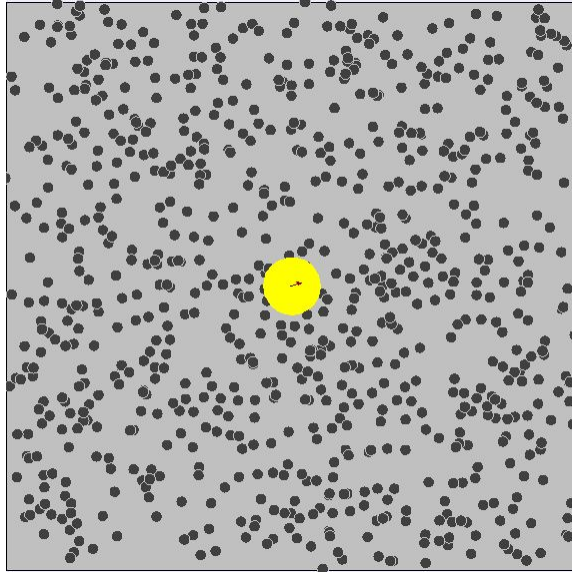
Can a computer generate a truly
random number?

"If you go to an online poker site,
for example, and you know the
algorithm and seed, you can write a
program that will predict the cards
that are going to be dealt."

Steve Ward, Professor of Computer Science and Engineering at
MIT's Computer Science

There are devices that generate numbers that claim to be truly random. They rely on unpredictable processes like thermal or atmospheric noise rather than human-defined patterns.

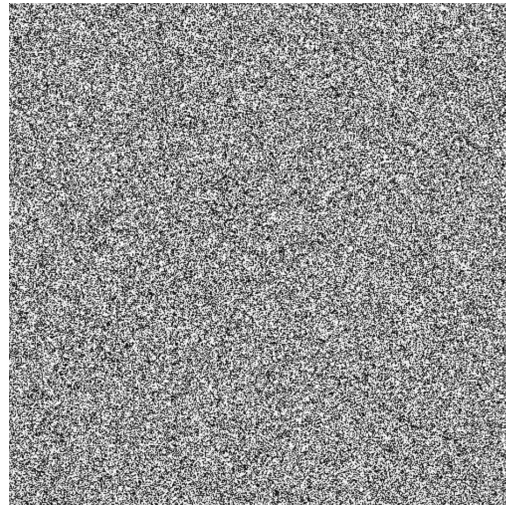
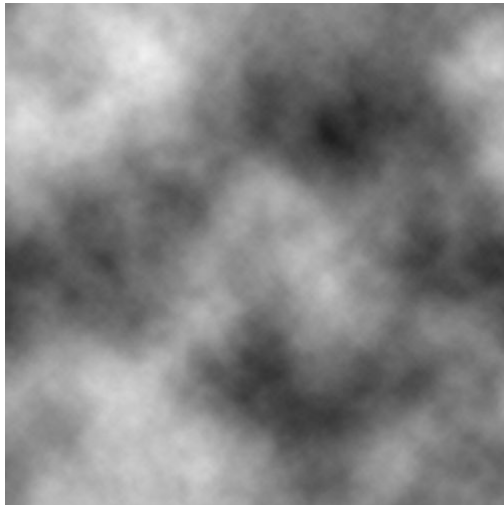
Brownian Motion



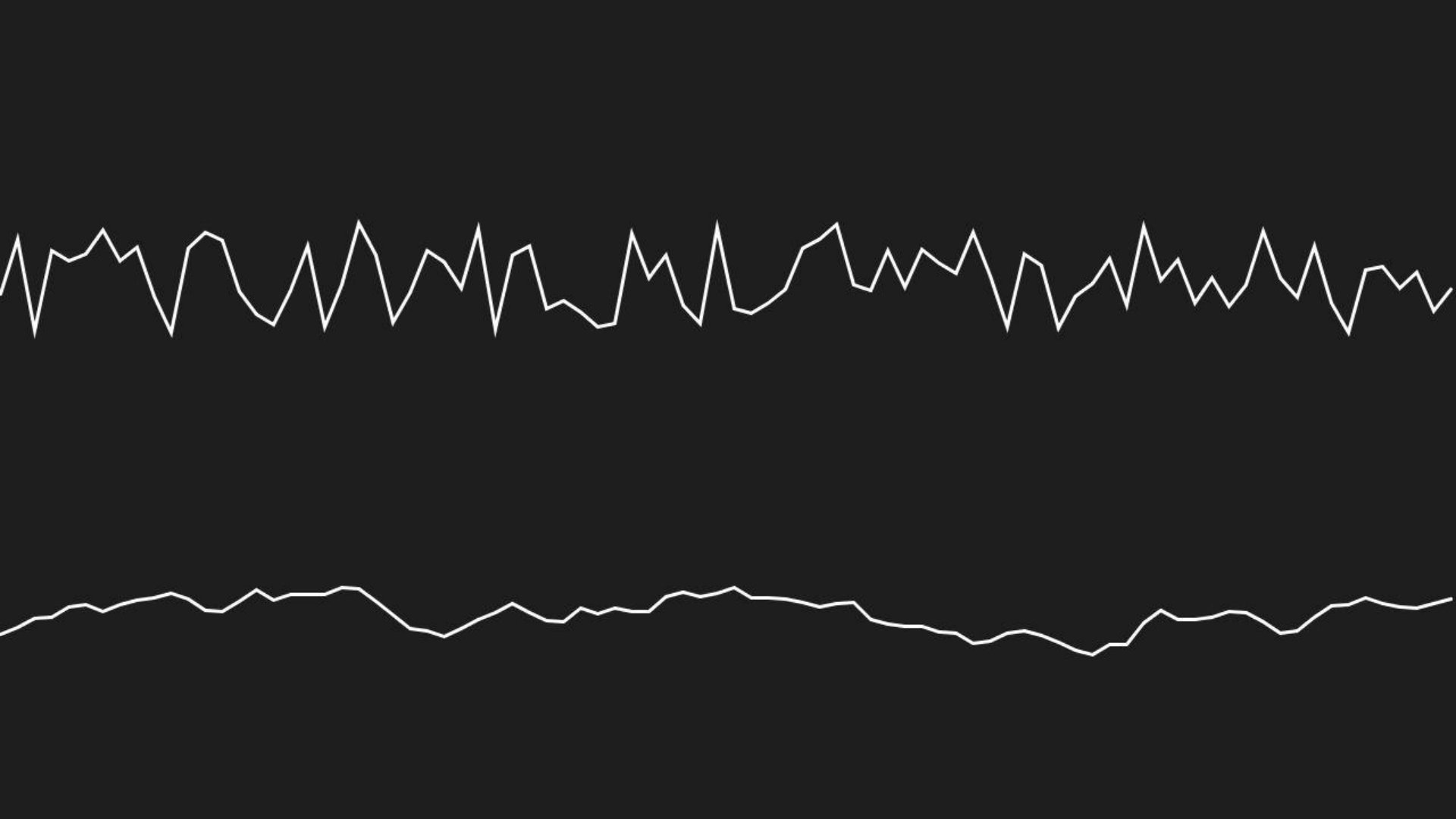
Brownian motion, a type of random walk, was first described by Robert Brown, a botanist, in 1827 while observing pollen grains in water. The principle is simple: at each step, move the object randomly backwards or forwards in 2D space.

Here, we draw a semi-transparent circle and move it each frame, creating patterns that look like ant tunnels or DNA strands.

Perlin Noise



In 1983, frustrated by the "machine-like" look of randomness in computer graphics (like Brownian motion), Ken Perlin invented the now-famous Perlin noise algorithm. It has since been used in countless feature films and videogames to create realistic smoke, clouds, and other textures (and the terrain in the game Minecraft). In 1997, Perlin won an Academy Award for the algorithm.



```
noise();  
noiseDetail();
```

Python

Assignment

Randomness Project