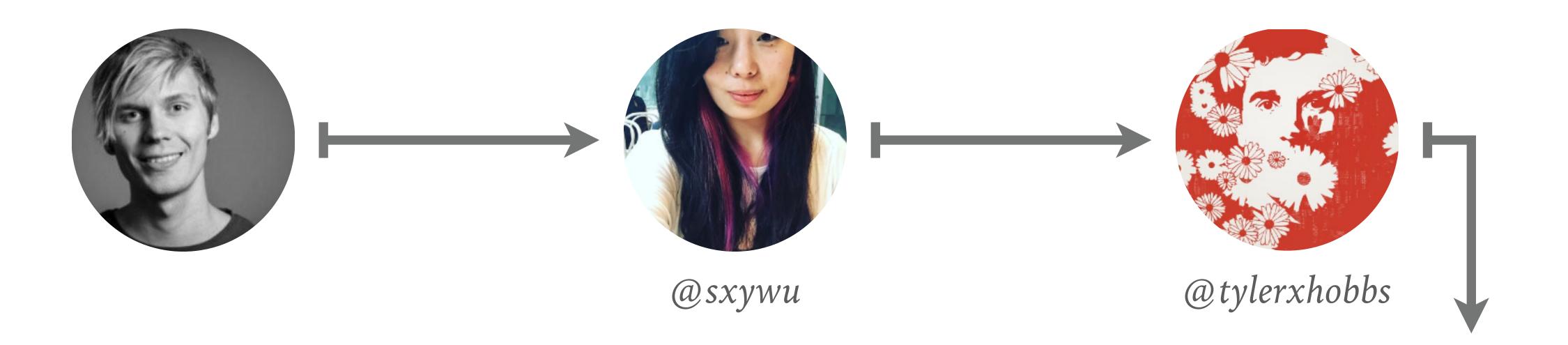
GENERATIVE WATERCOLOUR



Polygon deformation





A GENERATIVE APPROACH TO SIMULATING WATERCOLOR PAINTS

April 21, 2017

I've gotten many requests to explain the technique behind my "watercolor" generative artwork. My approach is similar to some of the techniques I described in my post on **Generating Soft Textures**, so read that first if you haven't already. The algorithm is not particularly exotic. Instead, it's conceptually simple, but fine tuned.

INSPIRATION

PORTFOLIO ESSAYS SHOP ABOUT

ADDITIONAL POSTS





EXECUTING GENERATIVE ART WITH A PLOTTER



















ONE YEAR LATER...