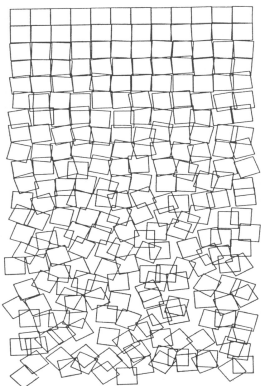


# Andrew Barlow

I'm a CTD Senior, I have a programming background, but prefer the artistic side of CTD. I've made procedural art before and am interested in taking my skills to the next level. Very little experience with Unity, but have made procedural art with Blender, Processing, p5.js, Max, Pure Data, and Python. I'm personally interested in art with interesting textures/colors (impressionism, expressionism, abstract art, glitch art) over strict realism.



Inspiration:  
Schotter- George  
Nees



My piece made in  
p5.js



Color-shifted photography

blender render

# Inspiration

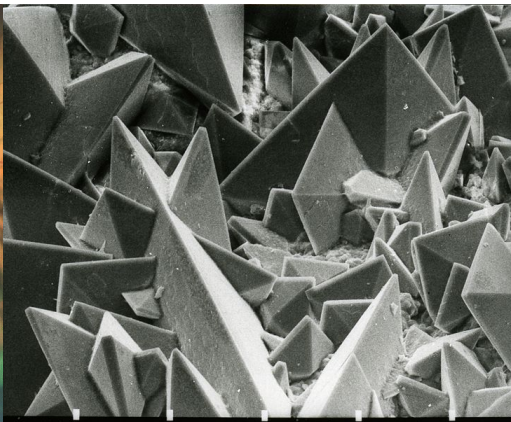
Tree Fractals



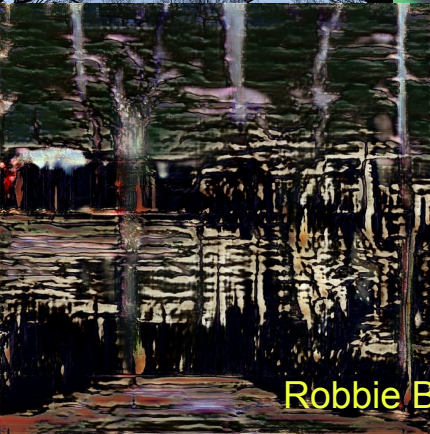
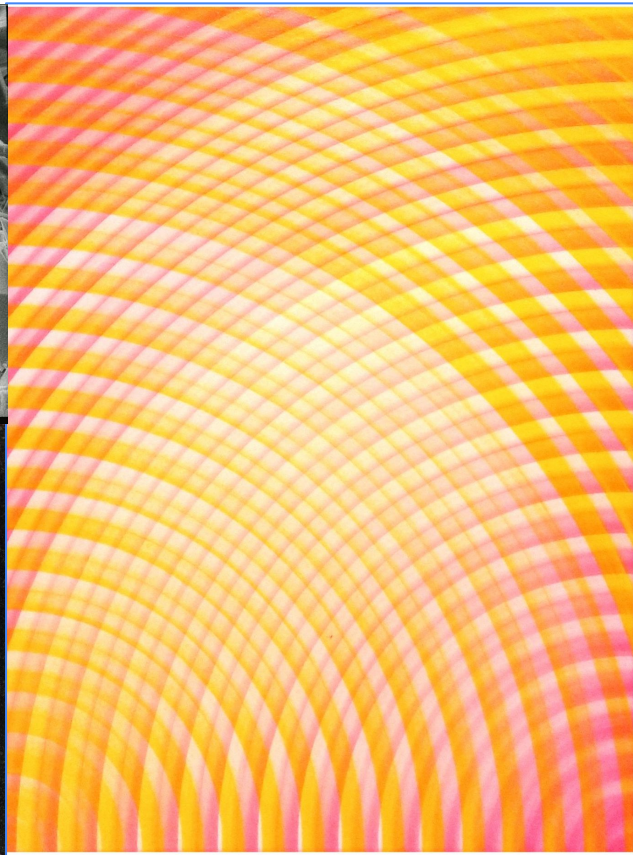
Biological Patterns



Microscopic Patterns



Plotter Art



Robbie Barrat (art generated with DCGANs)