

Gestalten mit Processing

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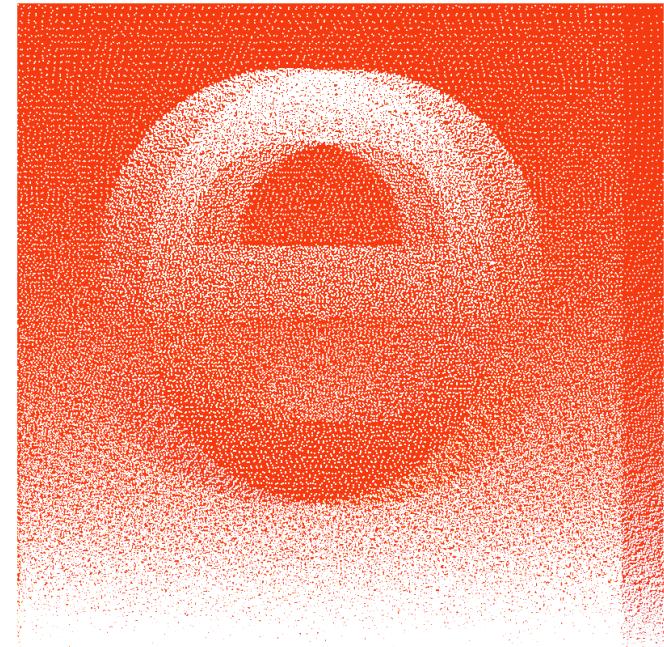
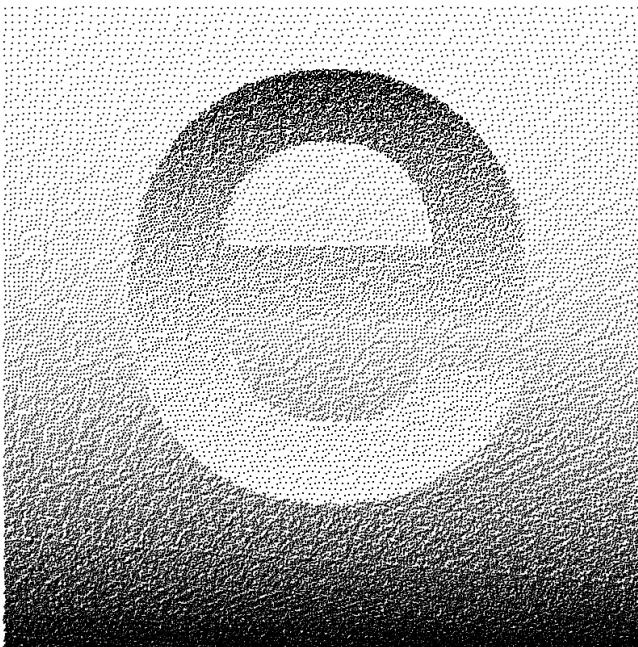
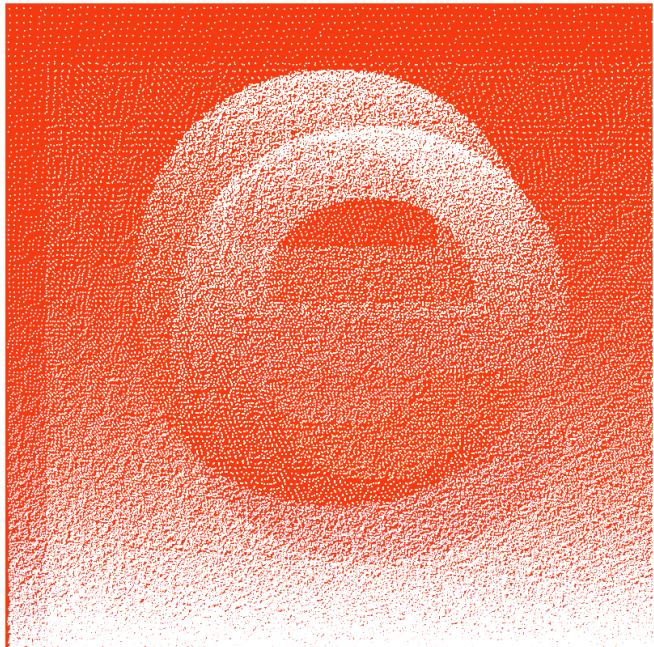
03_1_color

noise on strokeWeight, rot , gruen,
shiftX & shiftY.

stroke is (rot, gruen, 255);
shiftX is between -50 & 50.
shiftY is between -100 & 100.

"e" is drawn three times with 25px
distance in both axes.





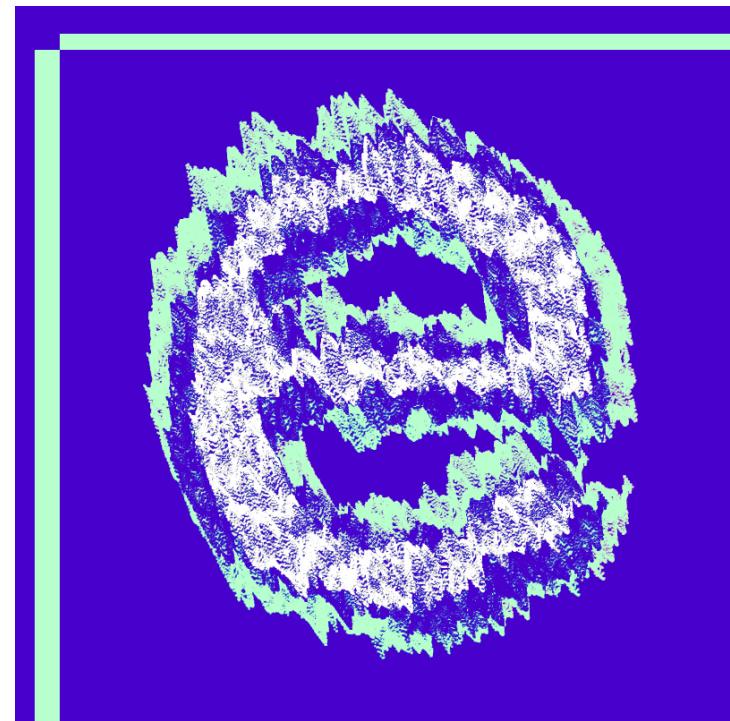
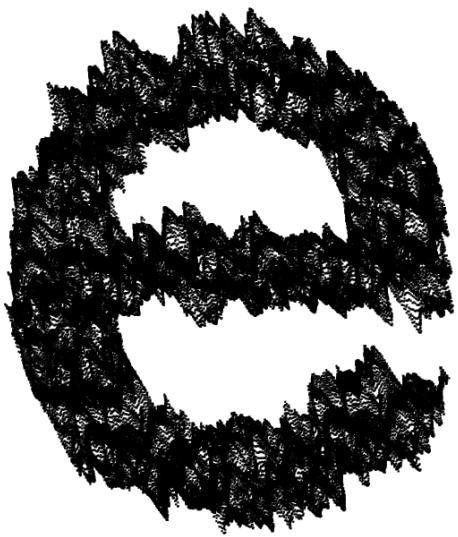
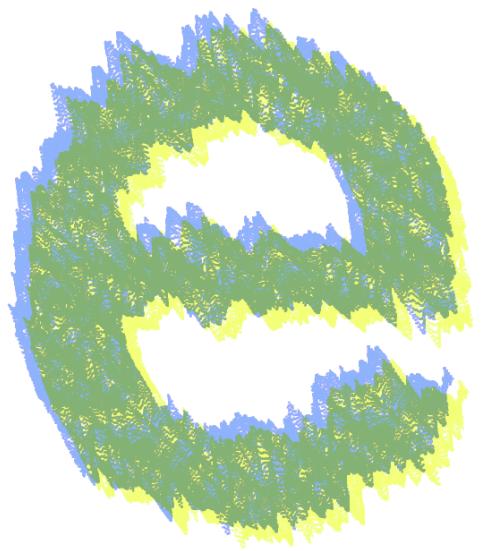
03_4-3

radius is 1.

depending on the y-value of the canvas the variable abstand is growing and defining the space inbetween the dots.

outside this is just reversed.

the colored images were made with photoshop.

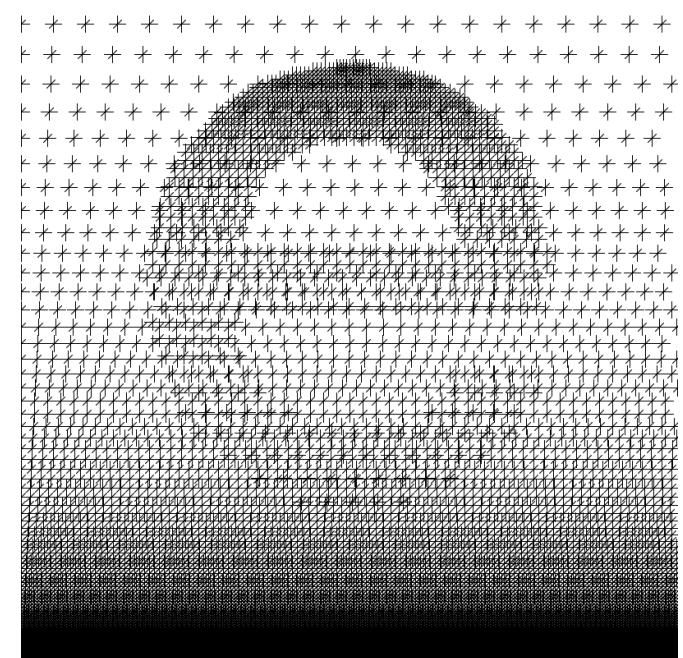
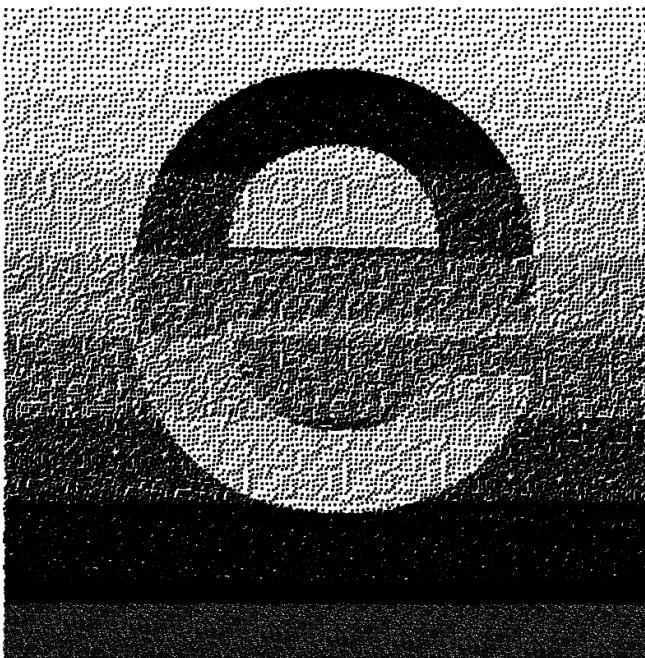
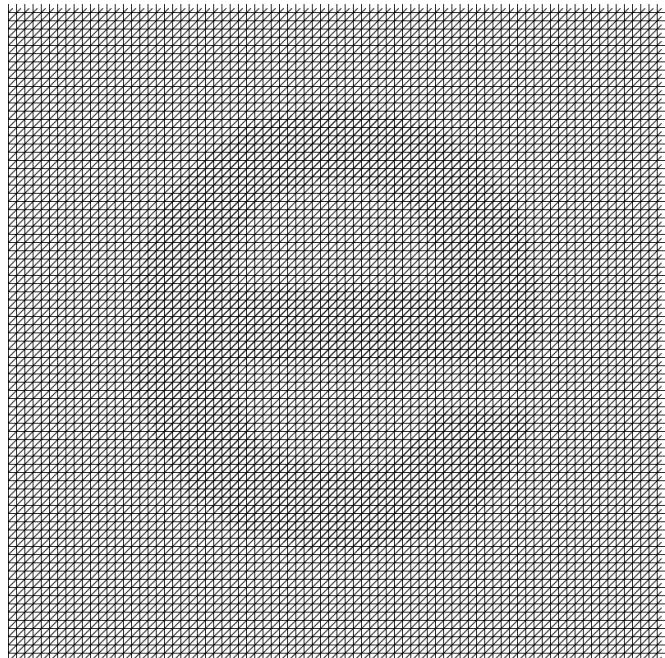


04

radius is 2.

the shiftY value is harsher than shiftX.

the colored images were made with
photoshop.



random experiments