

# Generative Art

- using code to draw forms
- rules governing when and how forms change
- artgorithms!***
- experiment/explore variations

games/  
graphics

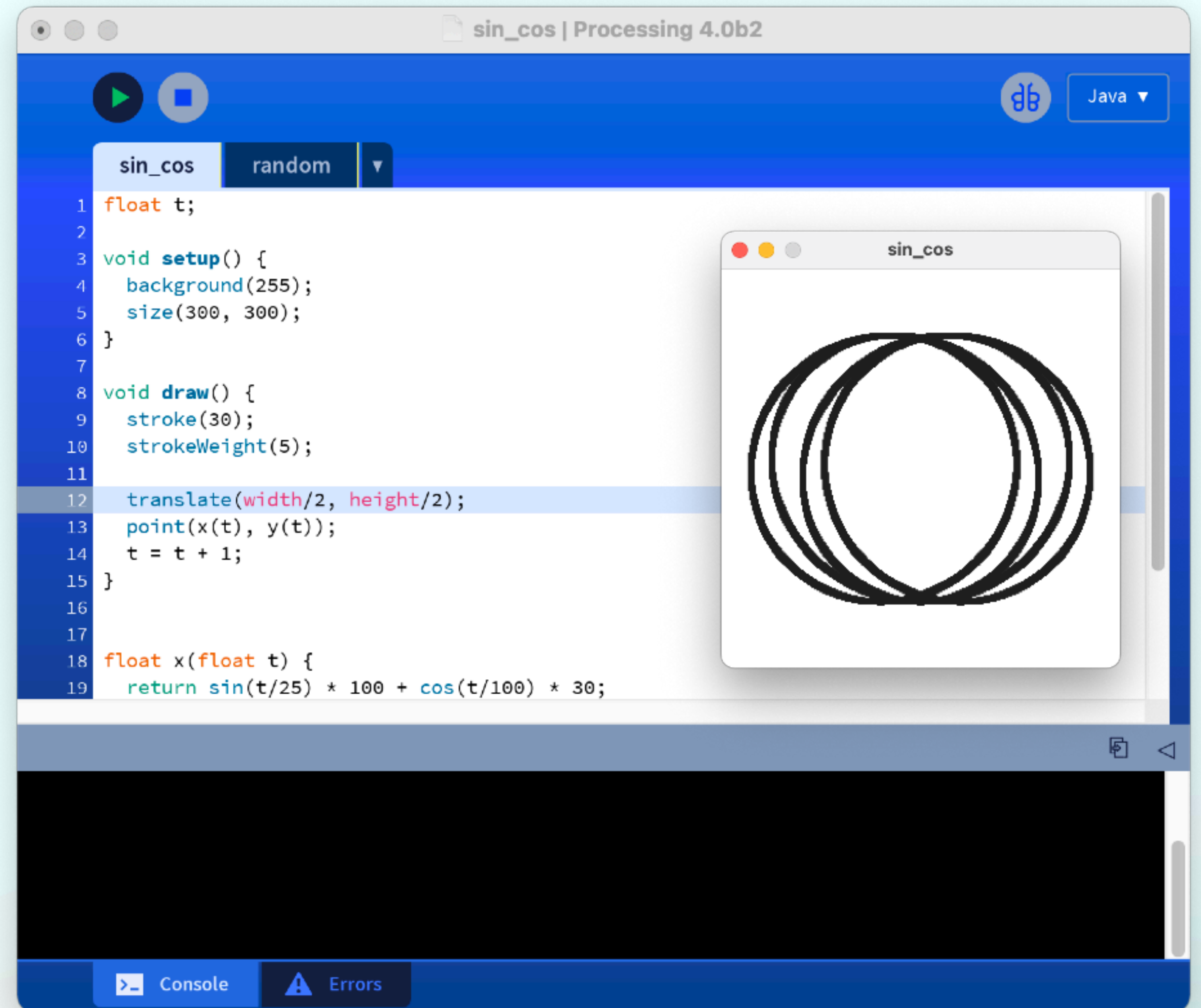
big data  
viz

audio  
reactive  
visuals



# Common Tools

- Processing (Java, Android)
- OPENRNDR (Kotlin)
- p5.js, three.js
- glsl (openGL Shading Language) + shaders...



*Processing 4 + Java*