

Generative Art

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

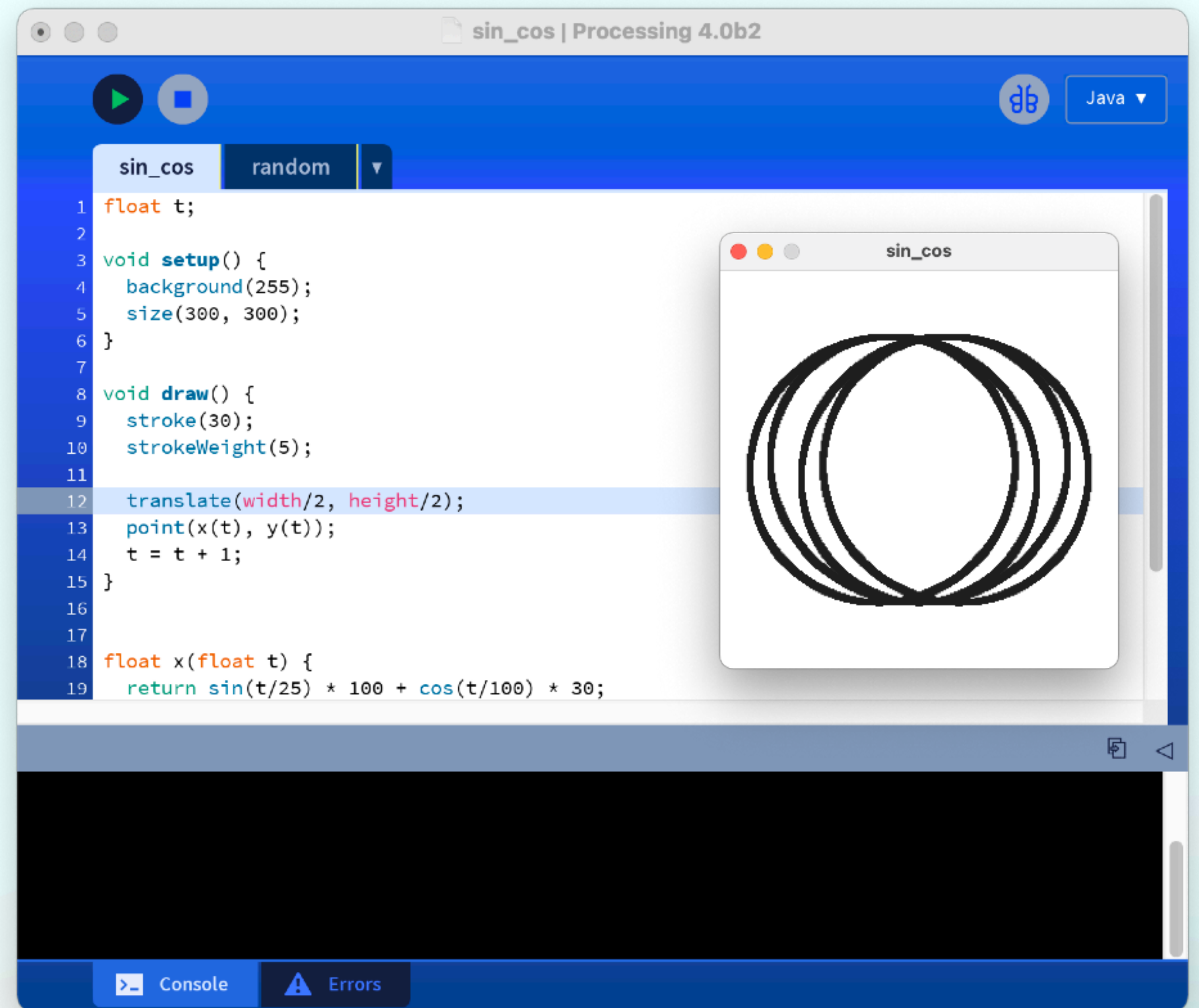
games/
graphics

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