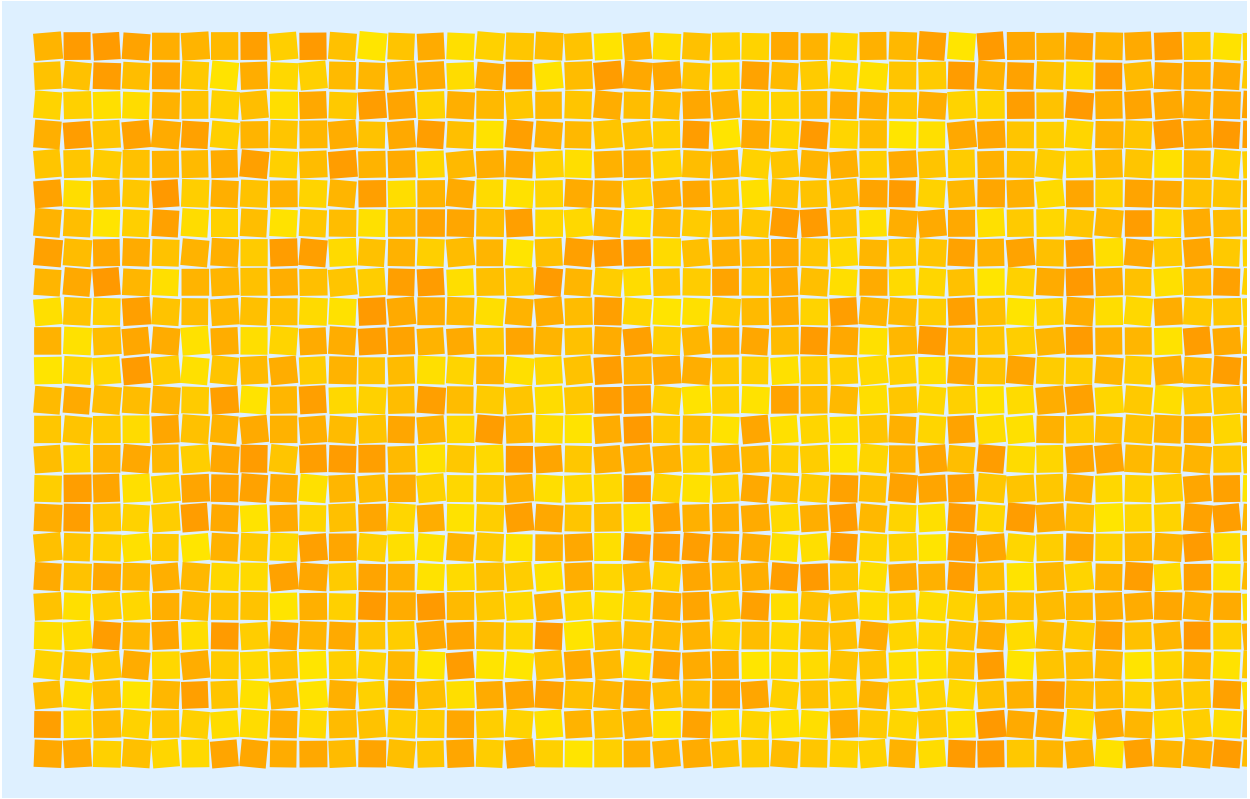
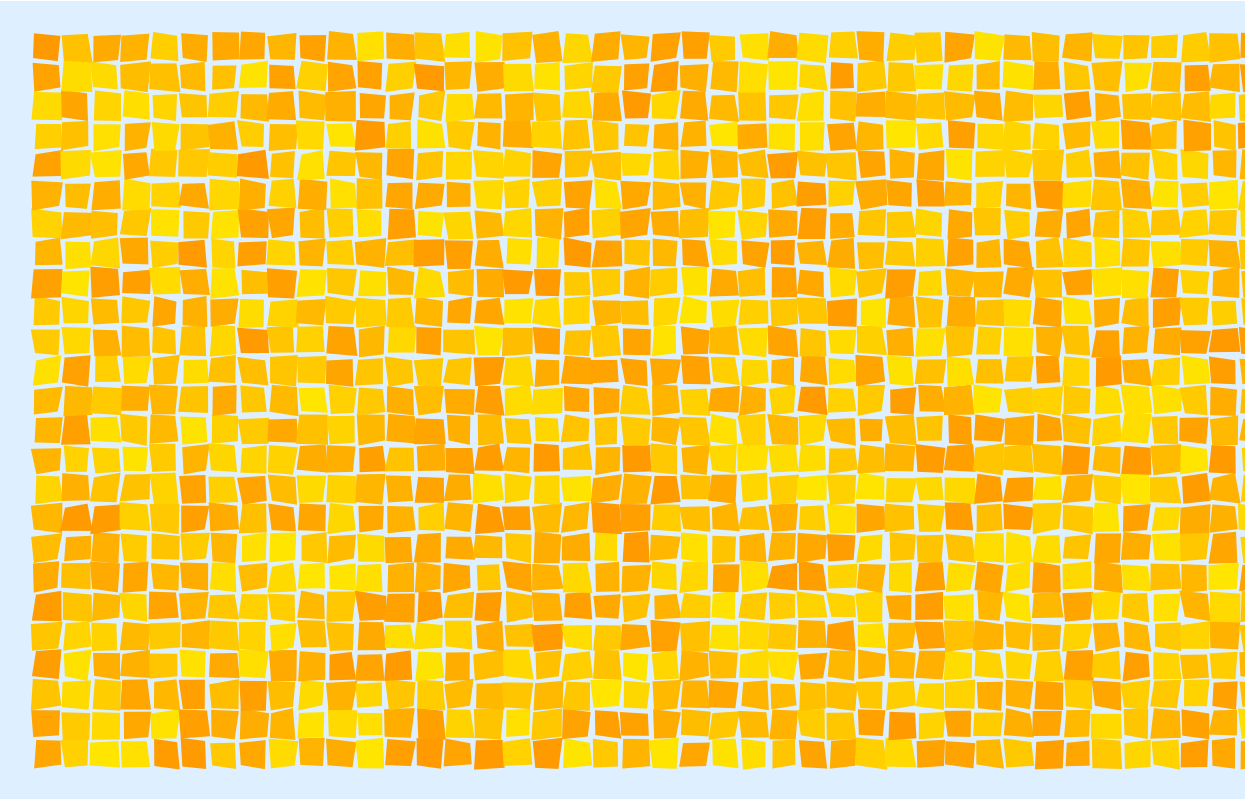
In[1]:=
```
Graphics[Table[{Hue[RandomReal[{0.1, 0.15}]], Rotate[
    Rectangle[{m, n}, {m + RandomReal[{0.9, 0.95}], n + RandomReal[{0.9, 0.95}]}],
    RandomReal[{-0.1, 0.1}]]}, {n, 1, 25},
  {m, 1, 50}], ImageSize → 800, Background → LightBlue]
```

Out[1]=



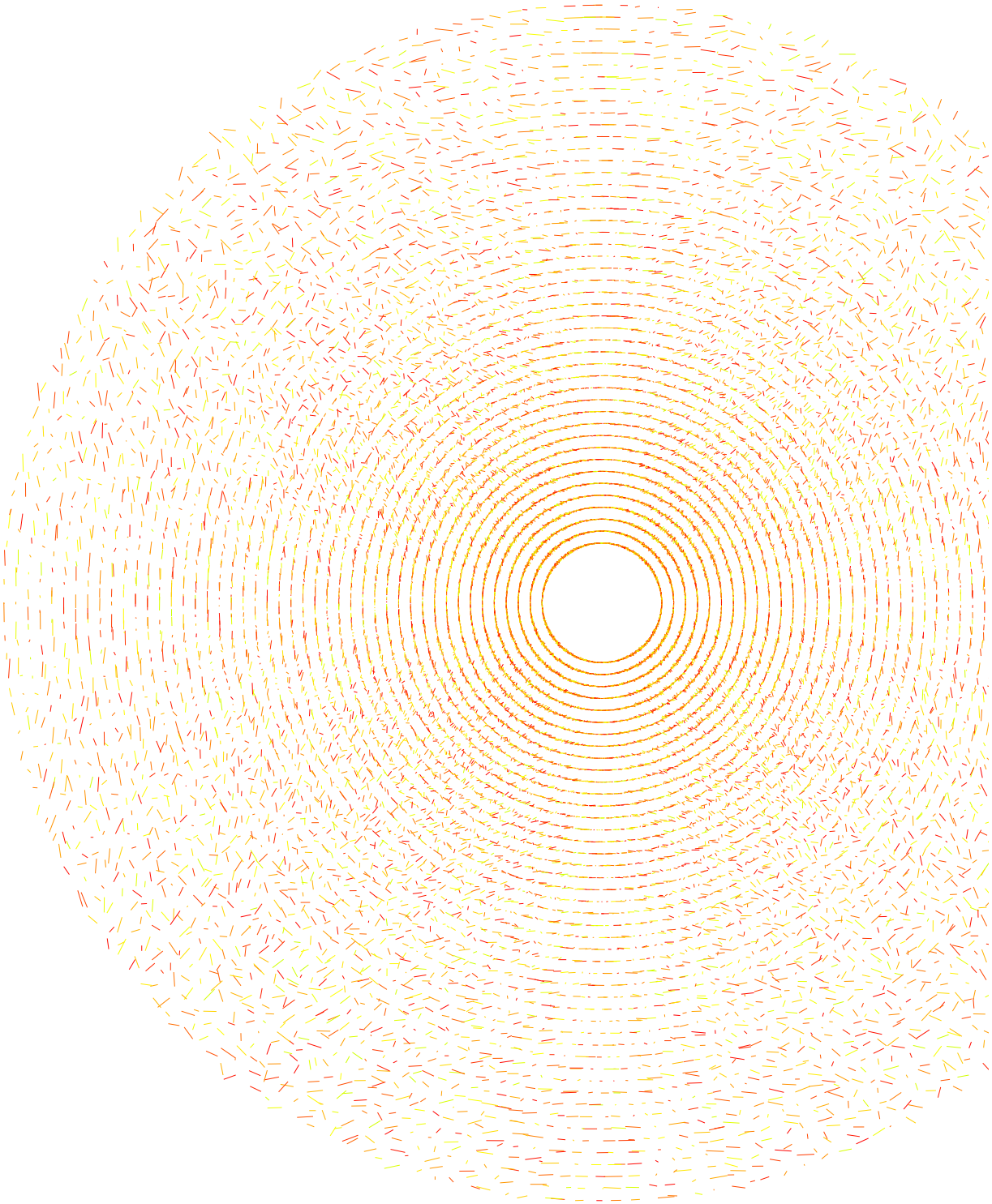
In[2]:=
```
r := RandomReal[{-0.1, 0.1}]
Graphics[Table[{Hue[RandomReal[{0.1, 0.15}]], Polygon[
    {{m + r, n + r}, {m + 0.9 + r, n + r}, {m + 0.9 + r, n + r + 0.9}, {m + r, n + 0.9 + r}}]},
  {n, 1, 25}, {m, 1, 50}], ImageSize → 800, Background → LightBlue]
```

Out[3]=



In[4]:=
```
Graphics[Table[({Hue[RandomReal[{0, 0.2}]],
      Line[{{r Sin@#, r Cos@#}, {r Sin@(# + RandomReal[{-0.01, 0.01}] Pi),
         r Cos@(# + RandomReal[{-0.01, 0.01}] Pi)}}]}) & /@
   Range[0, 2 Pi, 0.02 r Pi / (2)], {r, 0.1, 1, 0.02}], ImageSize → 800]
```

Out[4]=



In[ ]:=
```
random := RandomReal[{0, 2 π}]
Module[{division = 10},
  Graphics[Table[{Black, Opacity[0.5], Thickness@0, Line[{{# Sin@x, # Cos@x},
          {# Sin@x, # Cos@x} + With[{theta = random}, {2 Sin[theta], 2 Cos[theta]}]}]},
      {x, π / (division #), 2 π, π / (division #)}] & /@
    Range[0.05, 10, 0.05], Background → White]
 ] // Export[NotebookDirectory[] <> "random_real_10.svg", #, ImageSize → 500] &
```

Out[ ]=

D:\Mathematica Files 4K\random_art_10\random_real_10.svg

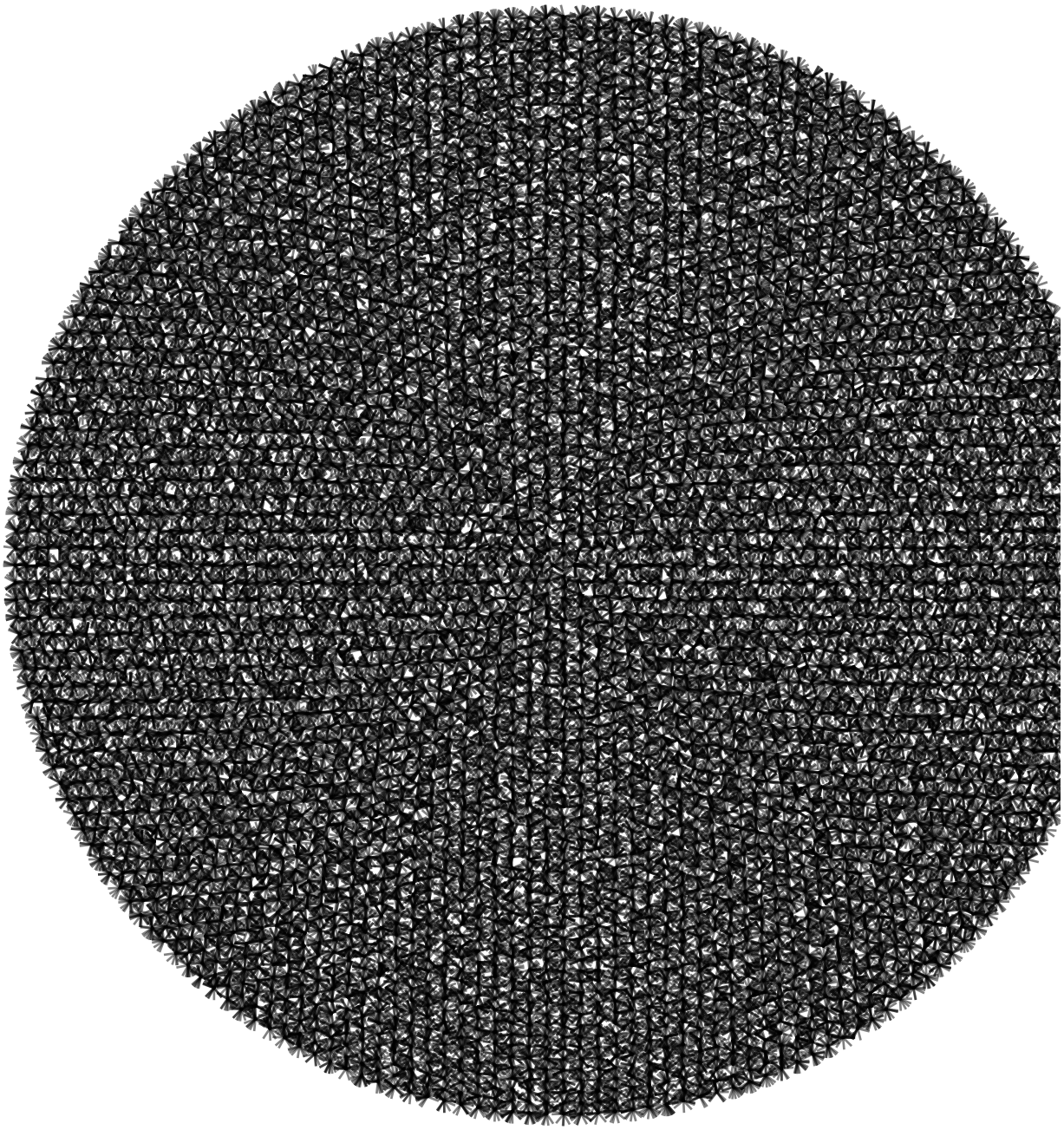
In[ ]:=
```
random := RandomReal[{0, 2 π}]
Module[{division = 10},
  Graphics[Table[
      Table[{Black, Opacity[0.5], Thickness@0, Line[{{# Sin@x, # Cos@x}, {# Sin@x,
            # Cos@x} + With[{theta = random}, {0.2 Sin[theta], 0.2 Cos[theta]}]}]},
       {10}], {x, π / (division #), 2 π, π / (division #)}] & /@
    Range[0.2, 10, 0.2], Background → White]
 ] // Export[NotebookDirectory[] <>
    "random_art_10_sub_rays_dense_10.svg", #, ImageSize → 500] &
```

Out[ ]=

D:\Mathematica Files 4K\random_art_10\random_art_10_sub_rays_dense_10.svg

In[ ]:=
```
random := RandomReal[{0, 2 π}]
Module[{division = 10},
 Graphics[
  Table[Table[{Black, Opacity[0.5], Thickness@0, Line[{{# Sin@x, # Cos@x}, {# Sin@x,
            # Cos@x} + With[{theta = random}, {0.2 Sin[theta], 0.2 Cos[theta]}]}]},
      {20}], {x, π / (division #), 2 π, π / (division #)}] & /@
   Range[0.2, 10, 0.2], Background → White, ImageSize → 700]
]
```

Out[ ]=



In[ ]:=
```
random := RandomReal[{0, 2 π}]
Module[{division = 10},
 Graphics[
  Table[Table[{Black, Opacity[0.5], Thickness@0, Line[{{# Sin@x, # Cos@x}, {# Sin@x,
            # Cos@x} + With[{theta = random}, {0.2 Sin[theta], 0.2 Cos[theta]}]}]},
      {40}], {x, π / (division #), 2 π, π / (division #)}] & /@
   Range[0.2, 10, 0.2], Background → White, ImageSize → 700]
]
```

Out[ ]=