

Package ‘aRtsy’

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Title Generative Art

Version 0.1.0

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Description Implements generative art.

BugReports <https://github.com/koenderks/aRtsy/issues>

URL <https://github.com/koenderks/aRtsy>

Suggests knitr

Depends Rcpp

Imports ggplot2, dplyr, reshape2, RcppArmadillo

LinkingTo Rcpp, RcppArmadillo

Language en-US

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

VignetteBuilder knitr

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`paint_ant`*Paint Langton's Ant on a Canvas*

Description

This function paints Langton's Ant. Langton's ant is a two-dimensional universal Turing machine with a very simple set of rules but complex emergent behavior.

Usage

```
paint_ant(colors = '#000000', background = '#fafafa', seed = 1,  
          iterations = 1e7, width = 200, height = 200)
```

Arguments

<code>colors</code>	the colors of the ant
<code>background</code>	the color of the background.
<code>seed</code>	the seed for the painting.
<code>iterations</code>	the number of iterations of the ant
<code>width</code>	the width of the painting.
<code>height</code>	the height of the painting.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

https://en.wikipedia.org/wiki/Langton%27s_ant

See Also

[paint_strokes](#) [paint_function](#) [paint_turmite](#)

Examples

```
paint_ant(colors = '#000000', background = '#fafafa', seed = 1,  
          iterations = 1e7, width = 200, height = 200)
```

paint_function	<i>Paint Functions on a Canvas</i>
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Description

This function paints functions and mimics the functionality of the generativeart package.

Usage

```
paint_function(color = '#000000', background = '#fafafa', seed = 1)
```

Arguments

color	the color of the shape.
background	the color of the background.
seed	the seed for the painting.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

<https://github.com/cutterkom/generativeart>

See Also

[paint_strokes](#) [paint_turmite](#) [paint_ant](#)

Examples

```
bg <- sample(c('#fafafa', '#cc7722', '#a9d2c3', '#fc7c7c'), size = 1)
paint_function(color = '#000000', background = bg)
```

`paint_strokes`*Paint Strokes on a Canvas*

Description

This function creates a painting that resembles paint strokes. The algorithm is based on the simple idea that each next point on the grid has a chance to take over the color of an adjacent colored point but also has a chance of generating a new color.

Usage

```
paint_strokes(colors = '#000000', neighbors = 1, p = 0.01, seed = 1,
              iterations = 1, width = 500, height = 500, side = FALSE)
```

Arguments

<code>colors</code>	a vector of colors for the painting.
<code>neighbors</code>	the number of neighbors a block considers when taking over a color.
<code>p</code>	the probability of selecting a new color at each block.
<code>seed</code>	the seed for the painting.
<code>iterations</code>	the number of iterations on the painting.
<code>width</code>	the width of the painting.
<code>height</code>	the height of the painting.
<code>side</code>	whether to turn the painting on its side.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

See Also

[paint_turmite](#) [paint_function](#) [paint_ant](#)

Examples

```
paint_strokes(colors = c('#fafafa', '#000000'), neighbors = 1, p = 0.01,
              seed = 1, side = FALSE, iterations = 1,
              width = 1500, height = 1500)
```

`paint_turmite`*Paint a Turmite on a Canvas*

Description

This function paints turmites. A turmite is a Turing machine which has an orientation in addition to a current state and a "tape" that consists of a two-dimensional grid of cells. The algorithm is simple: 1) turn on the spot (left, right, up, down) 2) change the color of the square 3) move forward one square.

Usage

```
paint_turmite(color = '#fafafa', background = '#000000', p = 0.5, seed = 1,
              iterations = 1e7, width = 1500, height = 1500)
```

Arguments

<code>color</code>	the color of the turmite.
<code>background</code>	the color of the background.
<code>p</code>	the probability of a state switch within the turmite.
<code>seed</code>	the seed for the painting.
<code>iterations</code>	the number of iterations of the turmite.
<code>width</code>	the width of the painting.
<code>height</code>	the height of the painting.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

<https://en.wikipedia.org/wiki/Turmite>

See Also

[paint_strokes](#) [paint_function](#) [paint_ant](#)

Examples

```
paint_turmite(color = "#fafafa", background = "#1E90FF", p = 0.5,
              seed = 1, iterations = 1e7, width = 1500, height = 1500)
```

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