Package 'aRtsy'

April 15, 2021

Title Generative Art

Version 0.1.0

Date 2021-04-15

Description Implements generative art.

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

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

Suggests knitr

Depends ggplot2, dplyr, reshape2, RcppArmadillo, Rcpp

LinkingTo Rcpp, RcppArmadillo

Language en-US

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

VignetteBuilder knitr

R topics documented:

`paint_ant` *Paint Langton's Ant*

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(color = '#000000', background = '#fafafa', seed = 1,
          width = 200, height = 200)
```

Arguments

color	the color of the turmite.
background	the color of the background.
seed	the seed for the painting.
width	the width of the painting.
height	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_shape paint_turmite

Examples

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

---

paint_shape *Paint shapes*

Description

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

Usage

```
paint_shape(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_shape(color = '#000000', background = bg)
```

---

paint_strokes *Paint strokes*

Description

This function creates a painting that resembles paints 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 change of generating a new color.

Usage

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

Arguments

palette	a vector of colors for the painting.
neighbors	the number of neighbors a block considers when taking over a color.
p	the probability of .
seed	the seed for the painting.
iterations	the number of iterations.
width	the width of the painting.
height	the height of the painting.

Value

A ggplot object containing the painting.

Author(s)

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

See Also

paint_turmite paint_shape paint_ant

Examples

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

---

paint_turmite *Paint turmites*

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

color	the color of the turmite.
background	the color of the background.
p	the probability of a state switch within the turmite.
seed	the seed for the painting.
iterations	the number of iterations of the turmite.
width	the width of the painting.
height	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_shape paint_ant

Examples

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

Index