

For this project, I chose to recreate a piece inspired by Vera Molnár, a pioneer of generative and algorithmic art. Molnár, born in 1924, is known for her exploration of geometric abstraction and computational aesthetics. She often used early computer programs to systematically introduce controlled randomness into structured compositions, creating artworks where grids of squares subtly distort, shift, and overlap over time.

My recreation is inspired by her piece *Structures de Quadrilatères*, where squares are arranged in a structured grid but gradually become irregular and dynamic. In my version, the squares are constantly changing in shape and size, evolving over time to reflect Molnár's balance between order and disorder. This work is both a study of her techniques and an exploration of generative art within TouchDesigner.

