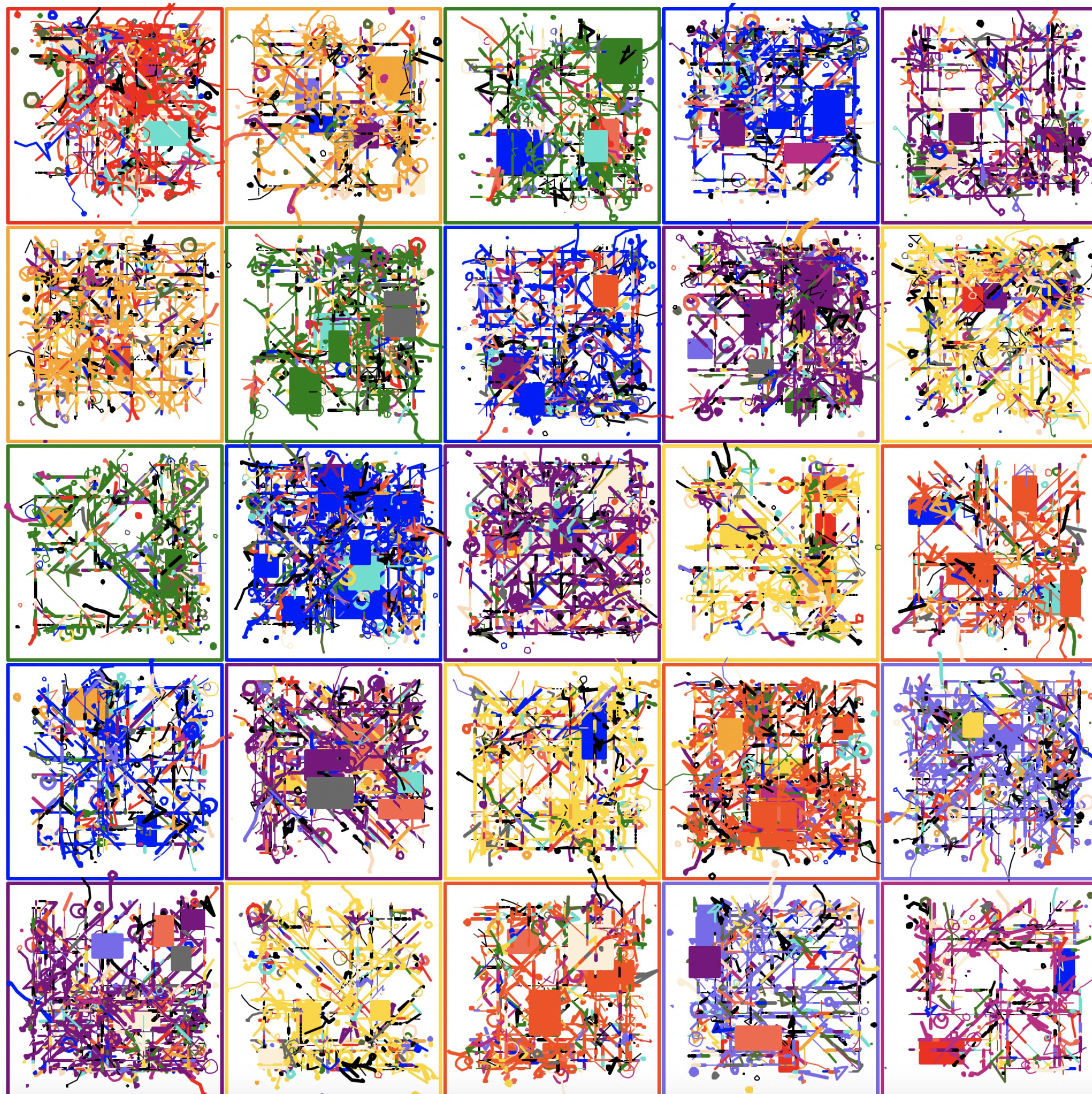


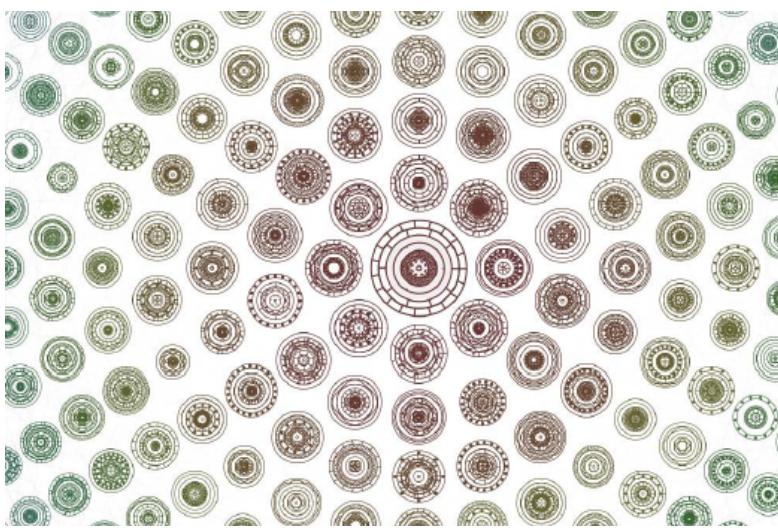
Process_Project 1_VSFX705_Haoming



Background

I believe that programming can be used to generate random patterns, creating beautiful art. I previously had the opportunity to create generative art using the JAVA language in Processing. With this opportunity, I want to explore further and create more with a different programming language.

This work was inspired by the artist Kandinsky. My idea is to create random geometric patterns using paths and shapes.



My previous work



"Composition VIII" – Wassily Kandinsky

Issue

My main issue was getting accustomed to the syntax of Python. However, as I have coding experience, the process was not too difficult.

Improvement

If I had more time, I would add a method to my pattern object that would allow me to save the drawing process and data, so that I could redraw the entire pattern if I liked it.