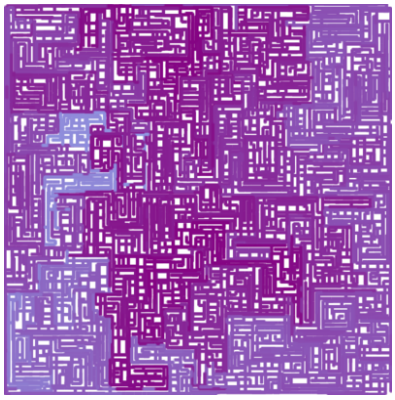
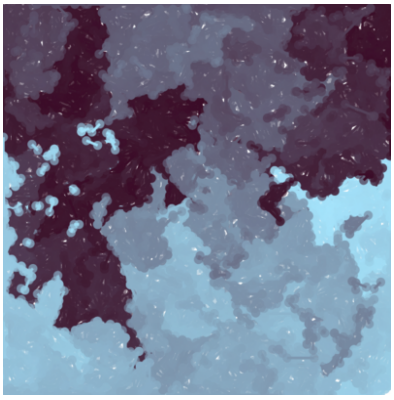
Algorithmically Generated Artwork


Research Team

We are the Algorithmic Art Research Group from Swarthmore College. We write programs that generate visual designs and artworks. Our artworks have won awards at international arts competitions and computer science conferences. See our GitHub Repository and our YouTube video. Contact Michael Wehar if you have any questions!

Project Description

Develop three new algorithms for generating new kinds of visual designs and artworks. Your algorithms **must** create 3D artworks. Each algorithm **must** have a theme associated with it (for example, one of the past themes was recreating spiderwebs). You are *permitted* to build a single library of 3D graphics functionalities that your three algorithms will share. An algorithm **must** be written in JavaScript following the framework laid out in our public GitHub Repository. It **must** support 'start', 'pause', 'reset', 'initialize', and 'drawOneStep' functions and run within the given web application. It also **must** contain a params file to support variations to the algorithm. Finally, the algorithms and images **must** be released as open source with the same license as the existing public repository (MIT License).

Showcase Opportunity

The artworks that you create will be digitally featured in an art exhibition on Algorithmically Generated Artwork at Swarthmore College and with our partner organizations. You and your teammates will be attributed appropriately for images that you choose to have featured. Images to be featured **must** be submitted to us by Friday, April 21st at 11:59pm.