

Task 2 Generative Art Document

Design Documentation

The technique chosen is Pattern Design, Randomness and Data Stream.

Pattern Design: This was used to create a chequered board pattern using Loop and different variables.

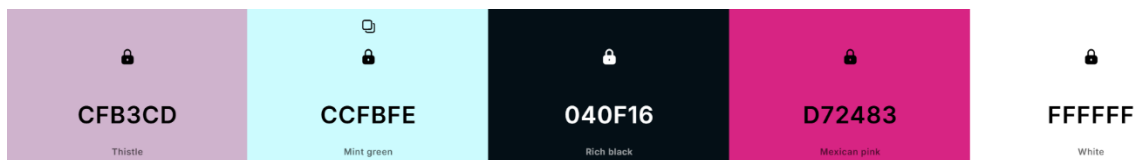
Data Stream: This technique use microphone to make a circle grow depending on the volume of the speech.

Randomness: As the user clicks on screen a circle is shown having different size, colour and position.

Design Choice

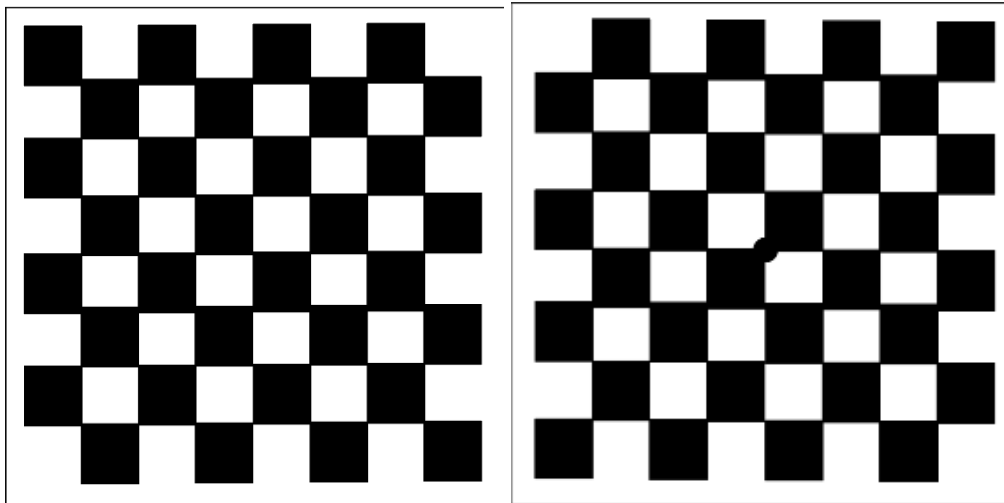
The Design choice that I wanted to use is to create ta checkerboard pattern which is interactive in Realtime to the user.

The Colour Palette Chosen

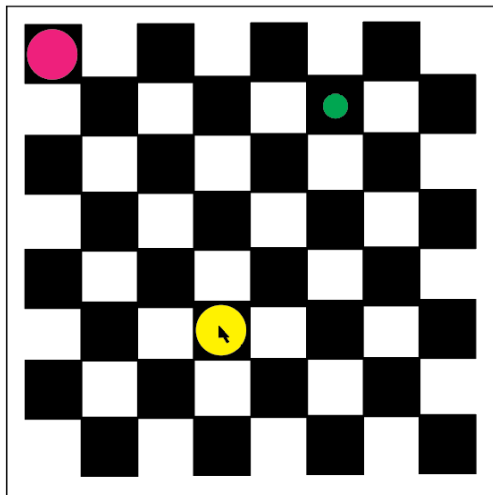


Font Used in the web Page is Arial's for the design layout I wanted something simple and classic. I always wanted to create a pattern using Pattern design and i always wanted to incorporate something to have include Interactivity to it.

Sketches



When the user clicks a shape is shown on screen with random size position and colour.



This is the landing, as the user talks the circle changes depending on the sound level of the voice accordingly.

