

Retreat + Art Fair = \$ucce\$\$

the initial substack post!



mello good
May 17



Art Fai



Well...it depends on what you mean by success. The fair was pretty dead. Not a lot of people were there and I only sold one print. But, the successful part was the act of selling. I hadn't tabled at an event in years and it confirmed that this is a something that I would like to continue doing as I make art. Talking to people about how the prints were made and seeing which ones they gravitated towards was really nice 😊

Retreat

Lots of code was written:

Commits on May 16, 2021	
Update .vercelignore romellogoodman committed 9 hours ago ✓	1 3de2987 <>
MVP tweet endpoint romellogoodman committed 10 hours ago ✓	1 8adae8e <>
Commits on May 15, 2021	
mvp for palette romellogoodman committed 11 hours ago	5fe5277 <>
adding the newsletter and elevating channels romellogoodman committed 11 hours ago	9a57c8e <>
Controls update + generative and ground work for palette romellogoodman committed 18 hours ago ✓	1 938c123 <>
home page graphics swap romellogoodman committed 18 hours ago	b7748c2 <>
new little 🎨 graphic romellogoodman committed 18 hours ago	6cf8185 <>
getConfig util function for standardized config handling romellogoodman committed 18 hours ago	18aa648 <>
components/App abstraction for consistent feel across experiments romellogoodman committed 19 hours ago ✓	1 878ef12 <>
tweet using common/getSVG romellogoodman committed yesterday ✓	1 d24ec26 <>
palette wip romellogoodman committed yesterday	116c8ea <>
porting over tons of graphics from observable romellogoodman committed yesterday	c8d89cb <>
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porting over tons of graphics from observable	romellogoodman committed yesterday		c8d89cb	<>

From a high level heres what I did:

- Refreshed the home page to emphasize the experiments and social channels.
- Standardized the configuration information for each graphic
- Standardized the experiment UI (what you see on apps like Aubs and Palette)
- Palette, the first iteration of a new tool for helping choose color palettes.
- Twitter Bot, the first iteration at creating a twitter bot that spits out graphics every few hours.
- Easel, an internal tool I have for creating Graphics. Really invested alot of time in building it out so that I can start to build more ambitious Graphics

I didn't finish everything I wanted to, but spent a lot of time conceptually thinking about Good Graphics. From a non-code standpoint though, I switched over from Patreon to Substack, stood up some other social channels and started on a few research posts. The new research posts should be on the site in the coming days.

In Conclusion

Today Good Graphics is just a hobby/experiment but I'm starting to piece together how this could one day be a studio/company/startup. It feels weird sitting in this ambiguity but I'm really enjoying slowly building out a thesis for my work.

As always,

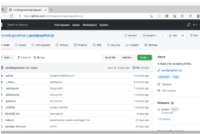
-Mello



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Top New What is Good Graphics? 🔍



Why goodgraphics.js exists

On mixing my own paint

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Aug 21



Code as Generational Wealth

Planting trees that I'll probably never see

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Jul 17

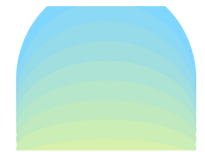


H1 2021 Report

Really just Q2 since this project started in March/April

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Jun 25

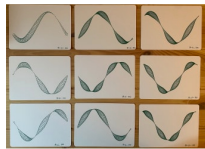


I WILL NOT MAKE A DISCORD FOR GOOD GRAPHICS. I WILL NOT MAKE A DISCORD FOR GOOD GRAPHICS. I WILL NOT MAKE A DISCORD FOR GOOD GRAPHICS. I WI...

Oh the places you'll (decide to) go

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Jun 11



Generative Print: Wavy Circles

1 of 1 of "Max Wavy"

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Aug 5



Relearning my love for Math

Adventures in "Continuing Education"

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Jul 24



Generative Prints and the idea of "1 of 1 of X"

Adding uniqueness to the Patreon rewards

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Jul 30

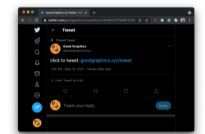


Creative Coding Algorithms

What I want to research and build in the long-term

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Jun 23



click to tweet: goodgraphics.xyz/tweet

twitter bot gets a new feature and mello realizes the fuss about HCI

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May 20



Tiles and Mosaics

That whole "whole is bigger than the sum of its parts" thing

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Aug 28

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