

This is Goop

Goop is a drawing tool that grows and expands around the marks it leaves within the canvas. It produces a somewhat grainy visual and can diffuse differently depending on the key interactions. This drawing tool explores how controlled randomization could create interesting patterns and visual textures.

Artistic Influence

Much of my influence came from black/white and stencil imagery coming from a number of different areas like film (The Godfather, Sin City, Eraserhead), Black Metal album artwork (Transilvanian Hunger by Darkthrone, Bathory by Bathory), other code and pen dot art.

References and Sources

- <https://processing.org/reference/> : various
- <https://processing.org/examples/> : various
- https://www.youtube.com/user/shiffman/playlists?sort=dd&shelf_id=2&view=50 : various videos from The Coding Train by Daniel Shiffman
- <https://www.openprocessing.org/sketch/117624>
- <https://www.openprocessing.org/sketch/409052> : In many ways I tried to expand on this sketch and incorporate image revealing functions to which I was unsuccessful.
- <https://forum.processing.org/one/topic/how-to-create-splash-screen.html>
- <https://docs.oracle.com/javase/tutorial/uiswing/misc/splashscreen.html>
- Various Examples from "IntroToProcessingTutorials"

