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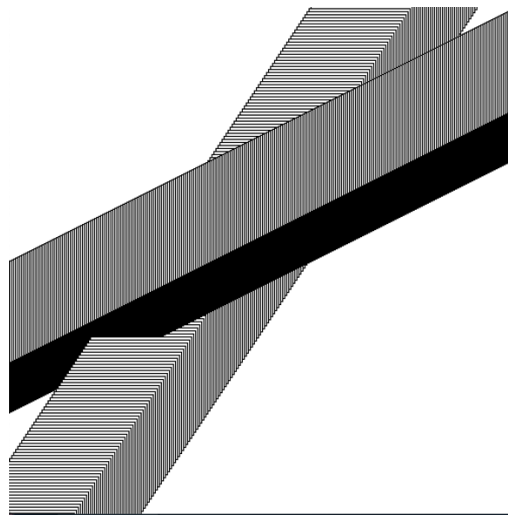
Professor White

Creative Coding

25 March 2020

Interval and Repetition

For this assignment I was having trouble finding inspiration of what to make. Just playing around in processing to come up with any idea made me realize how a 2D picture of overlapping squares can look so three dimensional. Like so:



So, I started playing around with stuff like this until I came to my final product. I created more scenes and added a bit of randomization which added a new dimension to the piece, making the environments in each ‘scene’ look a bit more ethereal and organic. I kind of imagine the environments created in each scene could be played as a sort of isometric video game. I used only squares, and a great amount of negative space, to place emphasis only the repetition and interval of the piece.