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ART385

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Color and Shape

My creative process for this assignment came from the early computer art we had viewed in class and the strive they made for effectiveness in simplicity.

The result is actually very close to what I had seen in my mind. Using two nested for loops, I was able to create grid of squares with a border around them to increase the effectiveness of the negative space. Before this grid is created though, two random values are decided that reflect a square's coordinates, therefore selecting a random square in the grid before it is even drawn. This square that is randomly selected will be the smallest square in the grid, and the squares around it will be larger, and the squares outside of these squares will be even larger, until only the rest that are more than two squares away from the randomly selected square are just square with a white stroke weight of two.

Though, initially I had seen the piece to only be in black and white to enhance the presence of the negative space, which is important to the piece, with the assignment being also about color I decided to add a color functionality. A random number from 1 to 4 is decided at draw time and each number corresponds to a different color from a pallet of four. The exact color that is randomly selected is only really used in the randomly selected square, as the colors of the squares outside of them become less faded in their variable values to give the illusion that the randomly selected center square is 'fading'.