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Creative Coding

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Assignment #3: Rules of Movement

For the assignment I used movement to emulate the imperfections of physical mediums, such as paint. Of course, when painting, drawing, etc. there are many random and miniscule imperfections making no line an exactly straight line, and no circle exactly circular.

By using small random offset variables to gently offset each call to draw in Processing I believe I was able to transform the matrices to create something that has a bit more character than just a drawing of a circle, something a little bit more 'alive'.

The inspiration for this piece came from looking back at a visit to the Guggenheim where I became entranced by the works of Hilma af Klint, known for her abstract pieces that were far before her time, so far so she would only release them to public display years after her death. I found her painting to be so emotional in their evolving color schemes and their organic yet ordered structures, which I found to be a perfect idea to recreate in Processing. Some of her works that inspired me are below.

In my sketch you can press 'n' to pause, l to start, 's' to screenshot, and click to choose where to draw.

Looking at a screenshot of my sketch maybe you are able to see some similarities to her works.