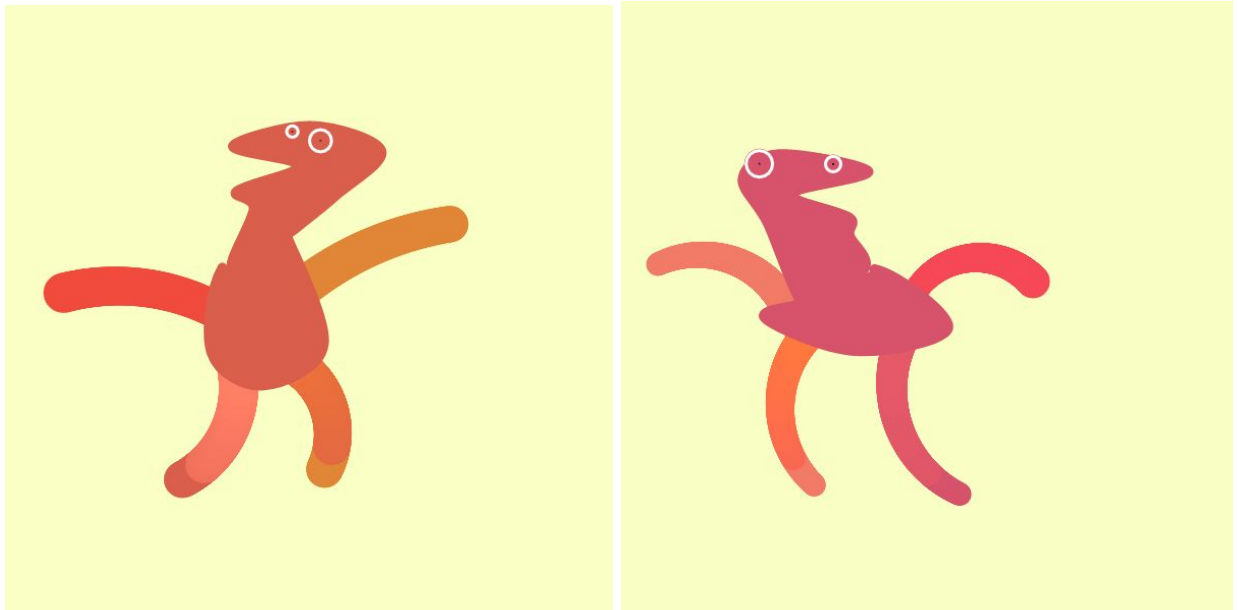


Assignment 2: Generative Algorithmic Art

Tatyana Mustakos

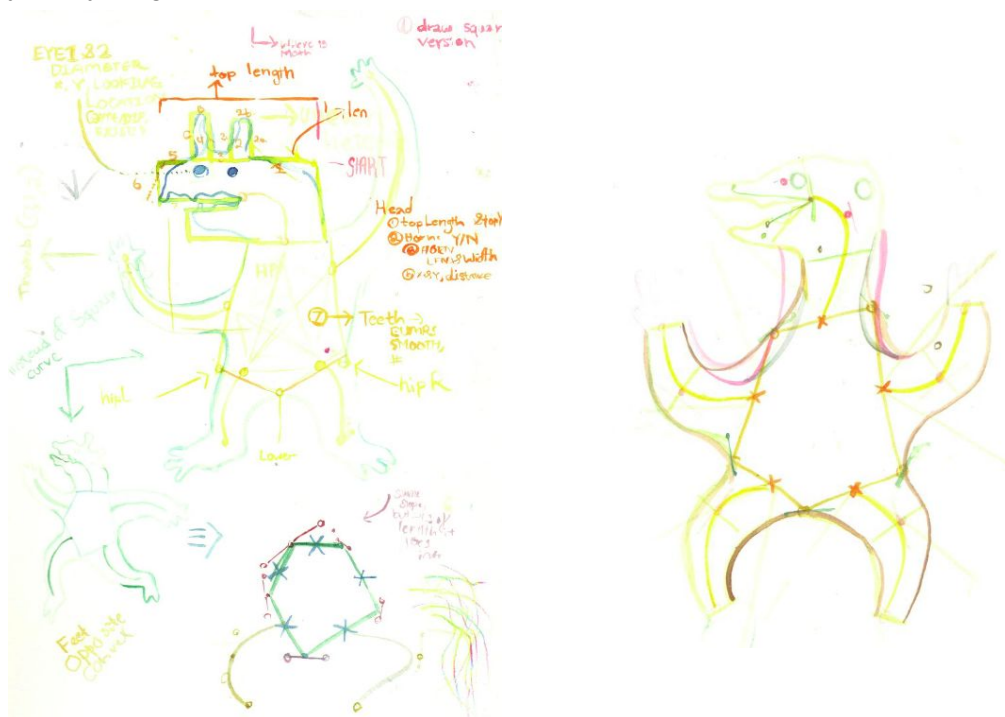


Ideation:

I draw a lot of monsters, and wanted to make more. I started by drawing another, and dissecting it to see if there would be some kind of mathematical process I could try to imitate



I started figuring it out by looking at the head, and figuring out how I could get relevant points. Then I started to realize that the whole body would be easier to achieve with splines and curves and a skeleton. I did a test drawing based on the algorithm I was thinking of, and decided to simplify everything down



Process:

I started off by making a generative hexagone, then finding the midpoints of all the edges, then from there I created a base joint function, which would find a start point, end point, and mid point. Since I didn't want them to be straight lines for arms, I used a formula which finds the centerpoint of the circle that contains all three points as edgepoints, then I used more trig to figure out the origin of all the points on the arc between the start and endpoint. Then I created a start and end diameter for the arm, and drew circle along the arc that either increased or decreased in length. Then I started adding color within certain parameters so that it would look more natural, and added gradients along the limbs. After this, I curved the main body, and started to draw the face. Once I succeeded with this I added a mouth, and finally eyes.

Here are all the stages I went through post-hexagon, up till the final result (shown on 1st page)

