

# Symmetrical Art

FINAL PROJECT

SM2715 Creative Coding

Tushar Anand(53854443) & Mehr Rajput (54717495)

# Flow of Sketch

## Homepage



## Drawing Page



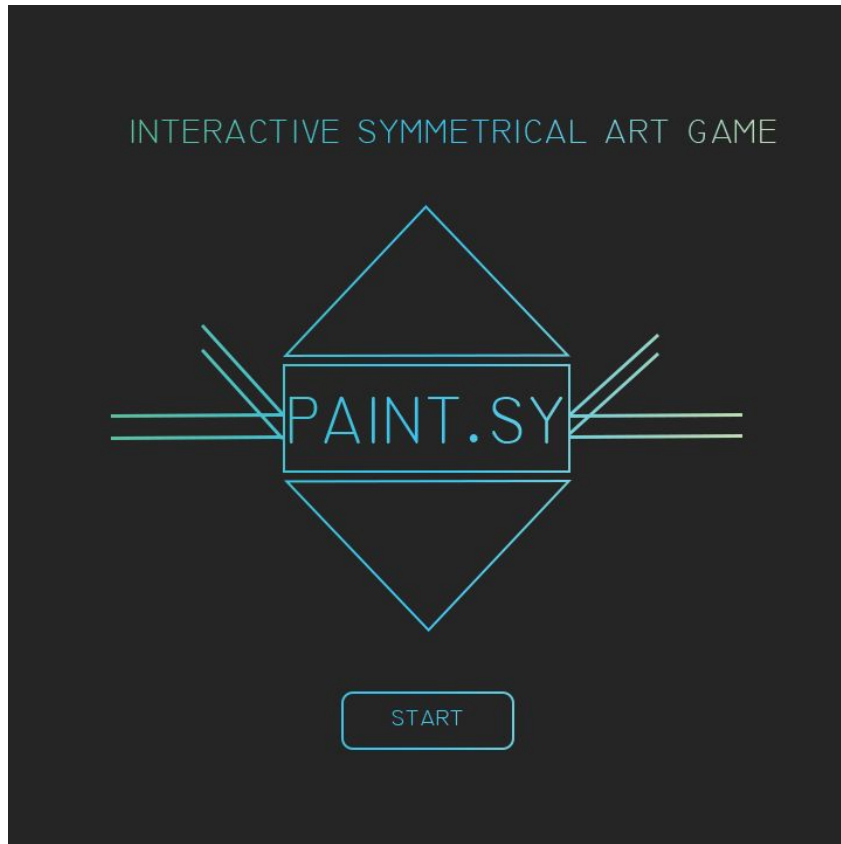
## Description

The sketch is an interactive symmetrical art game called Paint.Sy in which the user can draw patterns on the drawing board while choosing different options from the tool box. It contains functions like undo, redo and save. The shapes are generated using 2 colours which can also be changed. And the most significant feature is the different kinds of symmetry from 2 till 6.

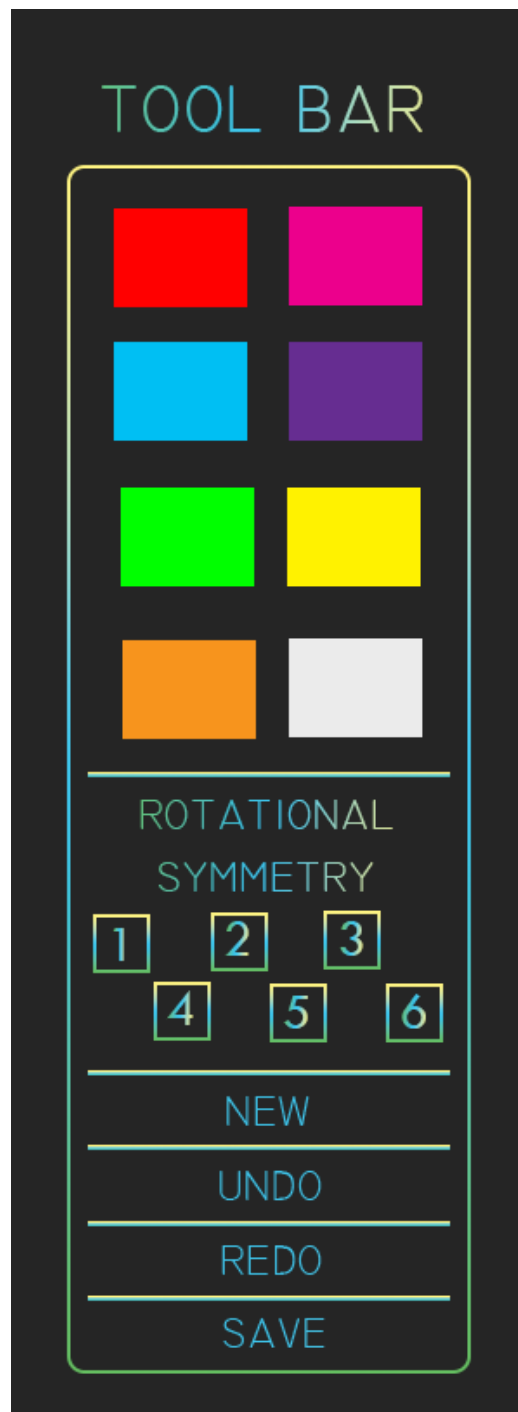
Some of the key coding techniques used are:

- Class for Circle and Particles,
- Vector and math functions like rotate, translate for generating the patterns,
- Pixel Manipulation for undo and redo functionality,
- Self-defined functions for better understanding of flow of program,
- Image class to make the User Interface.

# User Interface



On pressing the start button the user is taken to the next page  
i.e. the main application



#### TOOL BAR:

The user can change the symmetry from 2 fold to 6 fold by switching through the buttons

The New button wipes any existing sketch and creates a new one  
The undo button goes back to the previous step

While the redo button repeats the deleted action

The save button saves the sketch as an image

## References

1. Week 8, Example 1D
2. Abstract01 by Marius Waltz
3. Sound - <https://www.youtube.com/watch?v=GIK-YzxcDaQ>