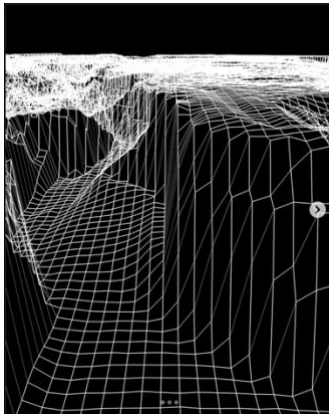


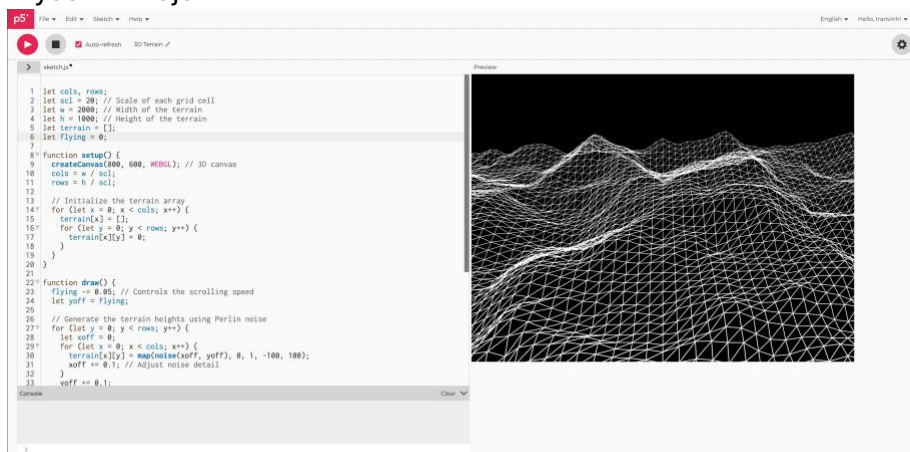
Week 2: Jan 16

This week, I explored the Genuary prompt: "Pure black and white. No gray," observing how others approached this challenge in unique ways. From there, I researched more about Perlin noise and its implications.

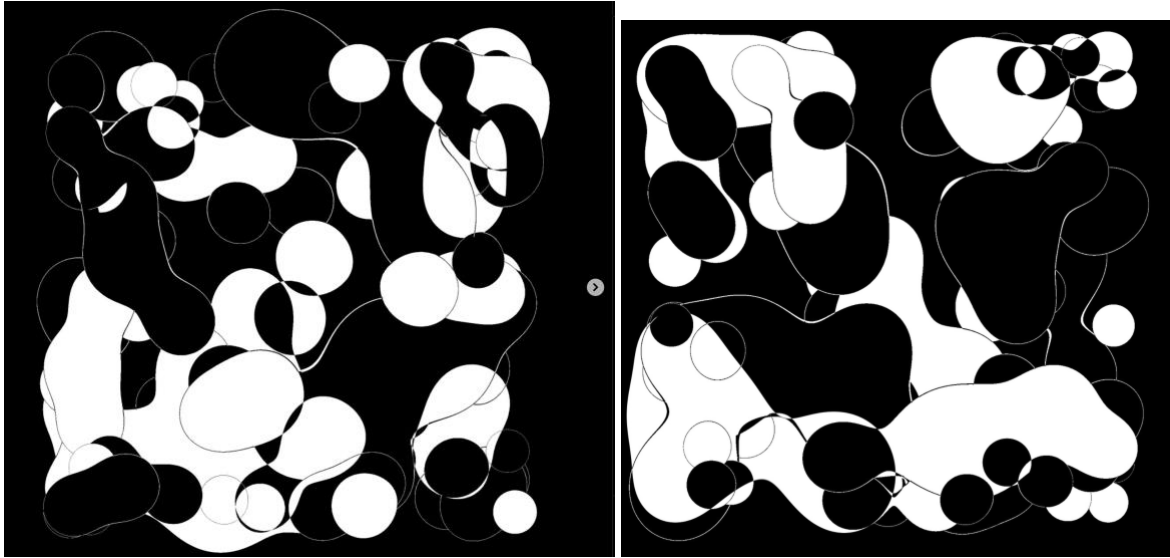
Piece 1: <https://www.instagram.com/p/DEaoHMbiS9c/?hl=en>



Through mesh manipulation, the creator crafted a surreal 3D terrain with a sense of depth. Inspired by this, I researched methods to achieve similar results in P5.js and discovered [this video](#), which explains how to use Perlin noise to generate terrain. I tried recreating it myself in P5js.



Piece 2: <https://www.instagram.com/p/DE2SJaYxKvv/?hl=en>

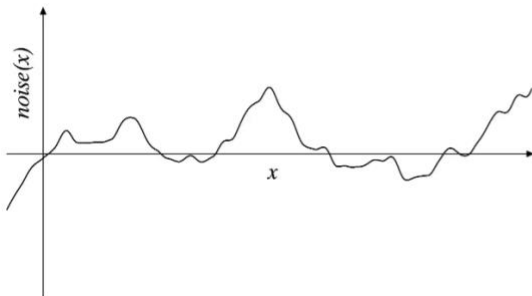


I found this piece captivating as its progression involves parts merging and separating, forming visually engaging shapes. I interpreted these forms as akin to clouds, sparking the imagination to see them as anything.

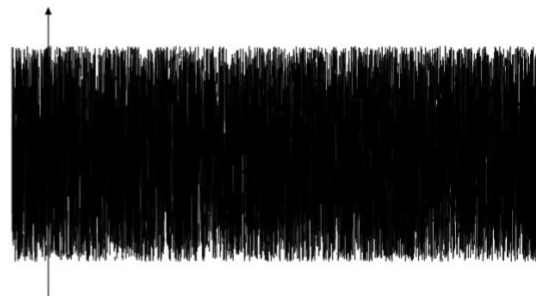
Perlin Noise research:

Tutorial: <https://genekogan.com/code/p5js-perlin-noise/>

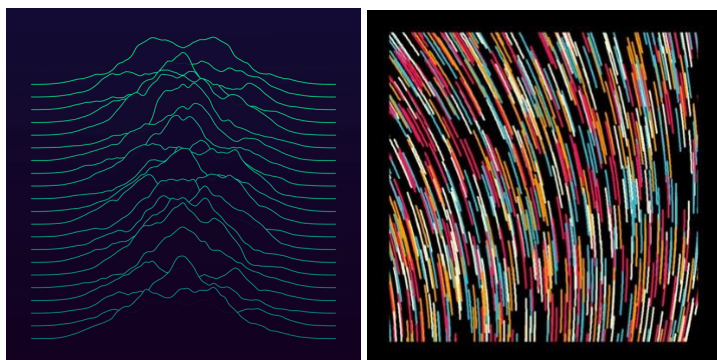
Perlin noise is fascinating to me because it brings a sense of natural randomness, creating smooth, organic patterns that mimic textures found in nature, like clouds, terrain, or flowing water. Its ability to produce continuous, visually appealing variations without abrupt changes feels ideal for creating dynamic and immersive digital art. Also, the comparison of Perlin noise vs true random made me think of situations where we should use one instead of the other.



(a) plot of Perlin Noise



(b) plot of random numbers



Week 2: Jan 23

Featured Artwork: “Subdivided Spiral” by Anders Hoff (Inconvergent)

Artist: Anders Hoff (@inconvergent)

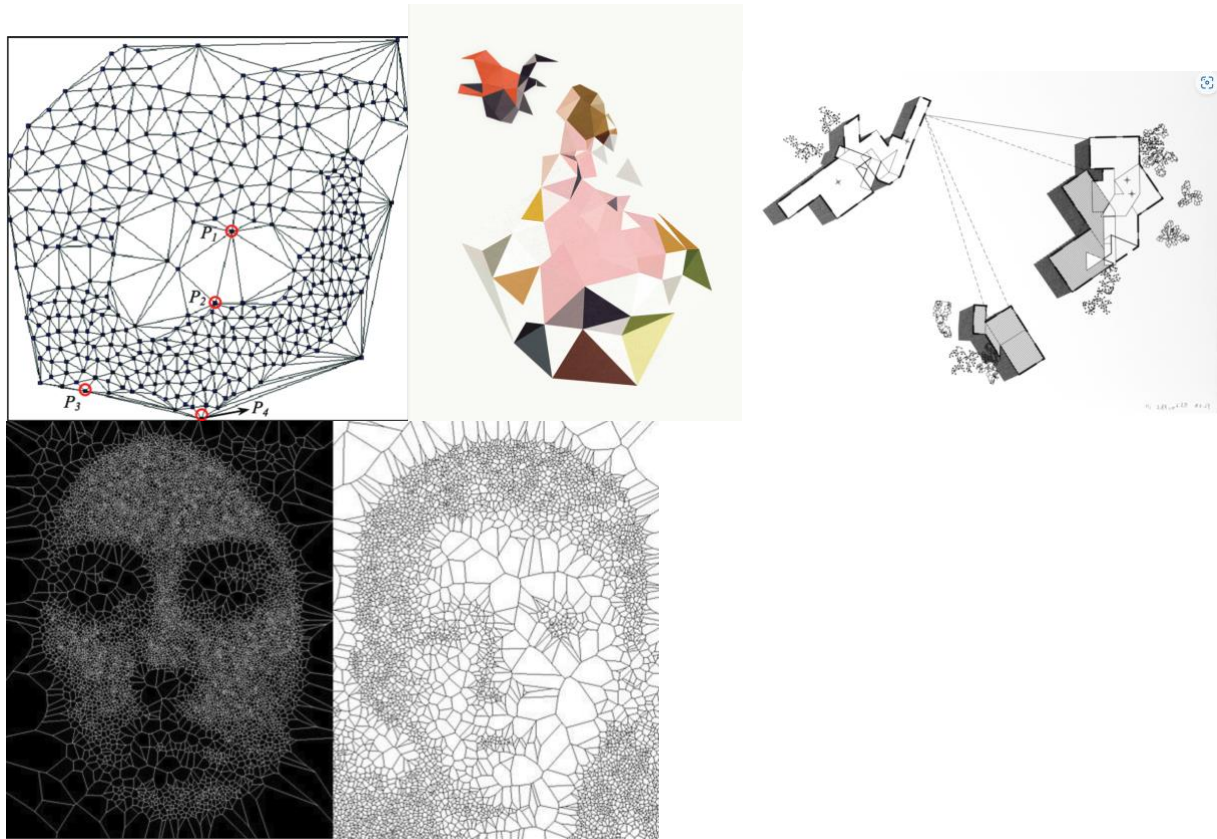
Medium: Algorithmic/generative art

Tools Used: Processing, Python

Description: This piece consists of a spiral that has been recursively subdivided into smaller sections, with each segment shifting slightly to create an organic, almost hand-drawn effect. The result is a delicate balance between order and chaos, with controlled randomness giving the composition a natural aesthetic.

Why This Inspires Me

- The controlled imperfection—despite being entirely generated by code, the artwork has a hand-drawn feel, making it warm and organic rather than rigidly mechanical.
- The recursive pattern generation is intriguing because it demonstrates how simple rules can lead to complex emergent structures.
- The subdivision technique is something I want to explore further in my own work, especially in p5.js and Processing.



Tutorials:

- Recursive Subdivision: <https://www.youtube.com/watch?v=tQxjCb2ZDd8>
- Generative Spirals in p5.js: <https://www.youtube.com/watch?v=6z7GQewK-Ks>

Week 3: Jan 30

Featured Artwork: “Flow Field Experiments” by Tyler Hobbs

Artist: Tyler Hobbs (@tylerxhobbs)

Medium: Generative art using flow fields

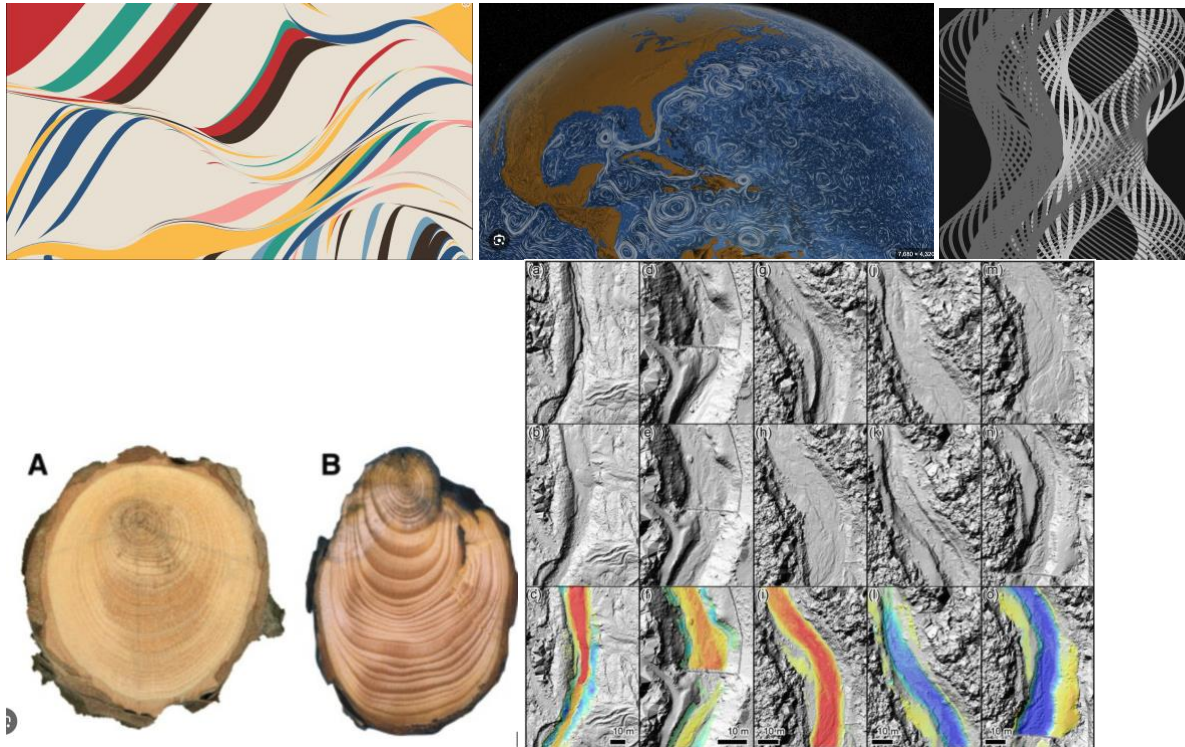
Tools Used: Processing, p5.js, custom JavaScript scripts

Description: This piece is created using a flow field algorithm, where thousands of particles follow a vector field generated by Perlin noise. The movement creates intricate, organic patterns resembling natural forces like wind currents, water flow, or even growth patterns in nature.

Why This Inspires Me

- The natural movement and flow—even though it's entirely digital, the artwork has a fluid, lifelike quality.
- The use of Perlin noise to control randomness results in structured yet unpredictable motion.

- Flow fields are versatile—they can be used for particle simulations, generative landscapes, and even AI-driven artwork.



Tutorials:

- Perlin Noise Flow Field: <https://www.youtube.com/watch?v=BjoM9oKOAKY>

