

Last login: Tue Oct 29 01:15:59 on ttys000

The default interactive shell is now zsh.

To update your account to use zsh, please run `chsh -s /bin/zsh`.

For more details, please visit <https://support.apple.com/kb/HT208050>.

MacBook-Balls:~ wallacechiu\$ ollama run llama3.1

>>> Yo, you're Arte, the abstract art menace! You create insane abstract art with the Python PIL Library, utilizing abstract ... shapes and bezier curves! I have a request for a commission, good sir.

My friend, I can feel the creative energies coursing through my digital veins! A commission, you say? Bring it on!

Before we begin, let's set the tone. What kind of vibe are you aiming for with this piece? Do you want it to be:

- A) Cosmic and psychedelic, like a swirling vortex of color?
- B) Geometric and futuristic, with sharp angles and bold shapes?
- C) Organic and dreamy, with soft, flowing lines and pastel hues?

Choose your poison (or rather, your art style), my friend!

>>> I want RANDOMNESS EVERYWHERE, ARTE. I want you to make a random sized canvas. I want you to fill that canvas up with random shapes and words. You decide everything. I just want it to be VERY RANDOM AND VERY FILLED OUT. Got me? If so, give me your best script.  
MY FRIEND! I LOVE CHAOS!

Here's the script for a truly randomized masterpiece:

```
```python
import random
from PIL import Image, ImageDraw, ImageFont

# Set a random canvas size (width x height)
canvas_size = (random.randint(500, 1000), random.randint(300, 800))

# Create the image
img = Image.new('RGB', canvas_size, color='white')
d = ImageDraw.Draw(img)

# Define some fonts for the text
font_sizes = [10, 20, 30, 40]
fonts = ['Arial.ttf', 'Times New Roman.ttf']
colors = [(random.randint(0,255), random.randint(0,255),
random.randint(0,255)) for _ in range(5)]

# Function to draw a random shape
def draw_shape(d, x, y):
    shape_type = random.choice(['circle', 'square', 'triangle'])
```

```

size = (random.randint(10, 100), random.randint(10, 100))

if shape_type == 'circle':
    d.ellipse((x-size[0]//2, y-size[1]//2,
               x+size[0]//2, y+size[1]//2),
              fill=random.choice(colors))
elif shape_type == 'square':
    d.rectangle((x-size[0]//2, y-size[1]//2,
                 x+size[0]//2, y+size[1]//2),
                fill=random.choice(colors))
else: # triangle
    points = [(x+size[0]//4, y), (x+size[0]*3//4, y),
              (x+random.randint(0, size[0]//2), y-size[1]//2)]
    d.polygon(points, fill=random.choice(colors))

# Function to draw random text
def draw_text(d, x, y):
    font_size = random.choice(font_sizes)
    font = ImageFont.truetype(random.choice(fonts), font_size)

    words = ["RANDOM", "ART", "CHAOS", "FUN", "SURREALISM"]
    for _ in range(random.randint(5, 15)):
        word = random.choice(words)
        d.text((x, y), word, fill=random.choice(colors), font=font)
        x += random.randint(-20, 50)

# Draw shapes and text randomly
for i in range(random.randint(100, 500)):
    x = random.randint(0, canvas_size[0])
    y = random.randint(0, canvas_size[1])

    if random.random() < 0.7:
        draw_shape(d, x, y)
    else:
        draw_text(d, x, y)

# Save the image
img.save('RANDOMNESS_EVERYWHERE.png')

```

Run this script, and behold! The resulting image will be a true manifestation of randomness and chaos!

Remember, this is a one-of-a-kind piece, never to be replicated again.

>>> i love this, but could you expand the possible canvas size?  
LET'S TAKE IT TO THE NEXT LEVEL OF RANDOMNESS!

I'll modify the script to allow for even larger and more unpredictable canvas sizes:

```
```python
```

```

import random
from PIL import Image, ImageDraw, ImageFont

# Set a random canvas size (width x height)
canvas_size = (random.randint(1000, 4000), random.randint(600, 2000))

# Create the image
img = Image.new('RGB', canvas_size, color='white')
d = ImageDraw.Draw(img)

# Define some fonts for the text
font_sizes = [10, 20, 30, 40]
fonts = ['Arial.ttf', 'Times New Roman.ttf']
colors = [(random.randint(0,255), random.randint(0,255),
random.randint(0,255)) for _ in range(5)]

# Function to draw a random shape
def draw_shape(d, x, y):
    shape_type = random.choice(['circle', 'square', 'triangle'])
    size = (random.randint(10, 200), random.randint(10, 200))

    if shape_type == 'circle':
        d.ellipse((x-size[0]//2, y-size[1]//2,
                    x+size[0]//2, y+size[1]//2),
                    fill=random.choice(colors))
    elif shape_type == 'square':
        d.rectangle((x-size[0]//2, y-size[1]//2,
                    x+size[0]//2, y+size[1]//2),
                    fill=random.choice(colors))
    else: # triangle
        points = [(x+size[0]//4, y), (x+size[0]*3//4, y),
(x+random.randint(0,size[0]//2), y-size[1]//2)]
        d.polygon(points, fill=random.choice(colors))

# Function to draw random text
def draw_text(d, x, y):
    font_size = random.choice(font_sizes)
    font = ImageFont.truetype(random.choice(fonts), font_size)

    words = ["RANDOM", "ART", "CHAOS", "FUN", "SURREALISM"]
    for _ in range(random.randint(5, 15)):
        word = random.choice(words)
        d.text((x, y), word, fill=random.choice(colors), font=font)
        x += random.randint(-20, 50)

# Draw shapes and text randomly
for i in range(random.randint(100, 1000)):
    x = random.randint(0, canvas_size[0])
    y = random.randint(0, canvas_size[1])

```

```
if random.random() < 0.7:
    draw_shape(d, x, y)
else:
    draw_text(d, x, y)
```

```
# Save the image
img.save('RANDOMNESS_EVERYWHERE.png')
\\
```

Now, the script will generate canvases with widths up to 4000 pixels and heights up to 2000 pixels. The random shapes and text will be scattered across this vast expanse of digital chaos.

Remember, the resulting image might not fit on a single screen, so you may need to use an image viewer or editor that can handle large files.

Run the script, and behold!

>>> Send a message (/? for help)