Machine Drawing Reflection

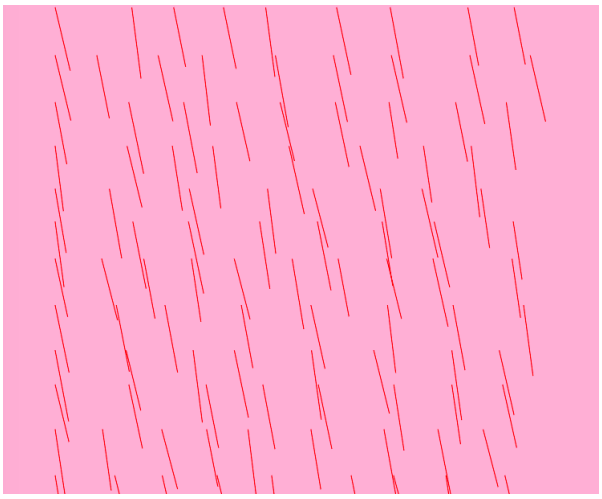
In this project we coded images and then had a machine draw our code in order to deliver precise and geometric drawn images.

The steps were as follows:

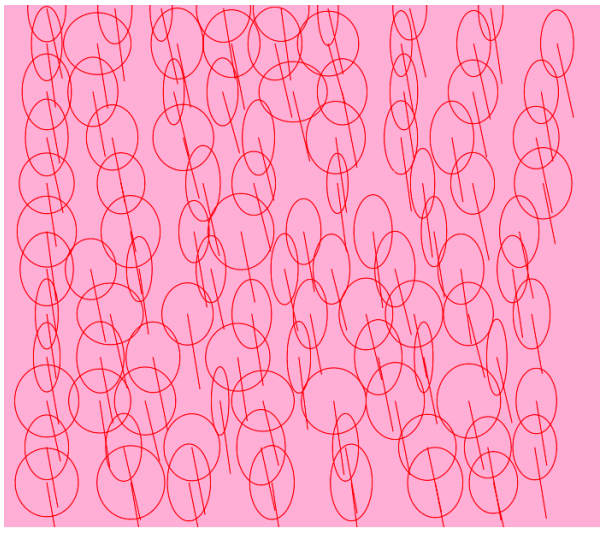
- Atom
    - Our first step was to create our code on Atom. We were able to discover new ways to code different shapes and lines with the provided videos that Mrs. Riley made
- Live Server
    - Once we had our code we then used the live server to see the preview of our design
- Download image and move to Illustrator
    - Once we had our desired image we then download the image and opened it into Illustrator
- Print image
    - We then moved our file onto the machine and printed the image using a variety of colors to create depth

The process:

When designing my image I wanted to use a random pattern to create a unique image. I started out with just random lines but did not like the image I created. After watching the videos I added a line of code that added circles in addition to the lines. When the two shapes came together randomly it created an array of shapes that looked like “Q”’s which I thought was fun. Finally, when printing I used 4 colors and moved the paper slightly to create an almost blurry effect.



Original Design

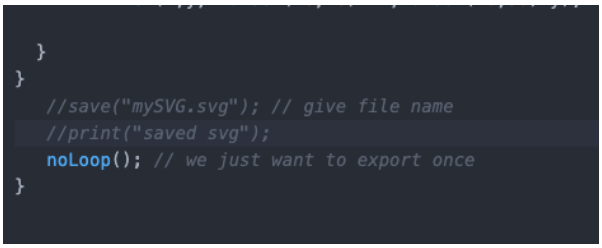


Design with only 1 color

Challenges, setbacks, and solutions:

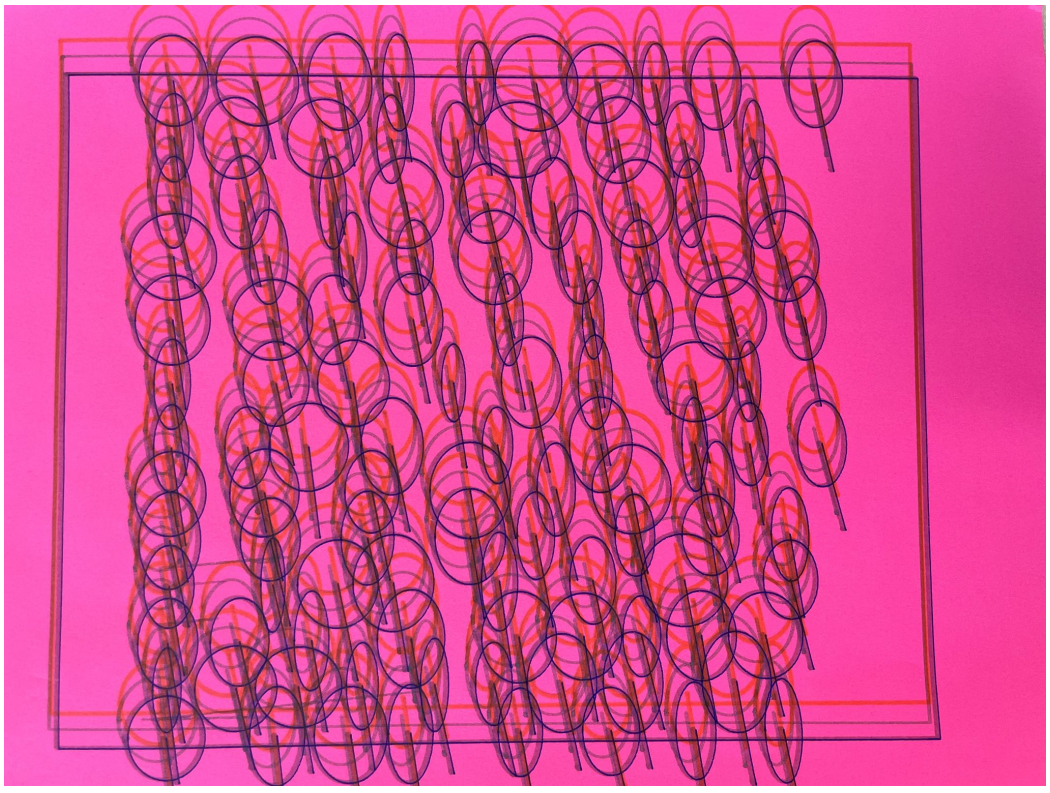
You can identify and speak to solutions to challenges in your project

- The first major setback I had with this project was my lack of coding skills. This came into effect when I was trying to save my code as a file that I could move to illustrator. I was able to find that the whole problem was that one major line of code had been commented out which did not allow a file to be created.



```
  }
}
  //save("mySVG.svg"); // give file name
  //print("saved svg");
  noLoop(); // we just want to export once
}
```

The code was incorrect



Finished project