

## GENERATIVE DESIGN PROGRAMMING

# Geometric pattern assignment

Your task is to create a **tool / processing sketch** that generates a **set of artworks of geometric pattern** (which could be used e.g. as your new background).

The emphasis of this project lies on the **generative creation**, i.e. your sketch is expected to create multiple artworks. This can be achieved by using randomness, input data, mathematical functions or user interaction such as mouse movement. There is no limitation to your ideas.

Your code and a set of **5-10 images** in jpg / png format are to be handed in to a homework vault in IS called **1 ~ Geometric pattern**.

**Deadline: 6th October 2019, midnight**

### FEW TIPS

To export your artwork, use combination of functions `fullScreen` + `saveFrame`.

In case you were interested in artwork post-processing, have a look at functions `beginRecord` and `endRecord` which allow to export the artwork in a vector format (e.g. PDF, SVG). You can also check out an example code in study materials that demonstrates this in course's study materials (Processing Templates /Save\_to\_PDF\_template)

Example of geometric pattern artworks. (Ehm, my first processing sketch.)

