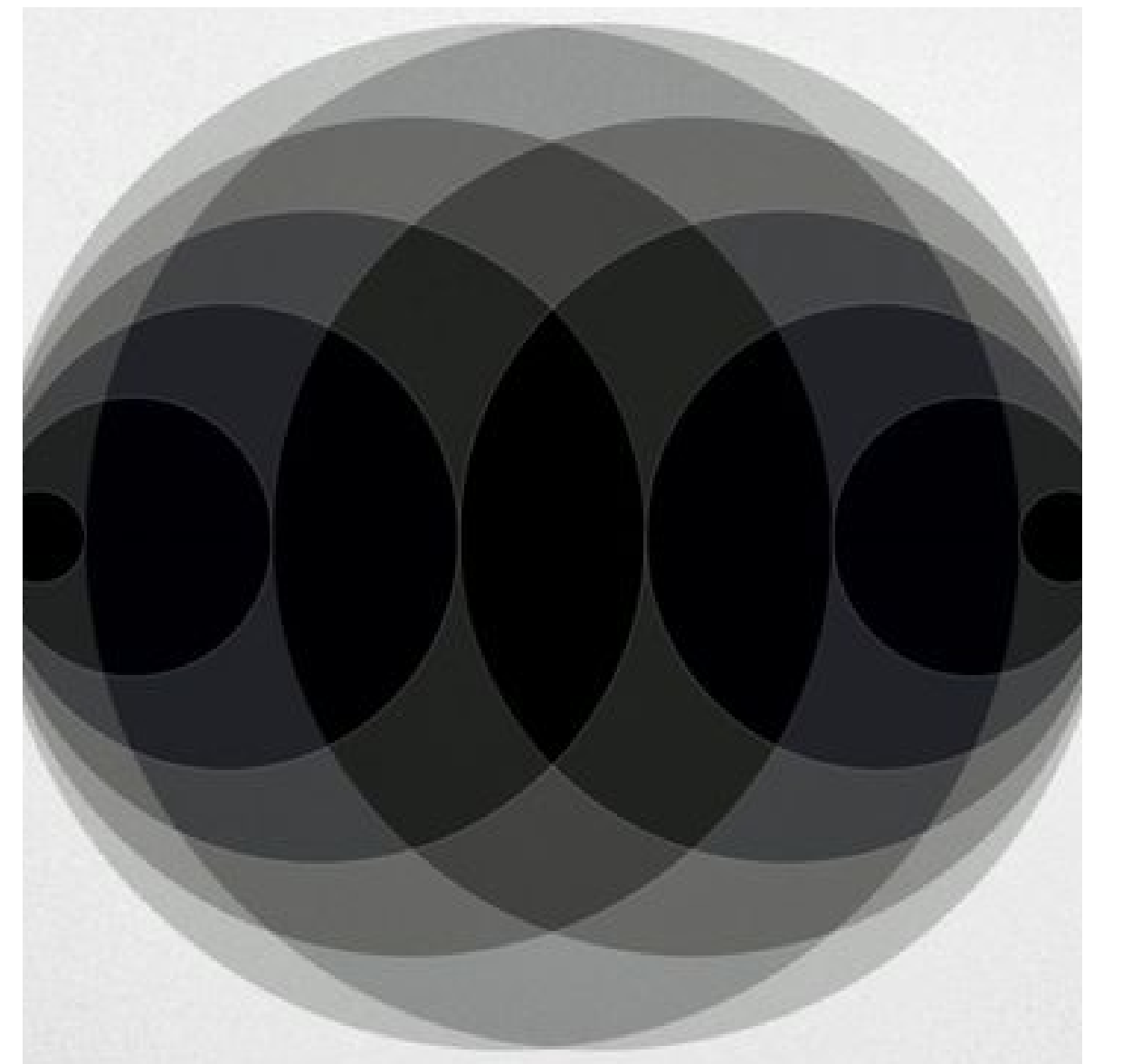
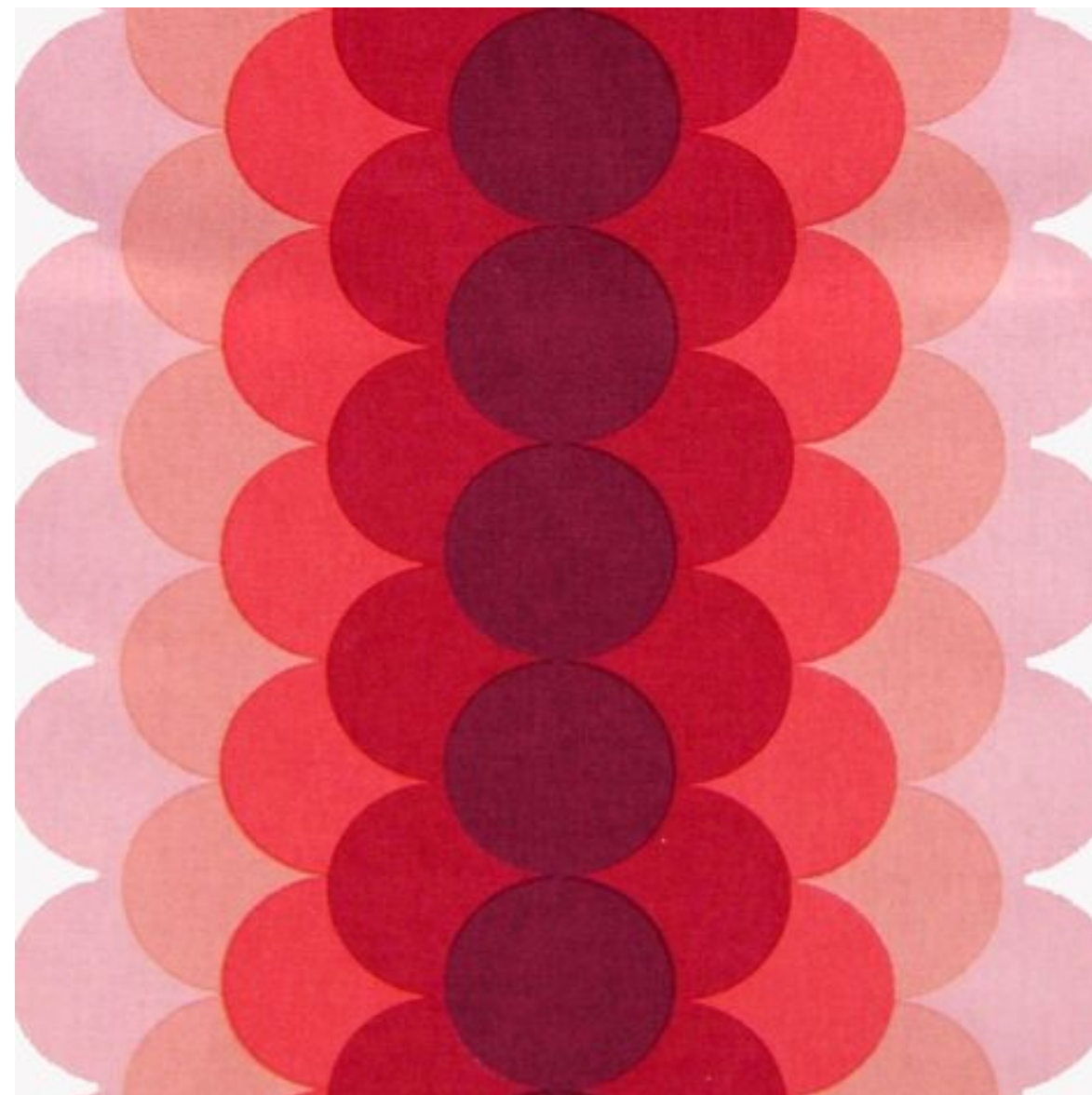
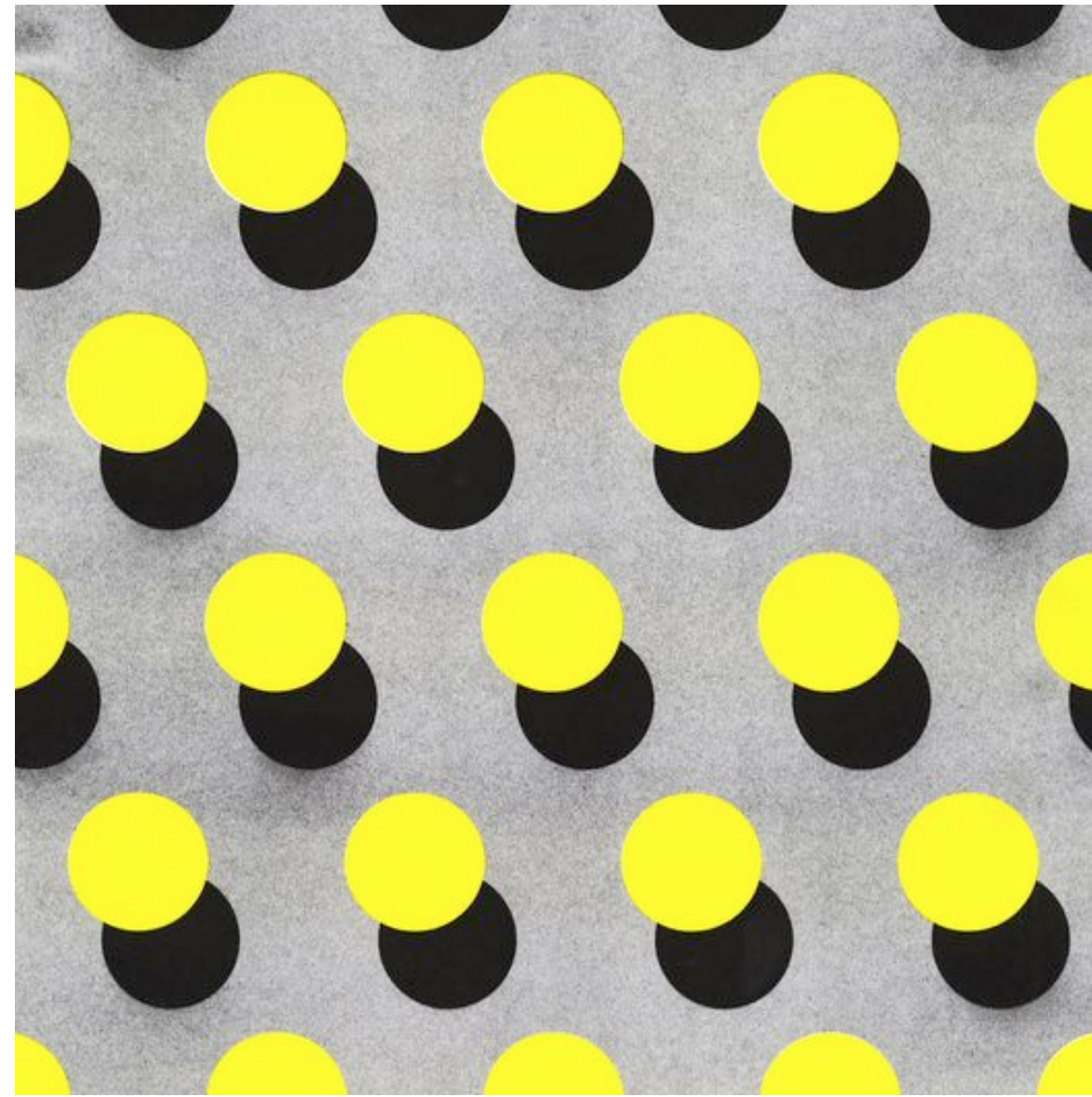
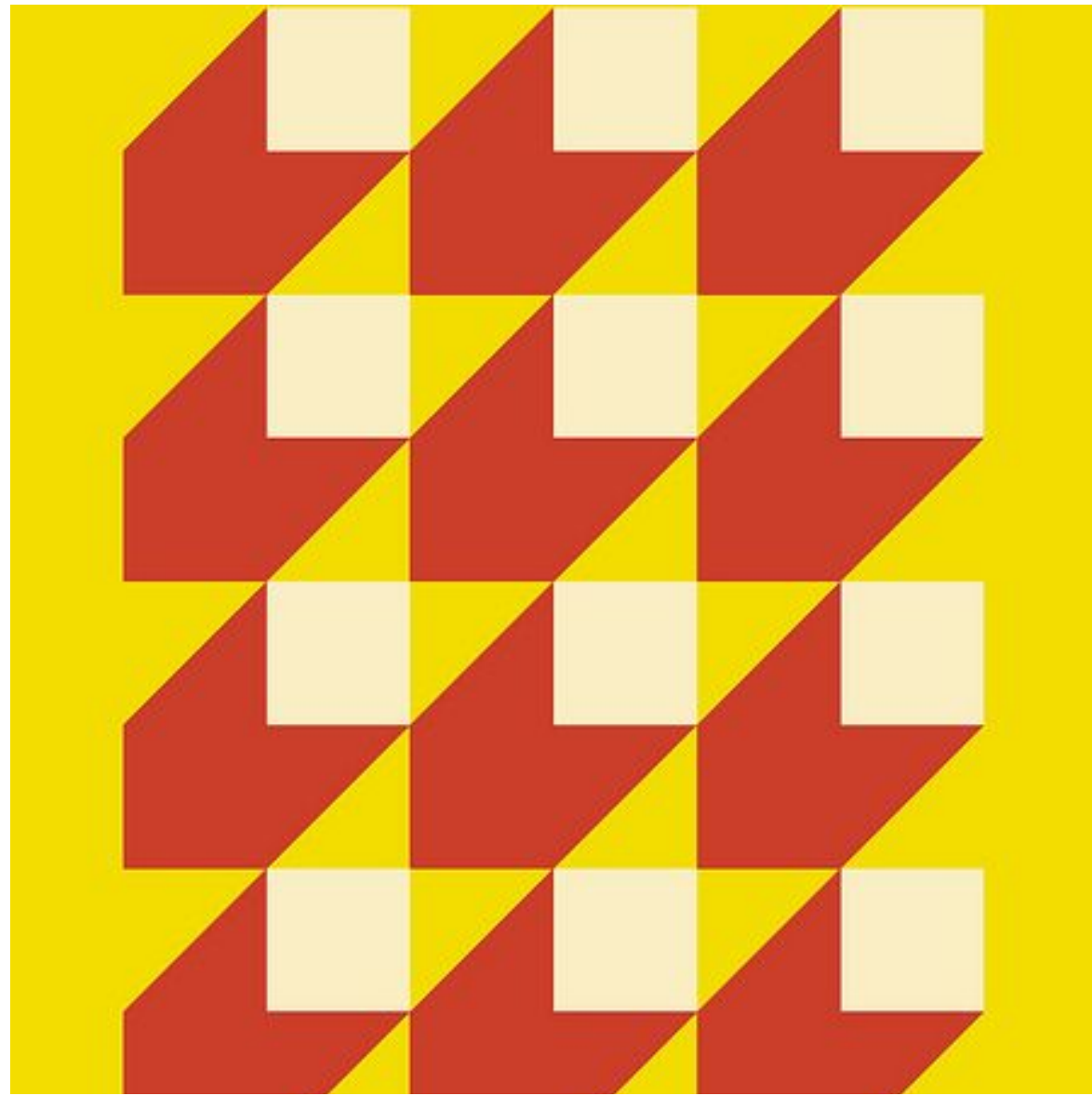


GENERATIVE DESIGN PROGRAMMING

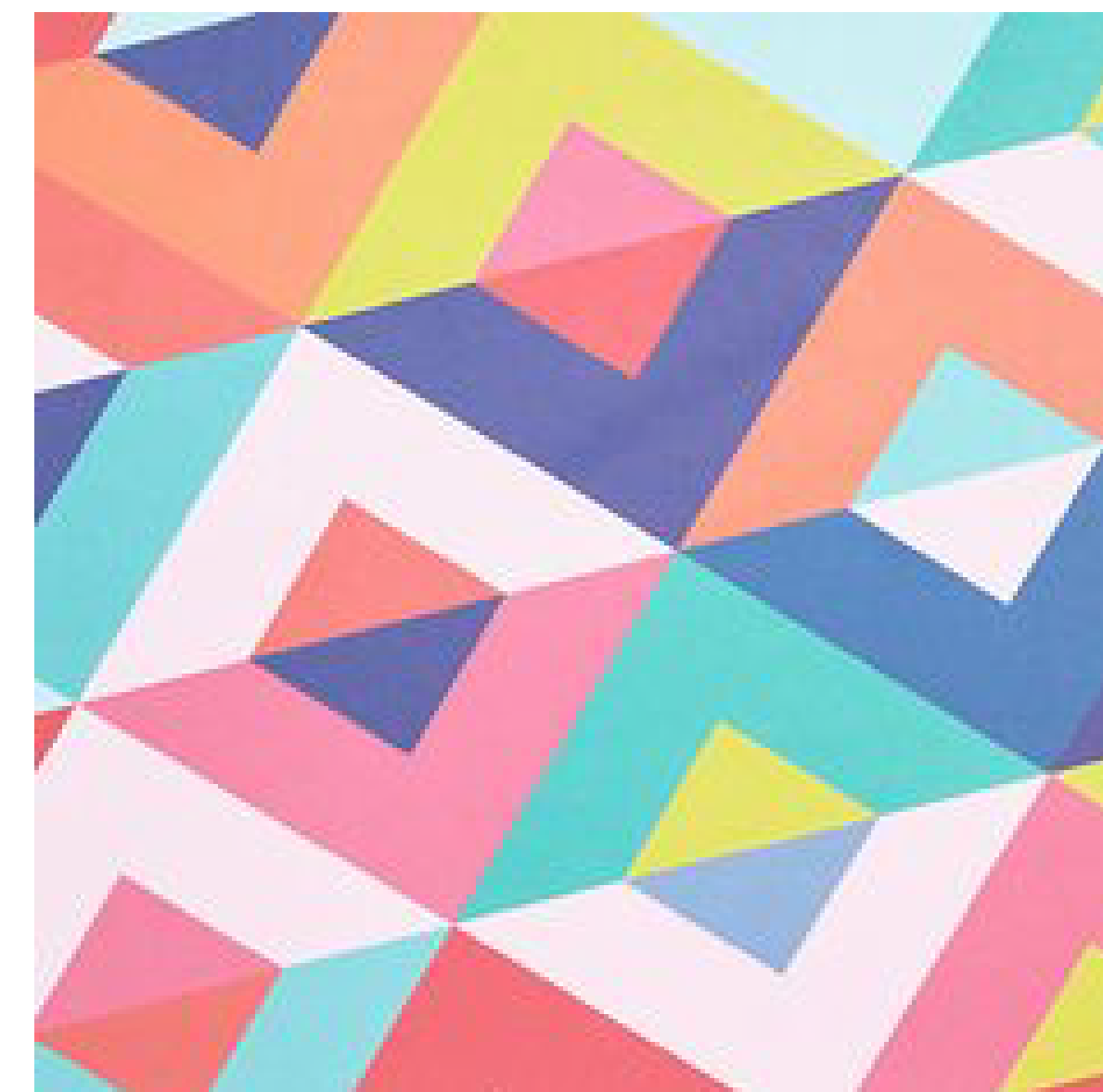
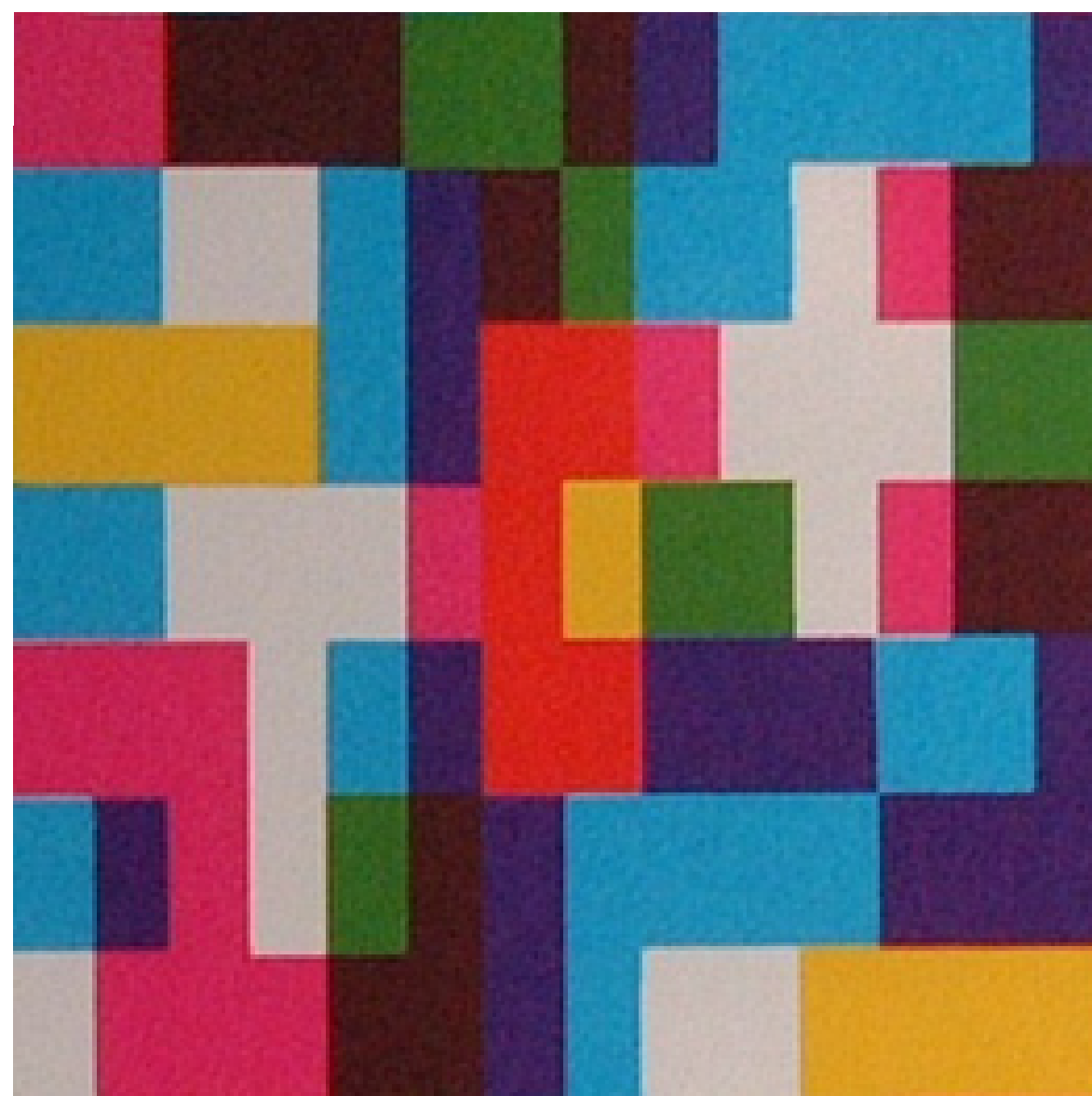
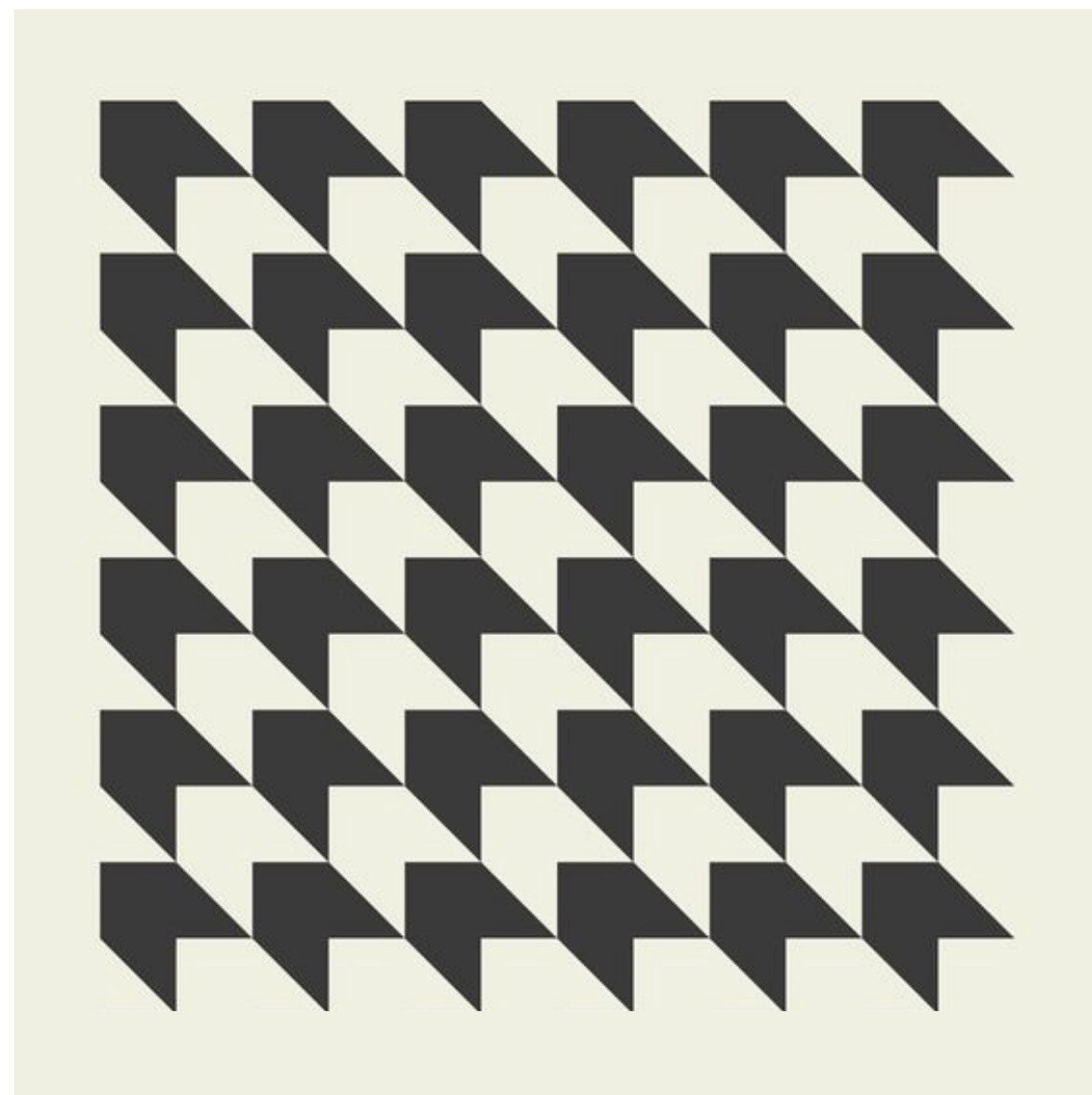
Geometric pattern

Tell me,
what to do.

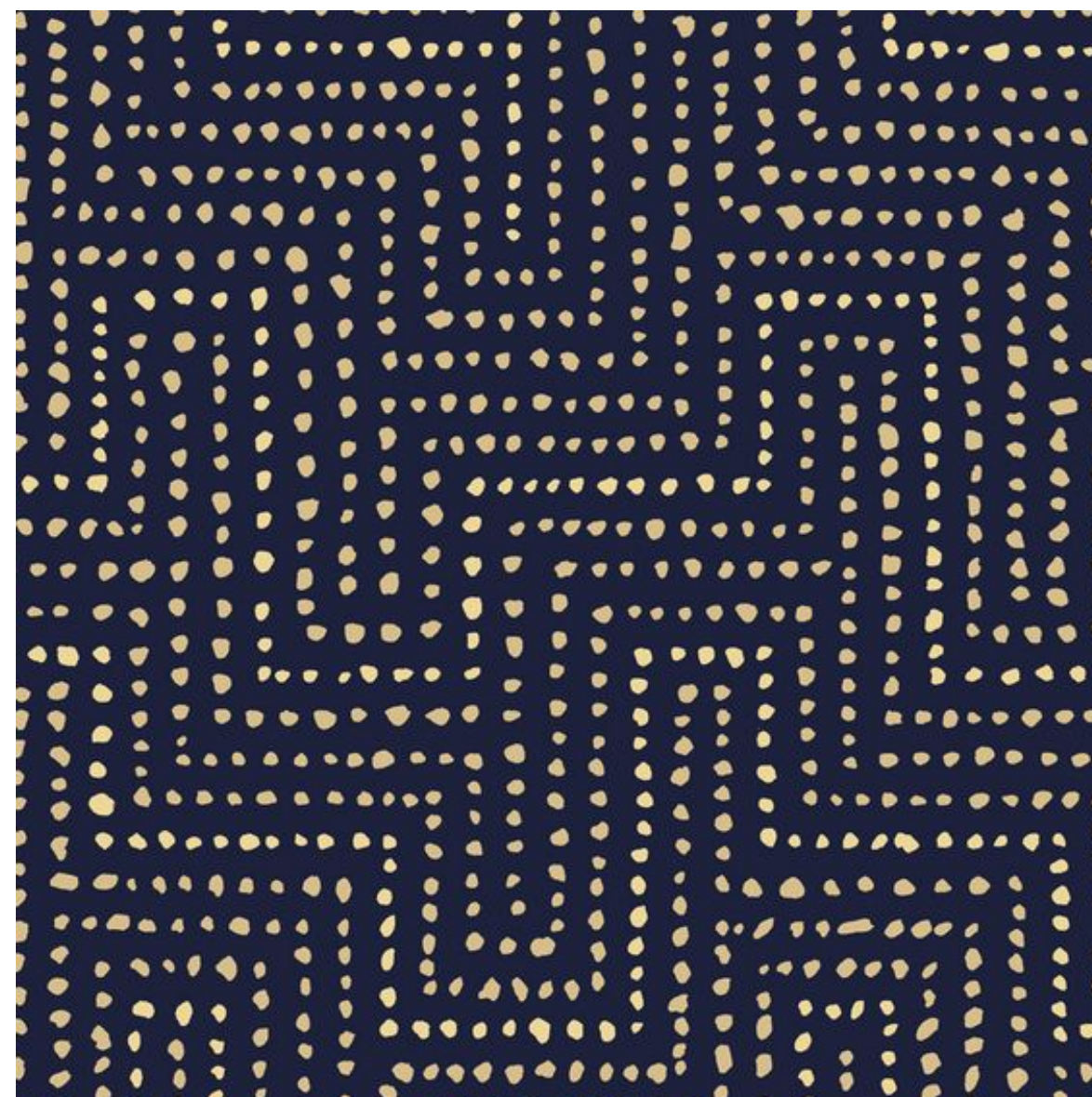


You can
be a little
bit fuzzy
about it.

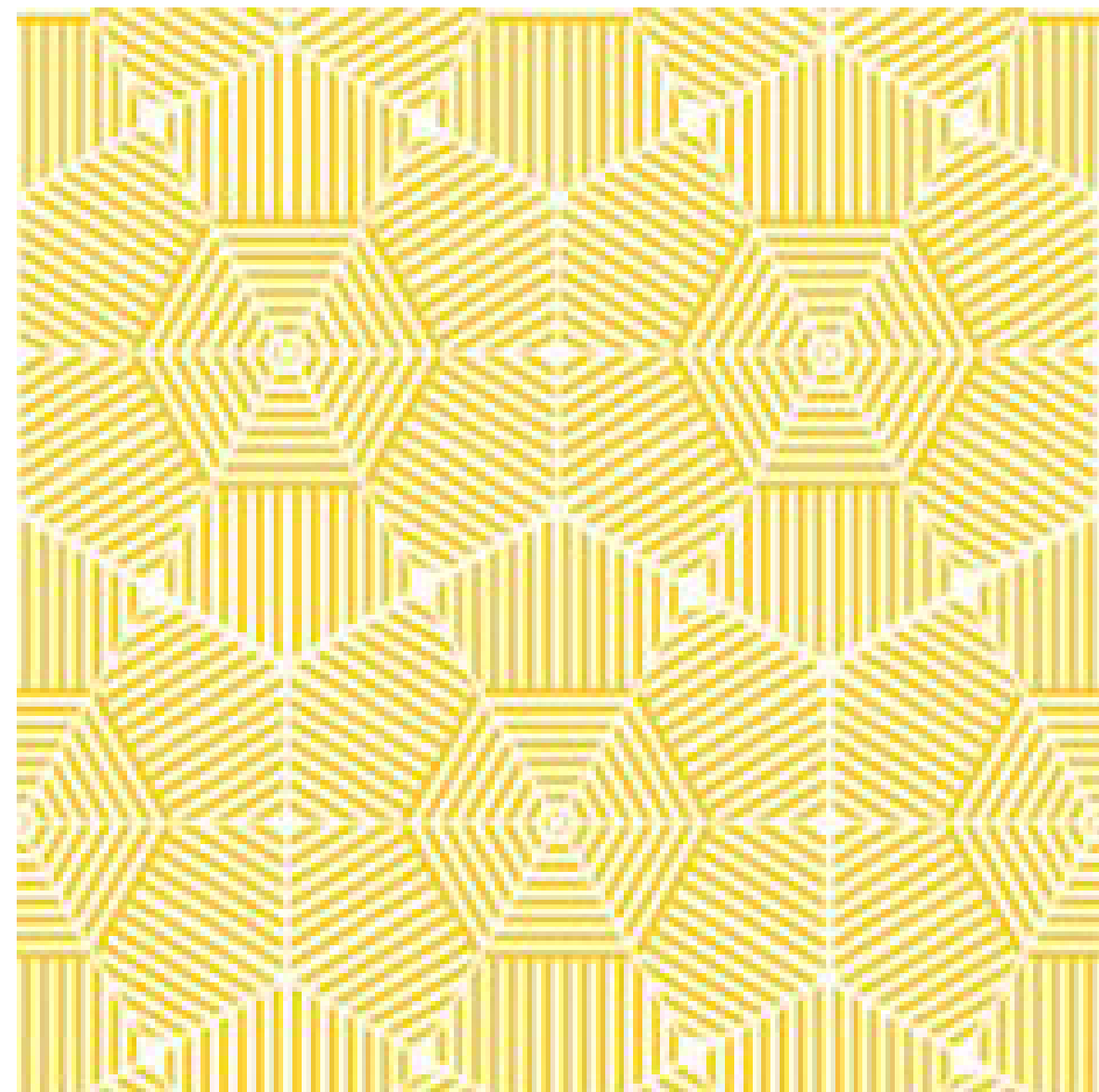
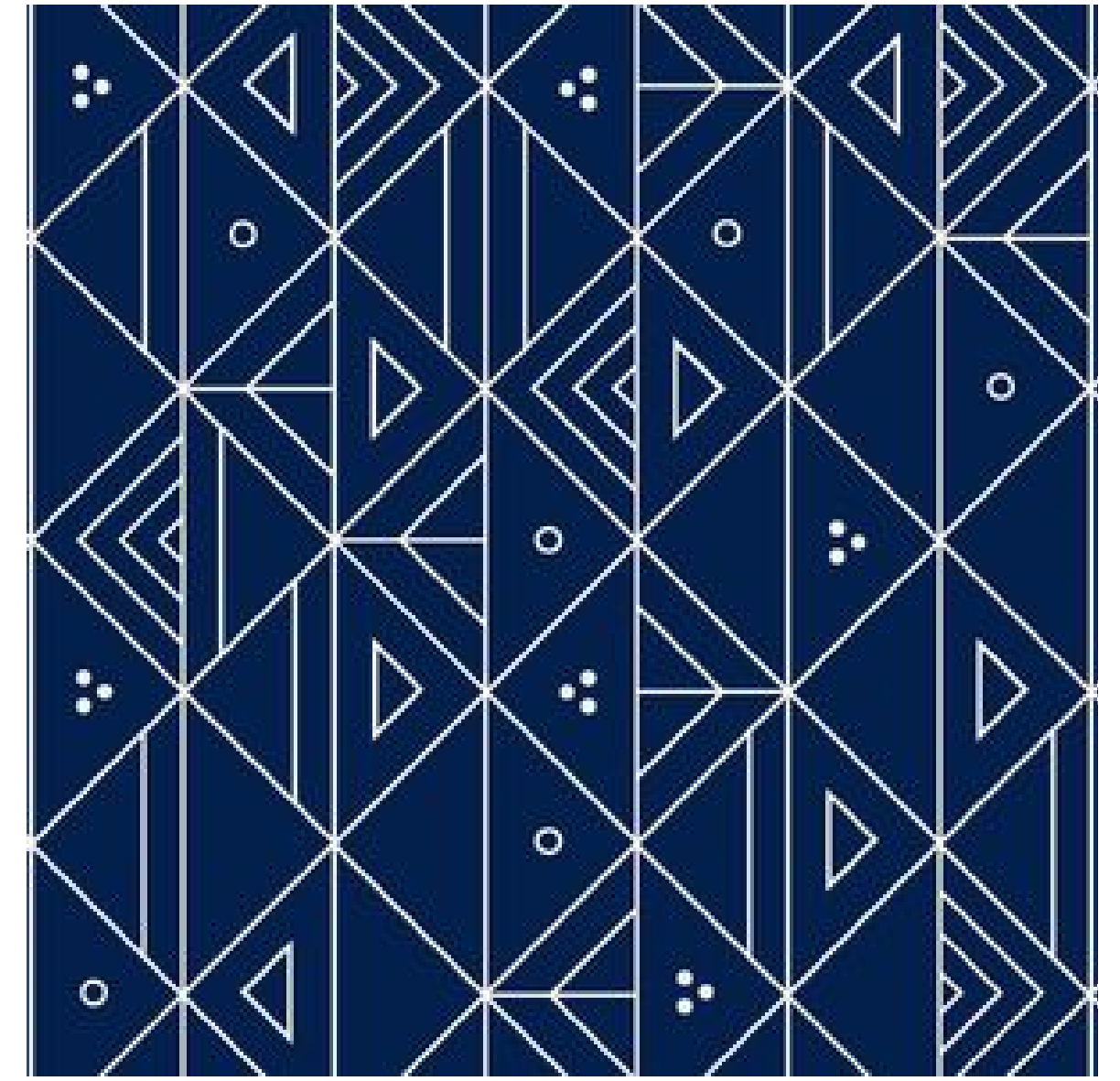
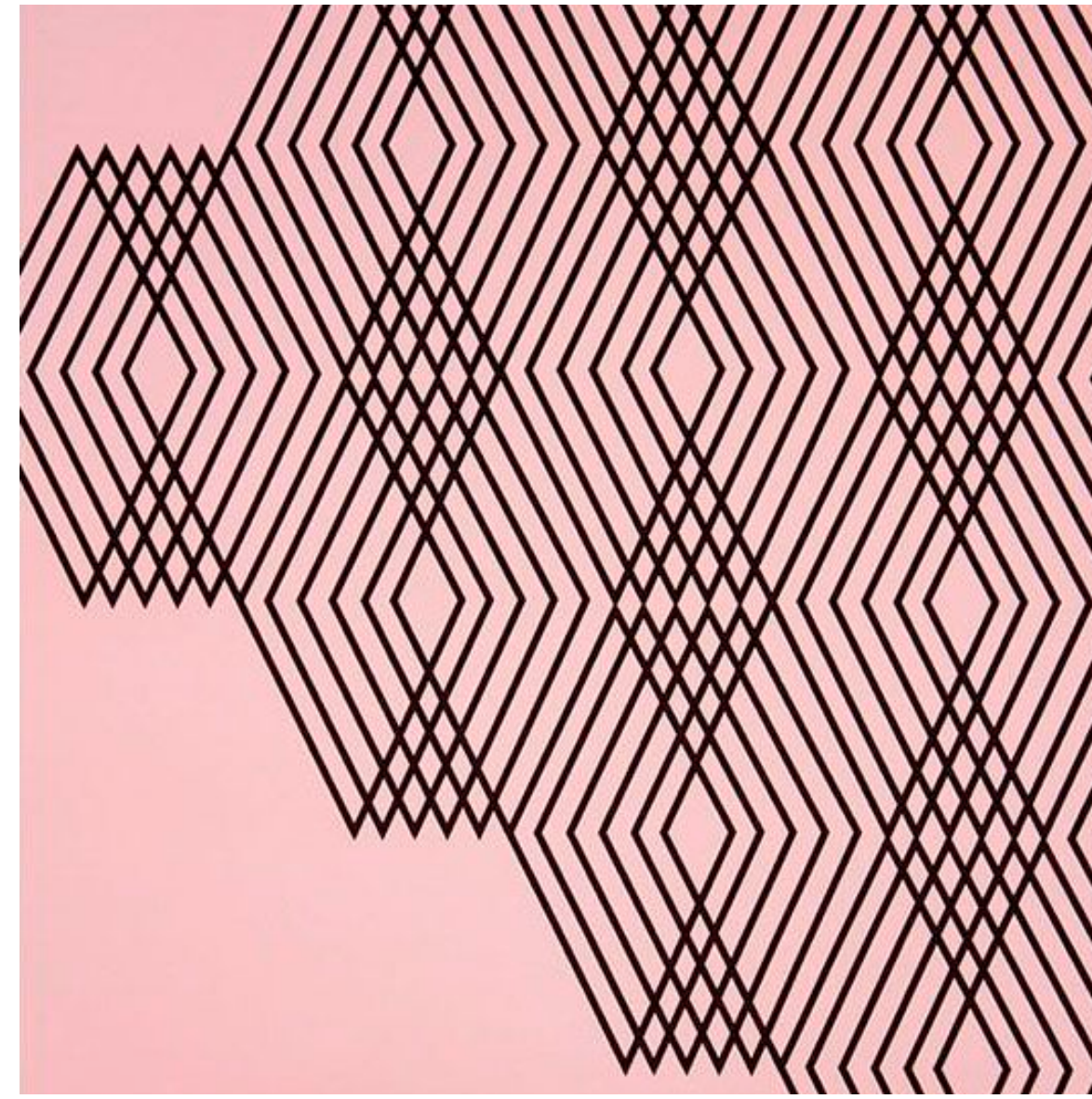
I do like
randomness.



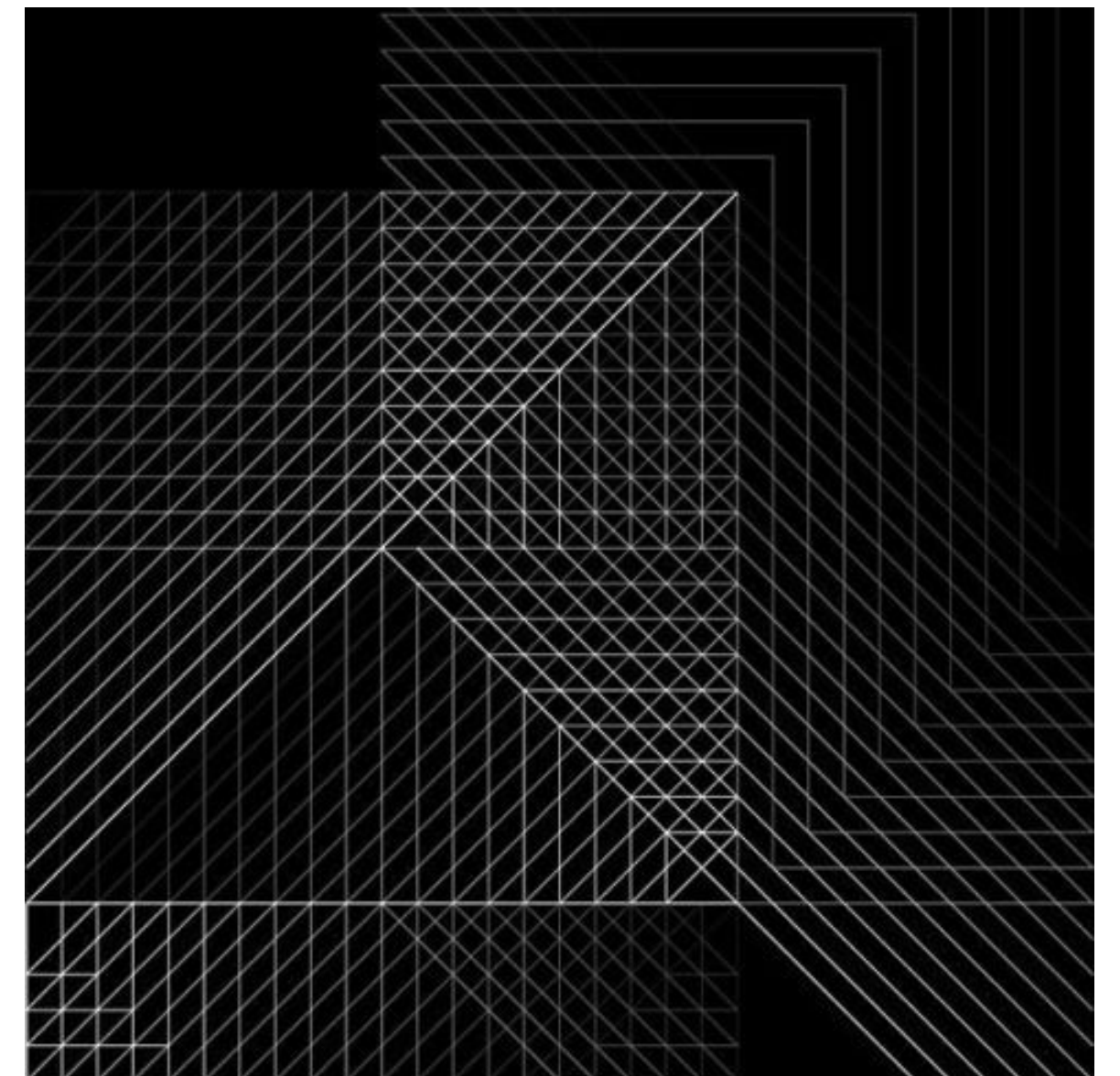
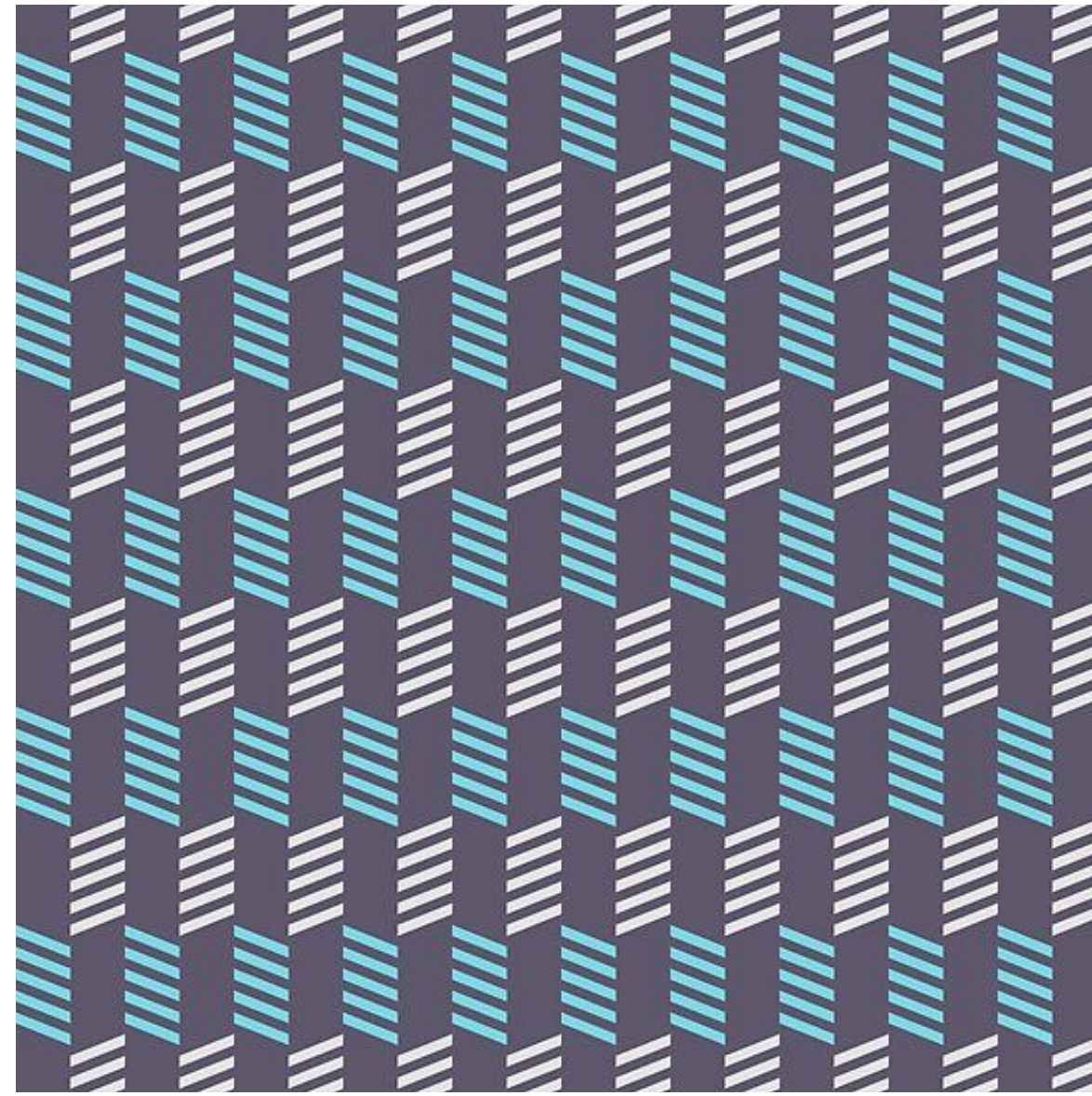
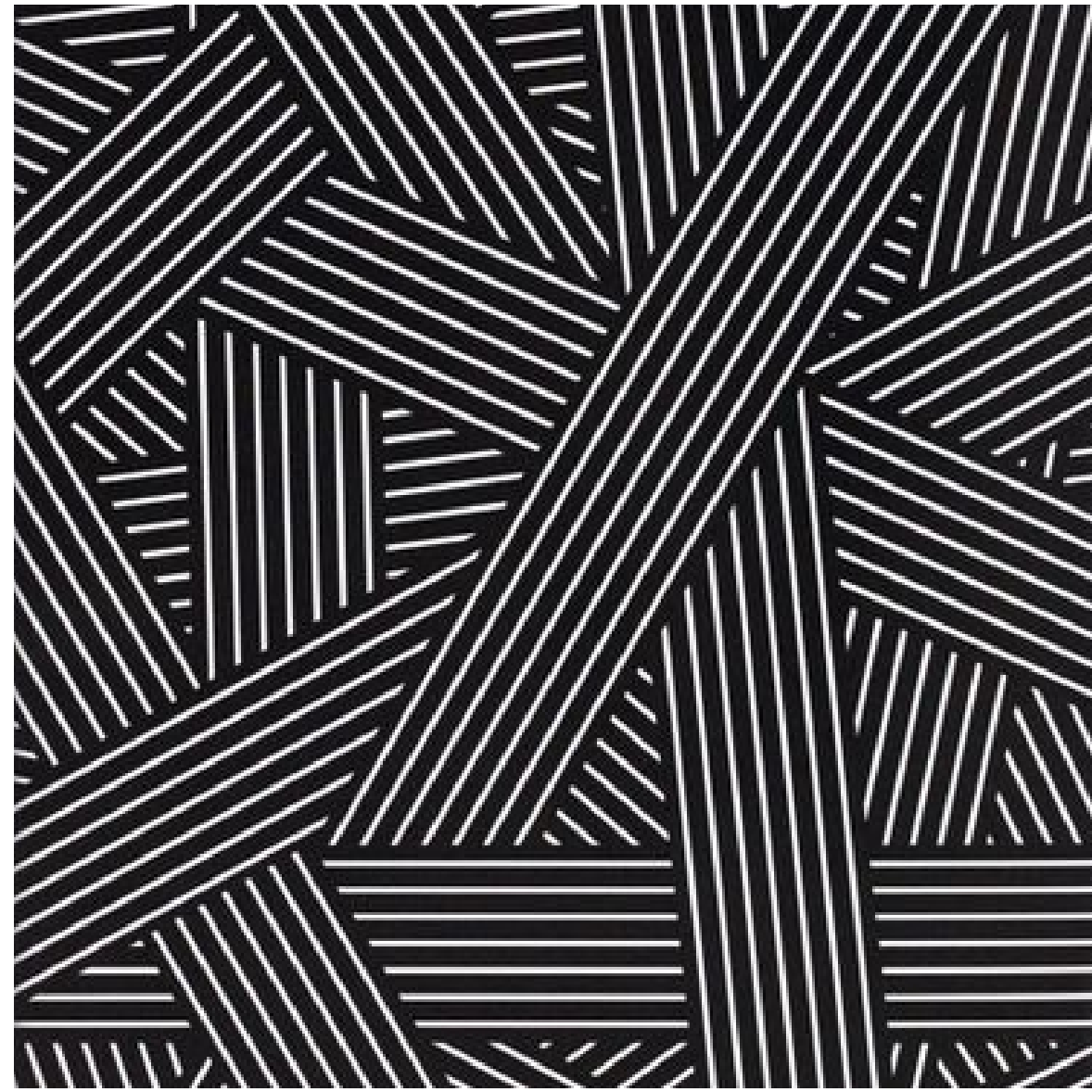
Give me
nice
colors.



Or you can
try just
lines.



You can
do a lot
with me.
A lot.



Draw a shape.

Maybe try it multiple times.

In a grid. Or randomly?

Assign it color, or multiple of them.

Again randomly? Or parametrically?

You say based on position? Sure.

Also the size sounds cool!

Sure, they can overlap.

Yeah, go along and tweak it.

Maybe redraw it with a new shape?

Or just copy from your classmate.

But you can also just ask anyone to give you a tip.

And now it's you

and geometric patterns