

## GENERATIVE DESIGN PROGRAMMING

# Geometric pattern assignment

Your task is to create a **p5 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.

**Technical information regarding the submission and deadline are in interactive syllabus in IS.**

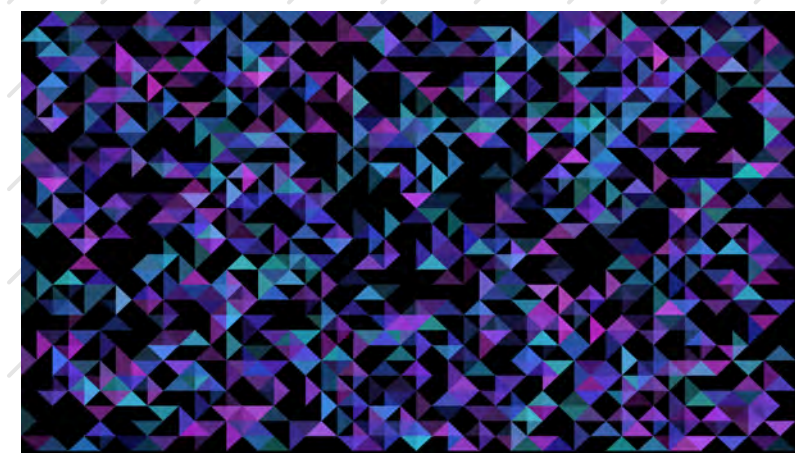
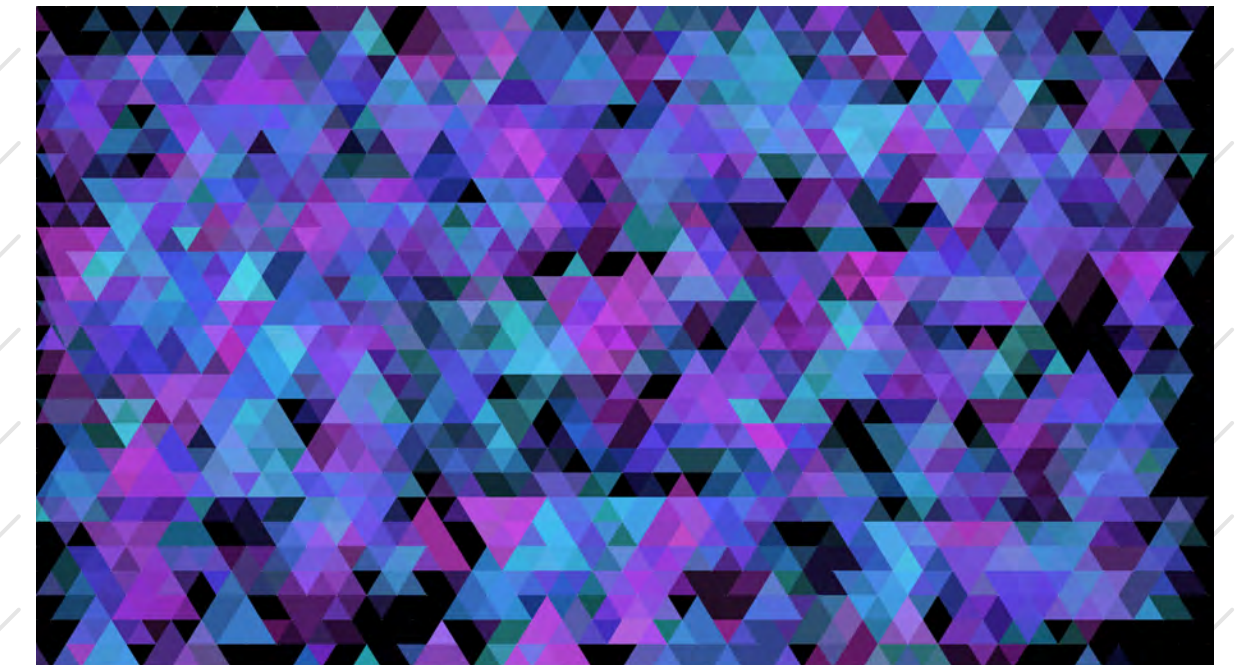
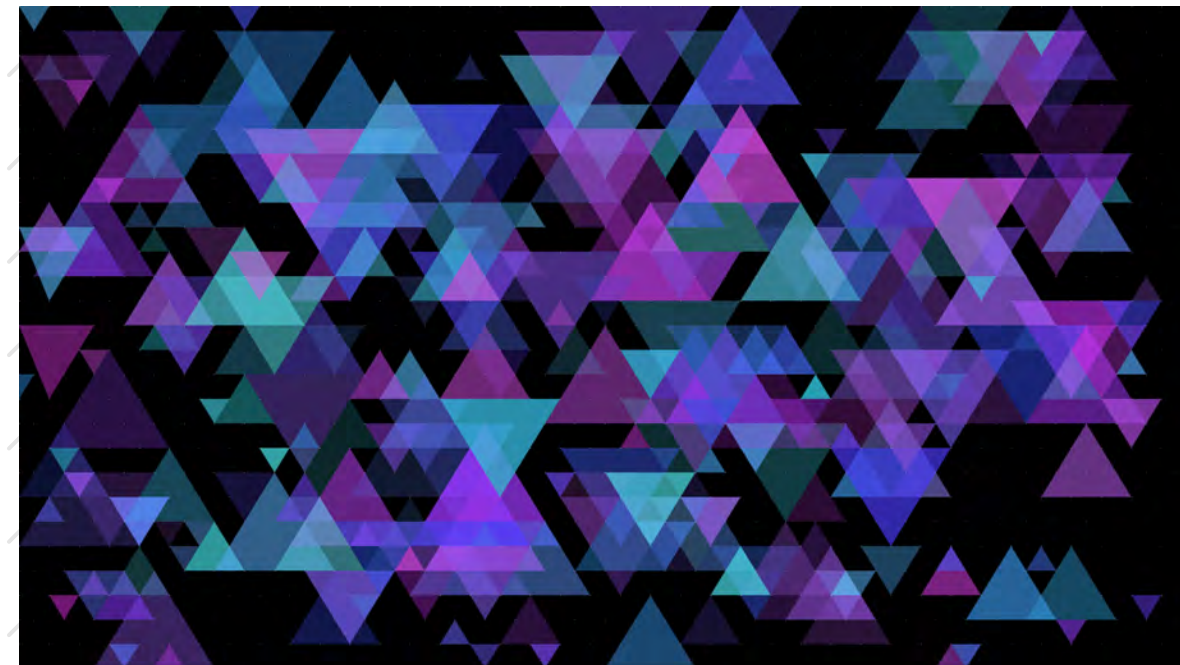
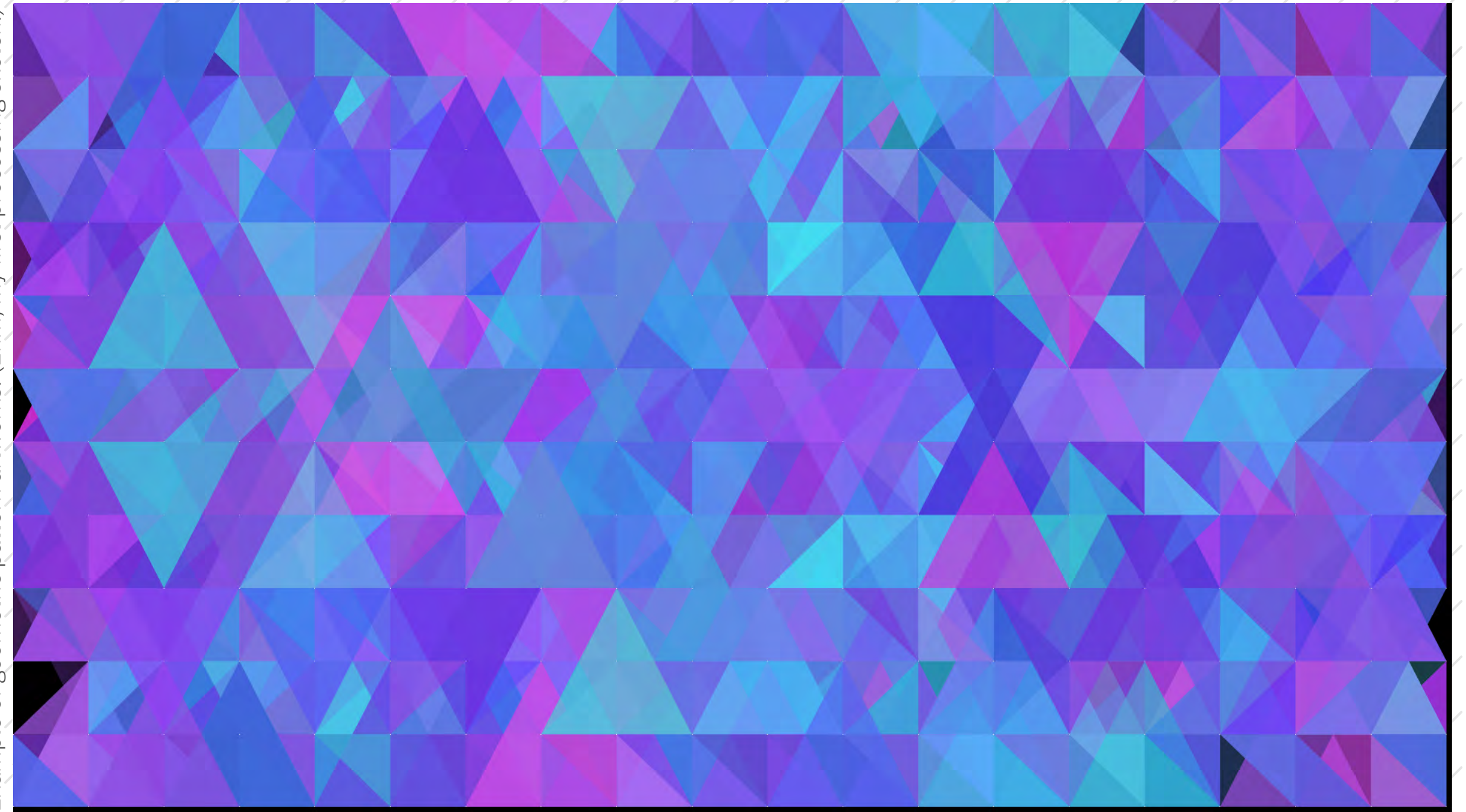
### FEW TIPS

To export your artwork, use function **save**.

In case you are interested in artwork postprocessing, you can also save in a vector format (eg. SVG).

You can check out the example code linked in interactive syllabus that demonstrates this.

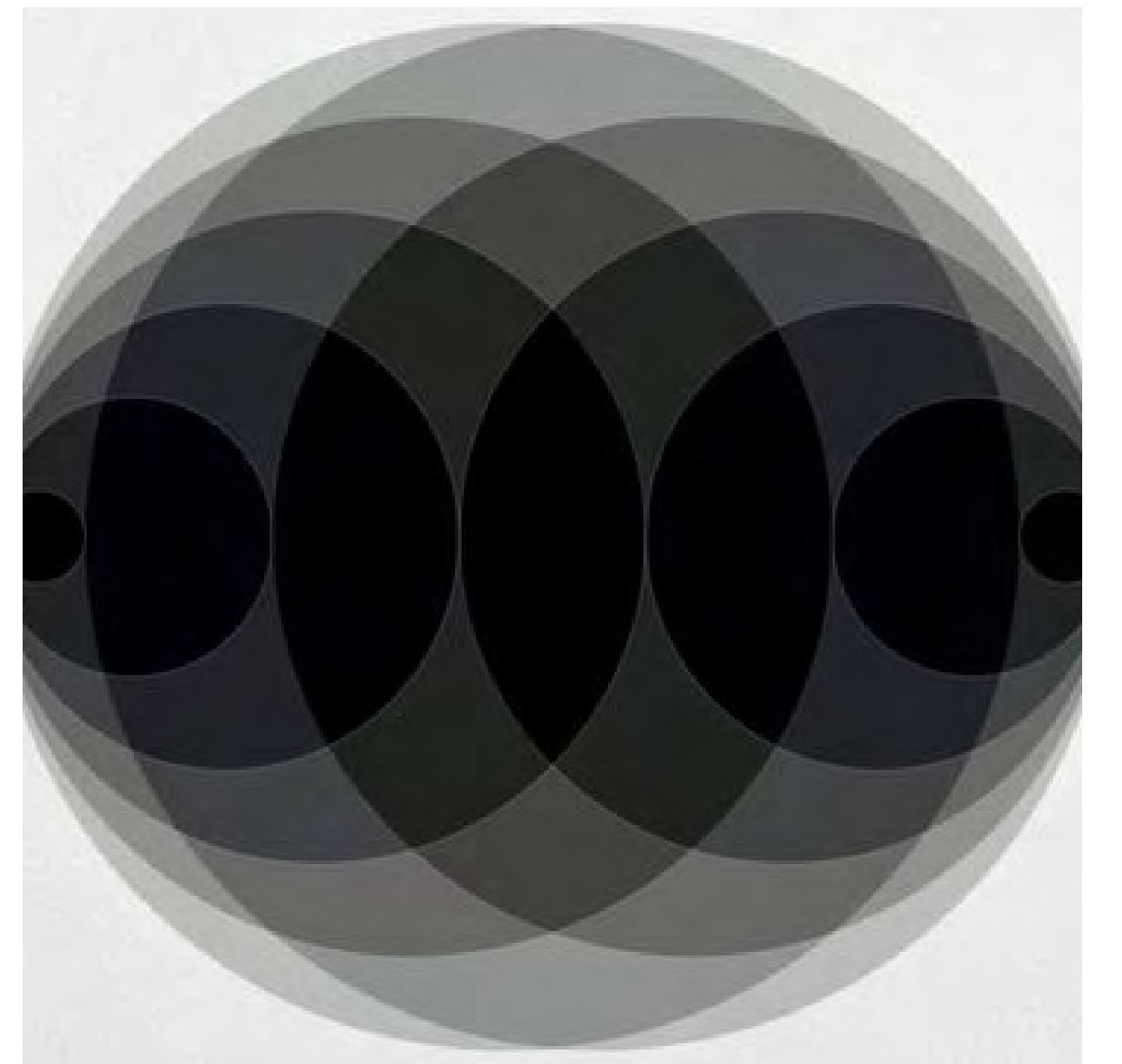
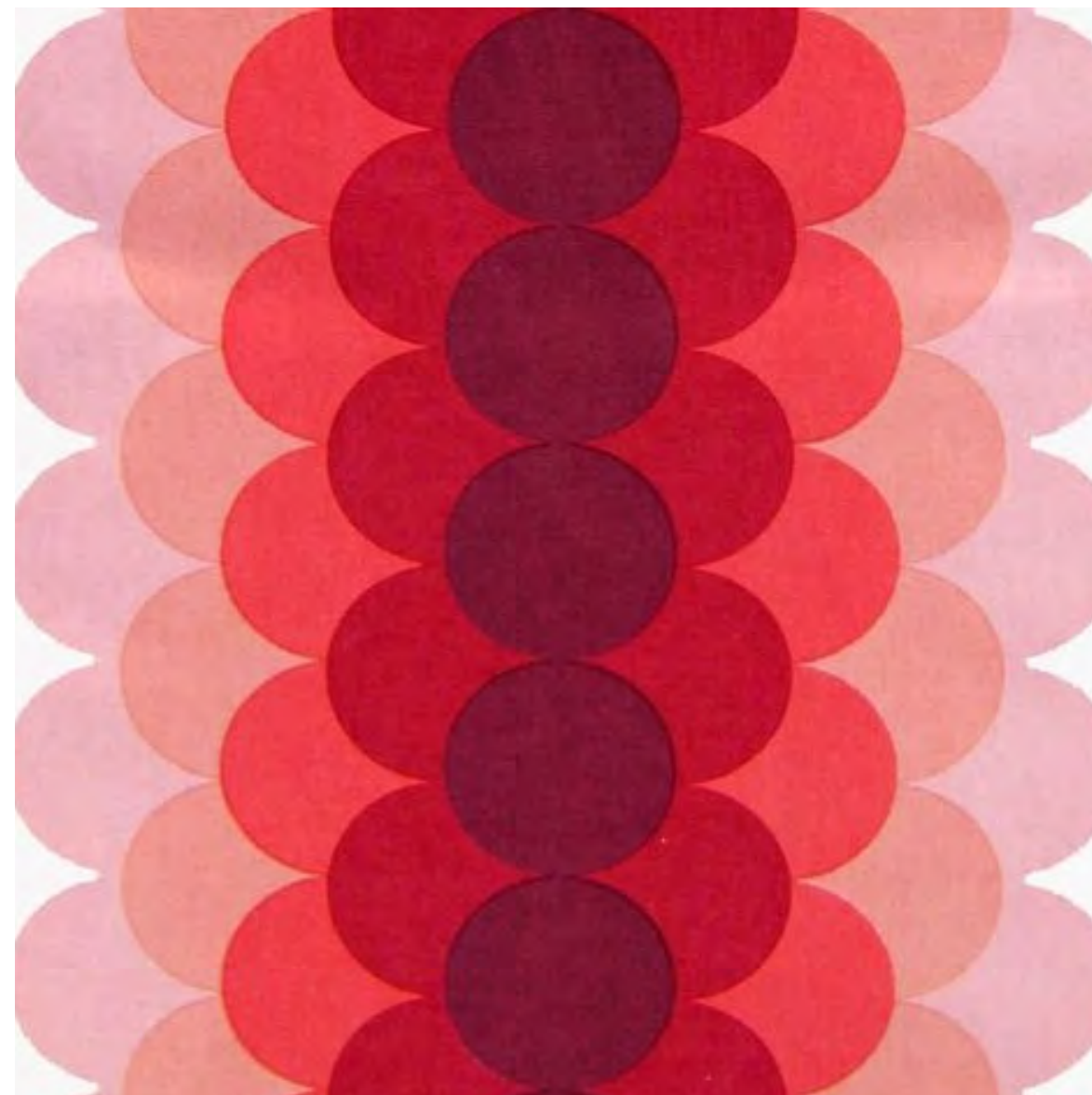
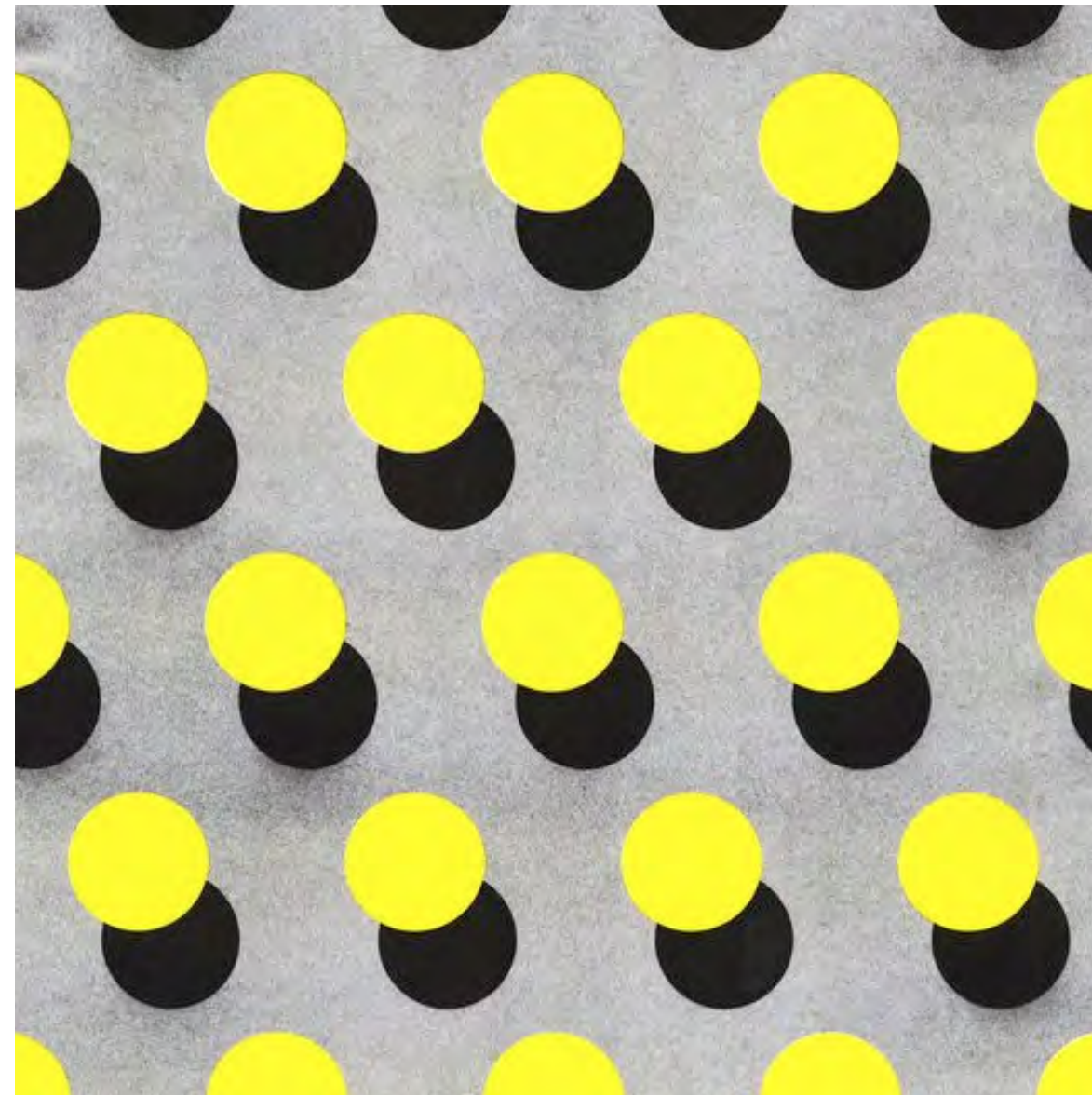
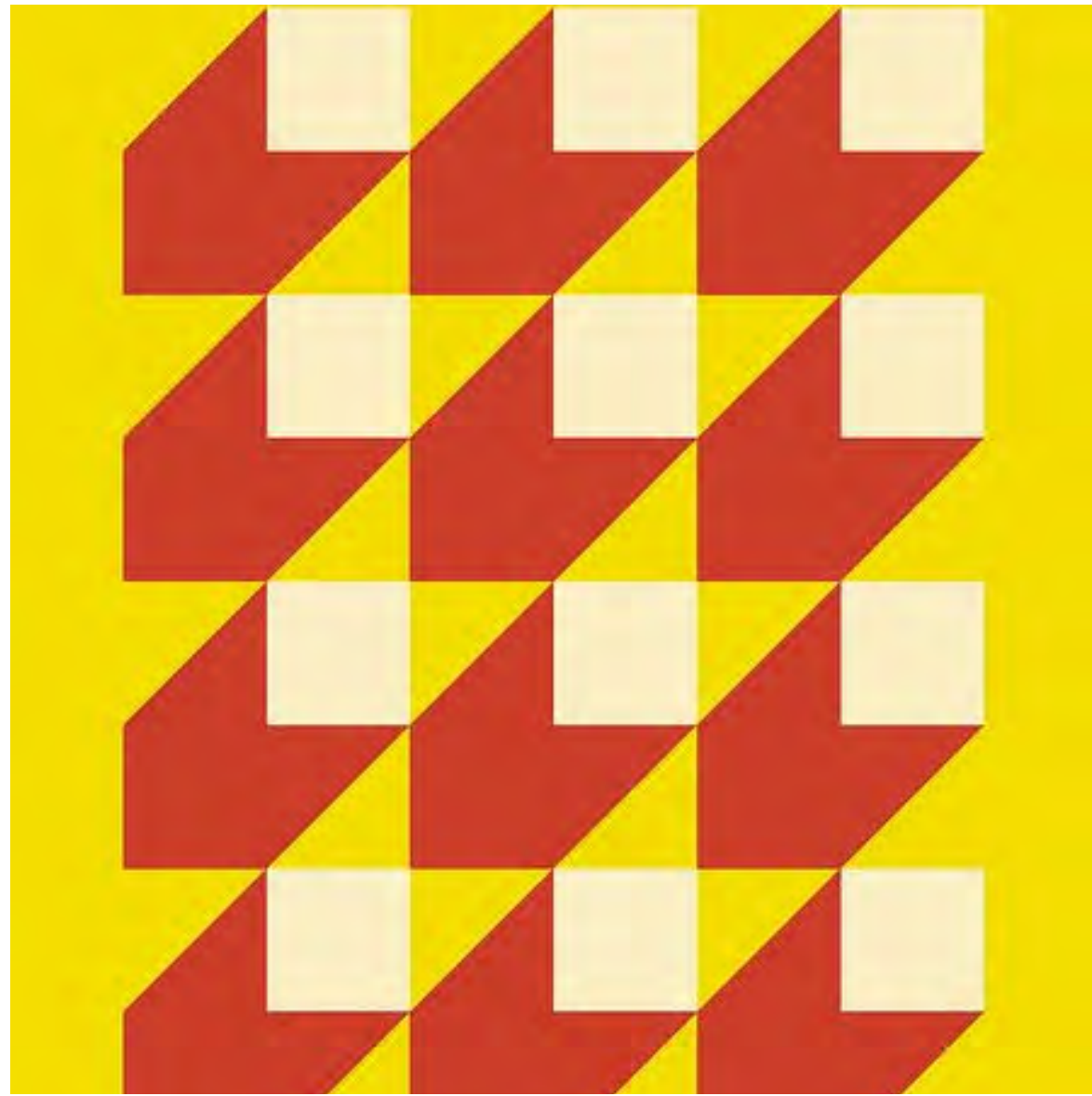
Example of geometric pattern artworks. (Ehm, my first processing sketch.)



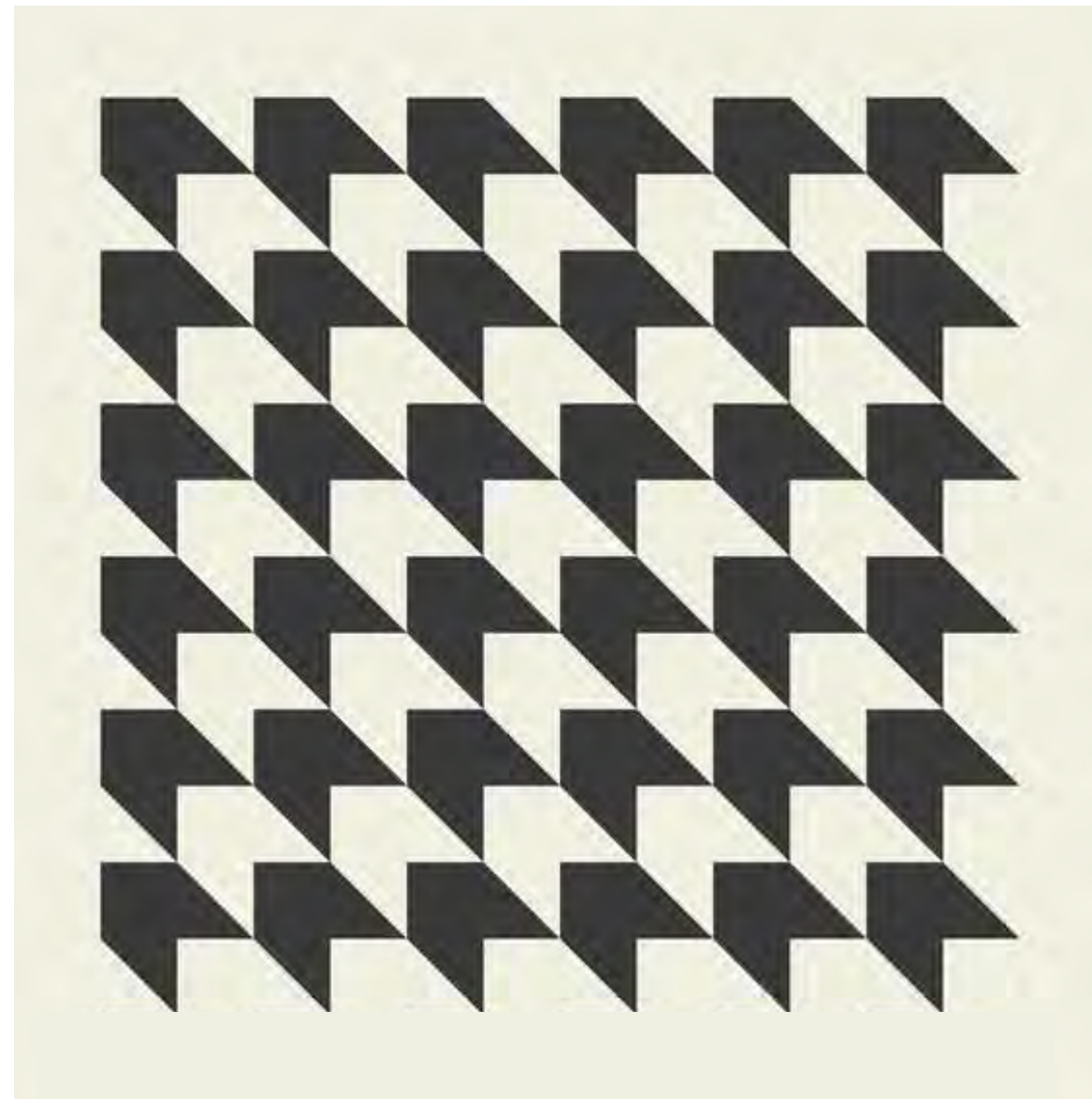
HW1: Geometric pattern

# Examples

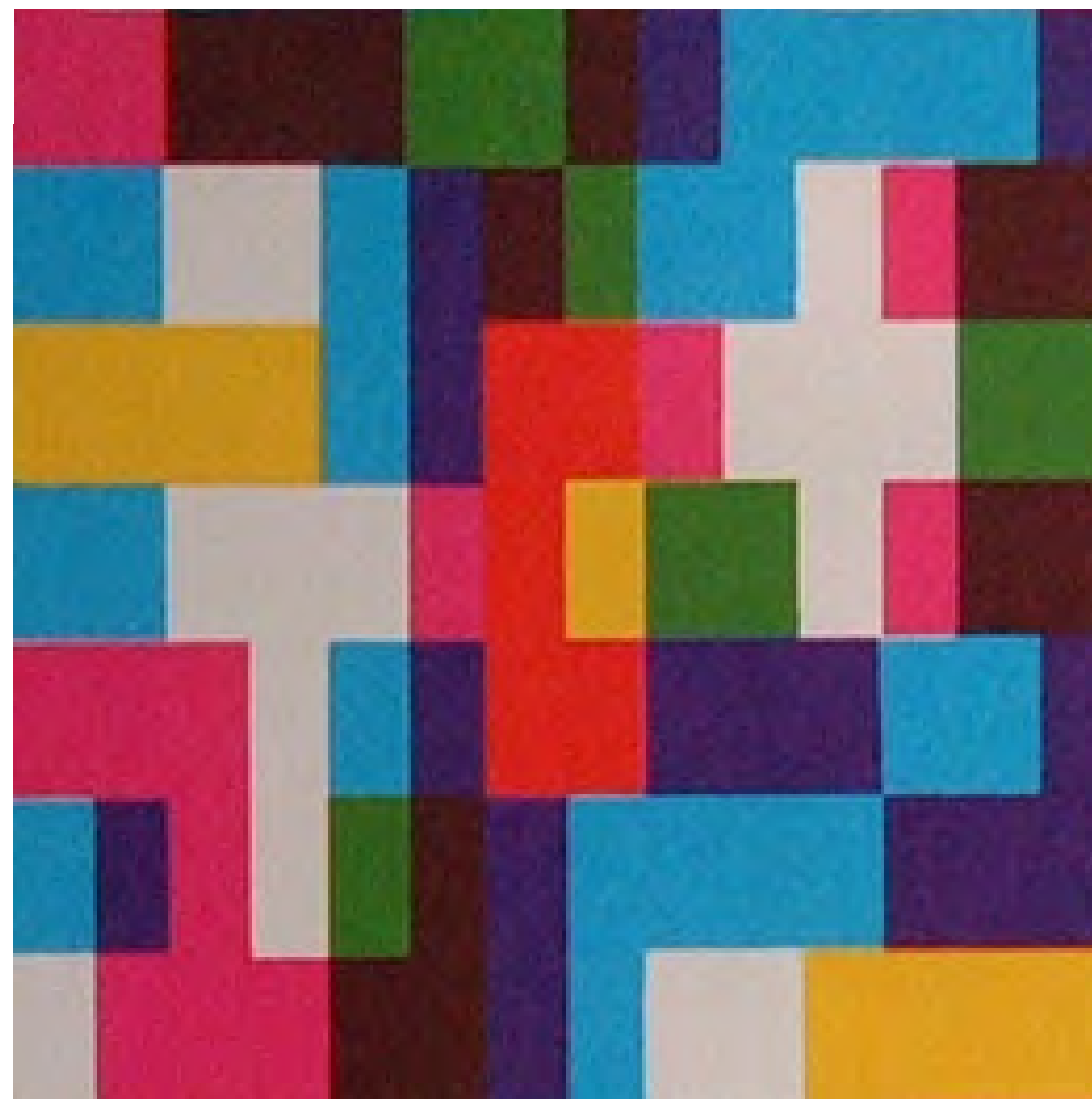
Tell me,  
what to do.



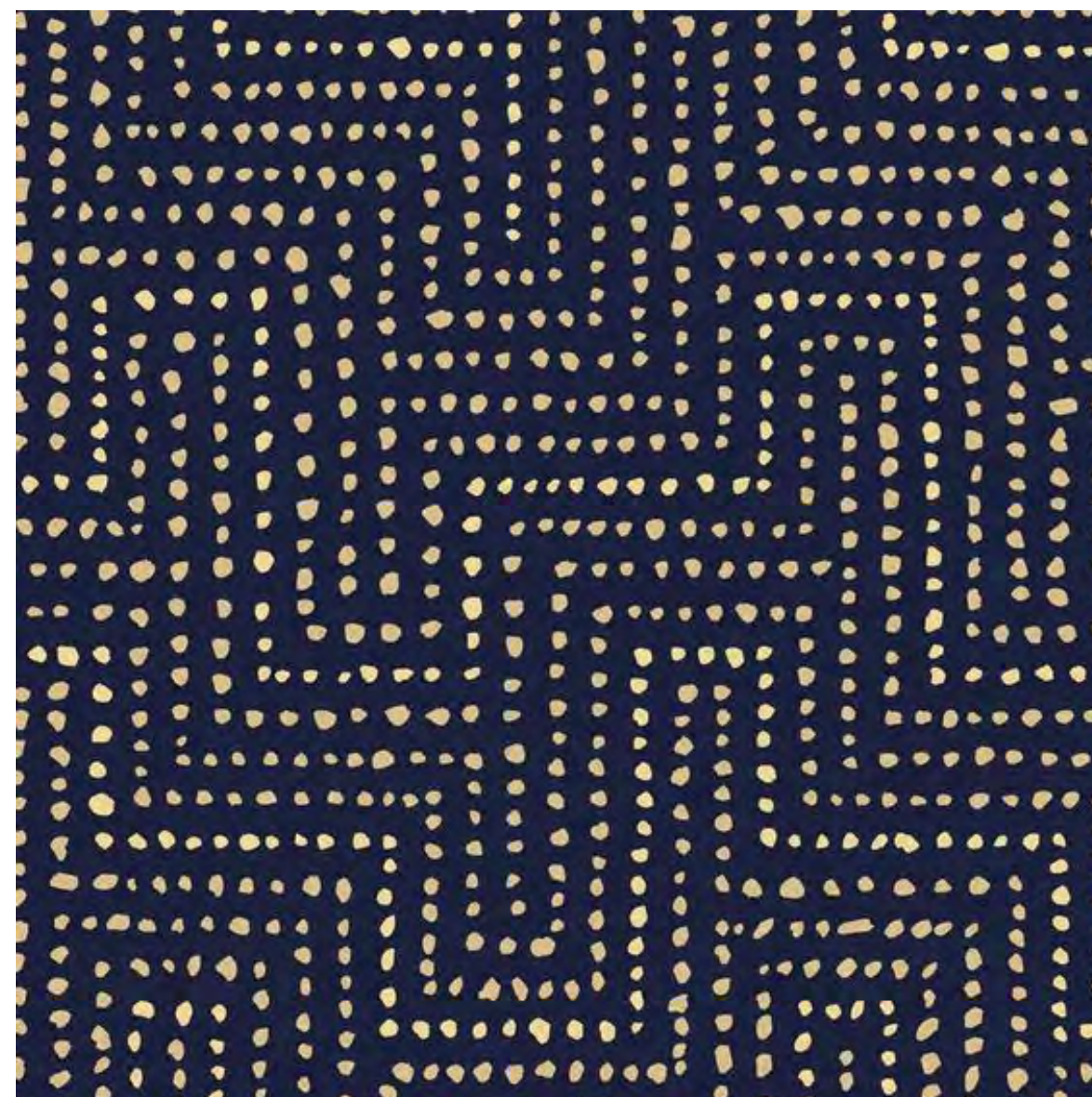
You can  
be a little  
bit fuzzy  
about it.



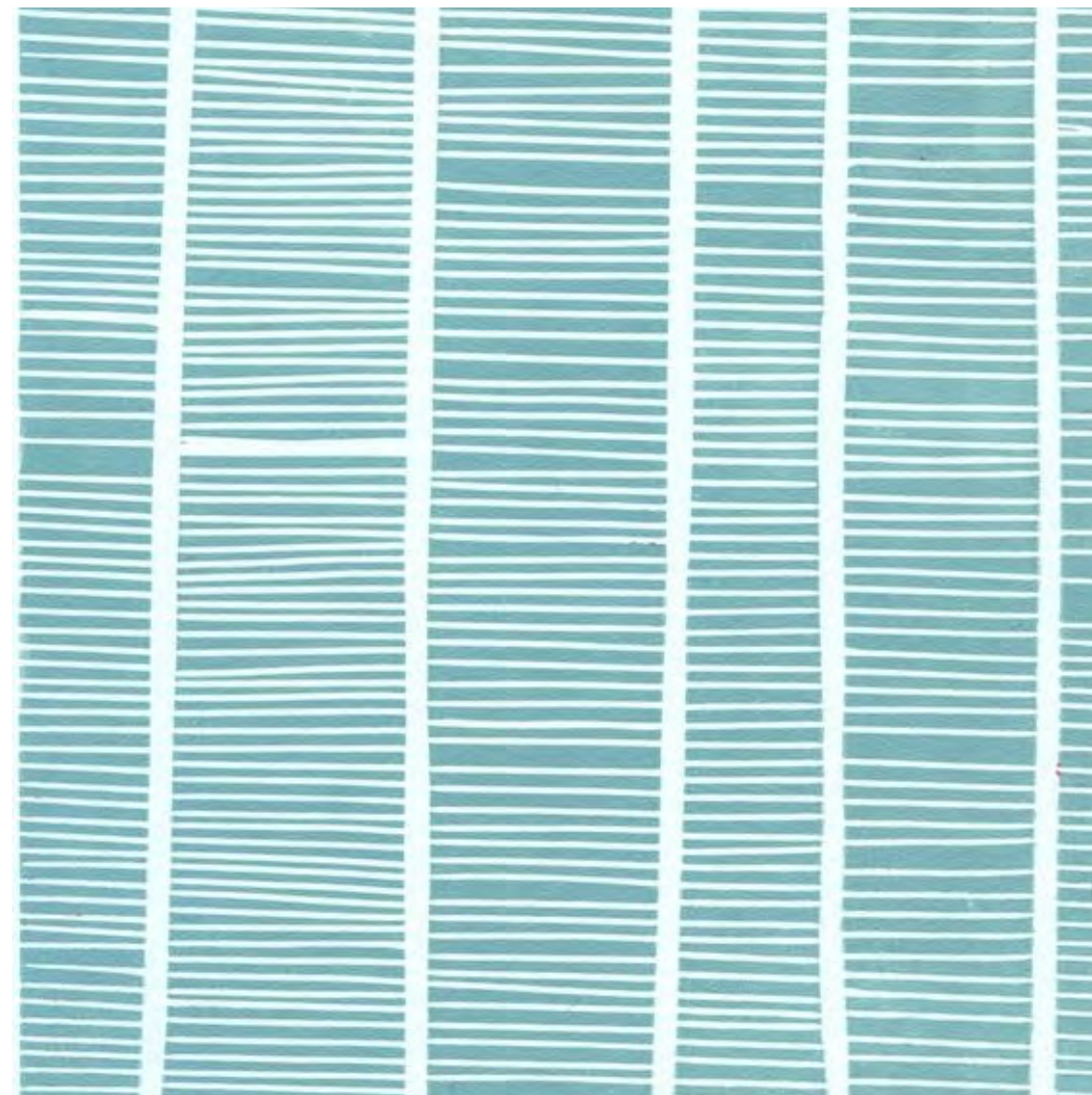
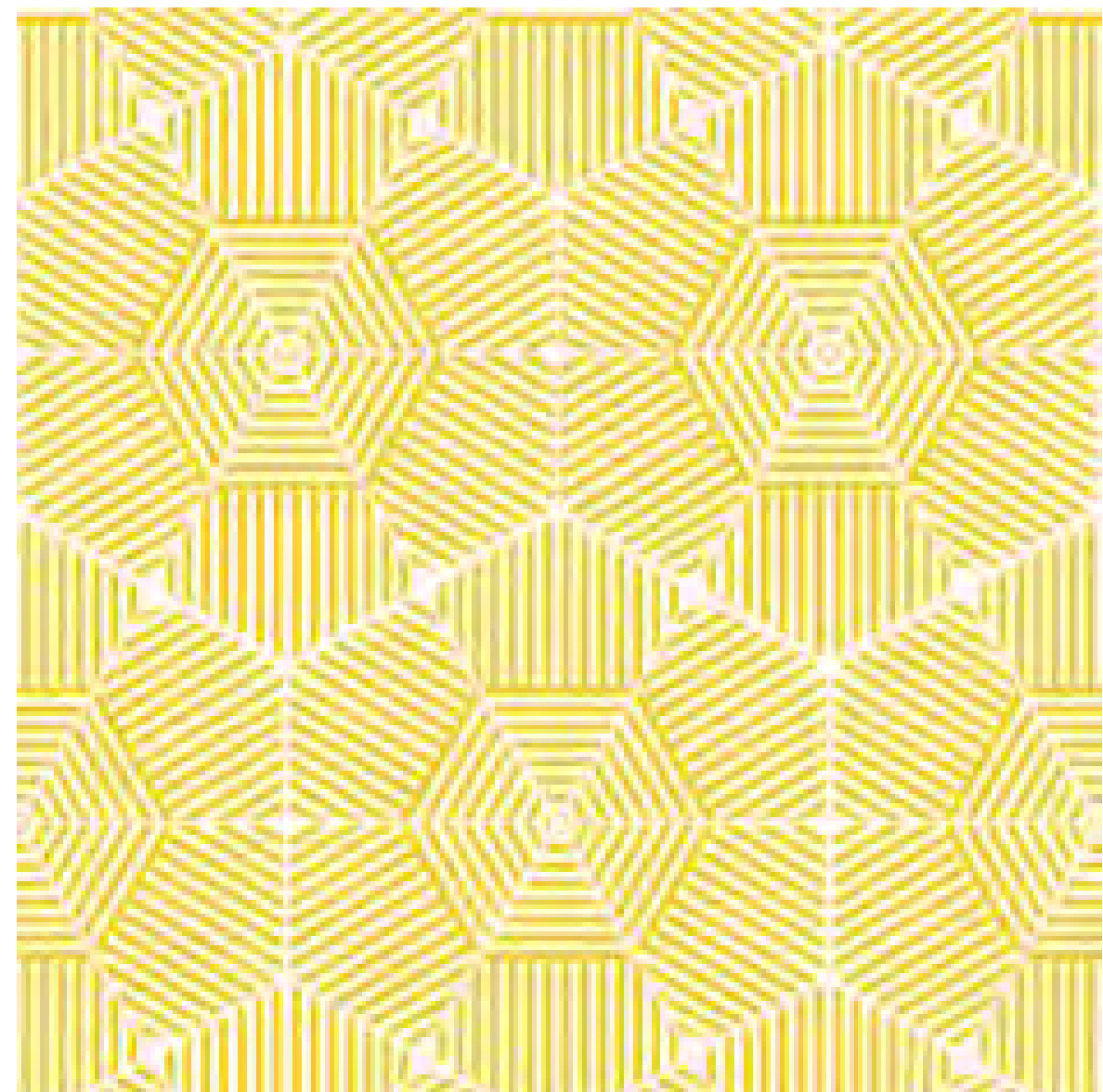
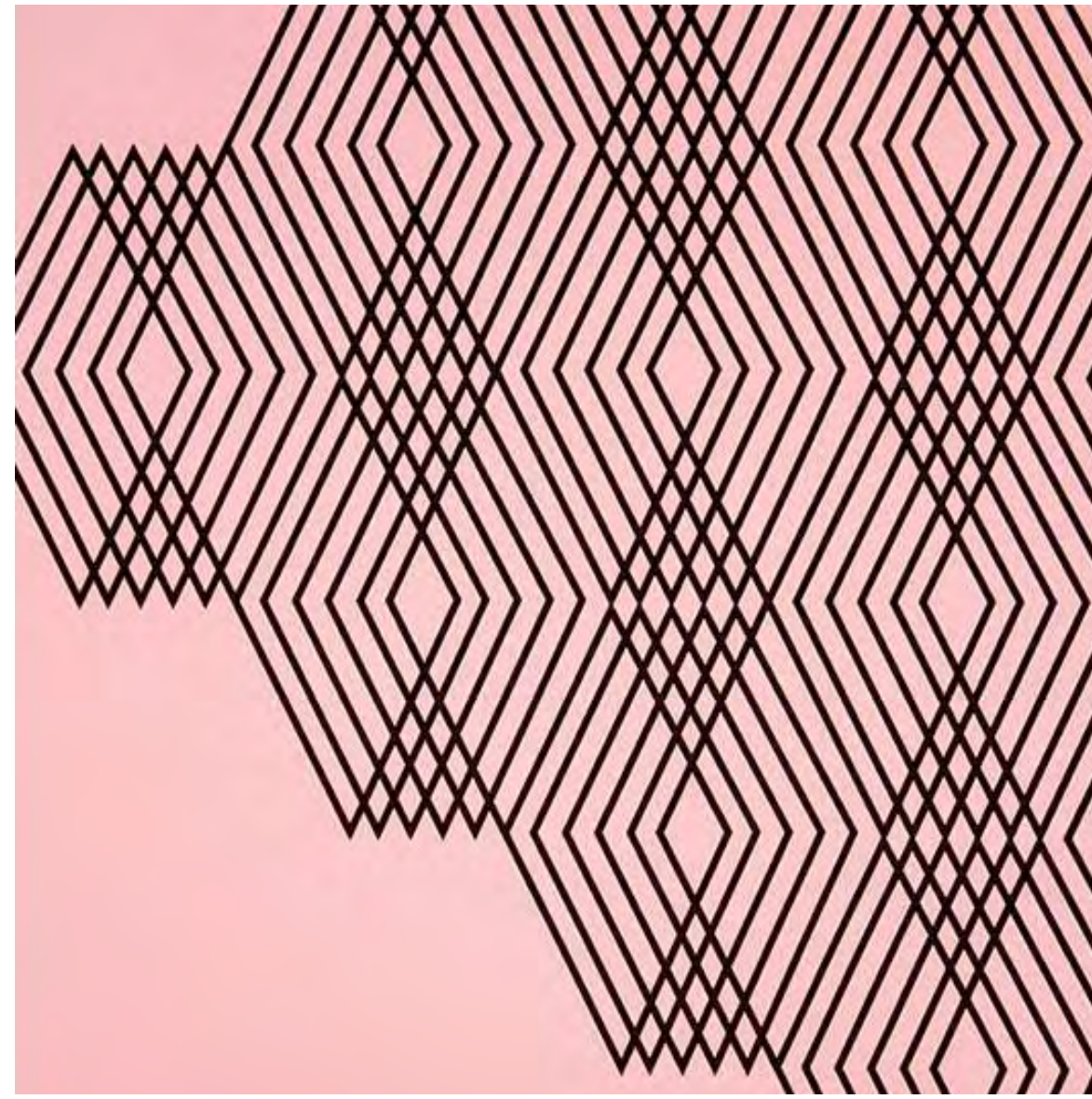
I do like  
randomness.



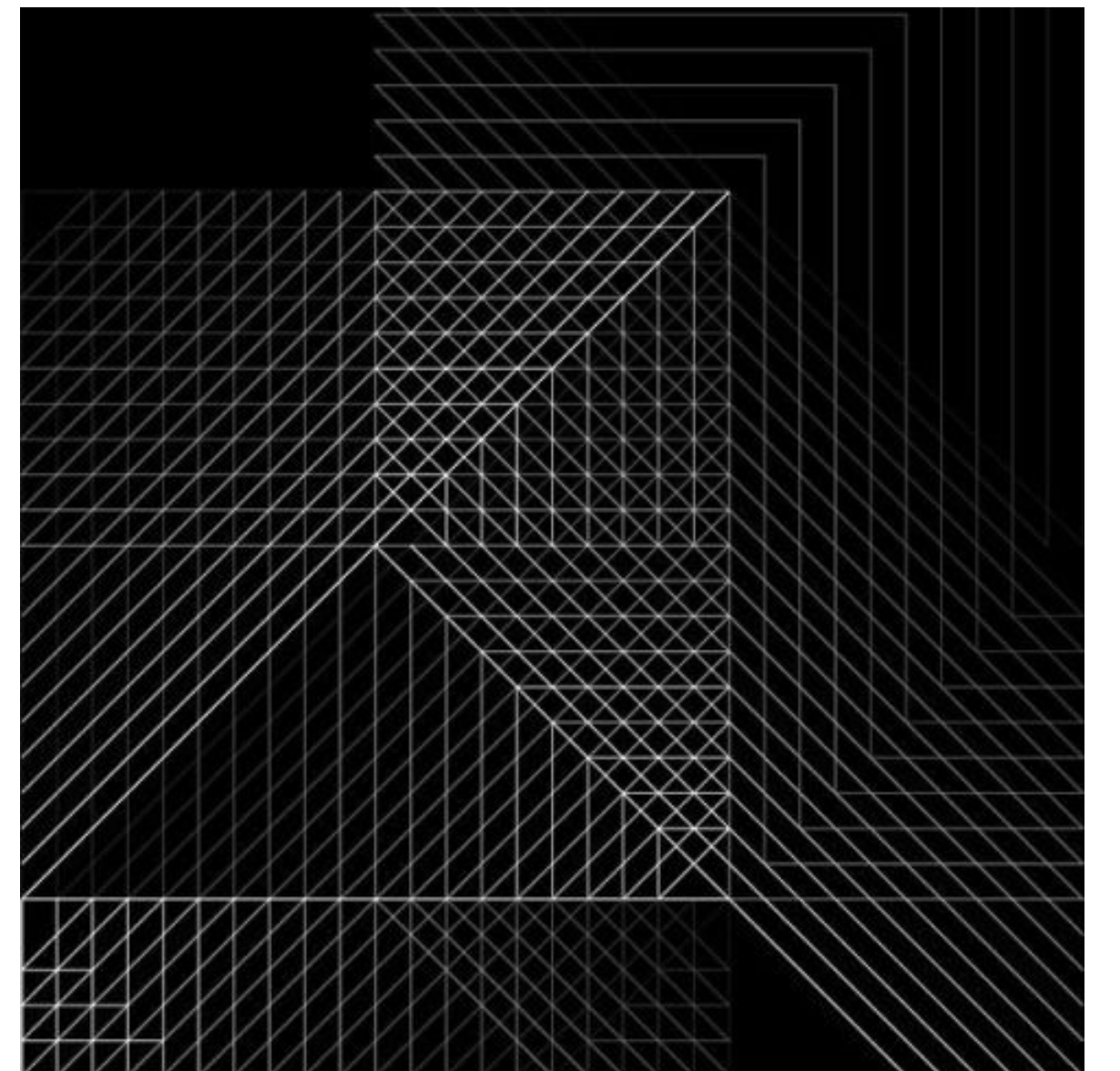
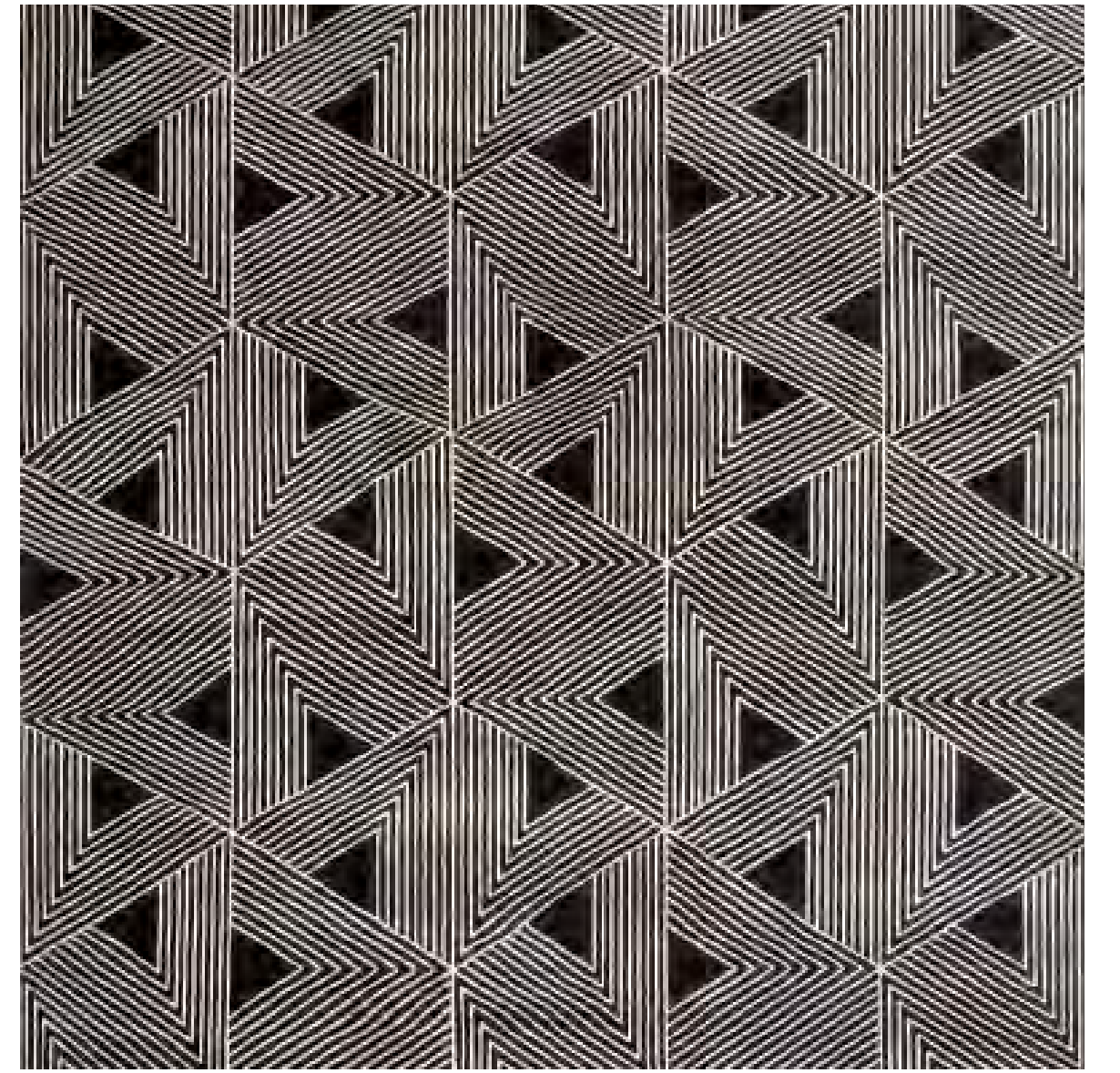
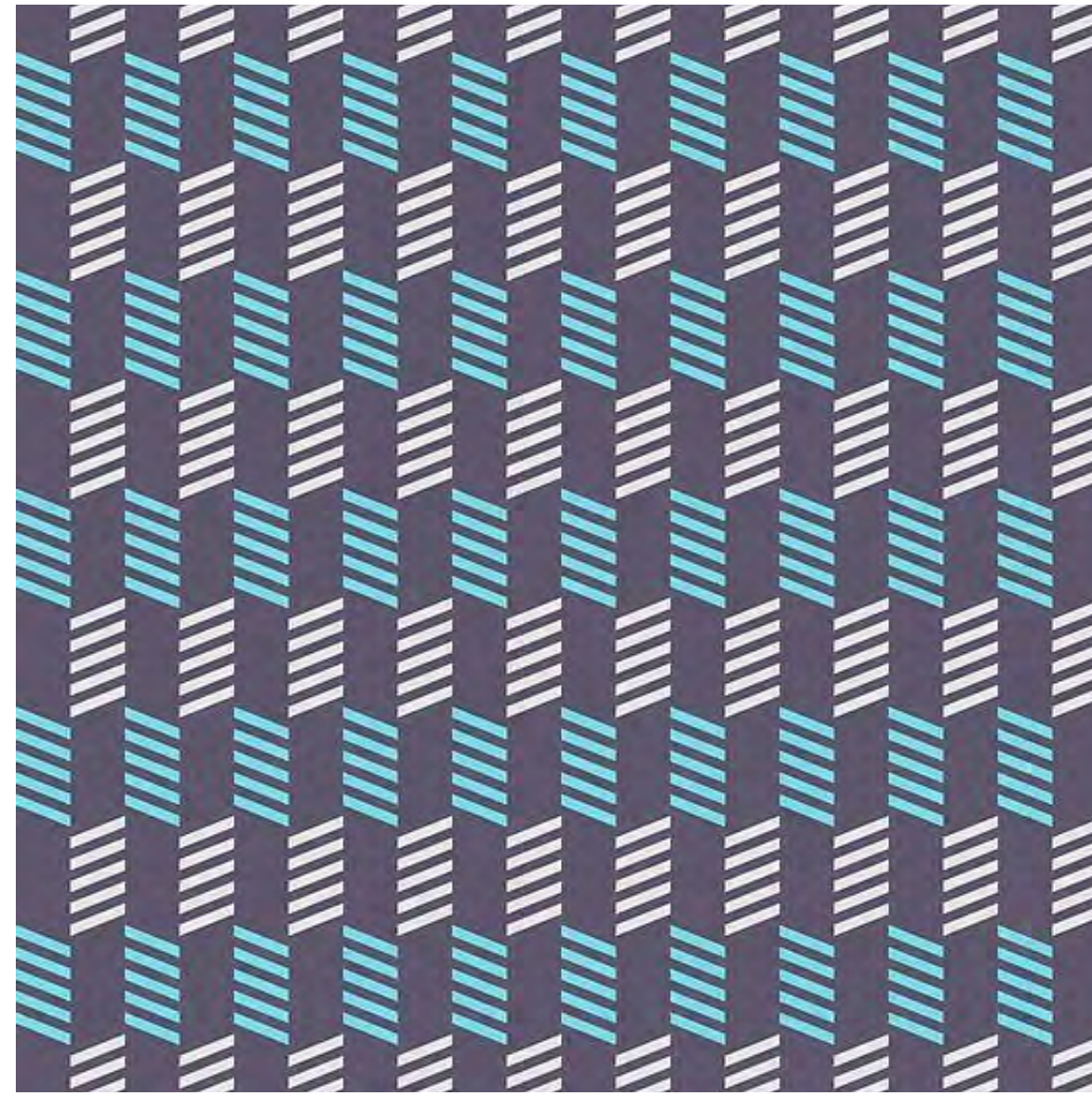
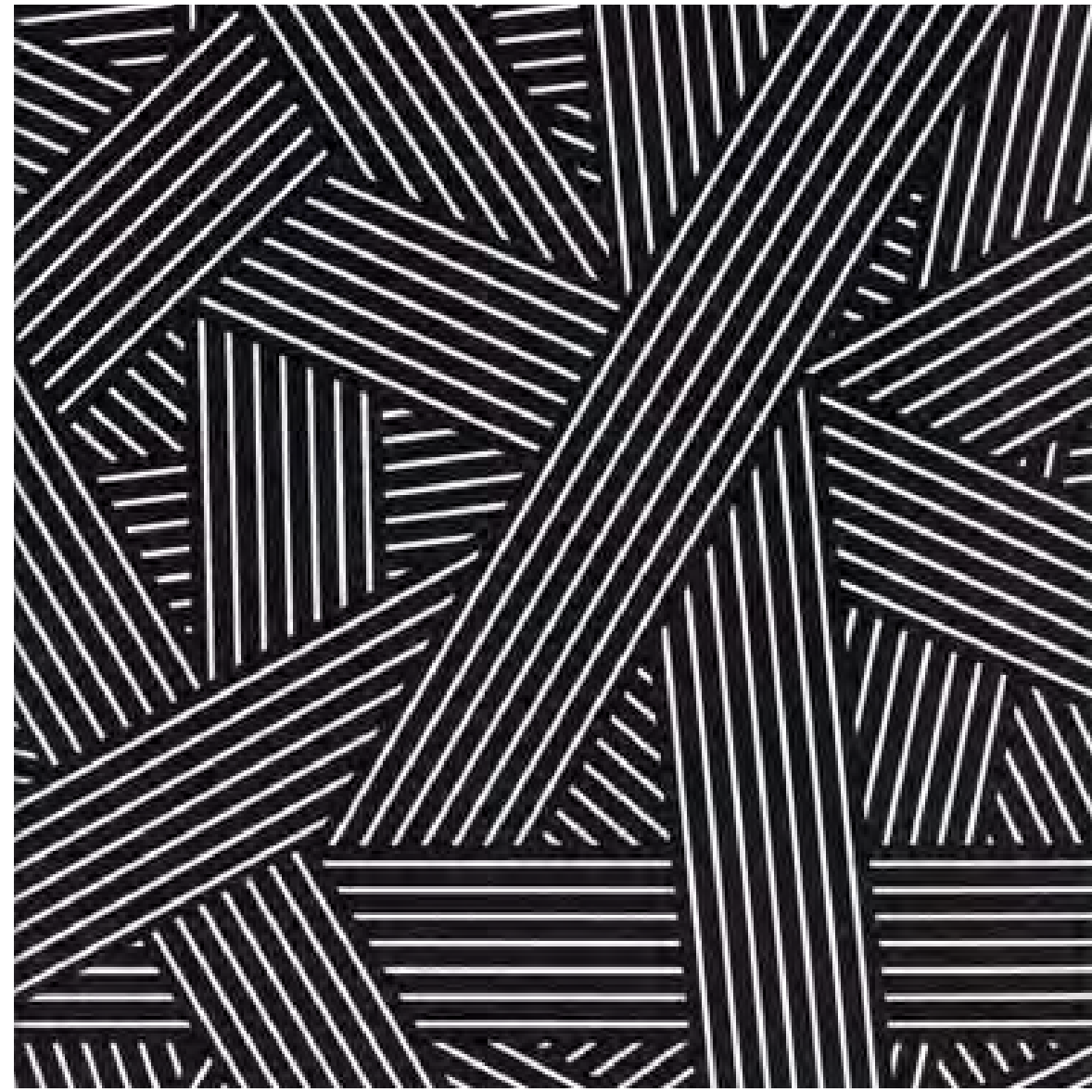
Give me  
nice  
colors.



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**