Class 33: Algorithmic Art: Demonstration

Held: Friday, 27 October 2006

Summary: Today we consider a number of ways to use algorithms to generate interesting images.

Related Pages:

- EBoard.
- Lab: Algorithmic Art.
- Reading: Algorithmic Art.

Assignments

- Exam 2.

Due

- HW11.

Notes:

- EC: Connecting at the Disconnect: Racism and Feminism. A talk by Inga Muscio, 4:15 Monday, 30 October, Joe’s Quarter, Room 101.
- We’ve been having some problems with the computer system (I’m not sure when the started). Free extensions on homework 11. We’ll see what it means for today’s class.
- We may have prospectives today.

Overview:

- Random art.
- Color grids.
- Example.
- Anonymous Procedures.
- Lab.

Random Art

- One way of exploring design spaces.
- Long (well 20th-century) tradition.
- Comparatively easy in Scheme.
Color Grids

- Another way to explore design spaces.
- I don’t know the tradition.
- A bit more difficult in Scheme.
- Our technique: Use a menu item, specify red, green, and blue components using functions.

An Example

- Because the color grid stuff may be a bit confusing, I’ll do my best to demonstrate it.
- Some key issues:
  - Any procedures you use must be linked from the GIMP scripts folder.
  - If you change your files, you need to reload those files, but not using the console.
  - You can do this without the console at all!
  - You can do this without writing code in files (using the trick known as anonymous procedures).
  - You can do this using the console (if you don’t like menus).

Anonymous Procedures

- Just like procedures, except without the define or the let.
- Can be applied.
- Can be used in things like color-grid.

Lab

- Do the lab.
- Be prepared to reflect.