

Class 51: Randomized (Unpredictable) Drawings

Held: Friday, 2 May 2008

Summary: We consider Scheme's `random` procedure, how one might use that procedure in writing simple simulations, and how the procedure can be used to generate "unpredictable" images.

Related Pages:

- EBoard.
- Lab: Randomized Drawing.
- Reading: Randomized Drawing.
- Due: Exam 3: Types and Algorithms.

Notes:

- Are there questions on the exam?
- EC for GIMP presents Children of Eden Friday at 7:00, Sunday at 2:00.
- EC for Javanese Music Ensemble Saturday at 2:00 in Sebring-Lewis.
- EC for G-Motion Friday at 8:00 in Harris.
- EC for Hoofin' It on Saturday.
- EC for Sunday's GC Triathlon.
- Congratulations! You are done with readings in 151.

Overview:

- Random art.
- Why use randomness.
- The `random` procedure.

Randomized Images - The Theory

- Non-mainstream art philosophy: The images that come from random processes (or from nature) can be as interesting as the images that come from artists who intentionally plan the canvas.
- One important movement: Dada. (Early 20th century; also a reaction to facism and industrialization and ...)
 - An example: Tristan Tzara's "How to make a Dadaist Poem"
- Disclaimer: After creation by random processes, some filtering of good from bad often happens.
- Modernized suggestion:
 - Randomized processes can provide inspiration
 - The ability to constrain some aspects of the process can provide a new mechanism for creation.

Randomized Images - Practice

- Many of the procedures we've written or used have numeric parameters.
- Those parameters can be generated "randomly".
- Many of the procedures we've written take one of a restricted number of inputs (e.g., there are only so many brushes).
- Those inputs can also be selected "randomly".

The random Procedure

- Scheme helps us by providing a (`random n`) procedure.
- `n` must be a positive integer.
- `random` returns an integer between 0 and `n-1`, inclusive.

Other Uses of Randomness

- We often use randomness in simulating unpredictable events, such as the rolling of an unbiased die.
- More frequently, such randomness is used in larger-scale simulations.
- We'll stick with images, though.

```
<-- name="simulation" -->
```

Lab

- Do the lab.

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