The Idea behind my Design.

To come up with an idea for my design I have spent a number of hours looking at the processing website [www.processing.org](http://www.processing.org) in the exhibition section.

John Houck

These are just some processing creations that I found interesting. They are also more interesting when they are in the java applets and can complete the code. From my research and knowledge I have created a sketch that is simple yet interesting. My skills with code are very limited as I find it hard to understand. I wanted to create a sketch which was made up of simple shapes such as lines, square and ellipses. My skills in processing are very limited so I could not do everything that I wanted to in the sketch. I had to only use the very simple commands because I got so confused with the other harder ones. The simplicity of lines and shapes contributed to my design of the sketch and I used this to base my ideas. The lines in the background of my sketch are on random so they show up in the sketch differently each time. I have used a basic line and multiplied it to create a visual effect that is interesting and attention grabbing.
The Development of the Sketch.

Louise Mohen

Sketch One

Sketch Two
The above sketches show the process I went through to create my end sketch. The first one was where I started and used as my basis to understanding the program. The second sketch I added the basic shapes and then onto the third where I added colours. I ultimately wanted to make the shapes change colour when played but I did not know the code to do this. The final sketch I added more background lines to go with the theme of simple lines and shapes. I then also have shown the repetition of the pattern at the top of the sketch.