Design Process

My design process basically consisted of creating a number of sketches, experimenting with colours and other functions, and then building on them to create my final sketch.

1. I started with some basic sketches of lines and curves because I wanted to see how they work. After I figured that out I put in the random function to vary the position of the curves each time the program.

2. Next I experimented more with other shapes like bezier curves and the beginShape function to define my own shape and then randomise the position of the shapes, as well as the scale and colour.

I got most of my inspiration from researching geometric and abstract art such as these two images. I like the way each artist uses different transperancies and curves to create abstract shapes.
3. After that, I began playing with exponential curves and iteration to create something with some more depth, so I started experimenting with keeping within the limits of a particular hue and creating an interesting sketch with different transparencies and stroke weights.

Next I created a tunnel-like sketch to see how I could make a shape look three dimensional using colour and transparency. This sketch was basically an experiment in what I could do with colour values.

4.
After experimenting with colour, I wanted to focus on a specific technique so I researched artists who used processing to create some generative art. I liked the technique that Maris Watz’s work used to produce random curves and colours.

Following some experiments with colour and curves, I created a program that would generate different positions and angles for exponential curves from one point of origin. I also tested using different shades for the bezier stroke colours. However, this didn’t really allow me to do anything interesting with fill and transparency so I kept building on this sketch until I was happy with a final result.
My final sketch incorporated a lot of the things I found most interesting in processing – e.g. experimenting with transparency, curves and fill. This program creates different curves every time it runs. The colour and stroke settings are also randomised except for the alpha values which I set limits on.