DECO1012 - Design Programming
Assignment 1 - Loan Myers

Behind the Image
The idea for the image was to create a colourful picture using simple shapes such as rectangles, ellipses and lines. One of my objectives was to be able to control certain properties whilst still achieving an unorganised affect. I started with experimenting with the loop() function which enabled me to place many of the same objects on the screen. Playing around with the random() function helped to achieve a cluttered look, whilst adjusting certain parameters, I was able to randomise the colours, sizes and alpha levels of objects in the generated image.

I chose dark grey for the background as it highlighted the colours of the shapes and lines. The different sizes and the transparency of objects also contributed in creating the illusion of a 3-D space. This was not planned but was quite a desirable affect.

By adding the use of if() statements into my code, I was able to randomise the outcome of what was generated. This was achieved using a variable assigned with a randomly generated number between 0 and 4. Depending on the number picked, and if found true, an if() statement would execute thus selecting either rectangles, circles or lines.