The inspiration behind my image was the work of Jackson Pollock. Acknowledging that the use of random tool was mandatory in assessment, I chose to create an image that randomly places circles and ellipses as if they were splattered on by a brush. Looking at Pollock’s work, his splattered paint begins large and ends in finer slats. Further digital elements such as opacity and a stimulated background were included for effect.

Artists who have created similar images and who also have inspired my work are Yaacov Agam and Richard Anuszkiewicz. They use vivid colour in their works, incorporating simplistic shapes that together morph into a larger picture. Bridget Riley has a similar style, however she attempts to fool the eye into believing what is not there, for example portals, vacuums and undefinable depths of space. Her work ‘movement in squares’ 1961 is work that suggests the artwork has a depression and is three dimensional. They are all Op artists, an art movement focusing on optical illusions; this inspired me to create my image.

The image I have created visually consists of two layers, that both randomly change after reopening. I wanted to experiment with audience focus, and wanted to make an image where it can be directed to a particular spot, despite having used the random tool generating variances in the work. The background of the image consists initially of a layer of circles, which are consistently spread across the display. The width and height of the circles are randomly chosen between two variables, as well as the opacity. When they overlap, darker and more profound areas in the background randomly occur. Above this layer are squares that randomly position themselves on the display. Random tones are selected; therefore particular sections of the background become more highlighted when the random number of 0, (black) occurs. To create the illusion of rounded squares, I applied another layer of repetitive circles, white in colour with a low opacity and frequent occurrence to appear over the squares. They position themselves in the corners of the squares, creating the illusion they have been rounded.
In the foreground of the image, there are many layers that contribute to the erratic display of circles. The focal points of the foreground are the large circles on the upper right side of the image. The audience’s focuses initially is directed to this, and are lead up to the trail the circles gradually decrease. This was achieved through the increase of the circle diameter the further they to location (0, 0). Similarly, with increase of size, transparency also increased, making the larger circles clear and smaller ones quite bold, emphasising the middle of the stroke.

To further enhance the focal point I incorporated lengthened ellipses, emerging from the top right of the display, to the circles in the middle of the stroke.

The image was also created so that reopening it with a different size would still fill up the display, however the components within it would be slightly varied. This is because I used the height and width in the variables and codes, creating a unique image each time.