Text for “Pipes”, an image featuring an integration of design principles and nondeterminism

The image was created in the Square World of the Gargoyle program, version Beta.

**Design principles** Lay down square “tiles” in a regular way in order to “cover” the surface. Within each square, place a design of some sort. Could be a dot. Could be a plus. Could be another little square, perhaps rotated 45 degrees.

**Nondeterminism** For this image I placed one of two things within each square “tile”. Either a straight “pipe” going from the middle of one side to the middle of the opposite side, or an right-angle “pipe” going from the middle of one side to the middle of an adjacent side. I thought about changing up colors as well, either of the backgrounds or foregrounds of the tiles. In the end, I decided to keep things simple, with a white background and blue foreground.

**Image description** The image consists of blue right-angled “pipes” of different shapes, some of which interconnect. The shapes and interconnections are not predictable. I find that the painting has an airy Egyptian feel to it. I find myself interested in exploring the surface for different shapes – and trying to classify them! This may be related to what Marcel Damasi calls “the puzzle instinct” in humans.