**“Snowman” drawn in Circlesville using the Gargoyle Beta Program**

I generated this program in the circle world and incorporated the principle of symmetry and color. I used different sized circles to create a symmetrical snow, the body is made up of three white circles, with two evenly placed eyes, two arms, a nose, a hat and buttons placed directly in the center of the body. The colors I used were the primary colors (red, blue, yellow), black and white. The background is blue, the body is white, the nose is red, the arms are yellow and the eyes, hat and buttons are black.

When planning this image I wanted to make sure to create a picture that was evenly proportioned and if cut down the middle, both sides would be exactly the same. I was in circle world so I planned a design to draw a snowman because I though using circles to draw a snowman would be easy to create an image that was symmetrical. I chose colors that I thought would be fitting, white for the snow-body, red nose, black hat, yellow arms and a blue background.

To change this image I might consider adding a few more elements, such as a broom, but this would change the symmetry of the picture. I might also consider increasing the size of the snowman, adding a mouth, perhaps a scarf, these items would fit the principles of symmetry. I could also change the colors, perhaps make the nose orange representing a carrot maybe create a snowy scene in the background. These changes would be variations of the theme of the snowman symmetry.