I would call this image, "Round rays of Color" to represent the image known as CircleComposition.

This image was created in the circleworld of Gargoyle, version Beta.

Design Principles

For this image, I chose to use a number of different circles of random colors with each of them also outlined by random colors to represent an abstract image similar to that of a flower or sun. Each time you run the program, each circle will appear a different color, and so will the outline of the circles. This image can be representative of my wish for spring to come with its assortment of colors and the shape it seems to portray.

Incorporation of Nondeterminism

The center of the image is a circle followed by three loops of twelve different circles of different colors. The first loop of the circles are closer together to each other than the second and third loop of circles giving it the perception that the second set are rays of the first all centered around the single circle in the center of the image. Nondeterminism is clearly present in the variation of colors that change each time the image is run.

Abstract Description of Image

This image is made by first creating the first circle in the center by having the painter color paint, than color draw. By using "color" the painter is directed to paint a circle of random color that changes each time the image is run. To create the middle loop of circles move the painter forward five times, draw a circle, move the painter back five times, turn right twelve spaces and repeat twelve times to create each of the twelve circles. To make the inner loop of circles move the painter forward three places, draw a circle, move it back three places and turn right twelve spaces, than repeat twelve times for each circle. To create the outermost loop of circles, move the painter forward seven places, paint a circle, then move back seven spaces, turn right 12 places, and repeat twelve times again for the creation of each of the twelve circles.