I would call this image "Squared Diamonds" to represent the image known as SquareComposition.

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

Elements of Symmetry

For this image, I chose bright colors to define each of the squares that are set in each other to make them stand out. Symmetry can be seen in the center of the image when one of the squares is pictured and then rotated to form a diamond of the same size but a different color. I chose gray, a duller color for emphasis on this particular part of the overall image which I chose to surround by the color orange with give it a neutral feel in contrast to the brighter outermost squares.

Reflection of Thought Processes

I knew that for this image I wanted to create something simple yet unique and interesting. I chose to make a large blue square and shrank the size multiple times drawing squares within it of different and equally bright colors. The center of the image I put two diamonds of different sizes. The first the diamond is the same size as the square it lays on, the second diamond is a smaller one of a different color.

Description of Possible Varieties of Image

There are a few things I could have done different in the creation of this image. First off, each square and diamond are a distinct color and each could have been any of the number of colors available in Gargoyle. Secondly, I could have rotated any of the squares a different number of degrees to form a less structured form of the original image. Also, a different variety of sized squares could have been used in contrast to the ones I chose.