To create this image with the ideas of design principles and nondeterminism in mind, I chose to create a simple starry sky. The randomness of the star placement is what I believe makes the “piece.” Through macros and primitive commands I was able to make the stars appear in random locations on the canvas, so as to make it appear just as a clear night sky does. If I could have created some translucent clouds along with the stars, I probably would have, but the ideas I had to create them were not working out, as I would have wished, so the piece is finished as-is.

I incorporated nondeterminism in this piece through the random placement of the stars and the very specific colors that are used. Of course this “starry sky” doesn’t have to represent a starry sky at all. It can be interpreted by anyone in any way they would like to. If for some reason they see it as a connect the dots picture, then that’s perfectly okay, but if someone else sees it as the starry sky it is intended to be, then that is okay.

This composition is a beautiful, yet simple piece of “art” that can be understood by everyone that would like to. The black slate background gives the white stars a great “pop” to them, but some may see it as too simple a piece of work. In my opinion, visual aids can be added that make the piece more visually appealing, but due to constrictions with the tools given, it was impossible to implement said aids to the piece.