In this final image there is considerable symmetry and color. Using the new abilities granted to me with the Beta version of Gargoyle I was able to create a nice looking image, in addition to keeping symmetry. Every part of the image is symmetrical, including the background. The colors I chose were essentially random, but when I saw what I could do with the new options within Gargoyle, I was able to determine what I wanted to create in the image, and hopefully that carried over to the one who will be looking at said image.

I created this image out of randomness and being spontaneous. When I learned what I was capable of with this program I decided it would be cool to create a digital version of the ever-elusive four-leaf clover that is said to give good luck to the person who finds it. I then used fifty of the turn functions to create the actual leafs, and prior to that, set the color to green. Looking back I probably could have set the color to be a bit darker, but it is what it is.

Like I have stated prior, there are a couple things that I would have changed to make the image more like an actual clover. I could have created a stem for the actual leaves with a simple rectangle, changed the color to a darker, hopefully hunter green (of course the “greencolor” function generates a color of the green spectrum, so it’s random) and possibly made there be other clovers or possibly grass around the existing one. There are many ways to vary this image, and the one I have produced is one, unique one.