Text for “tunnel”, an image featuring an integration of design principles and nondeterminism

The image was created in the Square World of the Gargoyle program, version Beta.

Design principles
Lay down square “tiles” in a regular way in order to create the illusion of space. Within each square, create a color design of some sort.

Nondeterminism
For this image I did two things within each square “tile”. I left the color of paint and color of outline “draw” up to chance.

Image description
The image consists of squares in descending size order with random colors for paint and outline. This effect gives the illusion that the squares are a three dimensional space and could possible create a tunnel shape.