Design Principles

For the nondeterministic infused image, I made what looks like a pixilated blue disco ball. I started with a simple black background, mostly to give the feel of an actual disco. The ball itself is a series of slightly different colored blue squares, which make the shape of a crude computer generated circle. Then there is a gray cable of sorts connecting the ball to what can be assumed is a ceiling overhead. The image is then peppered with white squares to replicate the effects of a disco ball.

Nondeterminism

Since disco balls are just round balls covered in square mirrors, if you look at one, no two squares are the same. With this in mind, I made the ball out of randomly blue colored squares. The subtle differences in blue between squares gives it necessary degree of randomness that is found in disco balls. I also added randomly placed white squares throughout to make it look like the light that is reflected off the ball and on to the surrounding walls.

Description

Conjuring the spirits of both 16-bit video game consoles and the bee-gees, this work of art depicts a simple disco ball. The randomly colored blue squares that cover the ball are reminiscent of the actual squares of an actual disco ball. The fact that the ball is constructed of squares and is not perfectly round helps to give the feel of early electronic gaming. You can practically count the pixels in the image, giving it a warm feel. The randomly white dots contrast well with the black and blue of the rest of the image. If looked at long enough, the viewer begins to feel as though they are in the same wood paneled rooms of the era this image is from. Further viewing will take you back to the stuffy gym of your first school dance, where you first danced with the other gender. Only accolades can be given to this truly great piece of art.