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Principles and Non-determinism

The design principles used in this image were the use of color, rhythm, and proportion. I used the complementary colors of blue and orange, and also created a gradient of color – although picked randomly from either light, medium, or dark ranges – that went from light to dark as it went inward. I used a progressive rhythm to show a progression of steps, as the squares rotated. Proportion was used, although randomly, to create a spiral effect.

Non-determinism in this piece was achieved by using asymmetrical, not specified, or random values in my programming. Each square was turned by a random amount, whatever number I felt like using, so they don't match up in any symmetrical way. The colors, although specified whether light, medium, or dark blue, were picked randomly by the program. The white outlined squares were also random, the size not being specifically determined for symmetry and being turned in any random amount.

This image is made up of rotated blue squares on a white background, alternating in colors from light blue to dark blue as they get smaller and go to the center, ending with tiny orange squares and being dissected by random white square outlines. The piece draws you in, the eye following the various asymmetrical angles.