Text for an image featuring an integration of design principles and non determinism

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

Design Principle: Change size to x7. “Draw” a rectangle and then turn it right. Change color to red. “Draw” again. Within the 1st square change size to S5W and paint a black tile. Turn Right. Shrink the image and draw a red frame. Shrink image again. Change color back to black. Shrink rectangle. Paint a black line to appear as if there are two red lined in the black rectangle.

Non determinism: For this image, I placed two rectangles on top of each other. One facing up and down, the other on its side. For the red and black frames of the two rectangles to pop out, I kept them on a white background. I chose red black and a white background because they seem to contradict each other. Red and black seem to stand out on a white surface as well.

Image Description: I have two outlined frames of rectangles. This is the first thing one would probably notice when first looking at this image. They are red and black. Inside the red frame I have a smaller rectangle painted in black and within this rectangle I have a red rectangle. However, it appears to look as though there are only two red lines because I have a black “pipe” like image going through my red rectangle. As a whole. These rectangles are unpredictable. There is no pattern, arrangement, or sequence found in this image.