Text to accompany “Principles of Non-Determinism”
Created in Squaresville of the Gargoyle program, version Beta.

Design principles

The image makes use of symmetry and circular generation, using all evenly spaced lines of identical length. Each line is approximately half the length of the short end of the screen and the image generates by filling up a quarter of the screen at a time before turning, and filling up another quarter, and so on until the entire screen is full of the same lines, generated in the same ways but in different directions.

Incorporation of non-determinism

For half of the lines, all on the left side of the image, I allowed choice of shades of green and shades of blue, as well as choice of square size.

Description of the image

This is an image that reminds us of the power of water overtaking land but also the decisive division between the two. In the image the gray of the land falls into the background as the waves appear to swell and surge over the land. Yet, there is a sense that the overwhelming sea will not overtake the beach as it doesn’t reach more than halfway into the image.