Quite a bit of Symmetry and Color

I choose to use circlesville to create my composition with symmetry. My program is based on a very simple set of design principles which I thought made up an very interesting piece of art. There are at least six axis of symmetry embedded in this piece. This does not surprise me because to create this image I used six sets of circles in each cascading row above the initial set of circles. As for the color of this piece I thought I would go in the way of non-determinism. I know that this piece is all about symmetry, but I thought that there was no good way to make this a deterministic property of my art. Plus the randomness of the color in this composition makes for a very fun viewing of it.

I started this image with the outline of a circle. I stared at this for a bit, while trying to decide what I could change or add to it in order to get started on making something cool. After a few minutes I incremented the size of the circle a few times, until there was a visible space between it the original circle. I made a program for this, and then told Gargoyle to draw 50 of these. As I watched my program grow, I knew that I had answered my question of what to use. But this wasn't enough. I figured that if I moved something I wanted to keep the same general idea of extreme symmetry. Unfortunately enough I see now that “super symmetry” which I define as a point of symmetry existing anywhere and everywhere on the page, can only exist with a perfect circle. So in changing my original idea I contradicted my main point, alright considering I still think its pretty sweet. I played for awhile finding proper distances and quantities if inner circles until I landed upon this image.

There are endless variations a could make to this image with respect to this them. This I believe is due to its wonderful simplicity. One variation I would like to see, and might make myself is to minimize the size of the circles them selves. This could, in the same space given, possibly double the number of circles making up the initial set of circles. Keeping the same size of the initial set, I would create rows of inner circles similar to the ones showed in my image, but with greater room for variation given each item would fill such a small space. I could create many move rows of cascading circles, with varying amounts of circles per row. I would no longer feel obligated to hold six set of circles in each row. I think this one small variation would leave room for tons of possibilities and much greater detail.