TEXT FOR “INDFLOWER,” AN IMAGE FEATURING AN INTEGRATION OF DESIGN PRINCIPLES AND NONDETERMINISM

This image was created in the Square world, version Beta
Kelsey Stockwell

DESIGN PRINCIPLES: Draw a stack of squares starting with one that covers the entire canvas. They are varying shades of green and progress inward in steadily decreasing increments of 3. Starting at the center point, I then generated the six black “petals” of the flower-like design by drawing 6 black dots in a circular design that radiate outward by increments of 5, repeating the command 30 times to get the six “petals.”

NONDETERMINISM: The squares in the background behind the “flower” that seem to radiate outward from the center are colored randomly in shades of green. It is held together by the black flower pattern that is constant and unchanging when generated.

IMAGE DESCRIPTION: The final image depicts six angular black petals of a flower-like design at the center that almost reach the edges of the canvas. They rest on a background of stacked green squares of random shades. For me, the randomness of the green shades is reminiscent of plants in nature that are generally green but never the exact same shade, especially when lit by the sun or cast in shadow. The flower design seems to rest on a later of green foliage.