Text to accompany “Outlined Bubbles”, an image featuring an integration of design principles and nondeterminism

This image was created in the Circle World of the Gargoyle program, version Beta.

DESIGN PRINCIPLES

Create a circle of random size (to the extent of the ALTERSIZE command) and color anywhere on the canvas. Outline it with a random color. Repeat until canvas is relatively full.

NONDETERMINISM

The only constant to all of this image’s elements is that they are all circles with outlines. I give the circles random size and color, and the color of the outline to each circle is random as well.

IMAGE DESCRIPTION

The image consists of hundreds of colored circles with colored outlines, or “bubbles”, scattered about the canvas. Their size, placement, and color are all unpredictable. This painting has a playful, childlike, carefree feel to it; I am reminded of the ball pits that were always present at the childrens’ recreational facilities.