Class 34: Geometric Art Through Numeric Recursion

Held: Tuesday, April 6, 2010

Summary: We use the techniques that we've learned so far (particularly numeric recursion and GIMP drawing tools) to build some interesting regular images. (You can decide whether or not it's "art".)

Related Pages:

- EBoard.
- Lab: Geometric Art.
- Reading: Geometric Art.

Notes:

- Reading for tomorrow: Characters and Strings.
- I will strive to make today a "Sam just answers questions" day.
- We may have prospectives on Friday. Fun fun fun! (If you object to using class time to annoy prospies, we can skip the fun.)
- Three stories about The Advisee (if you want them).
- EC for Today's CS and Disability talk (4:30 in Science 3821).
- EC for Wednesday's CS and Disability talk (4:15 in JRC101).
- EC for Thursday's convocation.
- EC for Thursday's "Teaching Millenials" CS Extra (4:30 in Science 3821).
- EC for Friday's "Computational Games" CS Extra (noon in Science 3821; Free Pizza; I'll need an approximate count on Wednesday).

Overview:

• Parallel lines, Concentric Circles, and Beyond.

Copyright © 2007-10 Janet Davis, Matthew Kluber, Samuel A. Rebelsky, and Jerod Weinman. (Selected materials copyright by John David Stone and Henry Walker and used by permission.) This material is based upon work partially supported by the National Science Foundation under Grant No. CCLI-0633090. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation. This work is licensed under a Creative Commons Attribution-NonCommercial 2.5 License. To view a copy of this license, visit http://creativecommons.org/licenses/by-nc/2.5/ or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.