

Class 30: Geometric Art Through Numeric Recursion

Held: Wednesday, 12 March 2008

Summary: We use the techniques that we've learned so far (but 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.
- Due: Exam 2: Control: Conditionals, Iteration, and Recursion.

Notes:

- Max runs class today!
- Max will reserve time at the start of class to discuss campus events.
- Reading for Monday after break to be posted later.
- I got to my hotel at about 12:30 a.m. Portland time (2:30 a.m. Grinnell time). I'm tired.
- *Have a great break!*

Overview:

- Parallel lines, Concentric Circles, and Beyond.

Copyright © 2007-8 Janet Davis, Matthew Kluber, and Samuel A. Rebelsky. (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.