

Using Random Numbers to Create Art

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That's Random

A **random number** is a number chosen by chance.

Key property: Each choice is independent of previous choices.

Which feels more random?

List A:

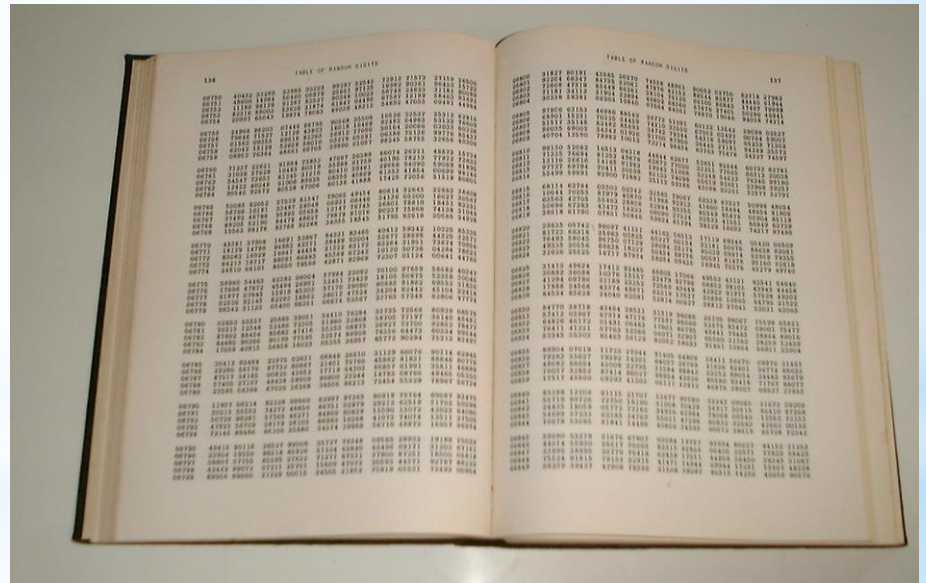
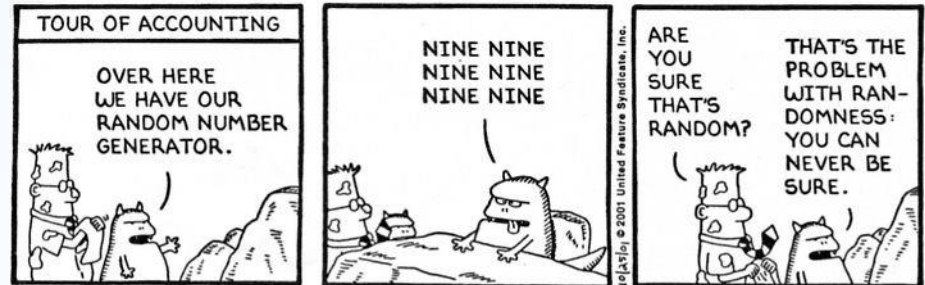
4, 3, 2, 2, 3, 3, 3, 3, 2, 4, 3, 4, 4, 4, 1, 3, 3, 4, 3, 3, 1, 3,
1, 4, 1, 1, 1, 1, 3, 3, 1, 1, 4, 3, 3, 2, 3, 1, 1, 1, 3, 4, 3, 1

List B:

1, 3, 4, 2, 1, 1, 3, 3, 2, 4, 1, 2, 3, 1, 3, 4, 4, 2, 1, 4, 2, 3,
4, 1, 3, 1, 2, 3, 4, 1, 3, 4, 2, 2, 3, 1, 3, 1, 4, 2, 3, 1, 4, 2

Generating Random Numbers

- Flip a coin
- Roll a die
- Tables in books
- Noise from outer space (random.org)
- Use a computer?

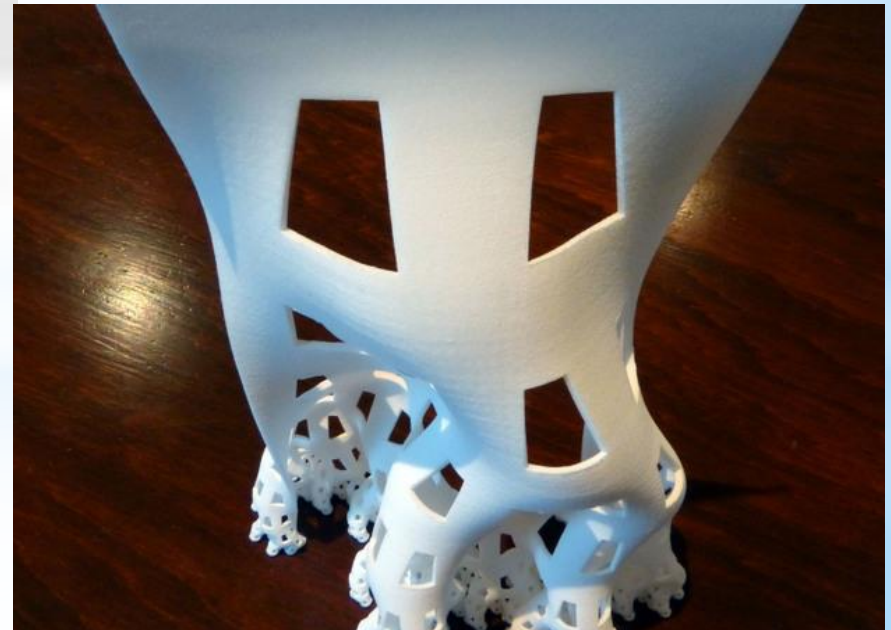
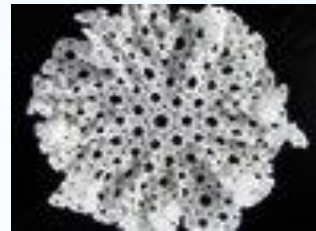


Mathematics + Art ?

Bathsheba Sculpture



Henry Segerman

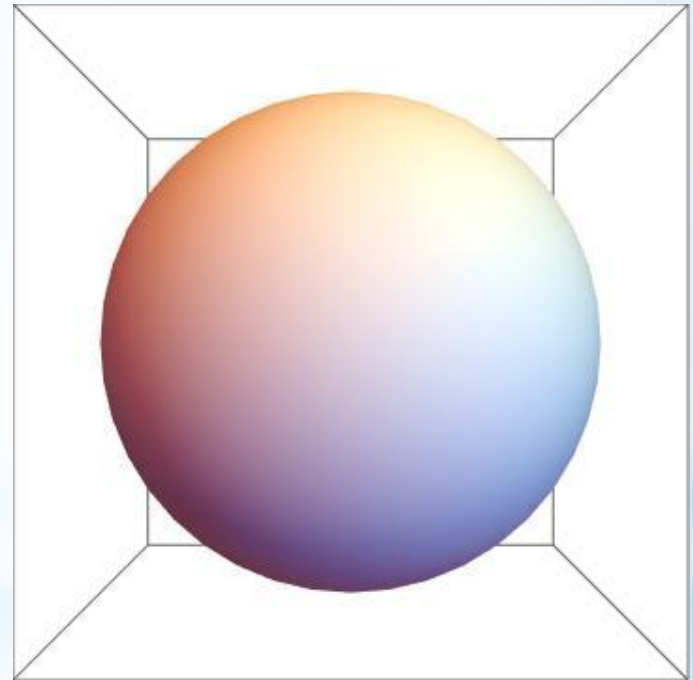


- Repetition
- Symmetry
- Geometry
- Higher Dimensions

Generative Art / Creative Coding

Use a computer to program an **algorithm**:

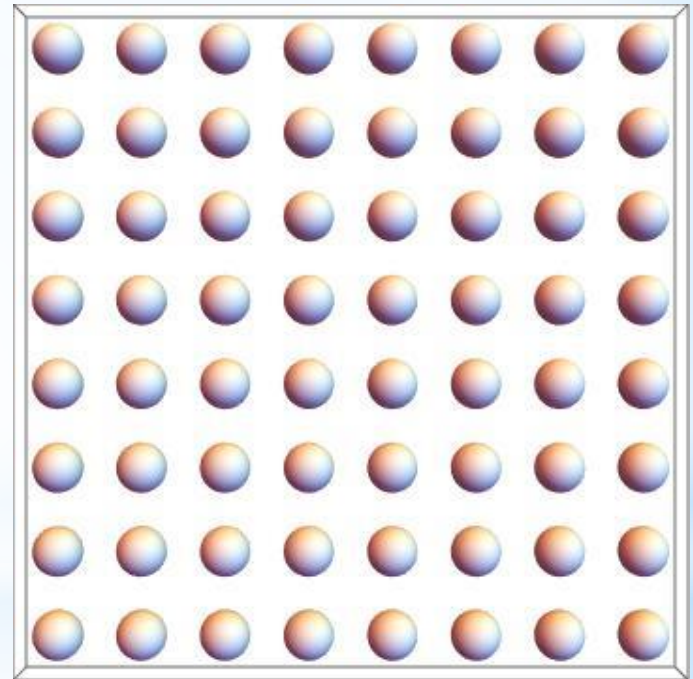
- Specify **objects**



Generative Art / Creative Coding

Use a computer to program an **algorithm**:

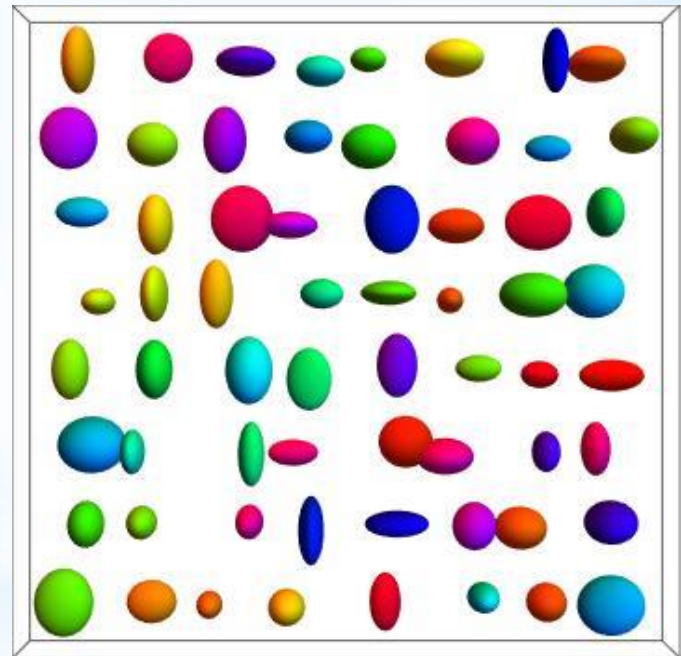
- Specify **objects**
- Give **rules** for placement



Generative Art / Creative Coding

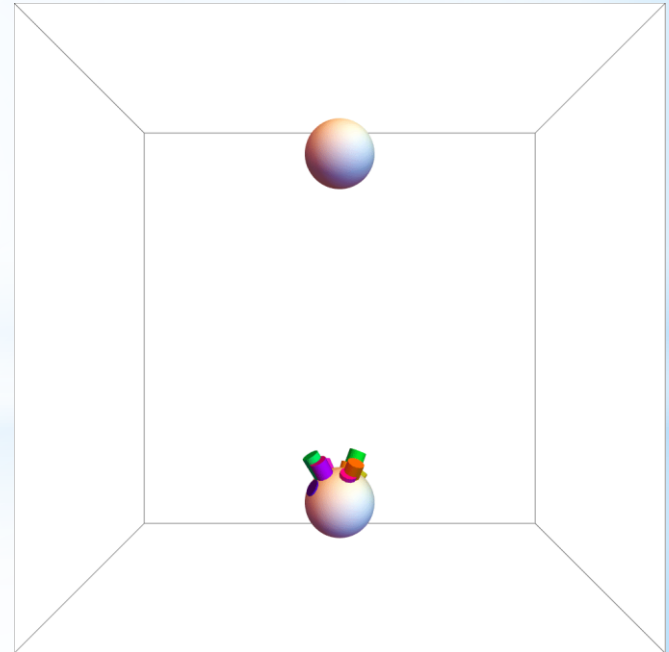
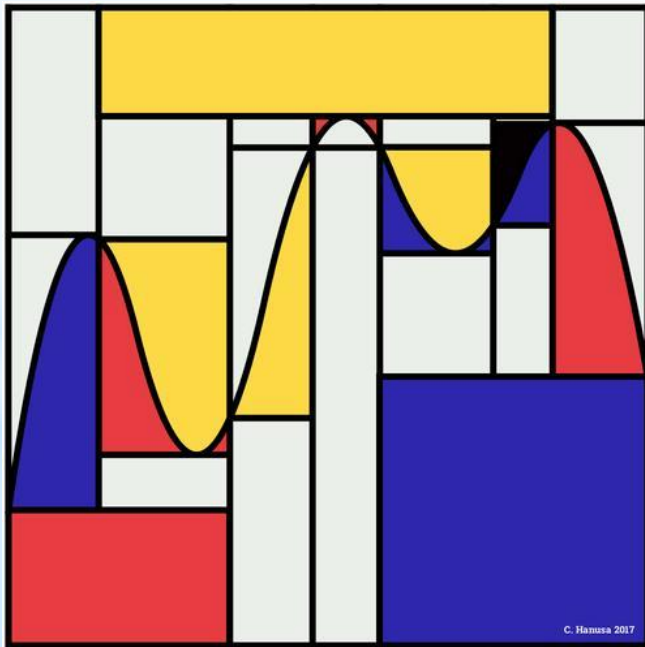
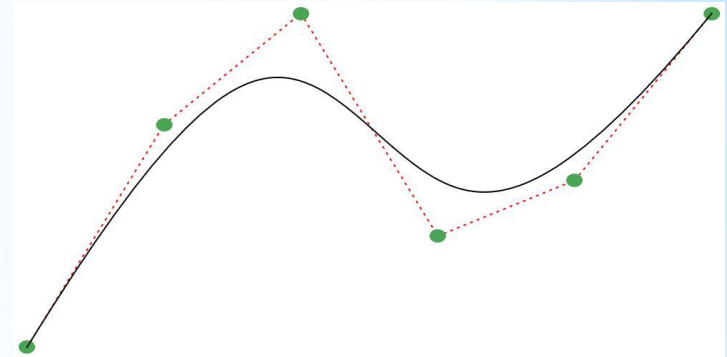
Use a computer to program an **algorithm**:

- Specify **objects**
- Give **rules** for placement
- Add **randomness**



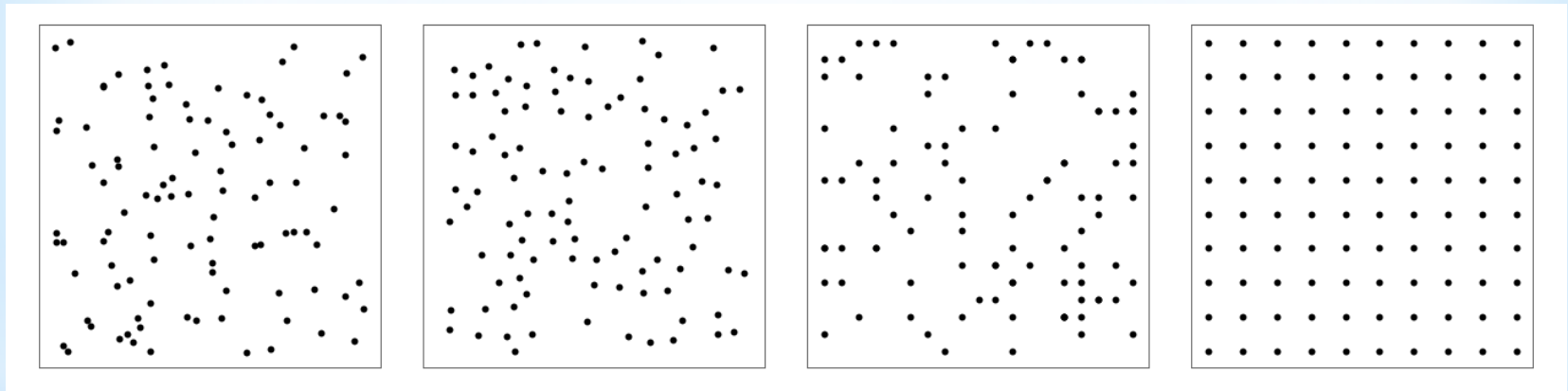
Random Splines

A **spline** is a **piecewise function** that is a **smooth curve** and approximates given data points.



Random Points

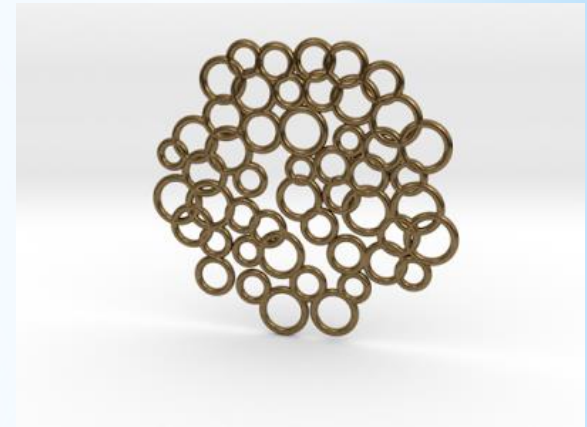
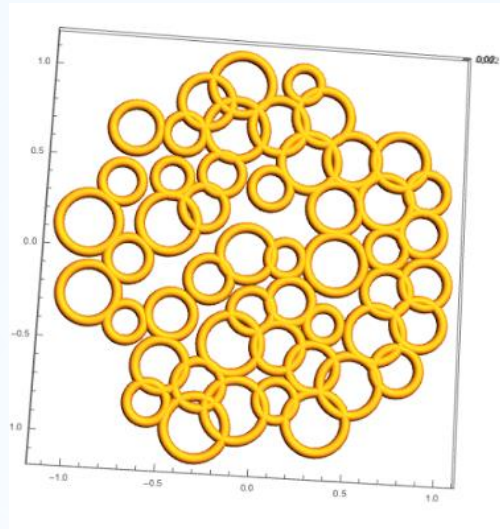
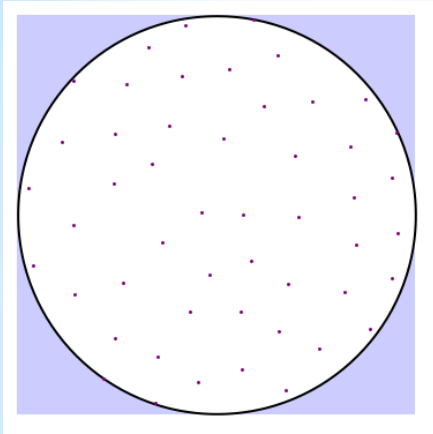
These points were generated using different randomization techniques.



Which is the most random?

Which is the most beautiful?

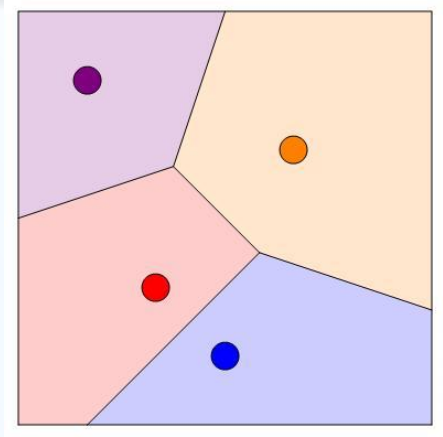
Random Jewelry



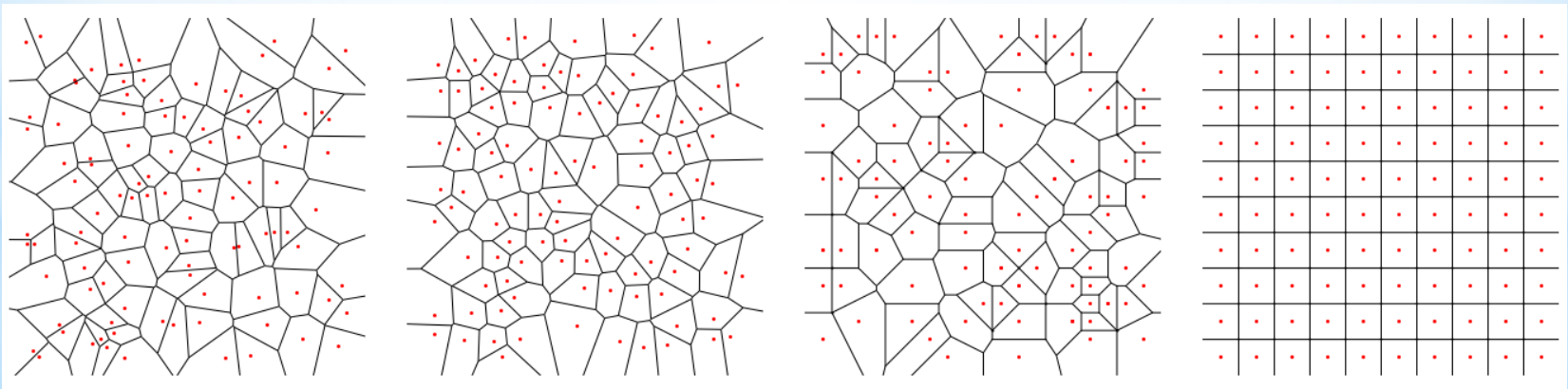
- Choose random points that are not too close
- Choose random size tori
- Export and print on a 3D printer

Voronoi Diagrams

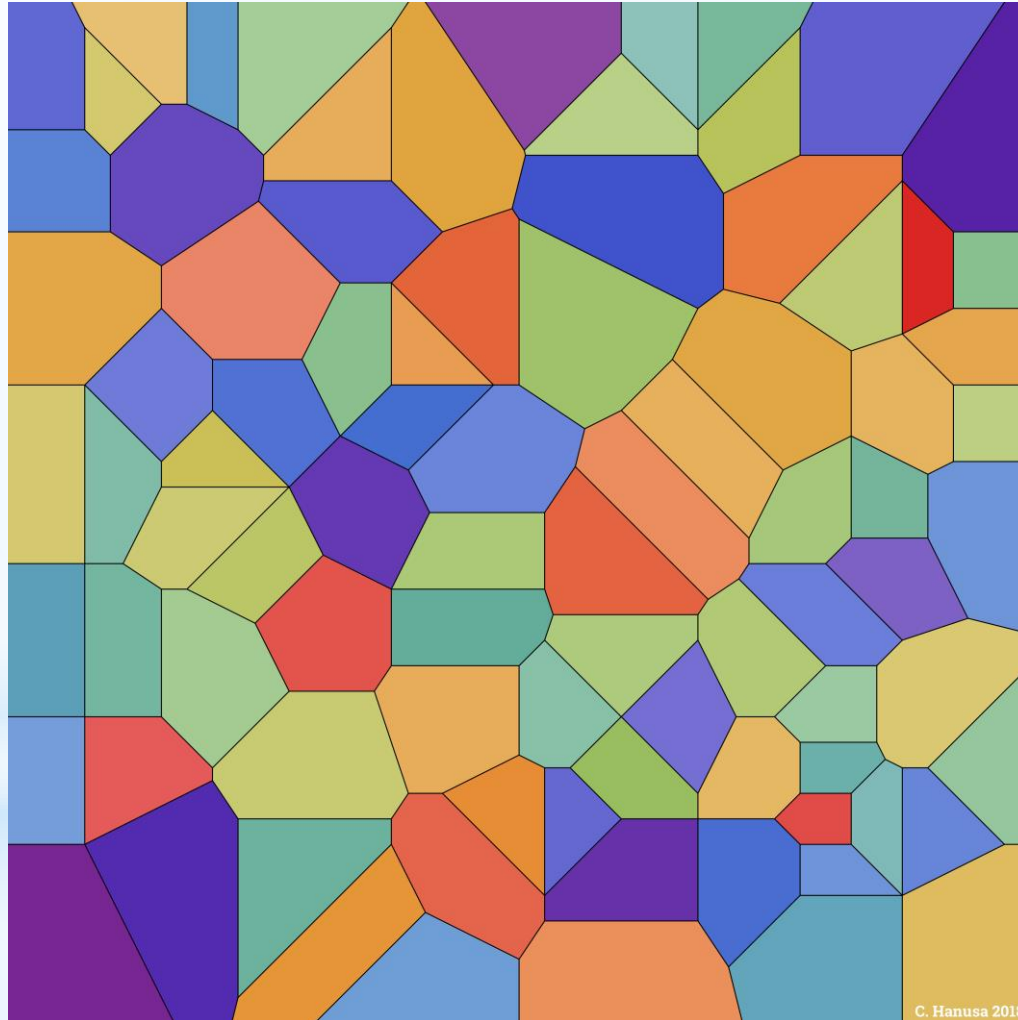
The **Voronoi Diagram** for a **set of points** is the **division of the region** into pieces based on **closeness**.



Beautiful things happen when the set of points is random.



Voronoi Diagrams

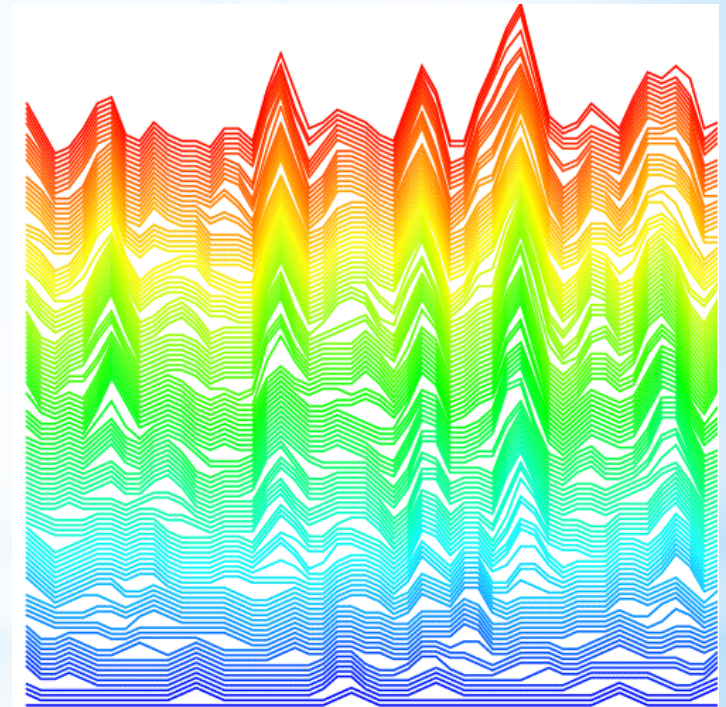
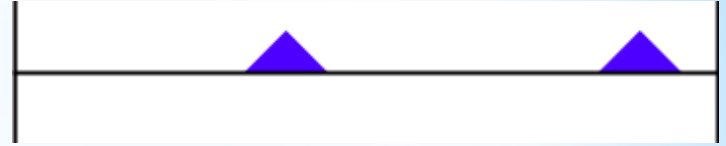


Random Growth

Create bumps at random places

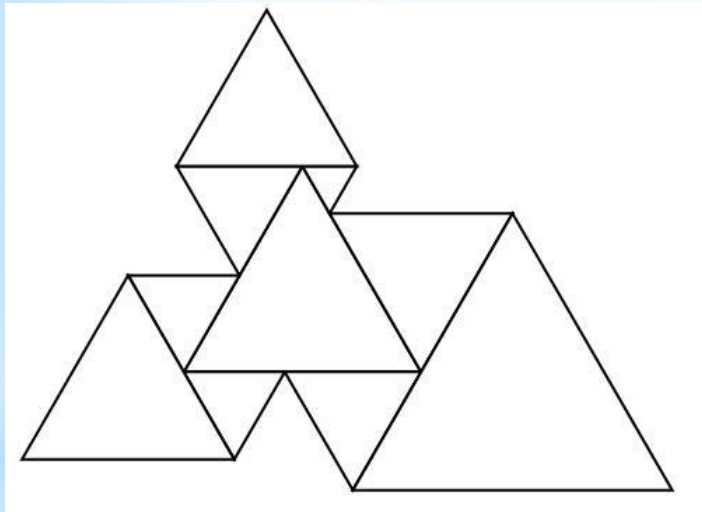
Add bumps together

Wrap around a cylinder

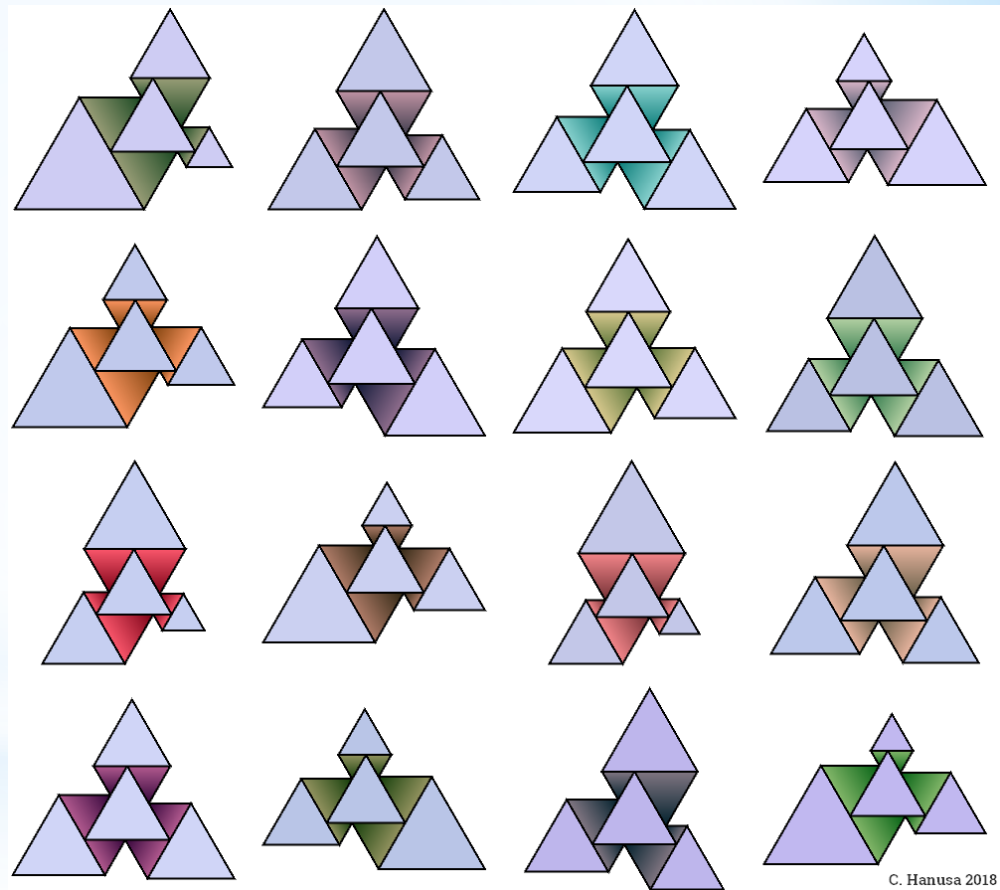


Random Partitioning

Choose random
partitions of a
triangle's boundary:

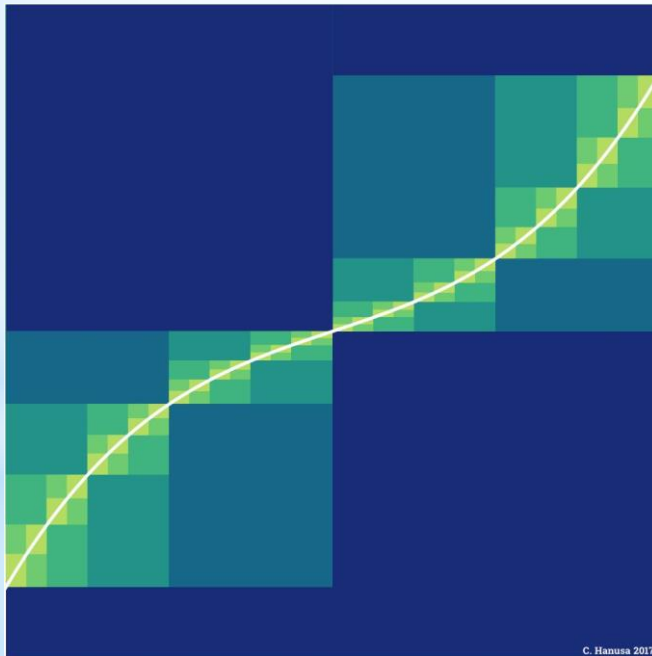


Do it many times:



Thanks! Questions? Real-time Art!?

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