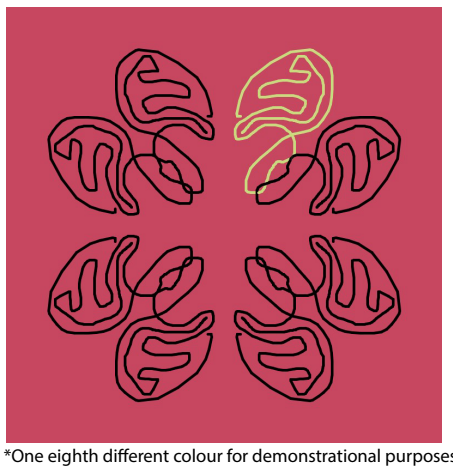
Midterm Assignment

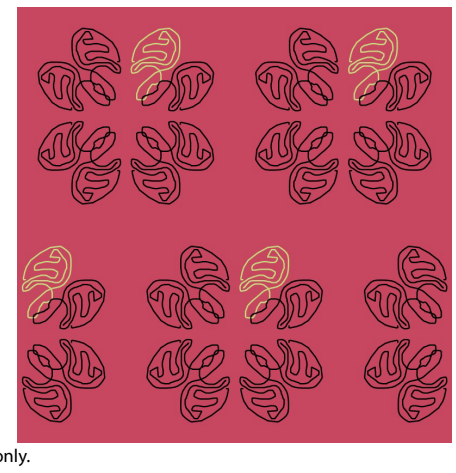
Laurie Waxman

March 12th, 2013

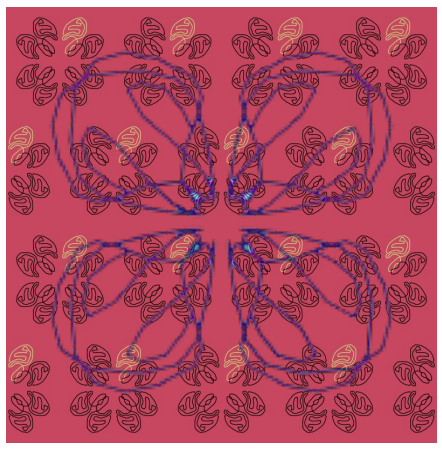
Repetive patterns can be used for many things, take wallpaper, wrapping paper, Twitter backgrounds, and fabric as examples. For my midterm, I will create a pattern generator. It will begin as a blank canvas, with a toolbar on the left hand side that allows the user to choose various things such as colour, brush size, transparency, repetition pattern or shape. As the user draws, each thing they do will be replicated the other 7 ways(1). There will also be a button to zoom out, and a button to finish. If the user clicks zoom out, the pattern will load at 1/4 the size, in whichever repetition the user has chosen - brick(2) or grid, for example. They will be able to zoom out indefinitely(4), adding additional drawings on top of their pattern at any point(3). Simple to use and oh-so-fun.

1

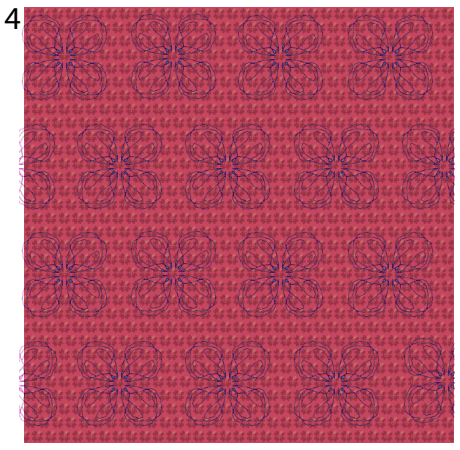




3



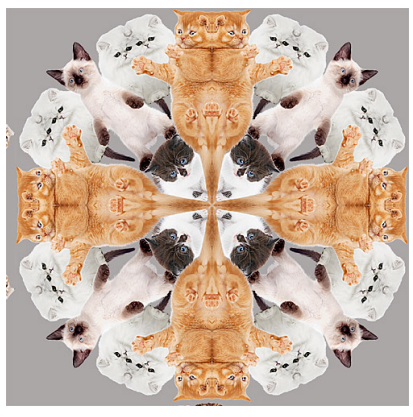
4



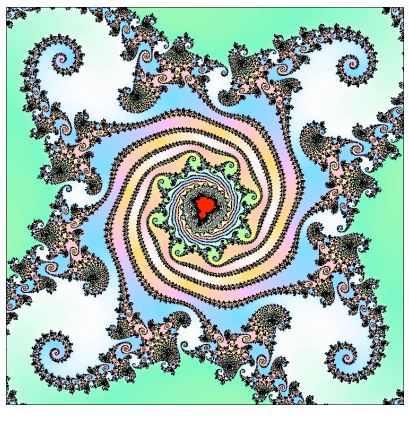
*One eighth different colour for demonstrational purposes only.

If I had access to the screenprinting or sewing studios, I would ideally print it onto some fabric and make something out of it - a top or a pillow. Alas, I do not, so instead, as I often work with collage, I will use this tool to create an original pattern that I can print and use over and over as the pattern on a characters leggings or the wallpaper for a scene in a comic rather than depending on premade patterns.

1



2.1



1 - Marian Bantjes "Kittens" wrapping paper (detail):

I saw this a few months ago and absolutely loved it - and not just because of the kittens. I started playing around with multi-directional symmetry as a result. I originally did it with photos of various things, mirroring them so that they had 6 points, like snowflakes. It was winter. I'm tacky like that sometimes.

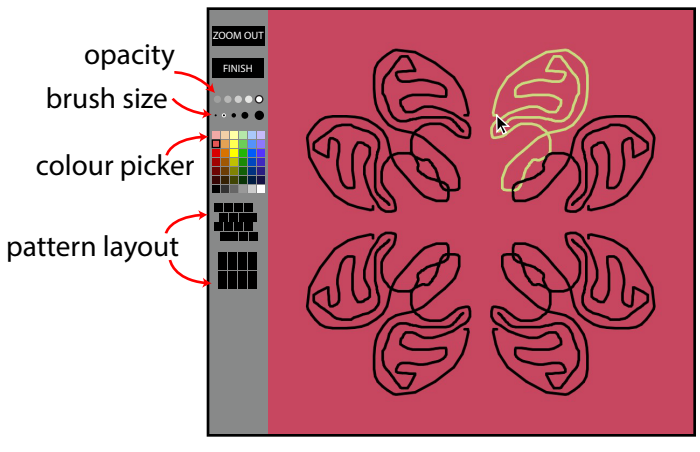
2 - 90s games I had on my Mac Performa as a kid:

2.1 - Mandelbrot:

This game would generate a fractal based on the chosen section of Benoit Mandelbrot's face you selected. It would then continously zoom out while the user was allowed to manipulate the colours, etc. I am refrering to this because when you clicked on his nose, the center, it would create a symmetrical pattern of sorts, and because of the infinite zooming out. I also like that you could change the type of symmetry, if any at all.

2.2 (NO IMAGE). I cannot for the life of me remember the name of this game; it may have had "Kids" in the title. I've searched long and hard, no luck. It was a game with several mini-games or applications inside it, one of them was a drawing application. Within this application, there was a mirror function so that whatever you drew was also drawn as a reflection. Another cool feature I would like to take from this mystery game, is that you could either choose your colour from a box of crayons, or let the program randomize the colours for you. It also made cool sounds that I still remember quite clearly.

in progress...





saved as jpg and used..



Functions:

- will need to save part of frame as jpg (or other file type).
- brush size will have 5 options when one is cliked it will be saved as the brush size variable.
- colour and opacity will work the same way
- zoom out will save the frame as a jpg and redraw with multiples
- pattern layout will arrange the way the jpgs are displayed each time
- finish will save the final version without redrawing anything