PLAYGROUNDS FORTHOUGHT

Guidelines for cross-media creation

INTRODUCTION ROMELLO GOODMAN

"IF WOOD, CONCRETE, GLASS, AND STEEL WERE THE CORE MATERIALS OF IMPORTANT NEW CONSTRUCTION IN THE 20TH CENTURY, CODING HAS EASILY SUPPLANTED THESE IN THE 21ST."

TYLER HOBBS

INTRODUCTION ROMELLO GOODMAN



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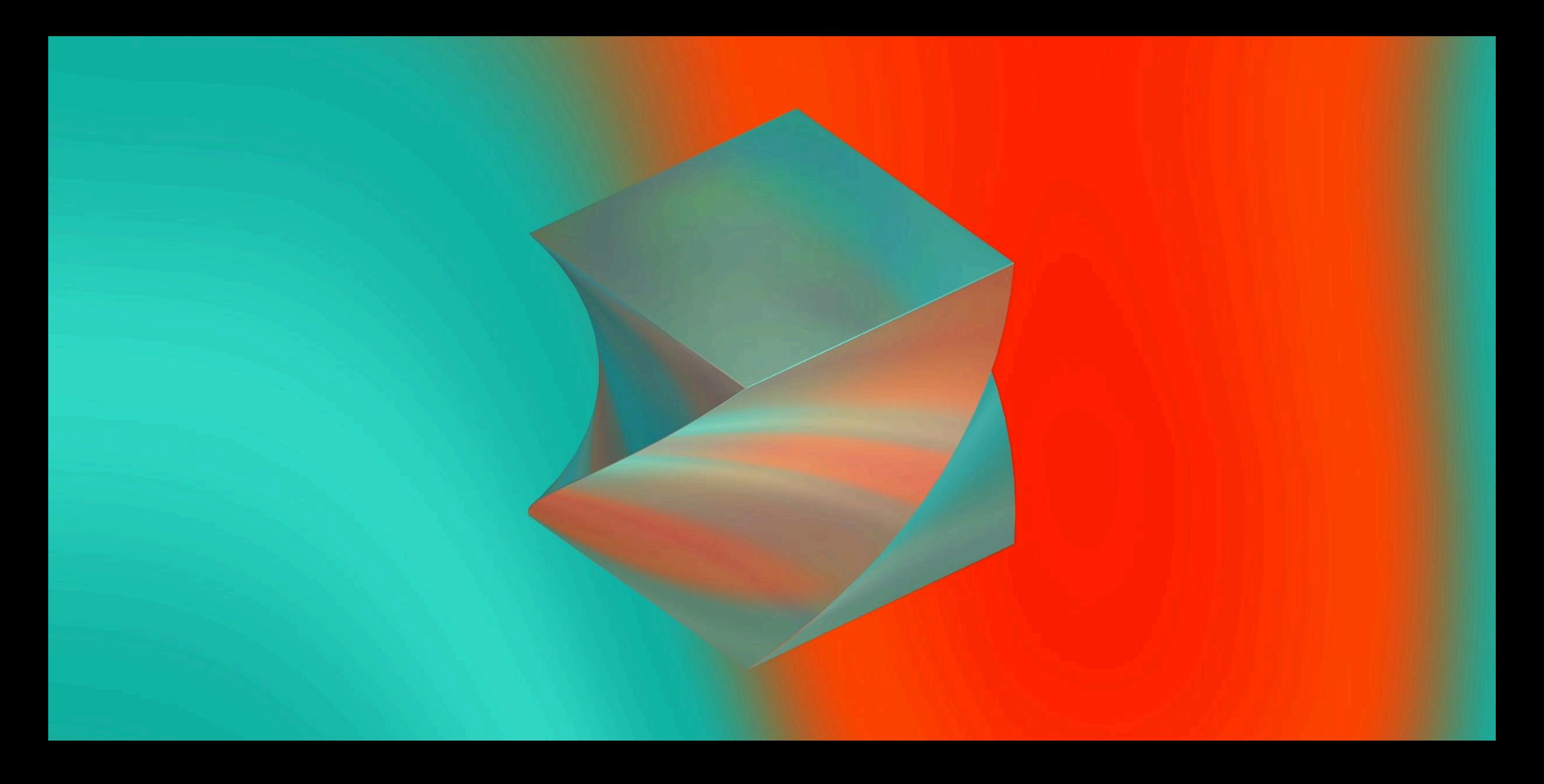
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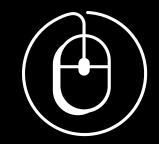
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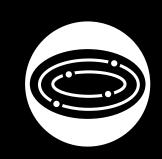
3D TO 2D TO INTERACTIVE ROMELLO GOODMAN





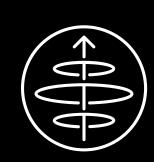




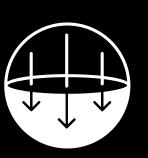


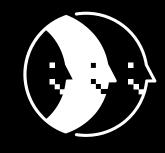




















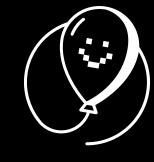










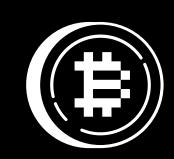


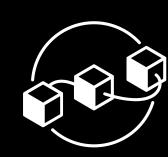




















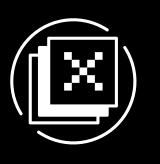


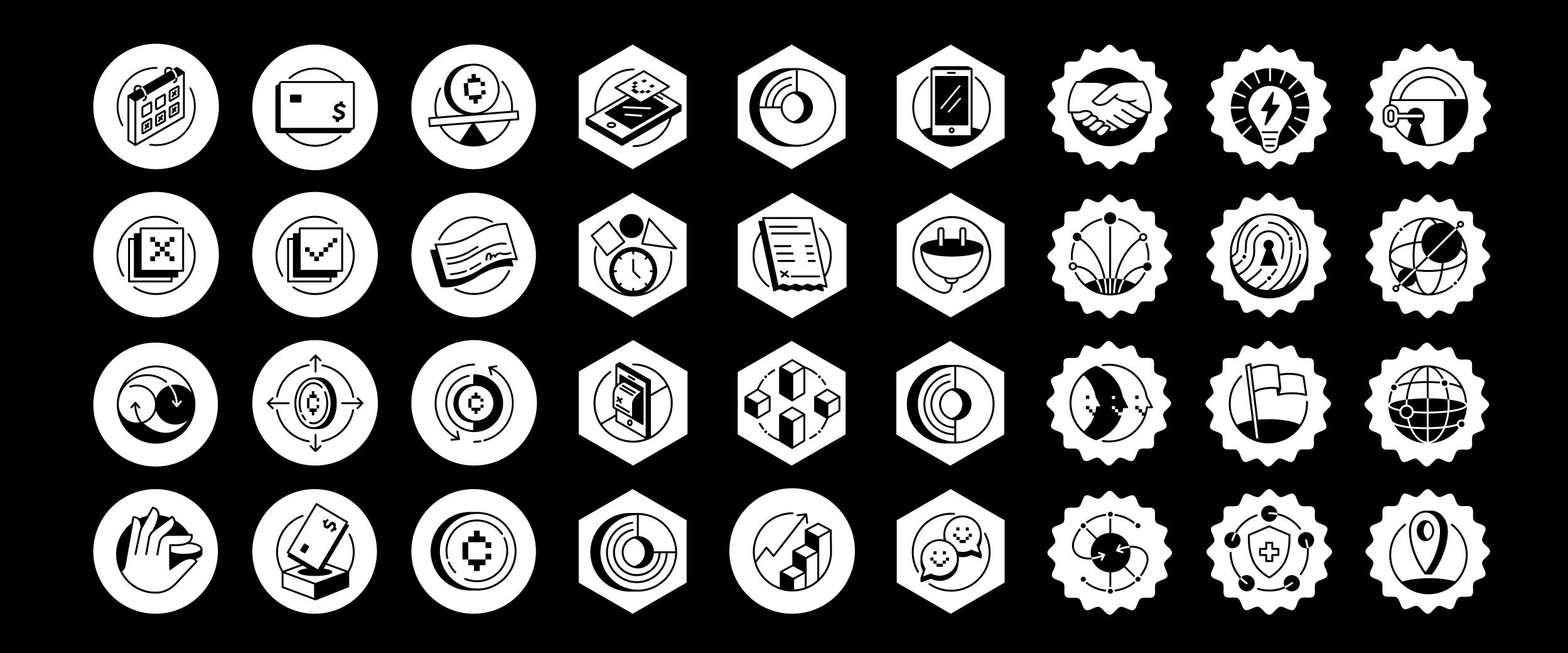












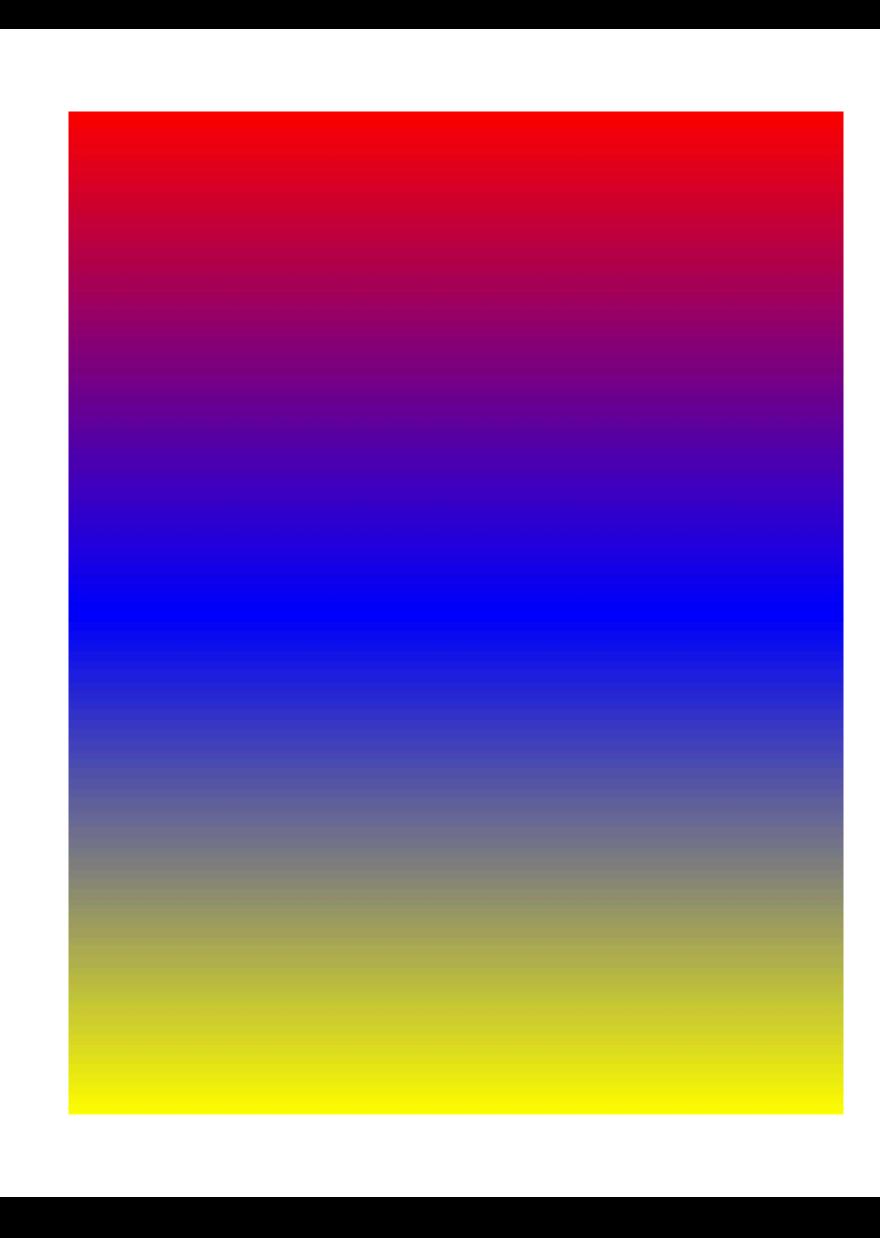
BLOCK ROMELLO GOODMAN

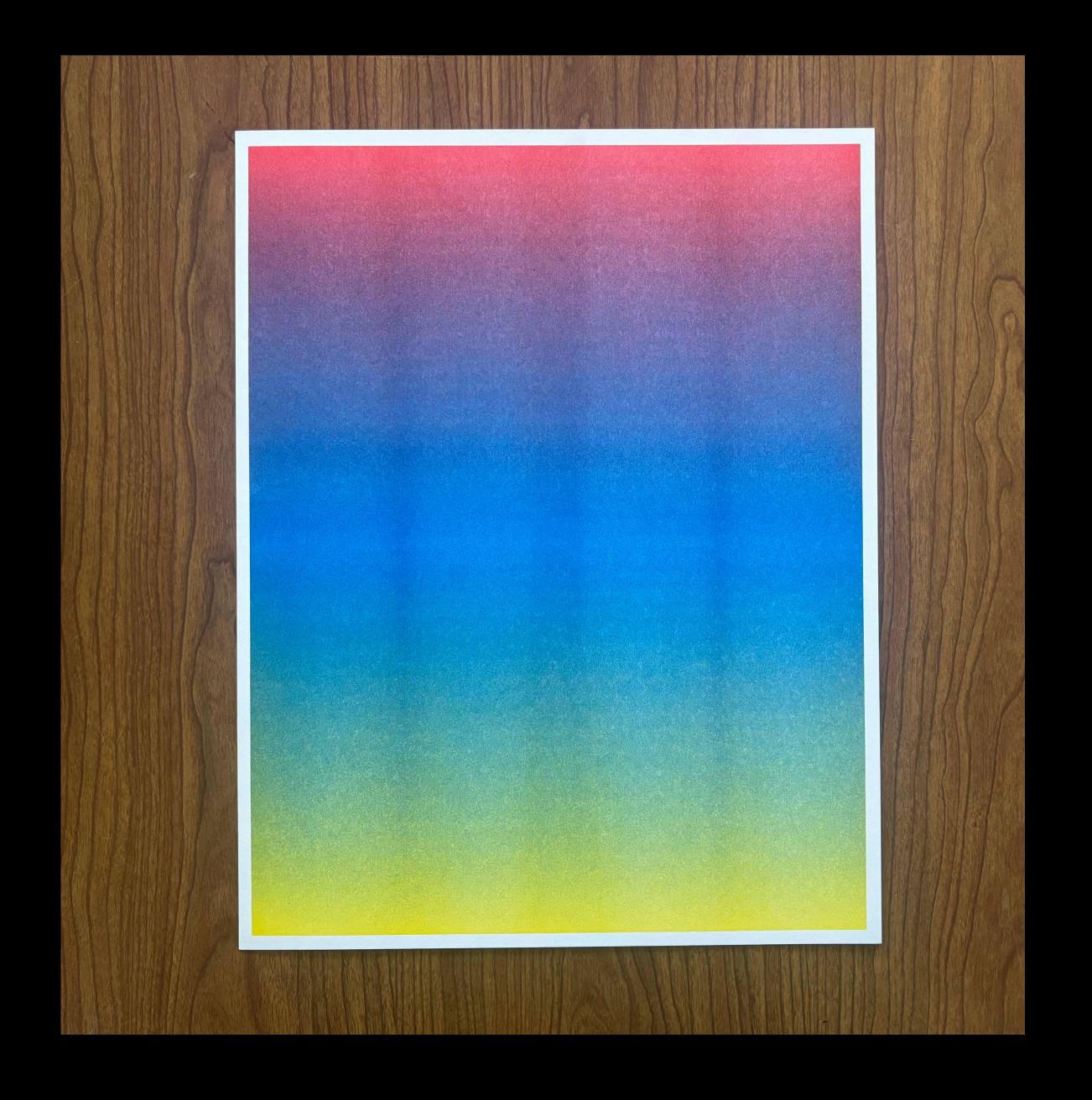


RISOGRAPH

Risographs push ink through rotating drum stencils to create layered prints.







RISOGRAPH ROMELLO GOODMAN



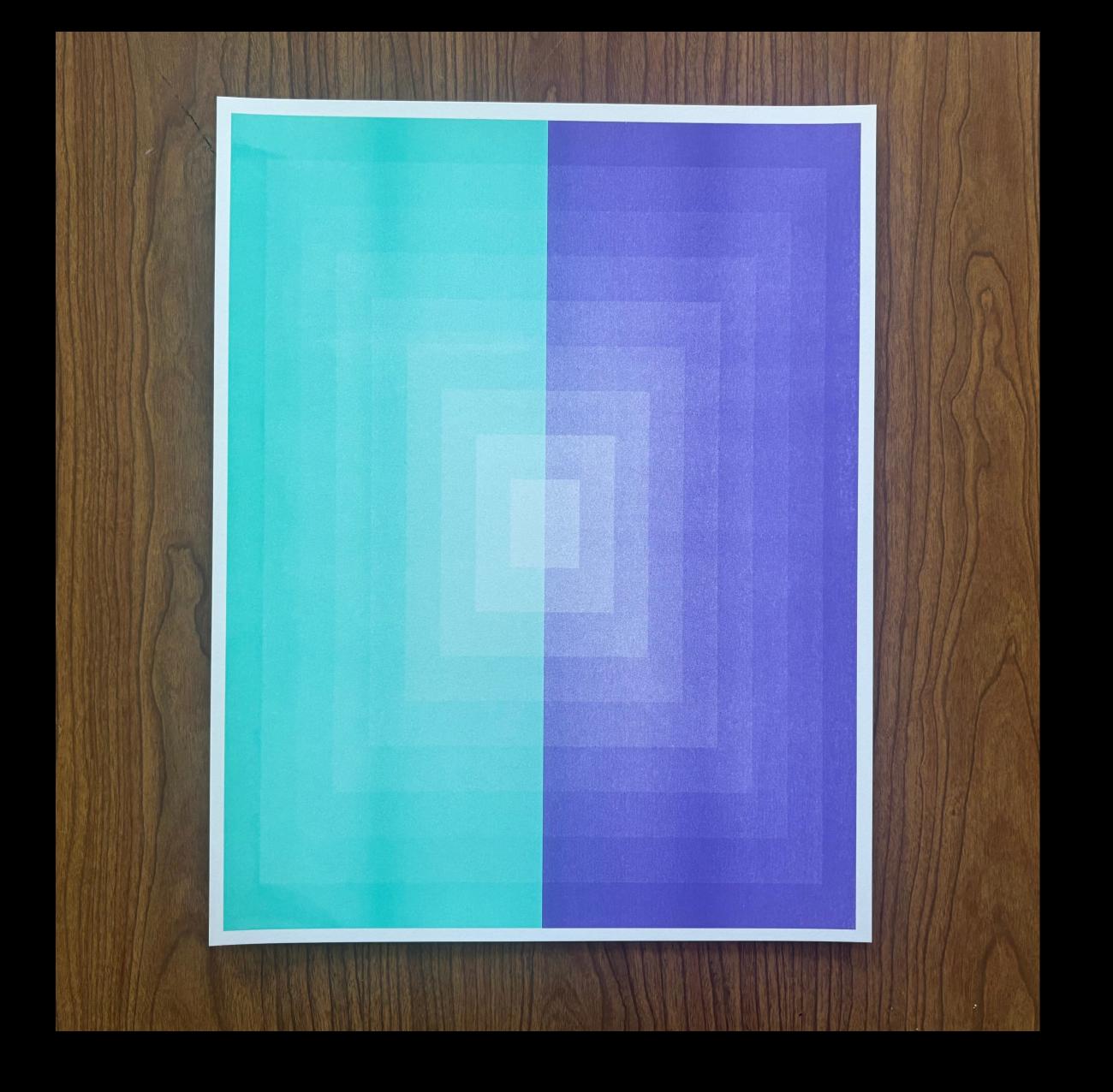


RISOGRAPH ROMELLO GOODMAN

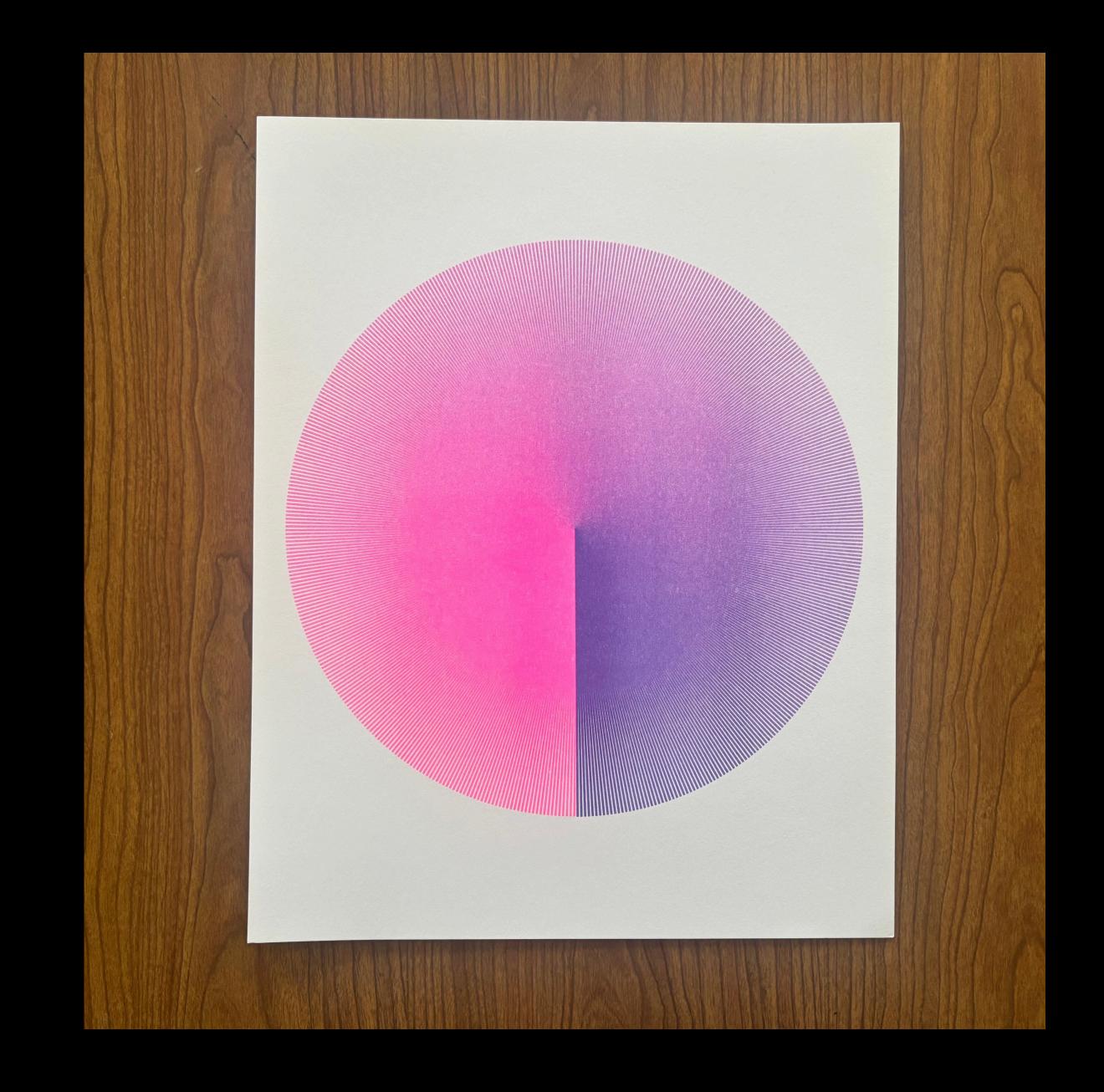




RISOGRAPH
ROMELLO GOODMAN







RISOGRAPH ROMELLO GOODMAN





RISOGRAPH
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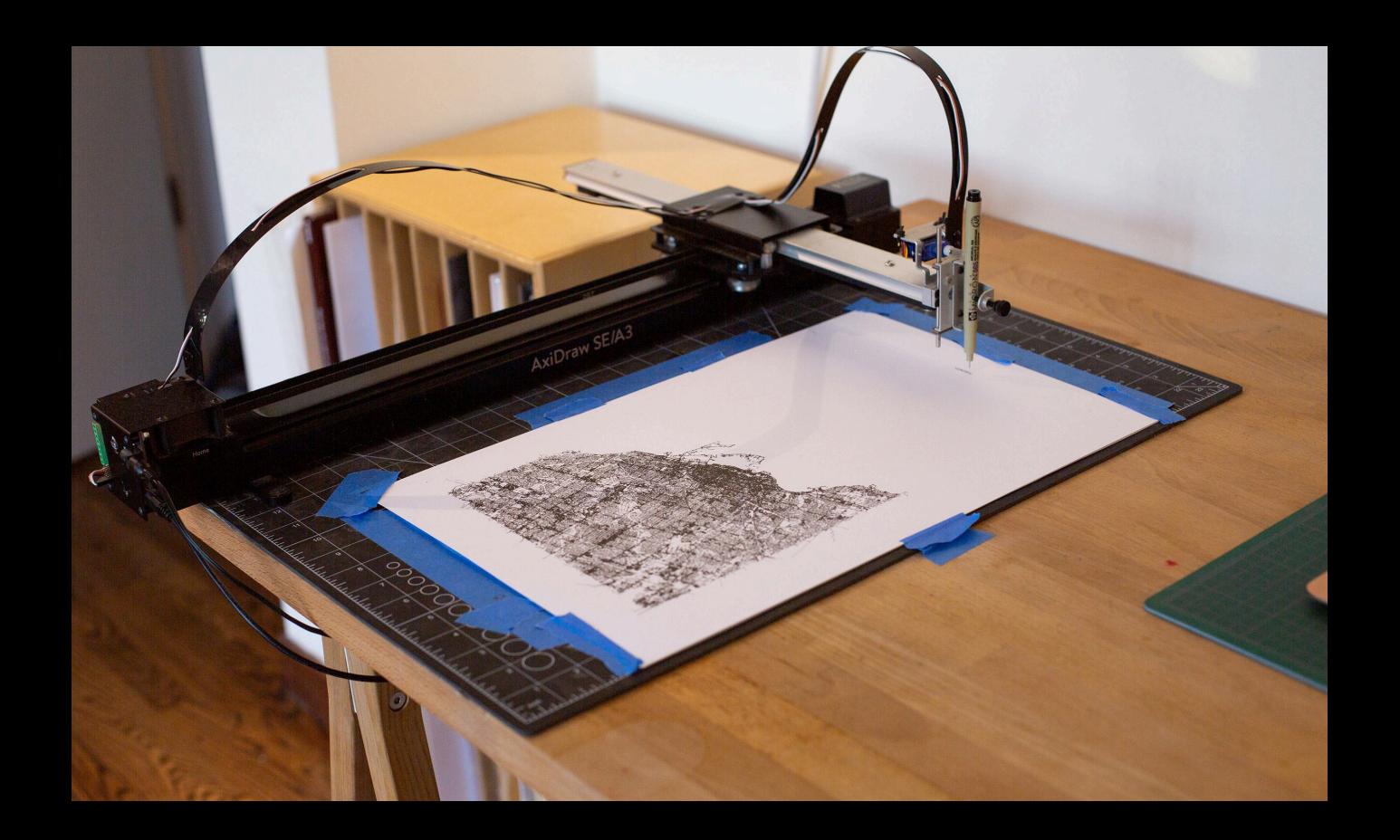


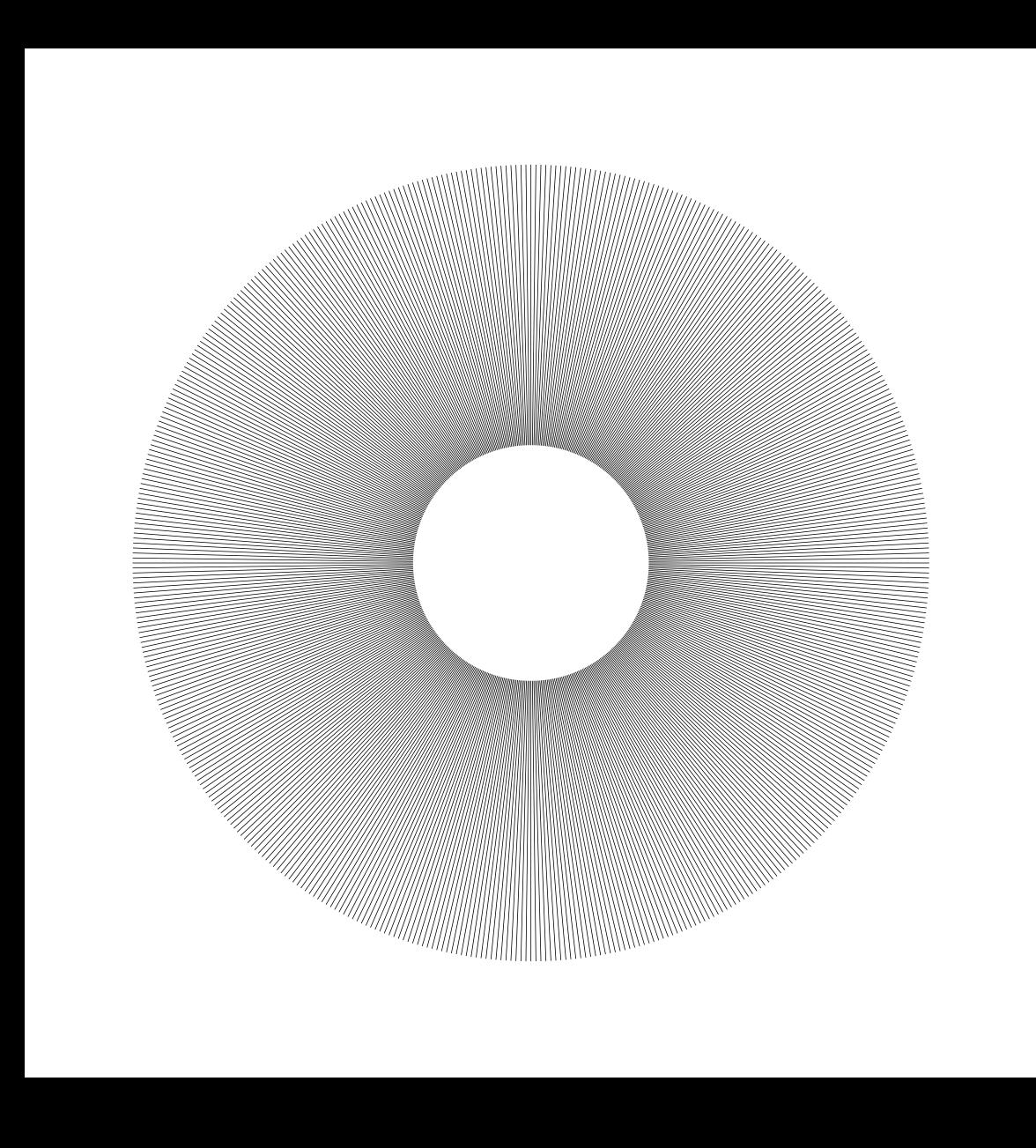


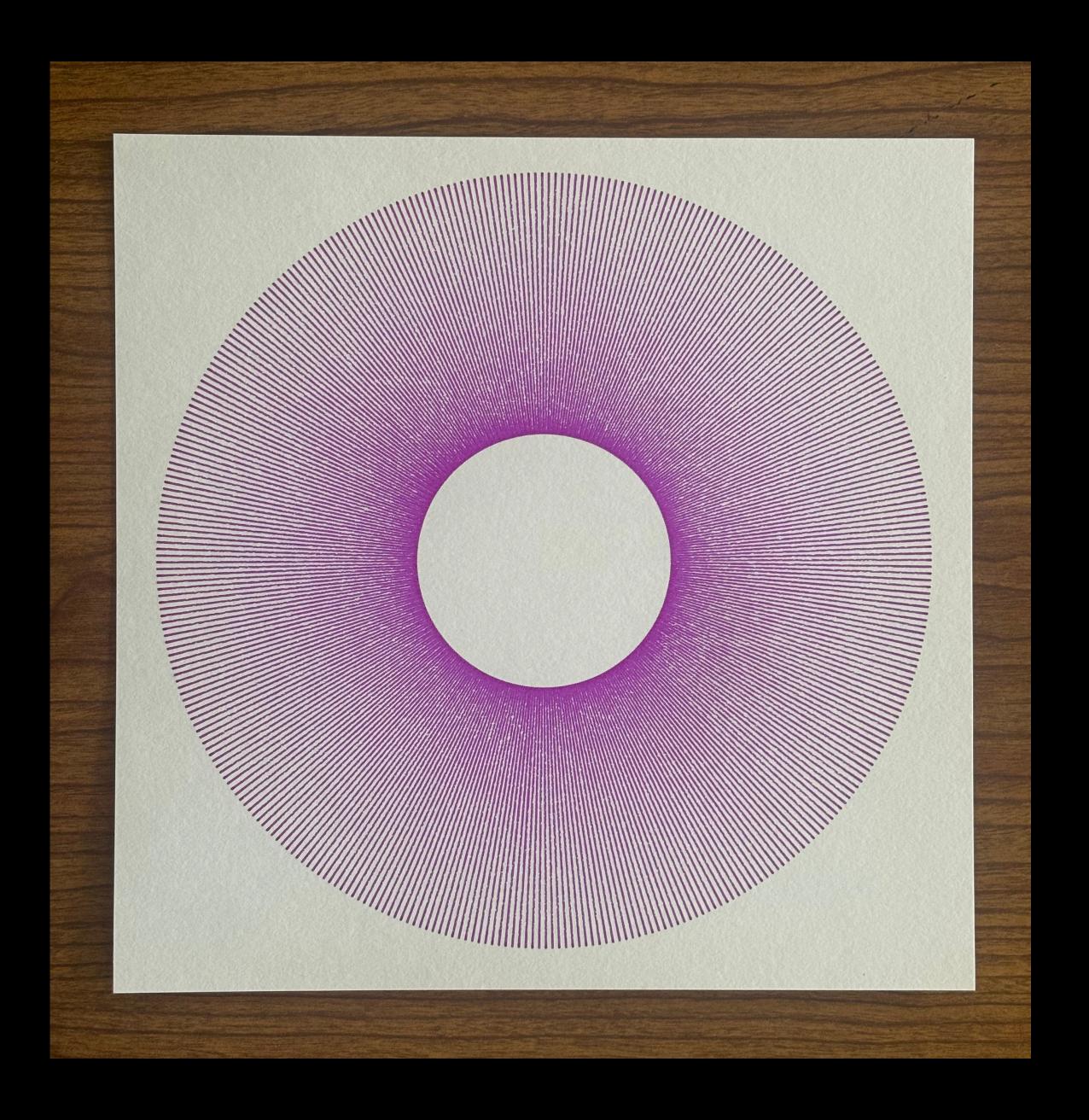
PENPLOTTER

PEN PLOTTER
ROMELLO GOODMAN

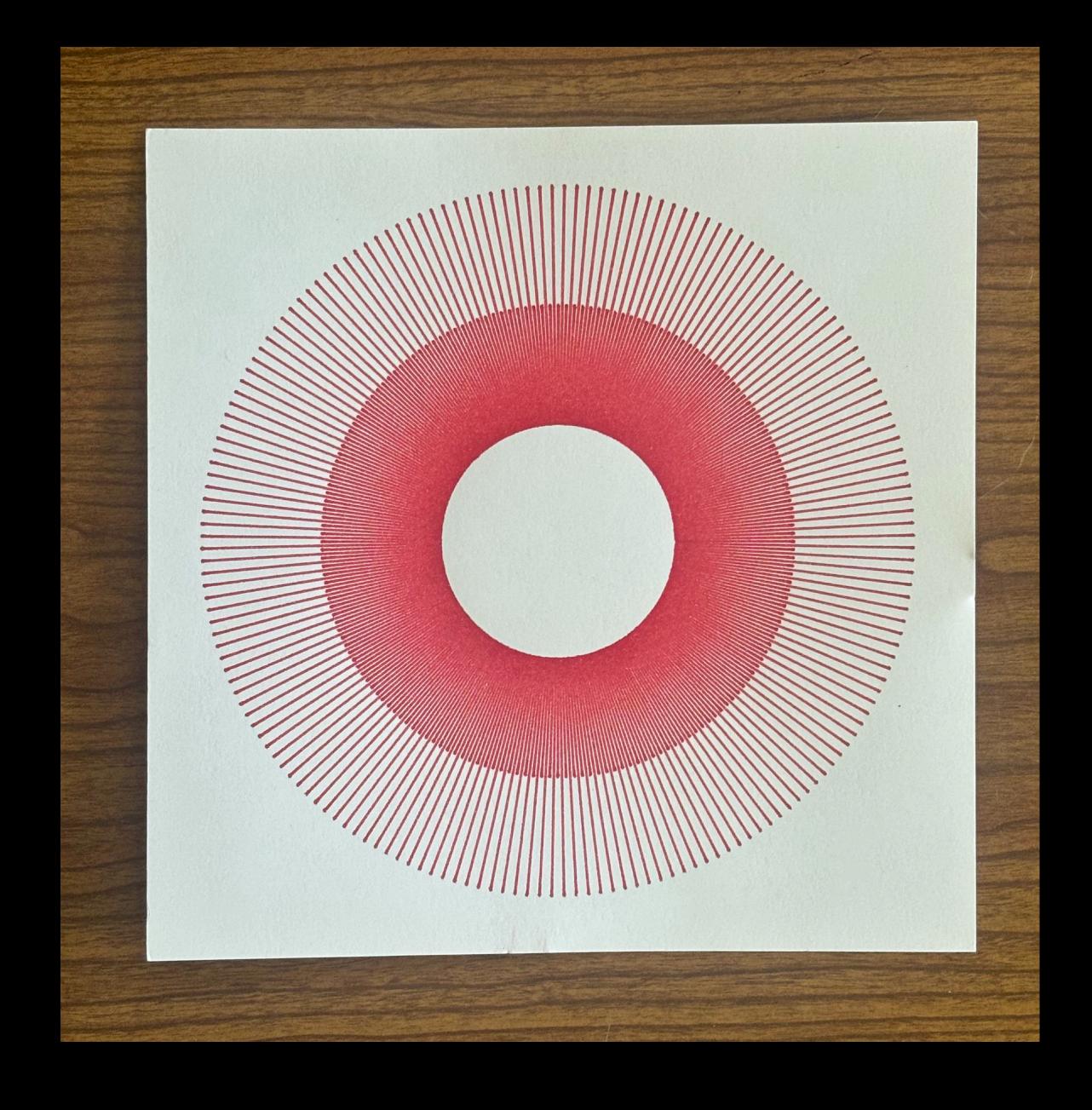
Pen plotters use motors to move pens and brushes across an X and Y axis.

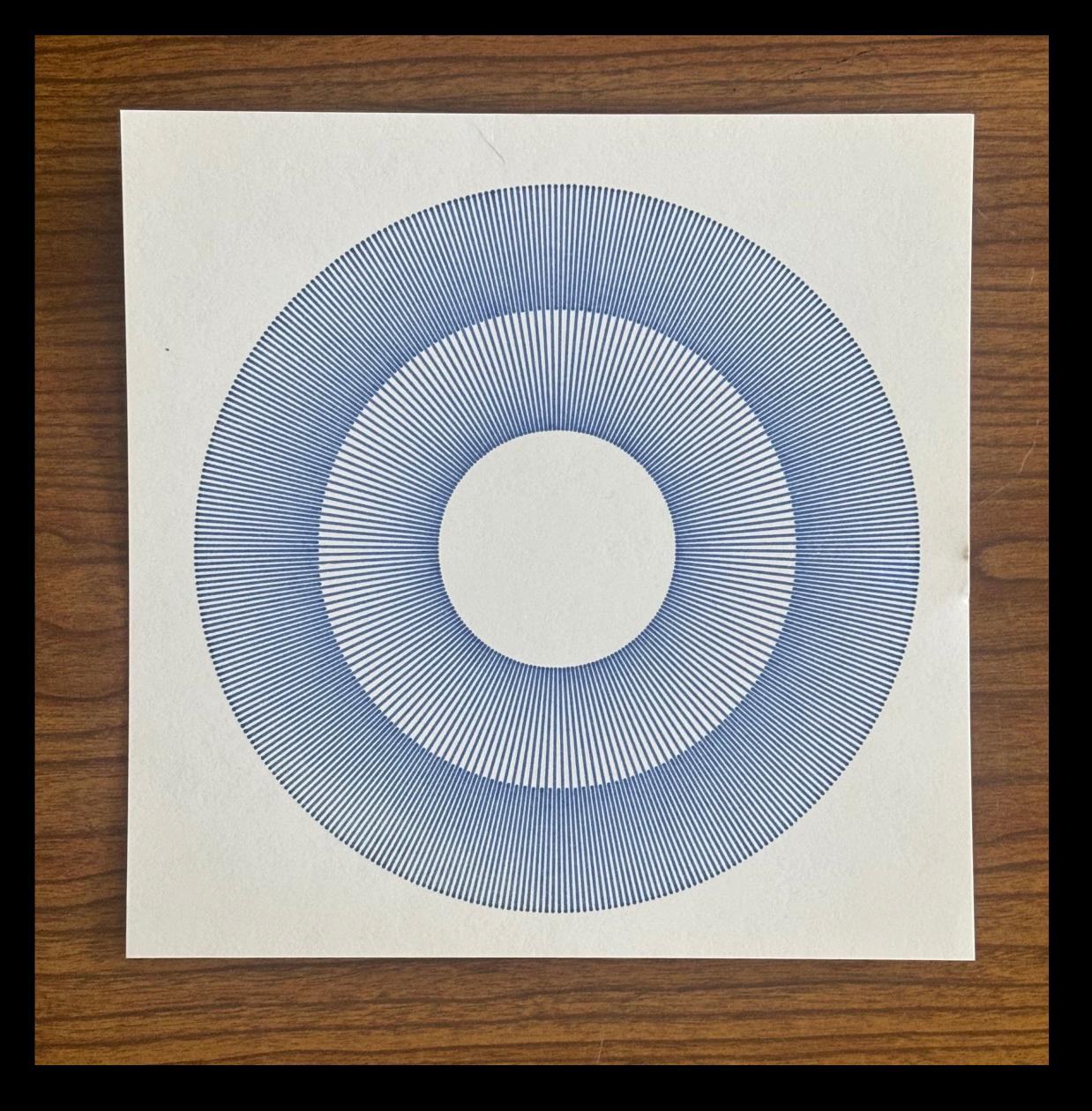


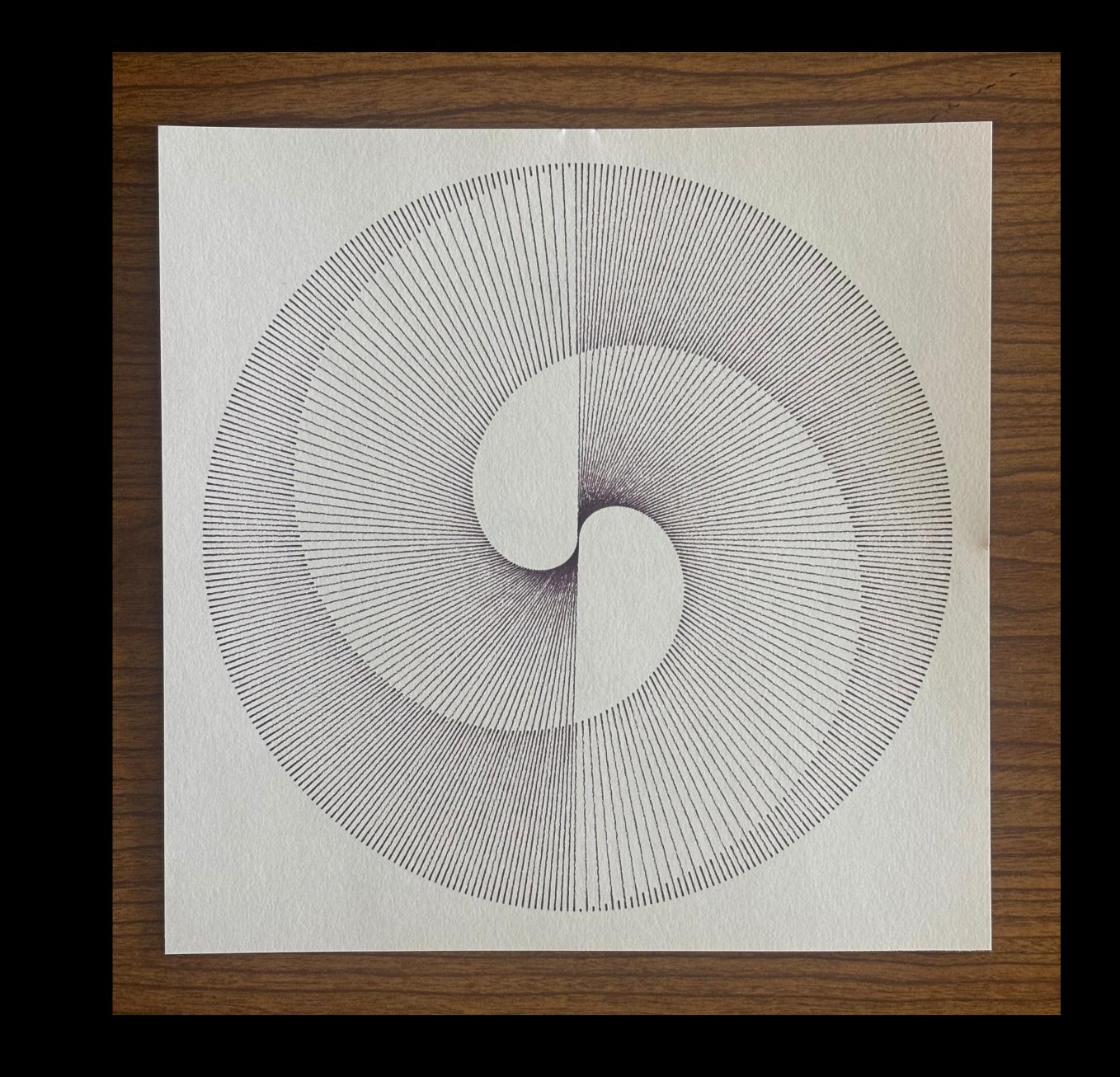


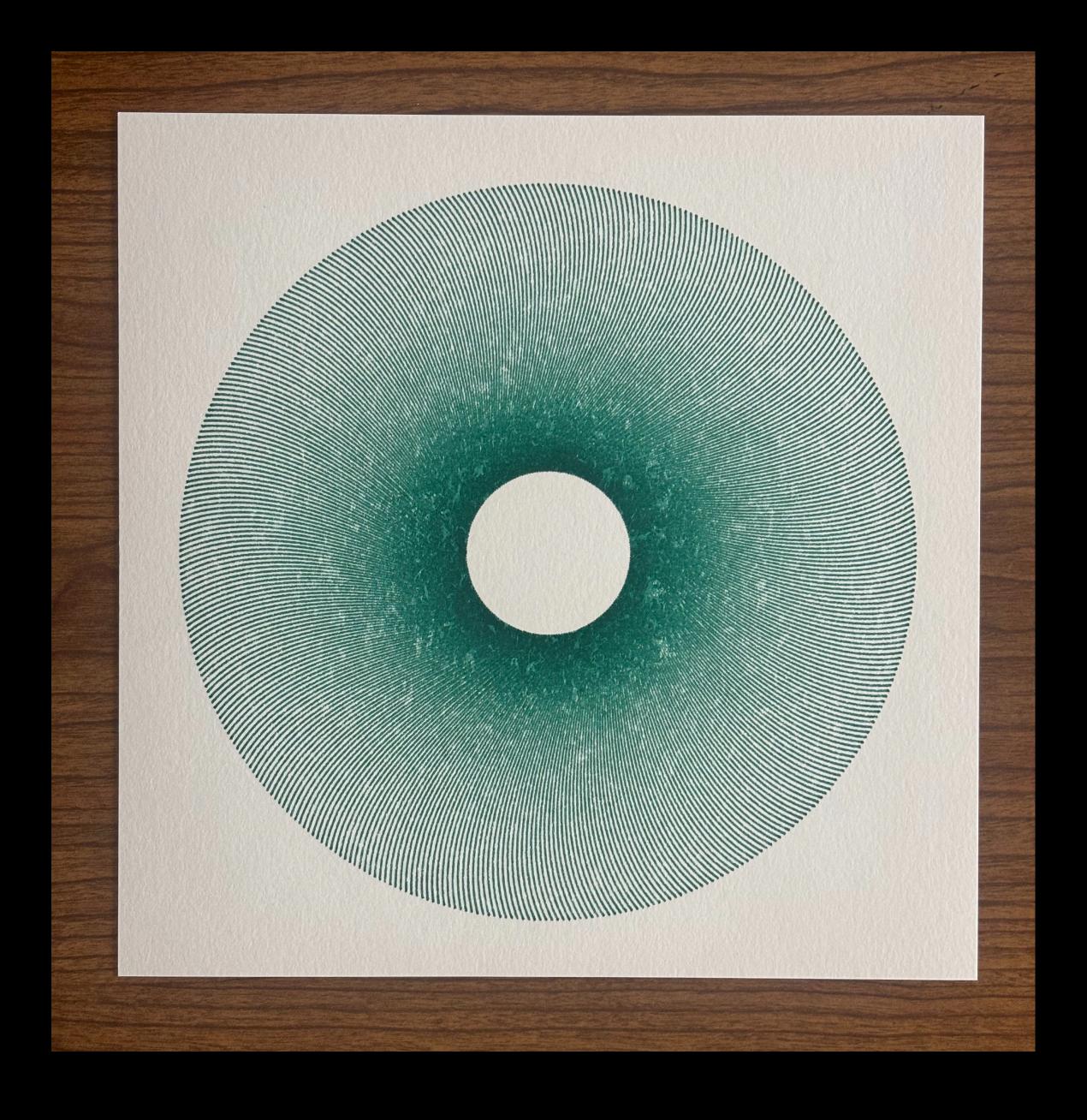


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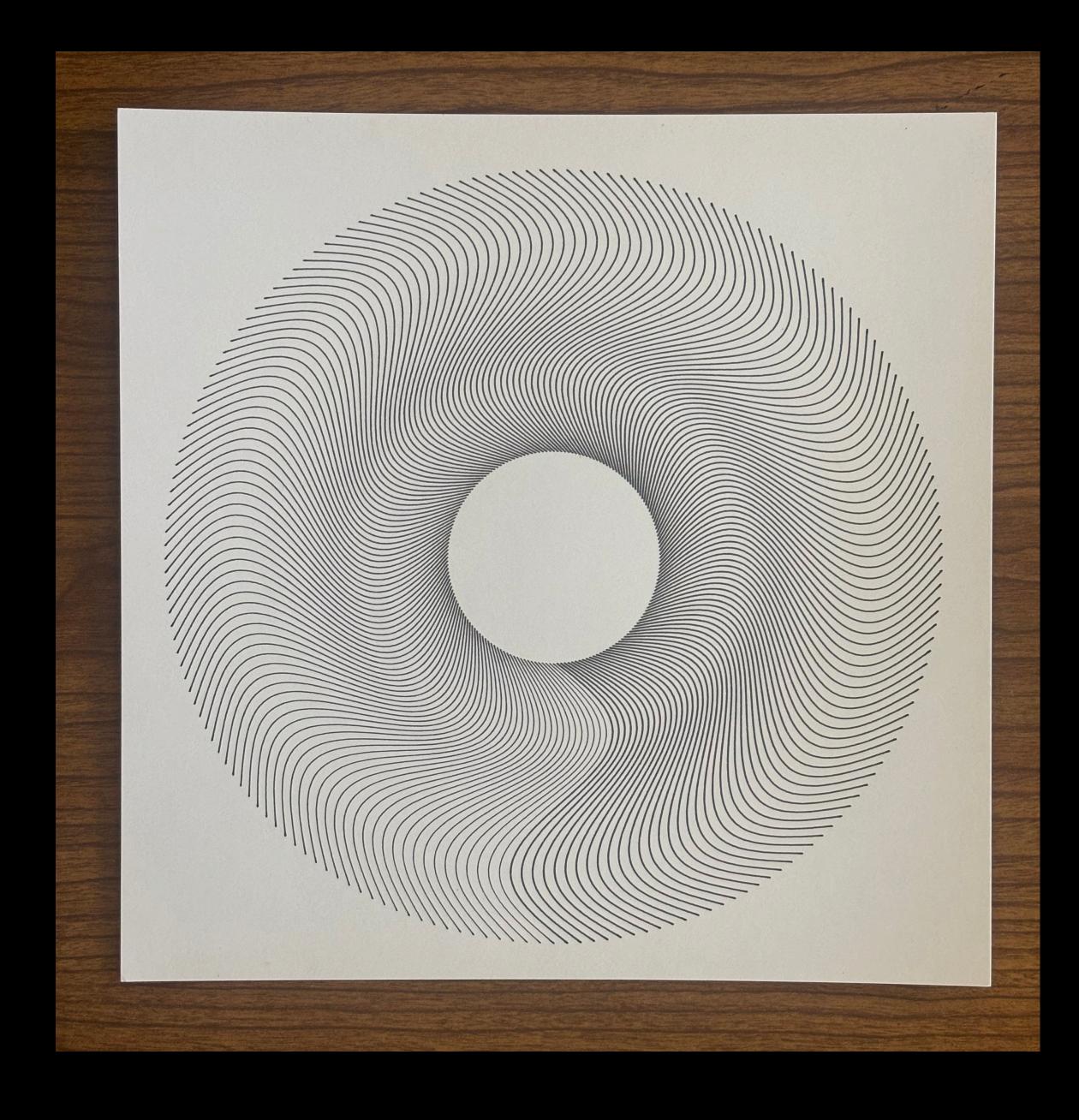




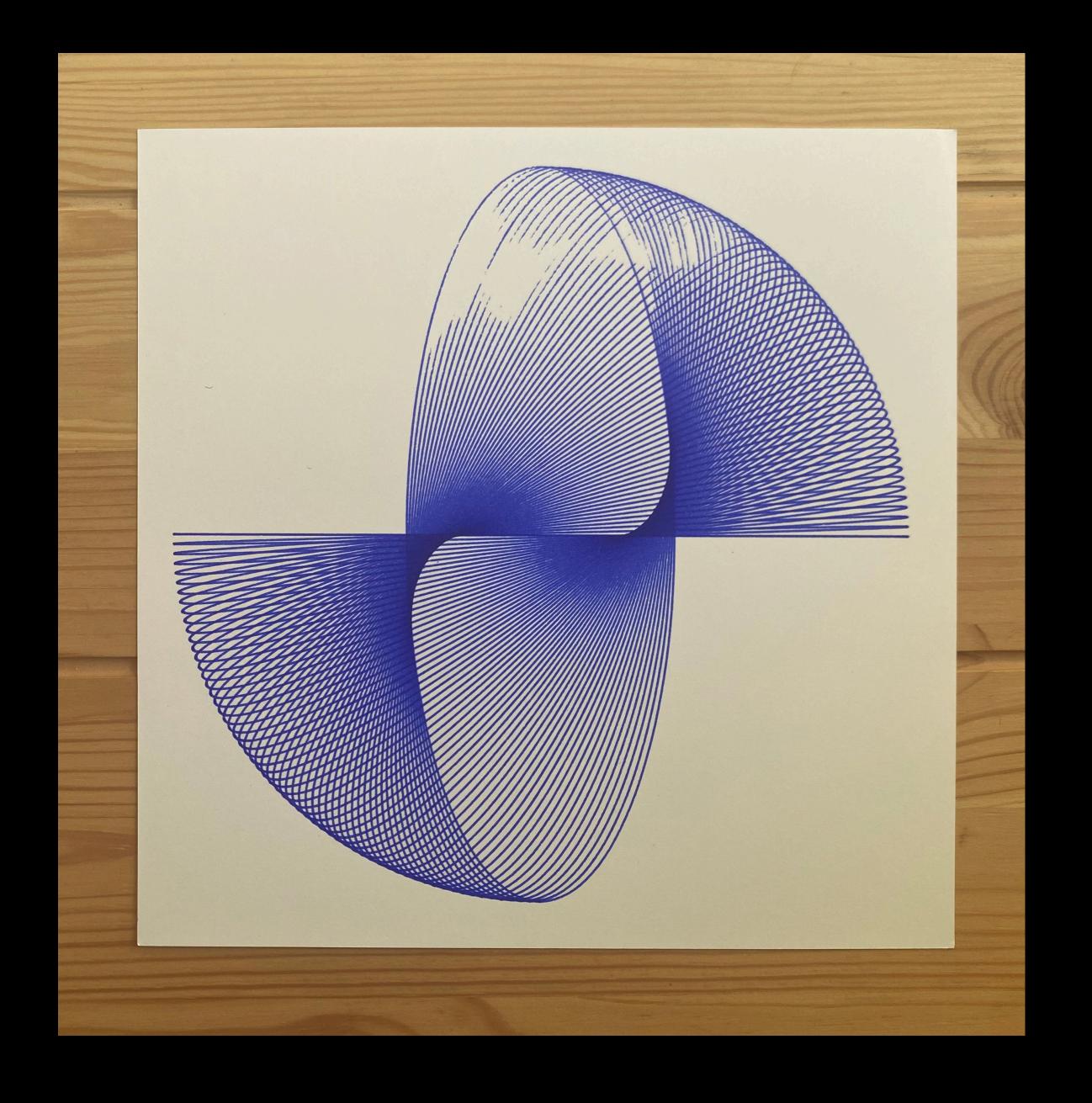


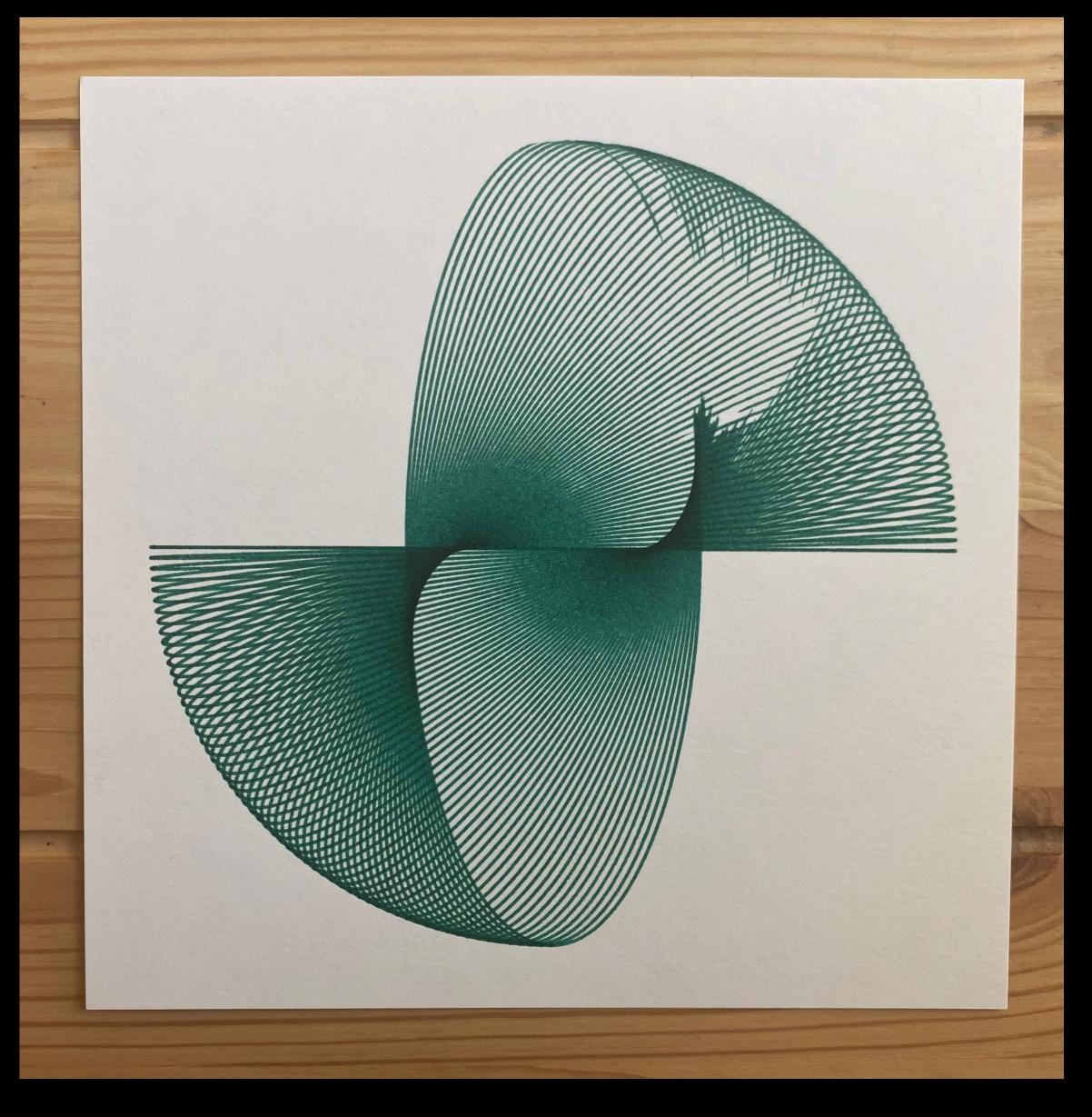














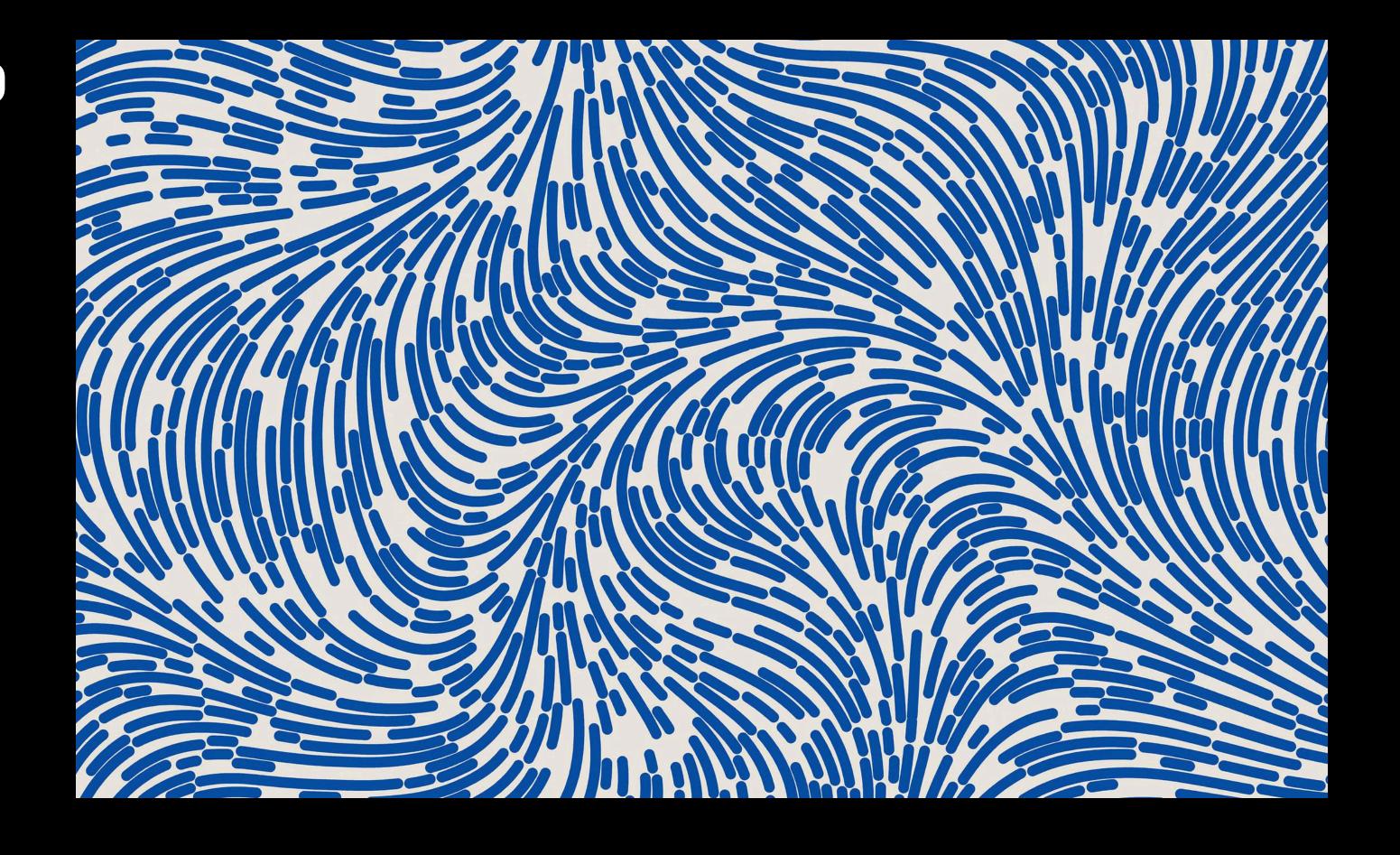


COLOR, SHAPE AND MOTION

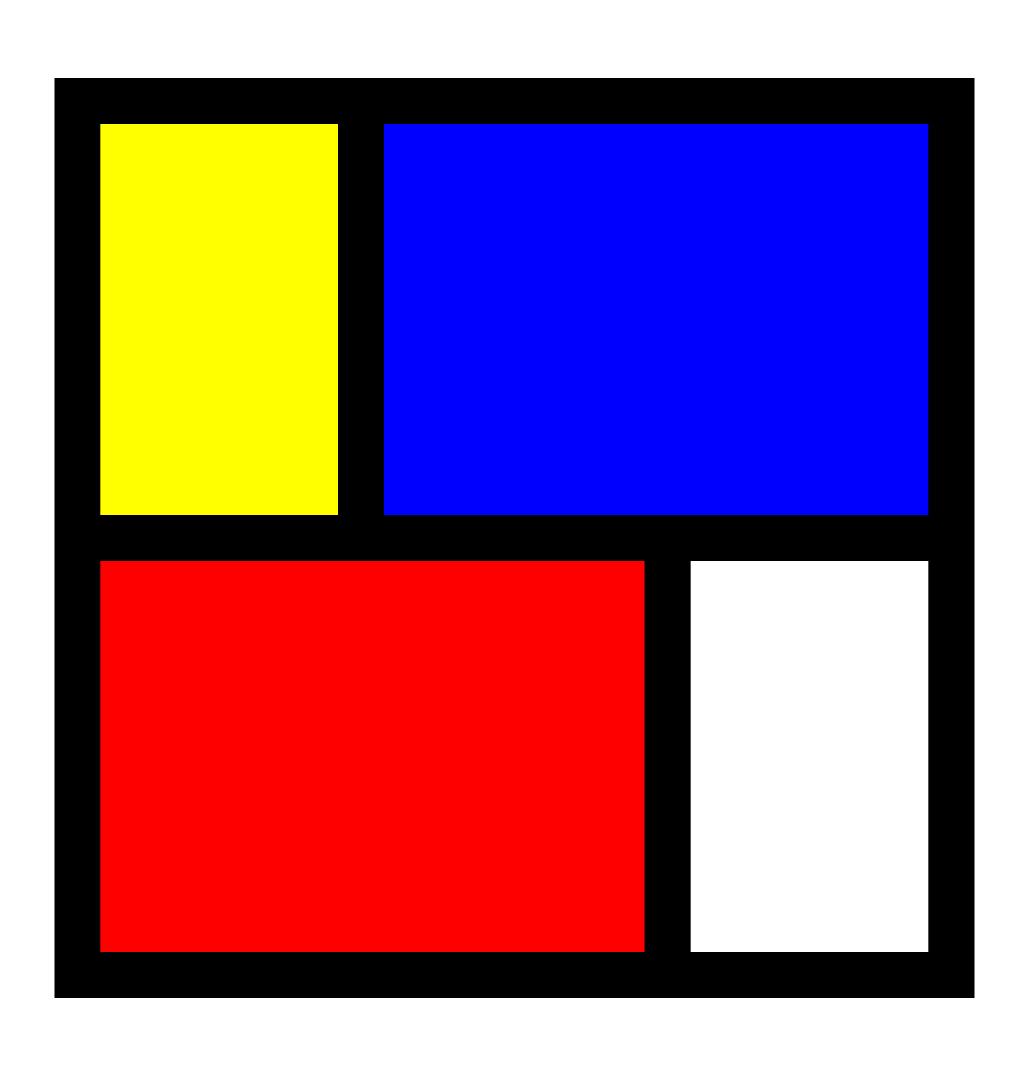
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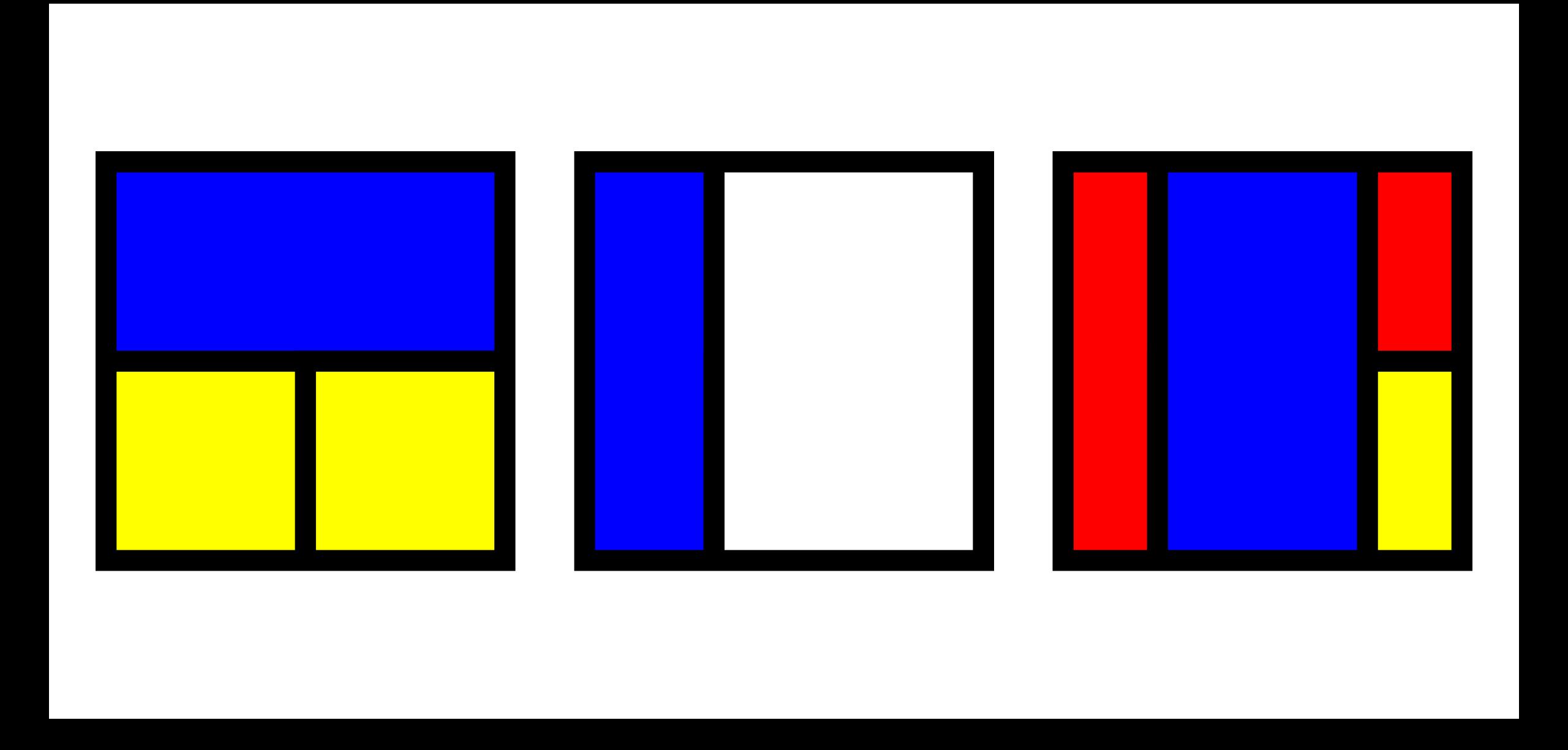
GENERATIVE ALGORITHMS

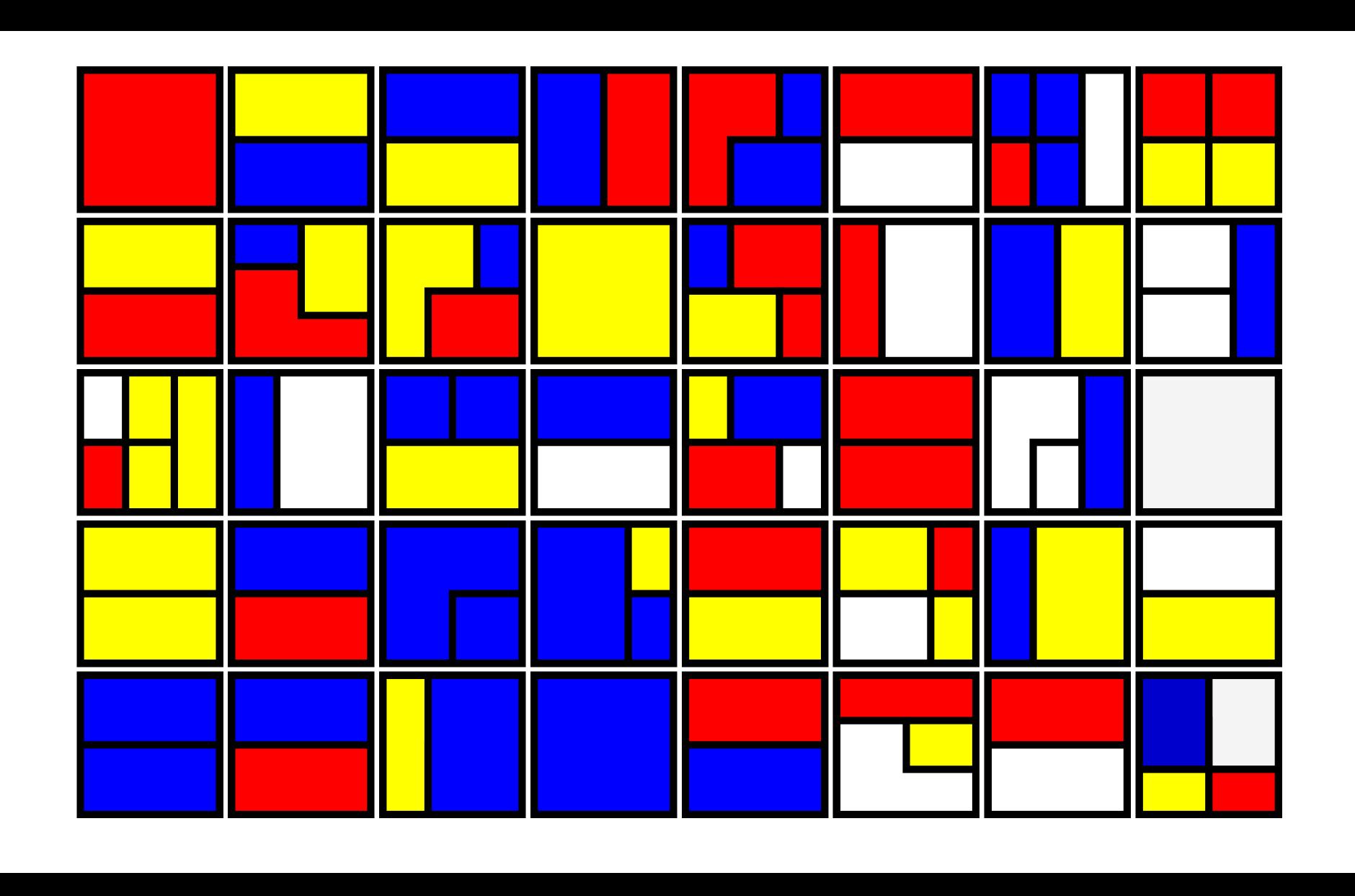
Generative art uses code to create artwork through mathematical rules and randomness.

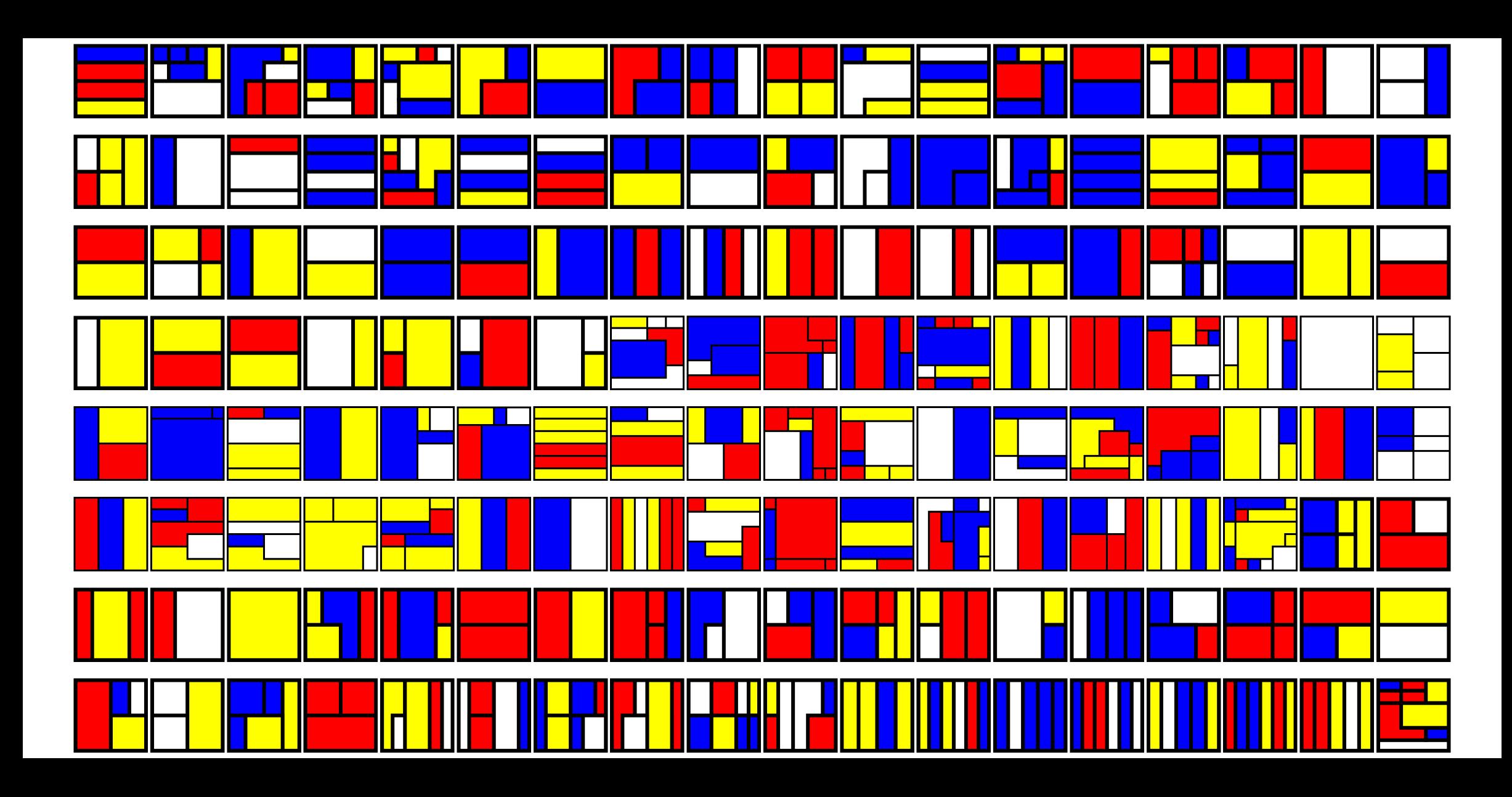


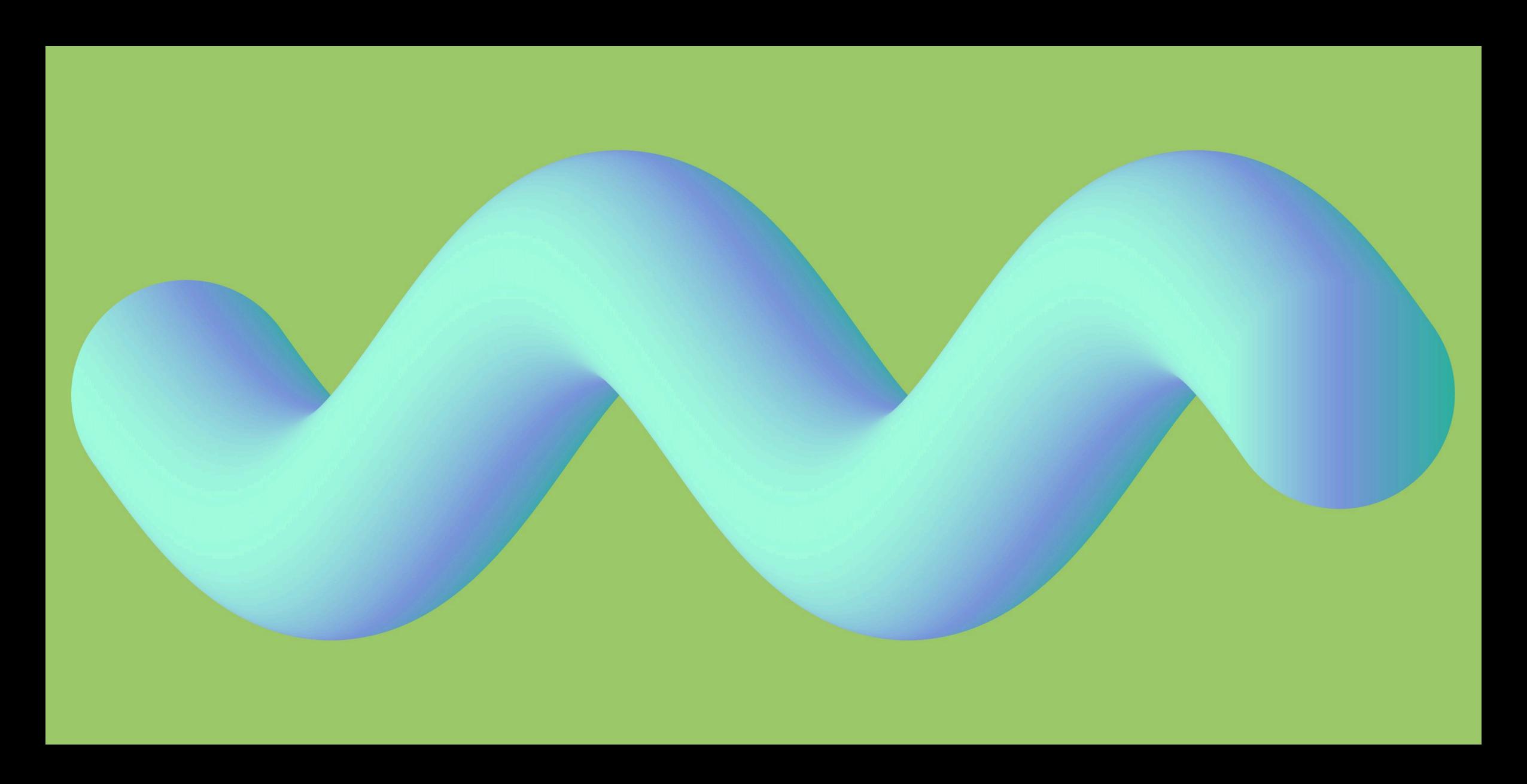


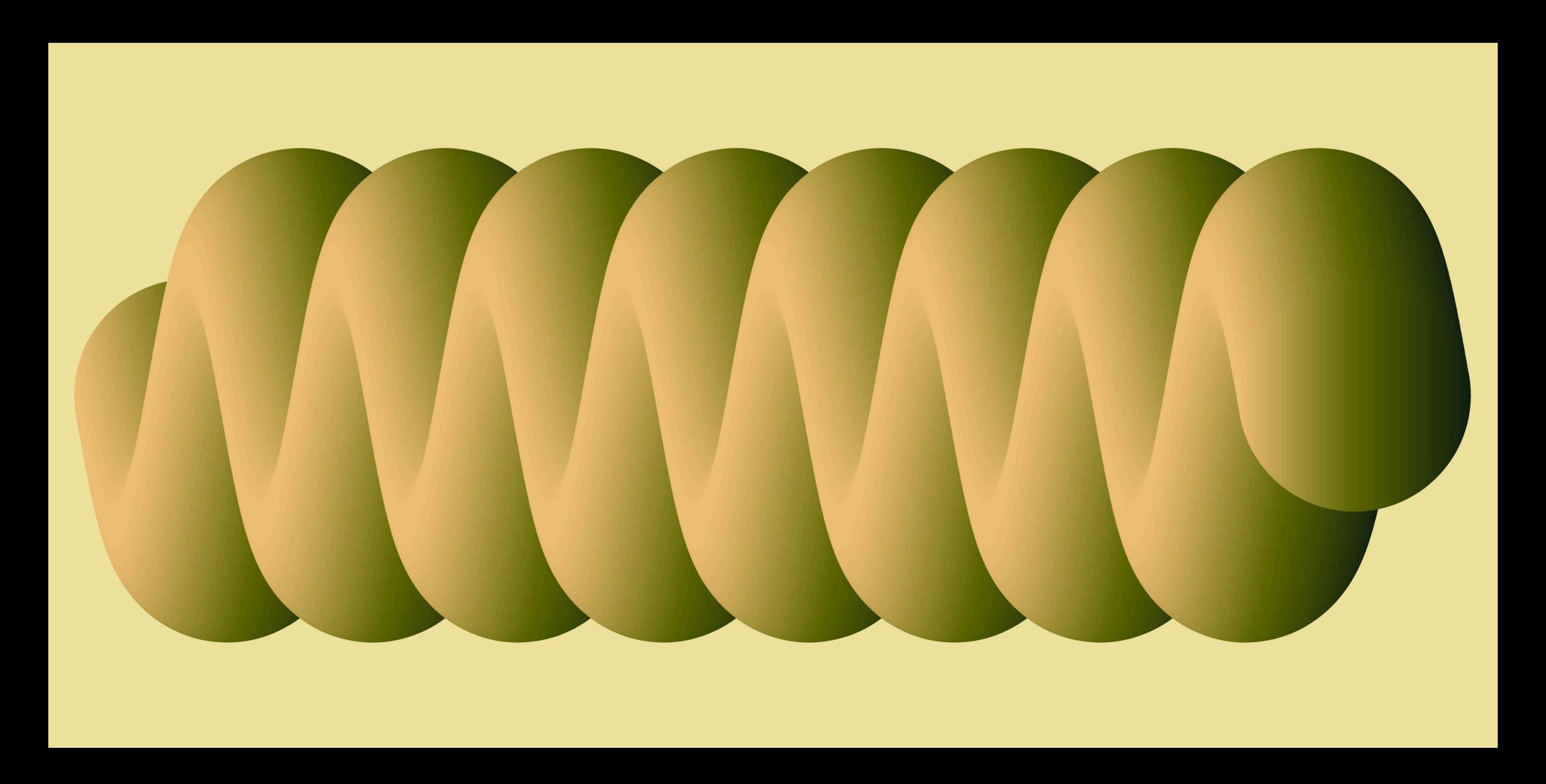


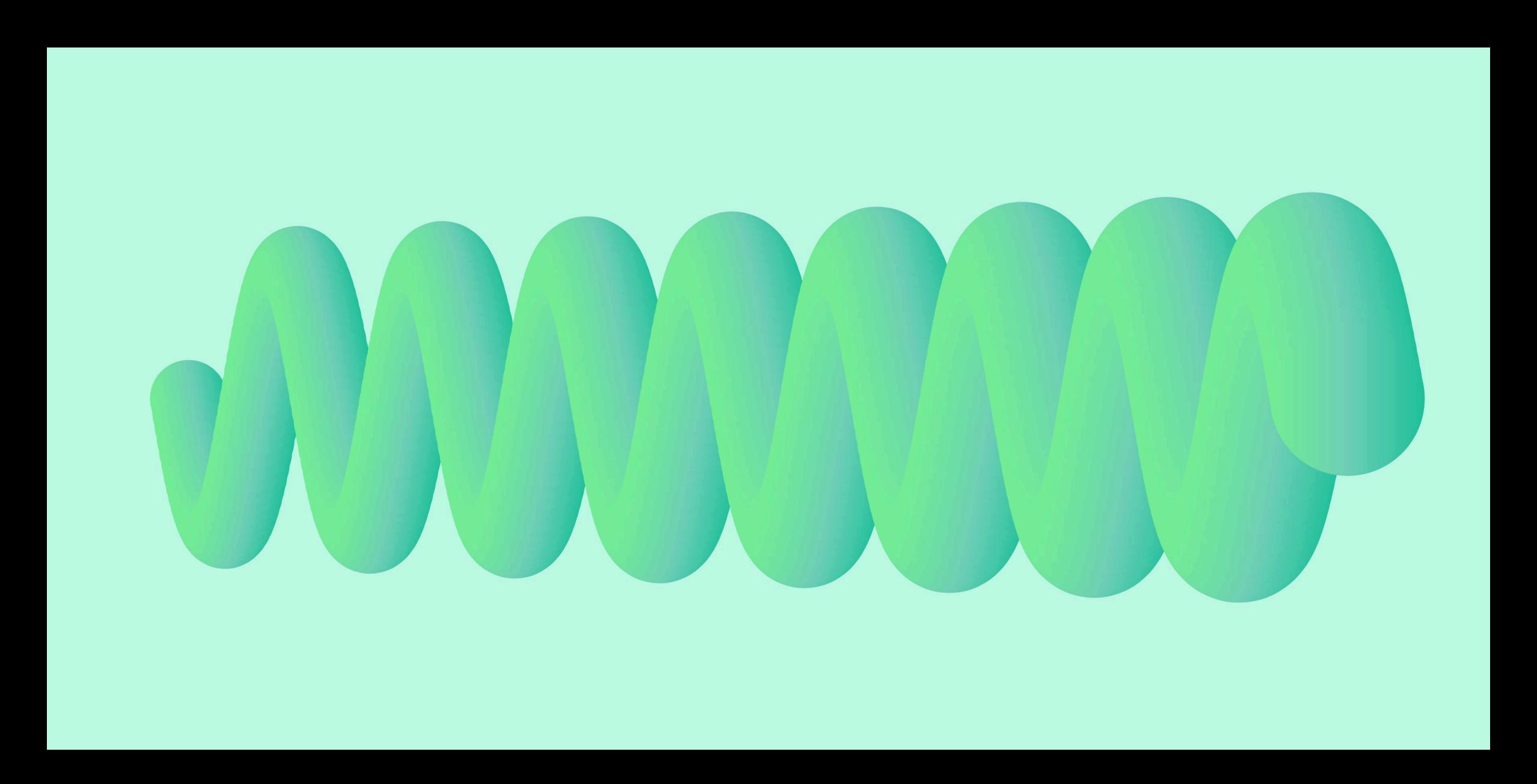


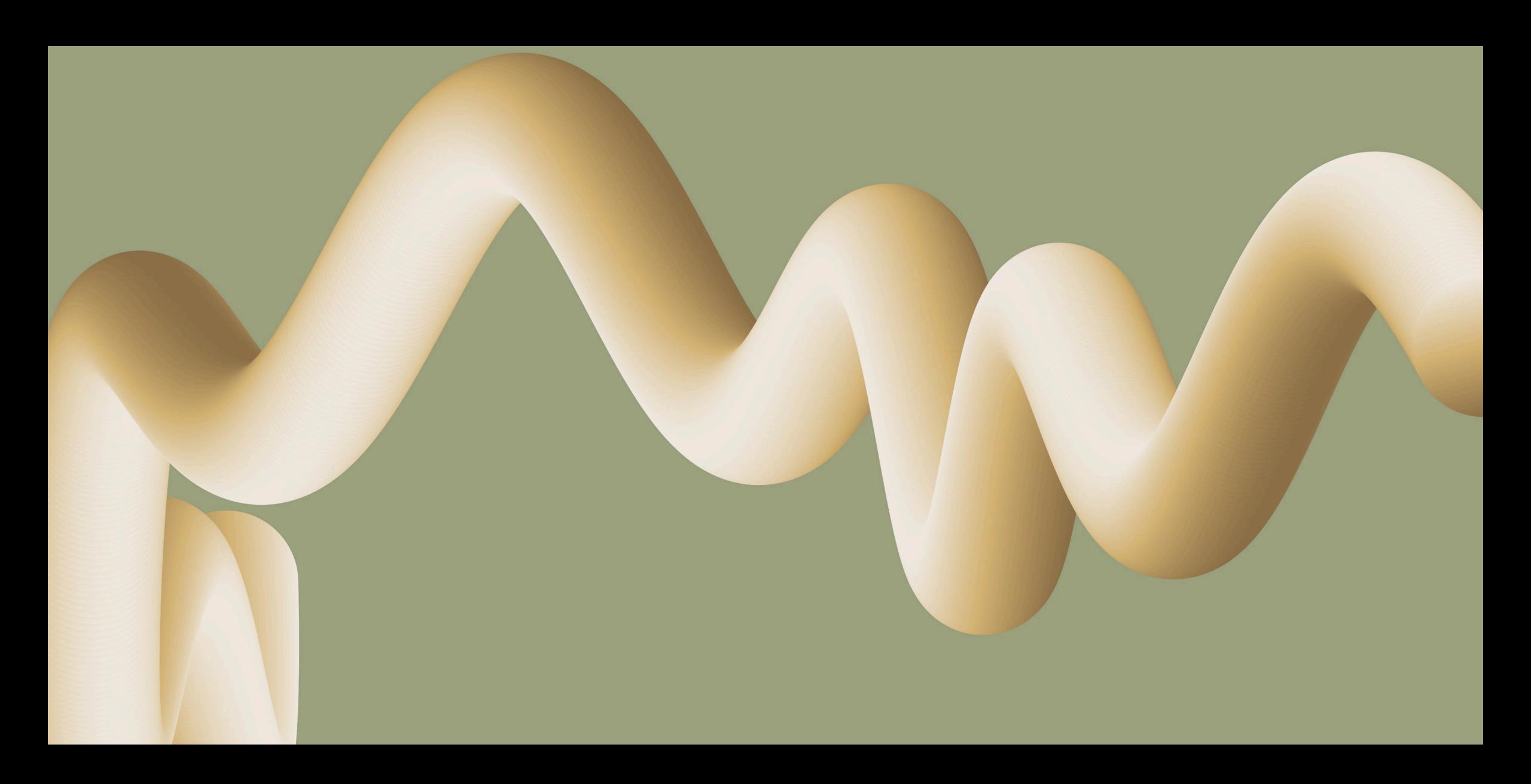






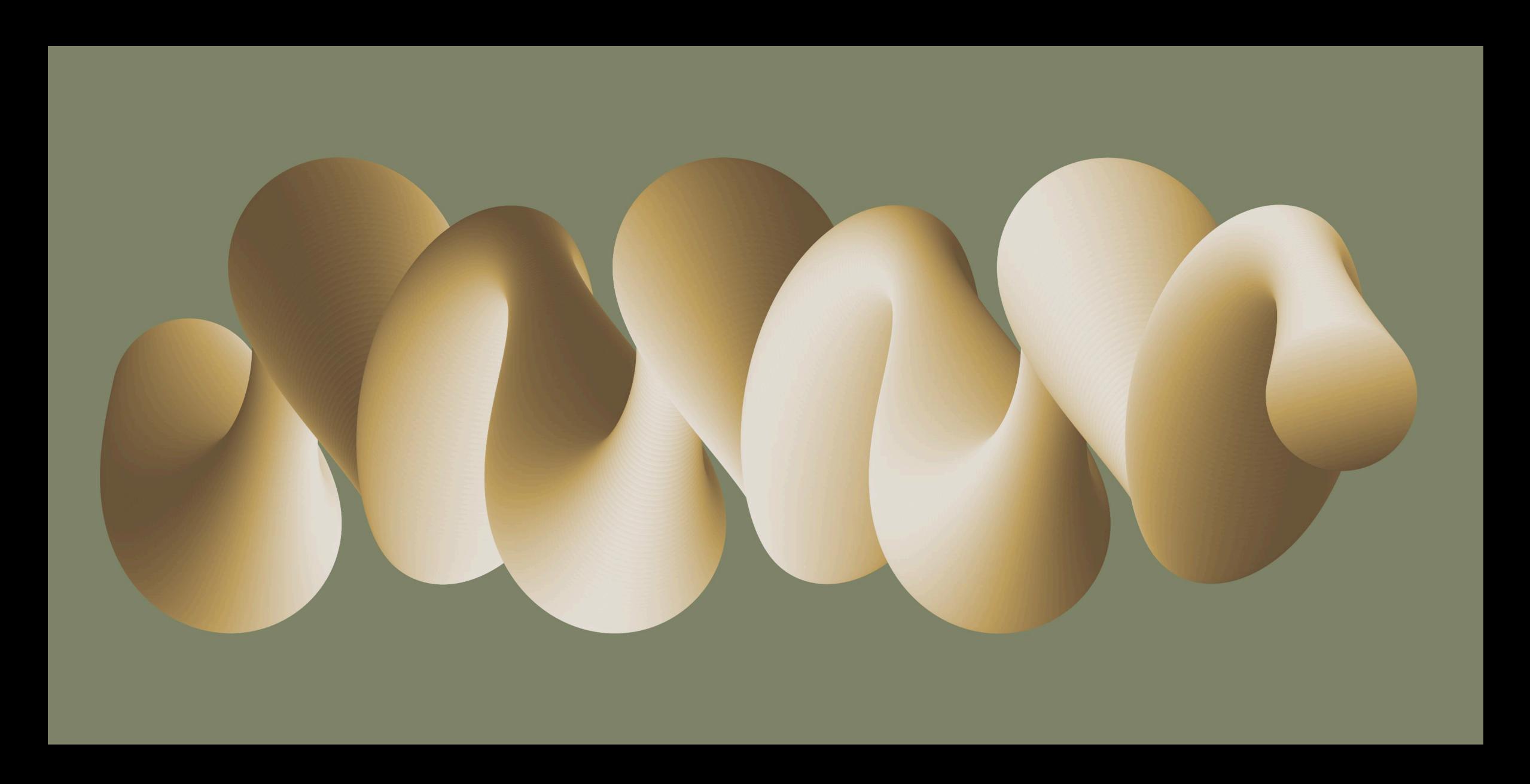






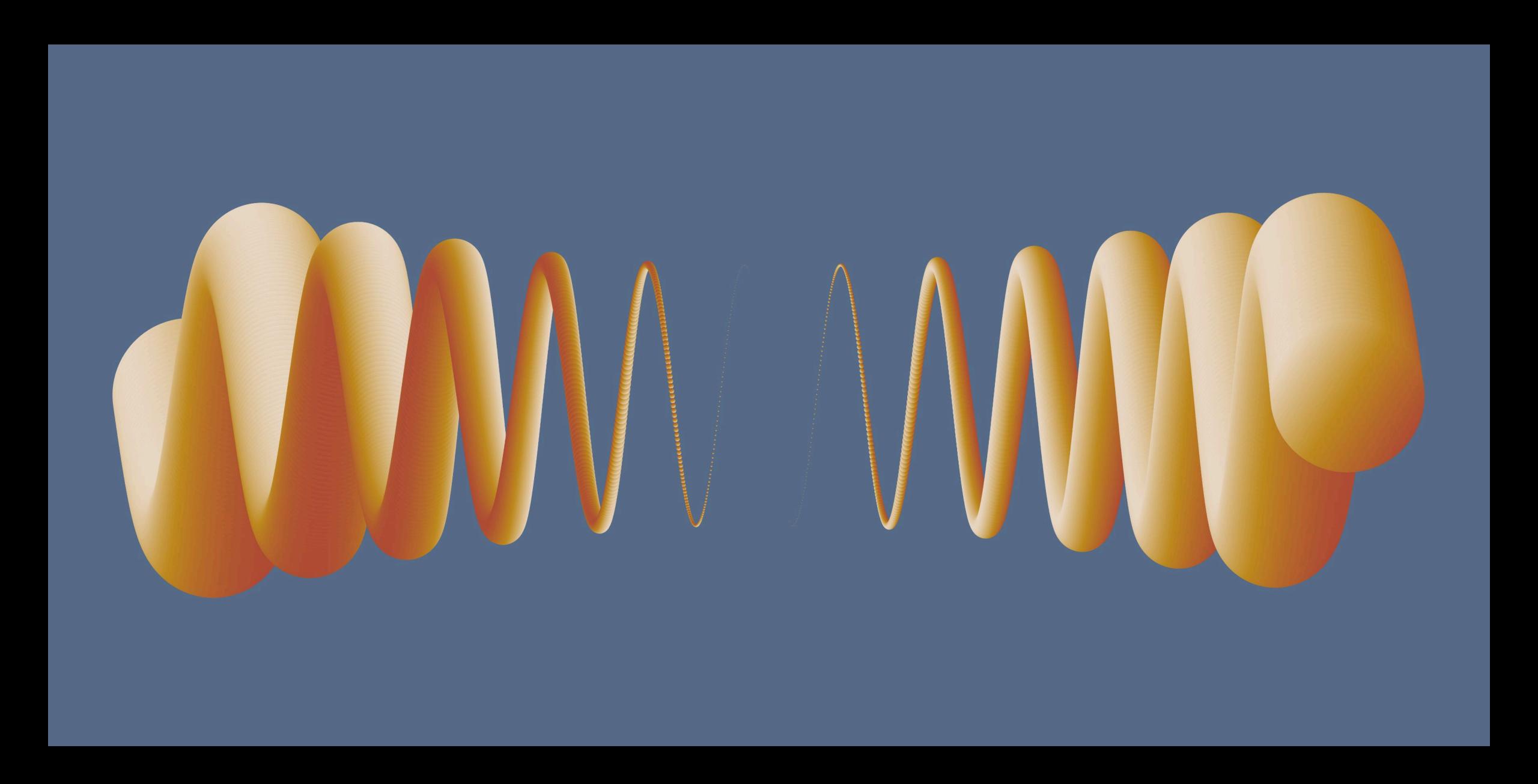
GENERATIVE ALGORITHMS

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GENERATIVE ALGORITHMS

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PLAYGROUNDS FOR THOUGHT
ROMELLO GOODMAN

MY GUIDELINES ARE NOT RESTRICTIONS.

THEY HELP ME EXPLORE AND HAVE FUN.

PLAYGROUNDS FOR THOUGHT
ROMELLO GOODMAN

This is just the beginning of something big.

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