

# GENERATOR\_01

```
//variable for saving new images
int n = 1;
char a = (char) int(random(33, 127));
char b = (char) int(random(33, 127));
char c = (char) int(random(33, 127));

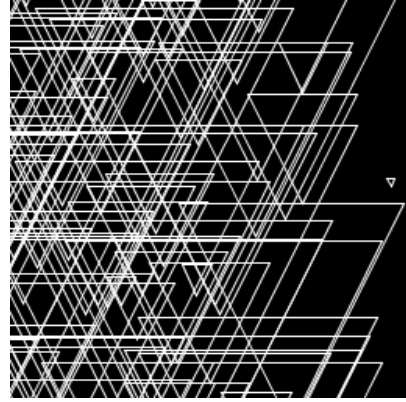
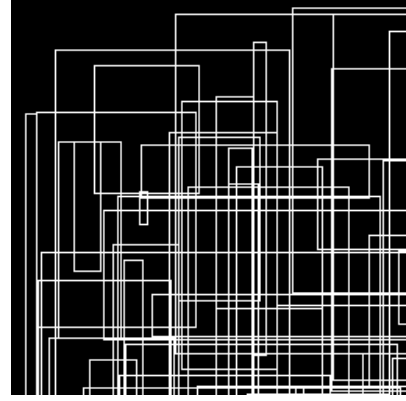
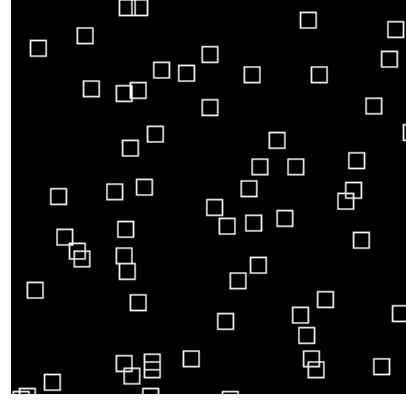
void setup()
{
  size(255,255);  //(1748,2480);
  noStroke();

  //white rectangle
  fill(0);
  rect(0,0, width, height);

  //rectangle fill
  noFill();
  stroke(255,255,255);
}

void draw() //draws stuff, constantly looping
{
  {
    float x = random(0, 500);
    float y = random(0, 500);
    rect(x, y, 10, 10);
  }
}

void keyPressed() //Saving Images
{
  if(key == 's' || key == 'S')
  {
    save("/img_" + a + b + c + "_" + n + ".png");
    n = n + 1;
  }
}
```



MACHINE

# GENERATOR\_02

```
//variable for saving new images
int n = 1;
char a = (char) int(random(33, 127));
char b = (char) int(random(33, 127));
char c = (char) int(random(33, 127));

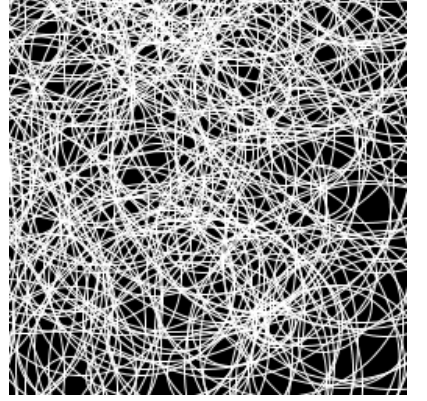
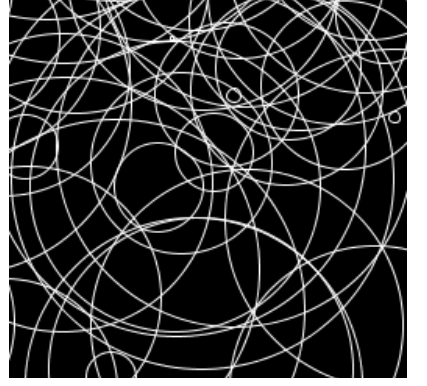
void setup()
{
  size(255,255);  //(1748,2480);
  noStroke();

  //white rectangle
  fill(0);
  rect(0,0, width, height);

  //rectangle fill
  noFill();
  stroke(255,255,255);
}

void draw() //draws stuff, constantly looping
{
  {
    float x = random(0, 500);
    float y = random(0, 500);
    float s = random(0, 250);
    ellipse(x, y, s, s);
  }
}

void keyPressed() //Saving Images
{
  if(key == 's' || key == 'S')
  {
    save("/img_" + a + b + c + "_" + n + ".png");
    n = n + 1;
  }
}
```



```
//variable for saving new images
int n = 1;
char a = (char) int(random(33, 127));
char b = (char) int(random(33, 127));
char c = (char) int(random(33, 127));

void setup()
{
  size(2480,1748);  //(1748,2480);
  noStroke();
  //white rectangle
  fill(0);
  rect(0,0, width, height);
  //rectangle fill
  noFill();
  stroke(255,255,255);
}

void draw() //draws stuff, constantly looping
{
  float x = random(0, 1748);
  float y = random(0, 2480);
  float s = random(0, 500);
  triangle(x, y, x + s, y + s);
}

void keyPressed() //Saving
{
  if(key == 's' || key == 'S')
  {
    save("data/img_" + a + b + c + "_" + n + ".png");
    n = n + 1;
  }
}
```

MAN

# GENERATOR\_03



# ARE ROBOTS CREATIVE?

*“It is change, continuing change, inevitable change, that is the dominant factor in society today. No sensible decision can be made any longer without taking into account not only the world as it is, but the world as it will be...”*

*This, in turn, means that our statesmen, our businessmen, our everyman must take on a science fictional way of thinking.”*

**-ISAAC ASIMOV  
1981**