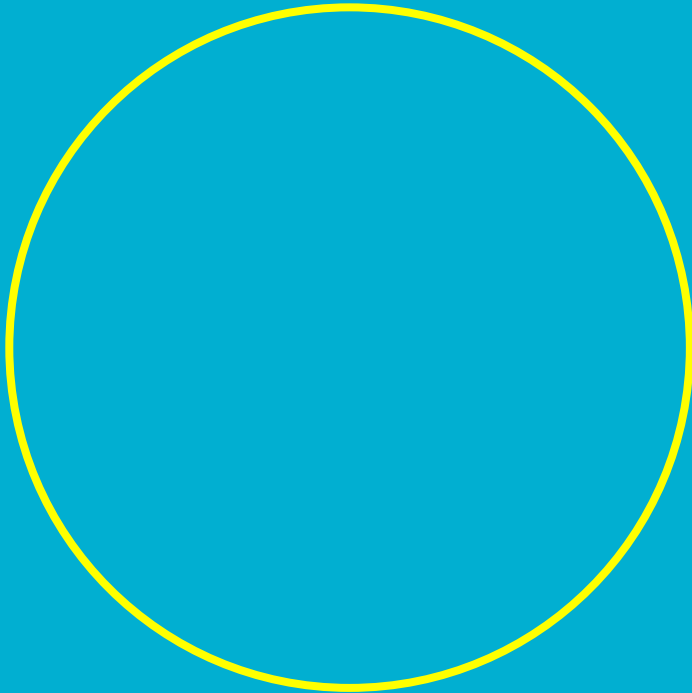


Conditional Design

Sketching Procedural Drawings



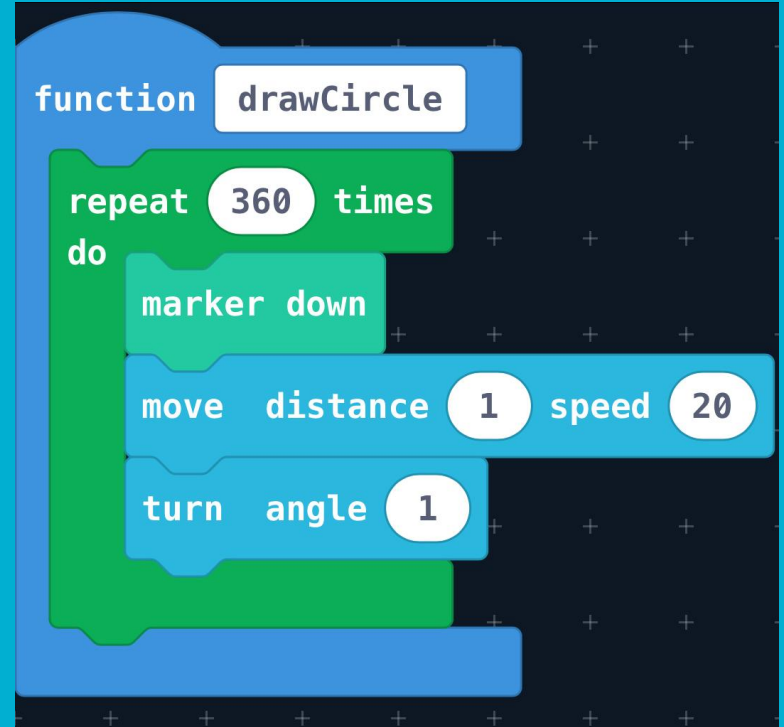
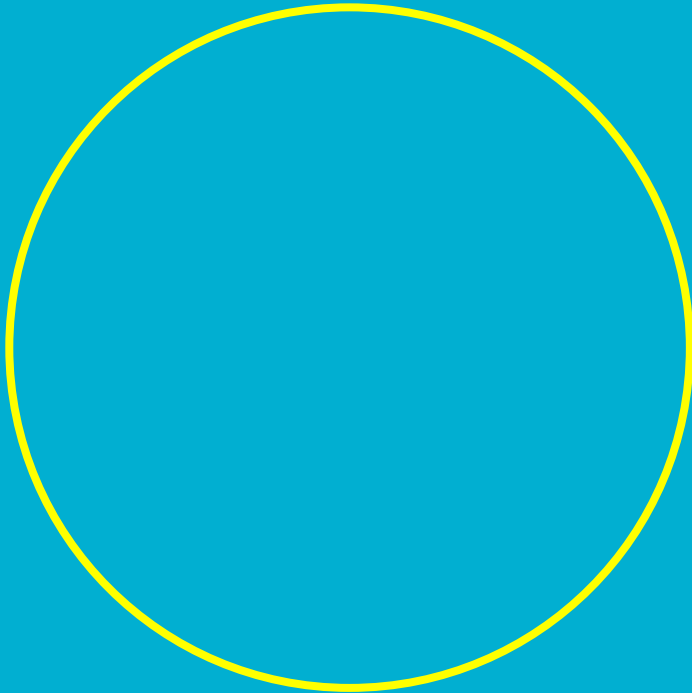
Functions and Loops



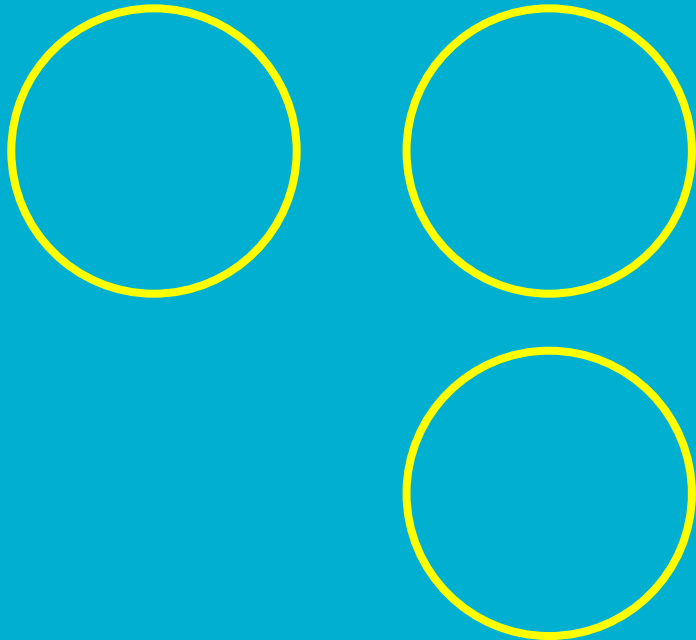
Program a function that would result in Cue sketching a circle.

Name the function **drawCircle**.

Functions and Loops

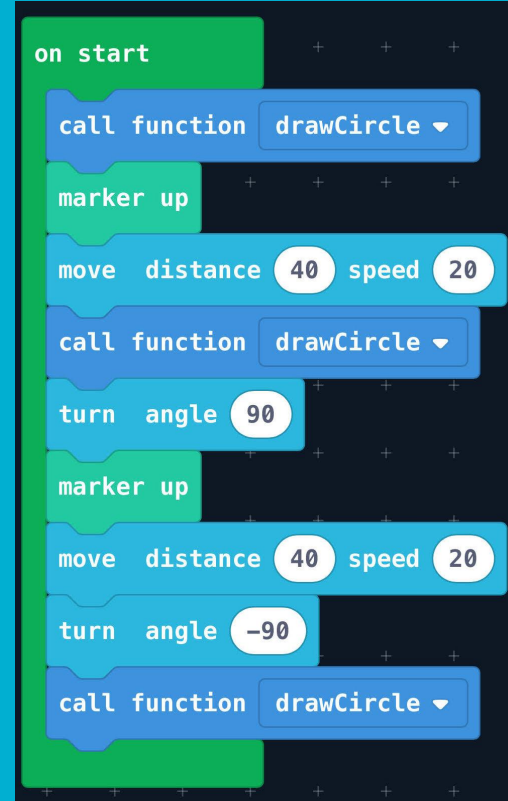
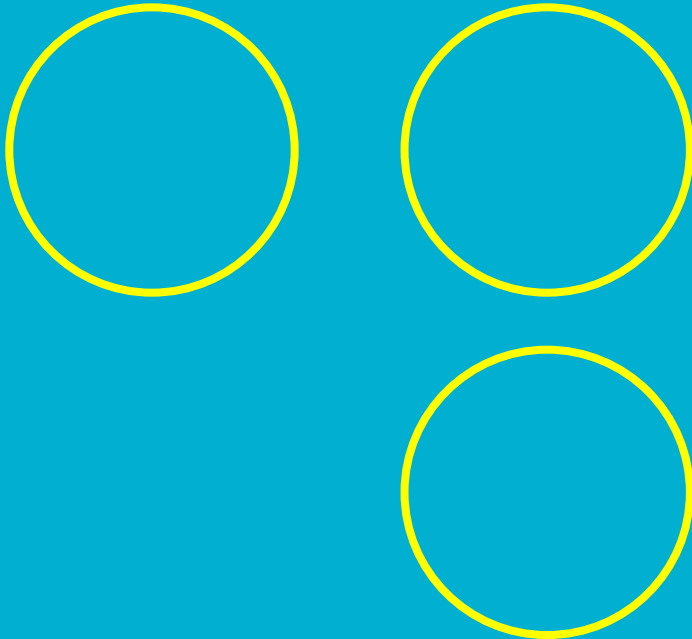


Functions and Loops



Using the **drawCircle** function and a **repeat** block, program Cue to sketch this **three-circle pattern**.

Functions and Loops

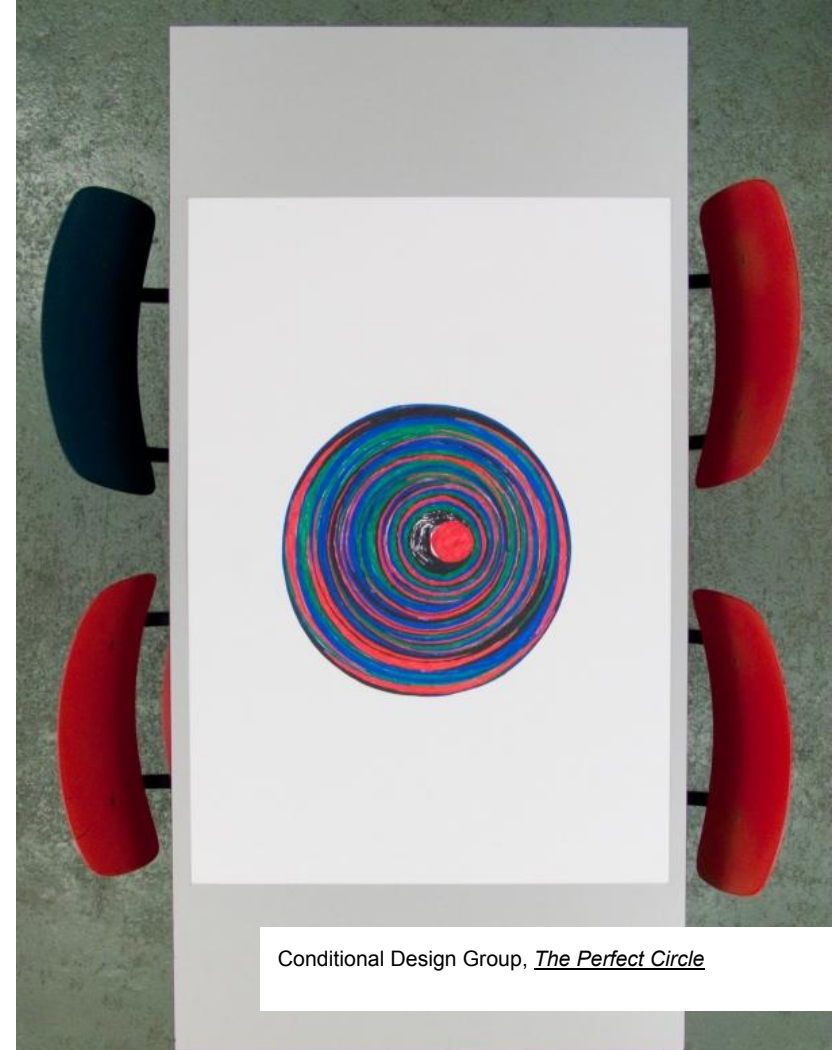


The Perfect Circle

Conditional Design Group (2009)

Rule:

On each turn, take 10 seconds to draw a circle on your paper larger than the previous one. At the end of your turn, pass your paper to someone else.

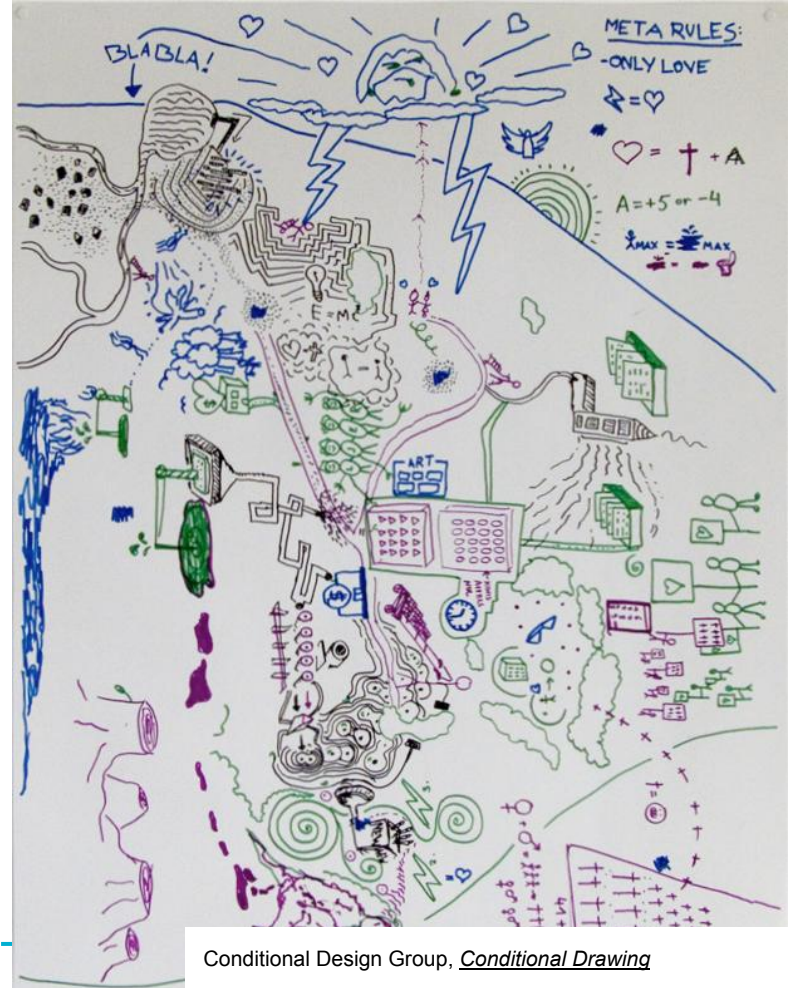


Conditional Drawing

Conditional Design Group (2008)

Rule:

On each turn, take 10 seconds to perform the rule written on your paper. At the end of your turn, pass your paper to someone else.



Conditional Design Group, Conditional Drawing

More Algorithmic Art



Harvey Moon's Drawing Machines