DRAFT 1

What's unexpected about this thing you just made?
I initially selected the piece because I was interested in how it looked and the interactive side of the medium. The 3D effects and light play was quite mesmerizing and the more I delved into Zach Lieberman's work, the more fascinated I was with how versatile generative coding is. Also how unique each piece is in their coding structure.

What do you understand better or differently about your tool or medium now?
I was interested in Zach's point of view on coding and seeing his work as "poetic". How a few combinations of words and numbers create beautiful and diverse graphic pieces just comes to show how we can express emotions in such a rational structure of language. Exploring how to make one made me understand this aspect of conversation with a computer.

Did it pose a particular technical challenge?
Rusty logic needed to be revived, and new languages needed to be learned.

What kind of output or knowledge does this tool or medium favor?
I don't think it is bound by screens, it could be other output hardwares too like speakers (sound), or motors (tactile/locomotion). I think saying it only favors pixel based output isn't accurate. But it certainly demands logical thinking.

What relationship does it have to graphic or communication design?
Generative coding is connected to it by being data driven and reaches new visual mediums such as UI/UX.

Further exploration
There are many paths to try, such as an interactive aspect with sensors or something as simple as the computer mouse.

DRAFT 2

Reflections on Randomness

What is randomness in its purest form if not mere absurdity, undefinable, when it is inseparable from recognizable things. Randomness in its vast infinite nature, ironically, can be defined, as we can see in dictionaries. Such is its description from the Cambridge Dictionary: "happening, done, or chosen by chance rather than according to a plan." Yet the randomness concept itself exists unchanging in the abstract realm.

The iterations on randomness in the past month led me to the realization of the irony I am committing on my own subject of investigation. Each day, iterating codes and deciding what to display, what variable to randomize, how to randomize it, and how far I should randomize things acts as a multivise, giving structure to randomness. Randomness seemed to be an autonomous adhoc, subordinate to reality itself in its many forms.

Each week unfolded a new dimension of this paradox. First, I engaged with the medium, then coded randomness within a multivise of elements—squares, lines, circles. Finally, I examined randomness beyond code, considering its broader implications:

Bloom or Grow. Random outputs seem to grow out into existence but inseparably attached to its source code. It continues to spread infinitely, with infinite possibilities out of a determined source.

Creatio ex Adhoc. Infinite possibility and combinations of visual elements burst into existence. Each iteration is created from previous systems and never from nothing.

Spawn or Birth. Infinite random varieties pop into existence not out of thin air but is birthed into existence from a carefully planned source, each individual offspring bearing the image of its origin.

Program. Behind the process of the diverse outputs, was a programmer designing, deciding, rendering it.

Reflection. The output is a mere reflection of its source code. This implies that the source code and its outputs stand on a totally different dimensional plain.

Identity. Are identities truly unique? Surely there is an obvious unique aspect of each iteration, yet there is a common pattern among them as defined from its source. Which is the true identity?

Mechanical. The evolution of the outputs seem to adhere to a set system, enabling its infinite diversity.

Essay of randomness. This is randomness writing an essay on itself, randomness in its purest form, manifested through a defined background, typeface, grid, and infinite time. Its own code, its infinite definitions are all contained within the infinite combinations of letters. Yet, is its definition contained in itself, or is it contained in the faith of its observer expecting a specific outcome?

Iterations of randomness is the summary of iterations done. The act of iterating iterations itself show the different reflections and aspects of randomness itself. Each iteration works in harmony in building up a definition for a shared subject. Demonstrable only if the subject itself is unchanging, in this case, randomness.

This inquiry challenges notions of freedom, diversity, and limitation. Can randomness exist without structure? Is imposing constraints a restriction or the very foundation of creative freedom? Ultimately, iterations of randomness reveal a deeper truth: randomness, though infinite in possibility, is always shaped by the conditions in which it manifests.

Jencks C and Silver N (2013) Adhocism : The Case for Improvisation. Massachusetts: The MIT Press Series.

DRAFT 3

Render: https://editor.p5js.org/samcng/sketches/V4ZF7zFDp

```
let cols, rows;
let gridSize = 10;
let letters = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz1234567890-=_+,./<>?;[]{}";
//My whole essay, as well as this very code, this description, all of the books in the world, is contained within the infinite combinations of these glyphs. This code shall arrange them for me into an piece of essay eventually. You just need to have faith that they will. Am I the author? Is anyone else? Or is it randomness itself? Is the message contained in the infinite possible outputs? Is it perhaps originating from these lines of codes? Perhaps it is randomness within the multivise of my own design. Or perhaps randomness, and everything contained in its chaos, is itself an iteration of my own essay. Mere mimicry eventually. In time.


function setup() {
  createCanvas(800, 800);

  cols = width / gridSize;
  rows = height / gridSize;
  textSize(gridSize * 0.6);
  textAlign(CENTER, CENTER);
}

function draw() {
  background(0);
  fill(255);
  for (let i = 0; i < cols; i++) {

      //Grid upon which the words shall reside
    for (let j = 0; j < rows; j++) {
      let x = i * gridSize + gridSize / 2;
      let y = j * gridSize + gridSize / 2;
      let randomLetter = letters.charAt(floor(random(letters.length)));
      text(randomLetter, x, y);
    }
  }
}

```