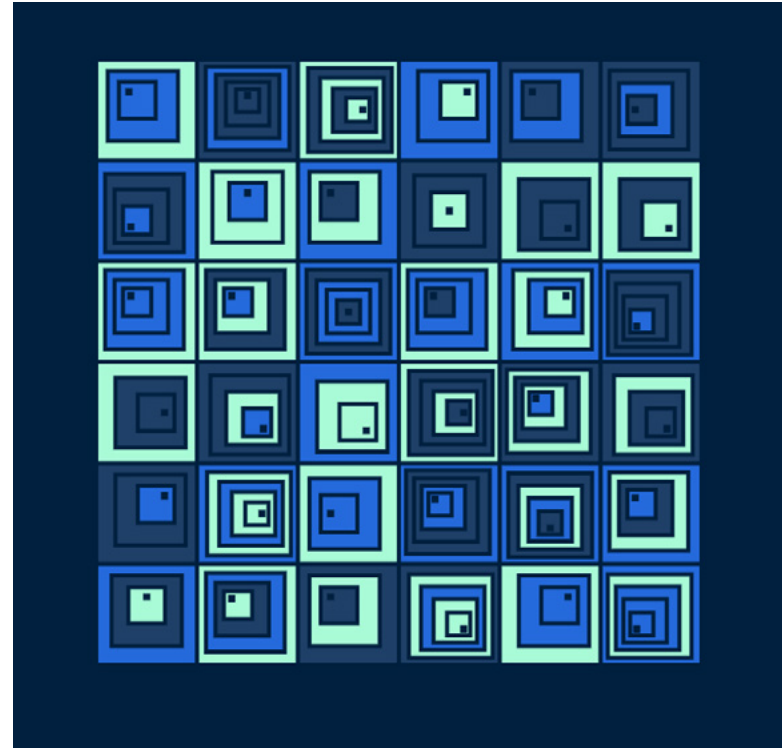# Assignment 3: Printer

Printer project guide

Description:
Generative art refers to art that in whole or in part has been created with the use of an autonomous system. An autonomous system is generally one that is non-human and can independently determine features of an artwork that would otherwise require decisions made directly by the artist. In some cases the human creator may claim that the generative system represents their own artistic idea, and in others that the system takes on the role of the creator. Using JavaScript loops, create a generative work based on outputting rows of HTML/CSS which follow your own set of rules. Think of your website like a printer that changes every time the ink makes a pass over the page.

Goals:
• Gain comfort with loops and conditional programming.
• Create a unique work that is both planned and unplanned.

Guidelines:
Your output can function and display however you like as long as it is created by a loop. Think about what content you would like to manipulate, you may use for example: colored divs, text, images, or more. The final printed piece can be a fixed pattern you create with the script or something that uses Math.random() to create something different every time.

Schedule

SEP 30 - OCT 7
Consider what you would like to generate and make some sketches outside of the browser. Try first creating by hand what you would like the computer to do.

OCT 7 - 14
Work on getting your sketched model to print in the browser. Focus on the code first and then styling.

OCT 14 - 21
Finalize your page. Keep an eye out for unexpected outcomes generated by your script and see if there are any additional functionalities you would like to incorporate based on these discoveries.

PROJECT DUE: OCT 21