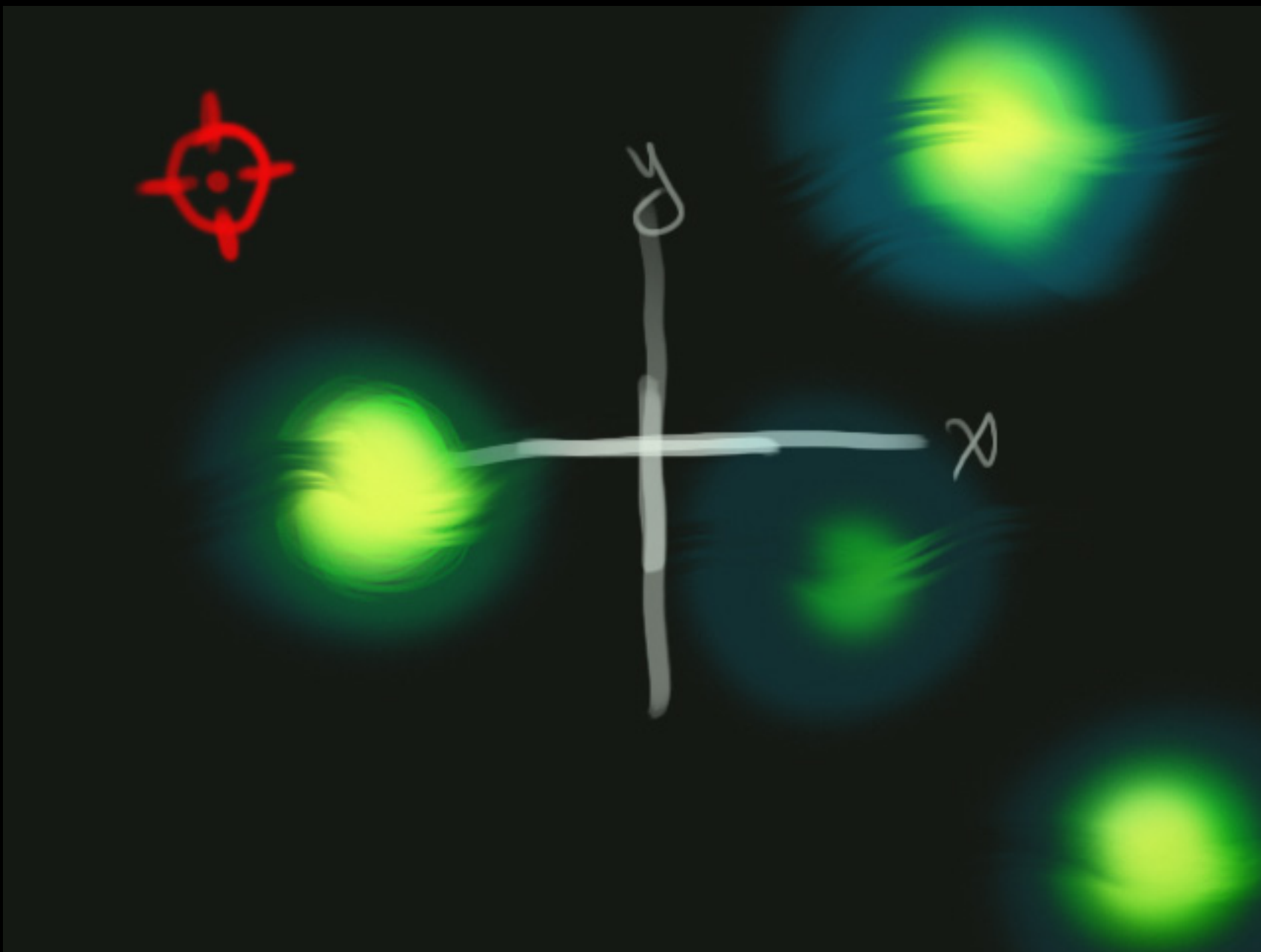


The background features a complex generative art visualization. It consists of numerous overlapping circles of various sizes and colors, including shades of purple, blue, orange, and yellow. Some circles have a lighter, glowing center. A thin black line is drawn across the lower-left quadrant, intersecting several of the colored circles. The overall effect is a dense, organic-looking pattern of light and color against the dark background.

generative beatPainter

it didn't start as beatPainter

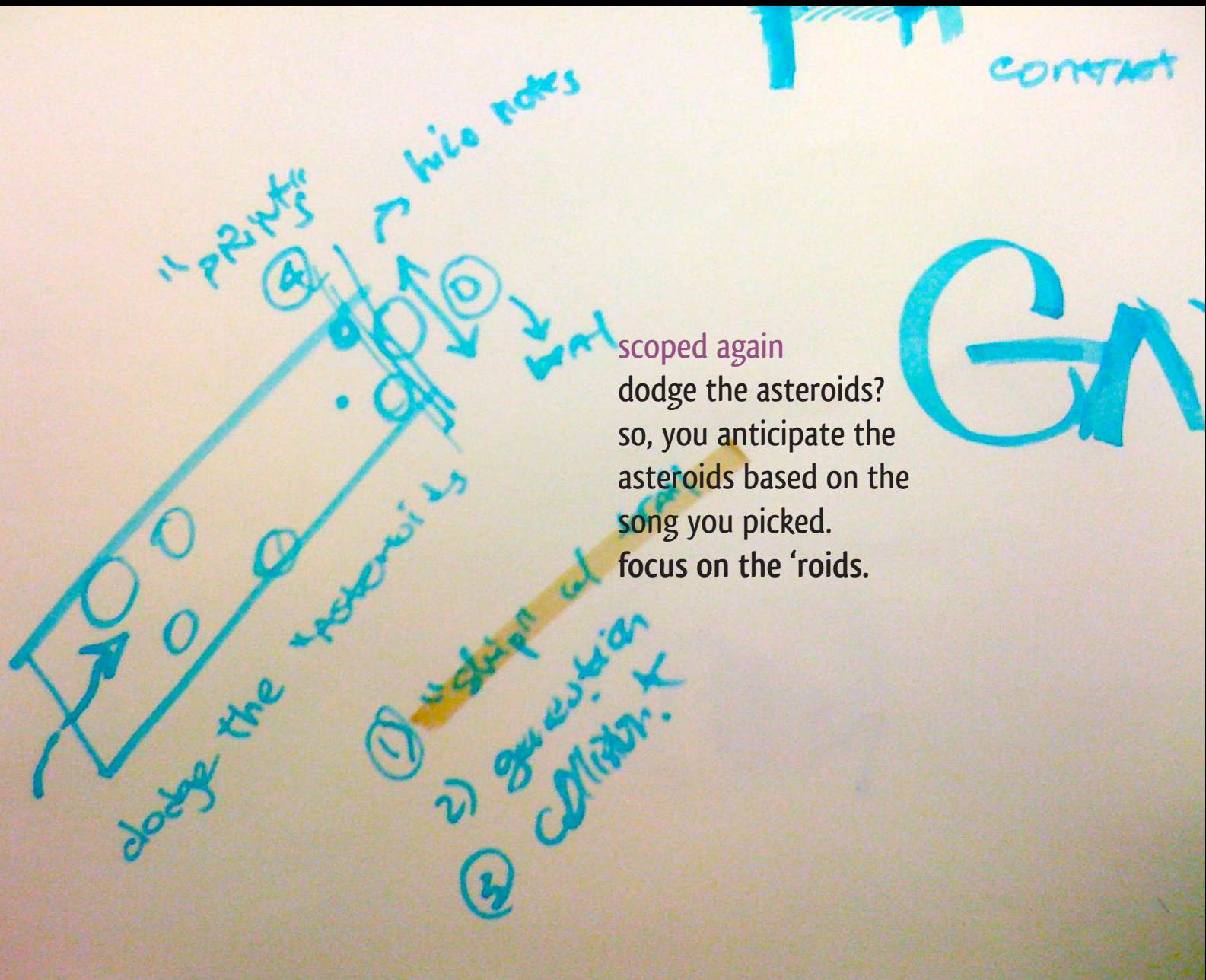


shoot things, kill them!



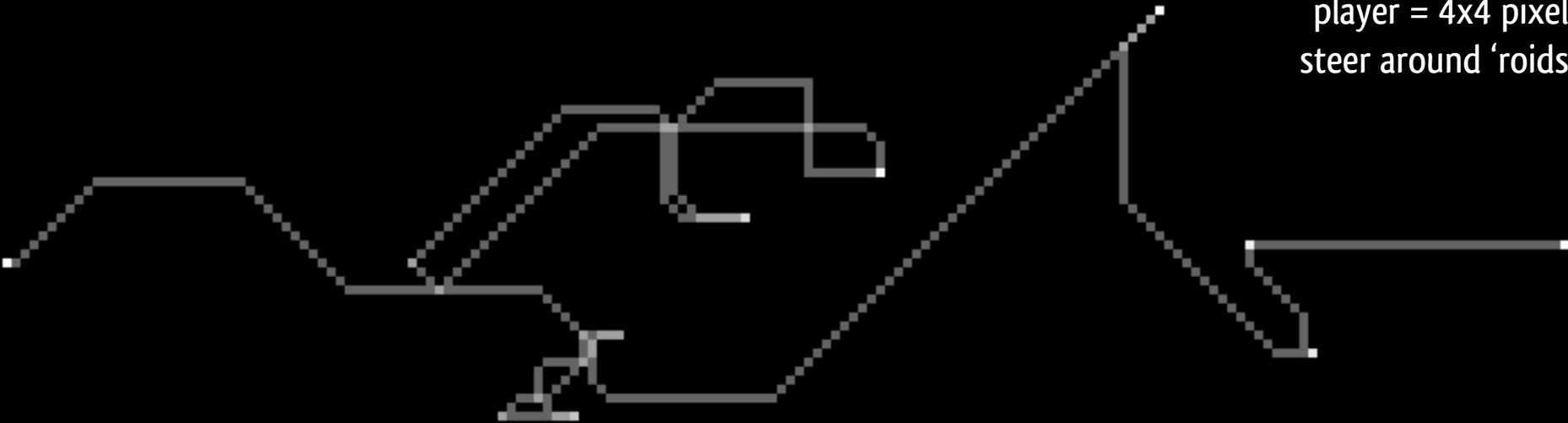
ditched
too much things to
handle outside of
“generative”

playable-ness
points
spawn
movements
etc.



scoped again
 dodge the asteroids?
 so, you anticipate the
 asteroids based on the
 song you picked.
 focus on the 'roids.

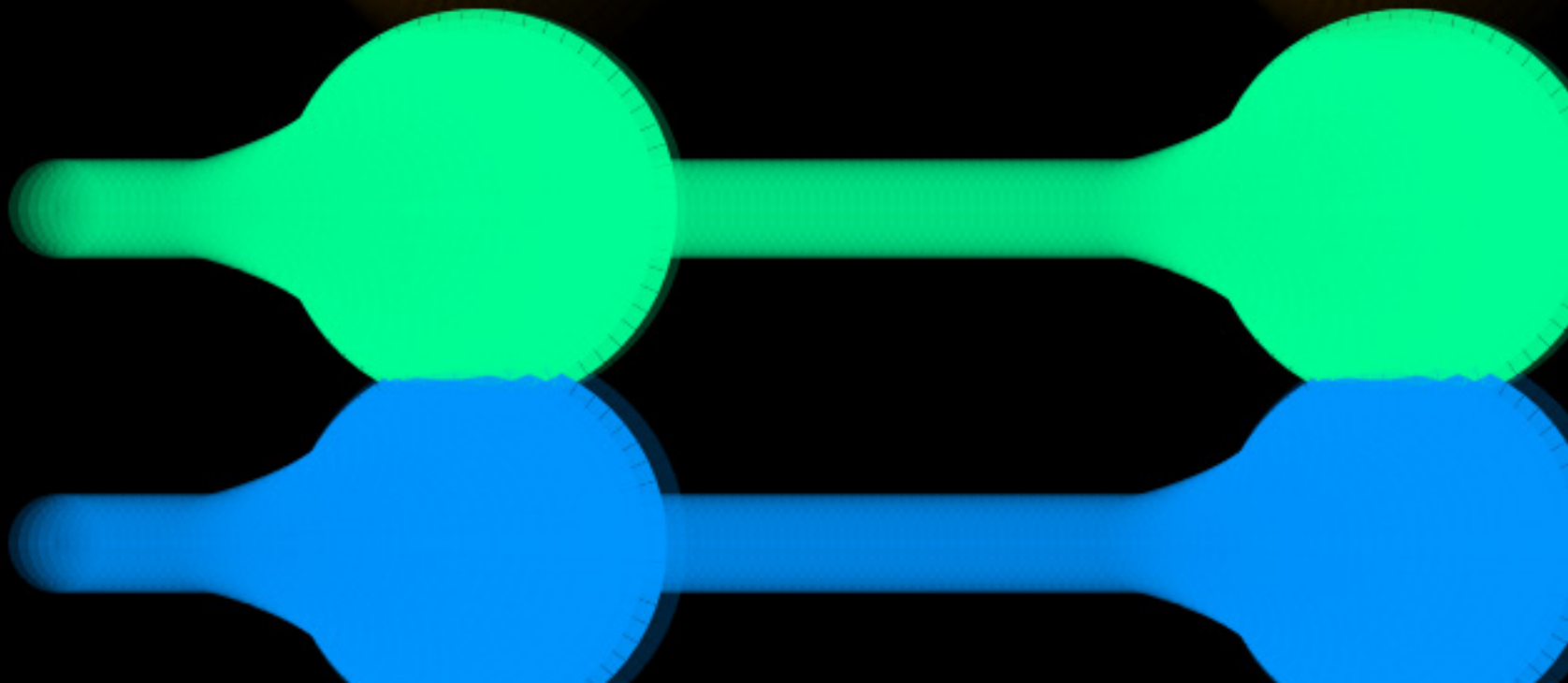
asteroids = beatEnergy



player = 4x4 pixel
steer around 'roids

so, this game was actually really boring...

■



the forms in relation to the music were more interesting



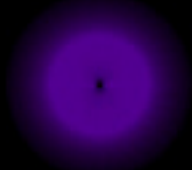
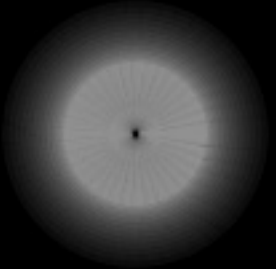
kick



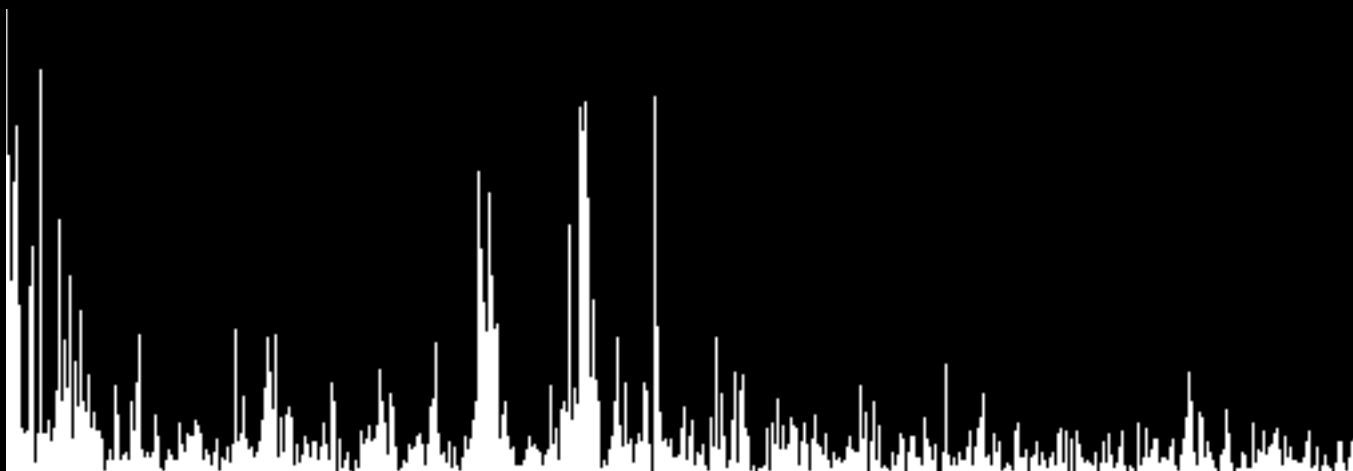
snare



hat



the forms in relation to the music were more interesting



inspiration

ironically, the same source which has
made me miserable every spring



generative Demo

