CT ANALYSIS

DECOMPOSITION

- size- 600x600

- i have multiple random triangles placed and overlapping

- bg colour is white

- controlling the drawing loops

- i have generated layers and creating individual triangles

PATTERN RECOGNITION

- layers

- bg doesnt matter here

- triangles overlapping

- triangular rotations

- shapes sizes

- shape colours

- the mirroring effect

ABSTRACTION

- let numLayers

- let maxTriangles

- let layerOpacity

- drawTransformTriangle

- function drawTransformTriangle

- let x = random(width); // Random x position

- let y = random(height); // Random y position

- let size = random(30, 100); // Random size of triangle

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- let rotation = random(TWO_PI); // Random rotation angle

- translate(x, y); // Move origin to random position

- rotate(rotation); // Apply random rotation

ALGORITHMS

I. The algorithm within the draw() function iterates over multiple layers and triangles, effectively layering the visual elements. Calculating properties like opacity through mapping (map() function) optimizes how the algorithm adapates values between a defined range.

- in setup function createCanvas(600x600)

- in draw elaborate on drawing the triangles shapes and sizes

- playing around with random function to create this randomness