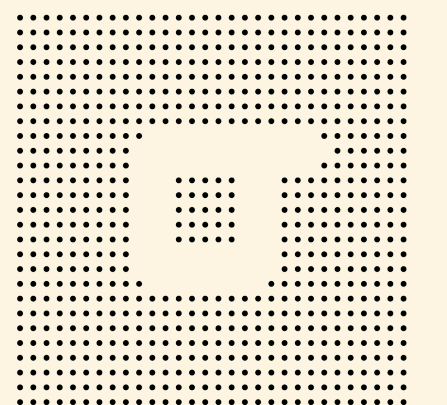# An intro to generative art with Scala

Chris Kipp - Scala in the City

June 29, 2023

Who am I

- American living in the Netherlands

- Work primarily on Scala Tooling via the Scala Center à la Lunatech

  - Metals, BSP, nvim-metals, scoverage, Dotty, and where these all converge

- Have a podcast, Tooling Talks

- Enjoy a bunch of other stuff in my free time

  - Art, music, cooking, wine

Generative Art
What is it?

- Generative art is a form of artistic expression that involves using algorithms, computer programs, or systems to create artwork.

- It is often characterized by the use of rules, randomness, and automated processes to generate visual or audiovisual content.
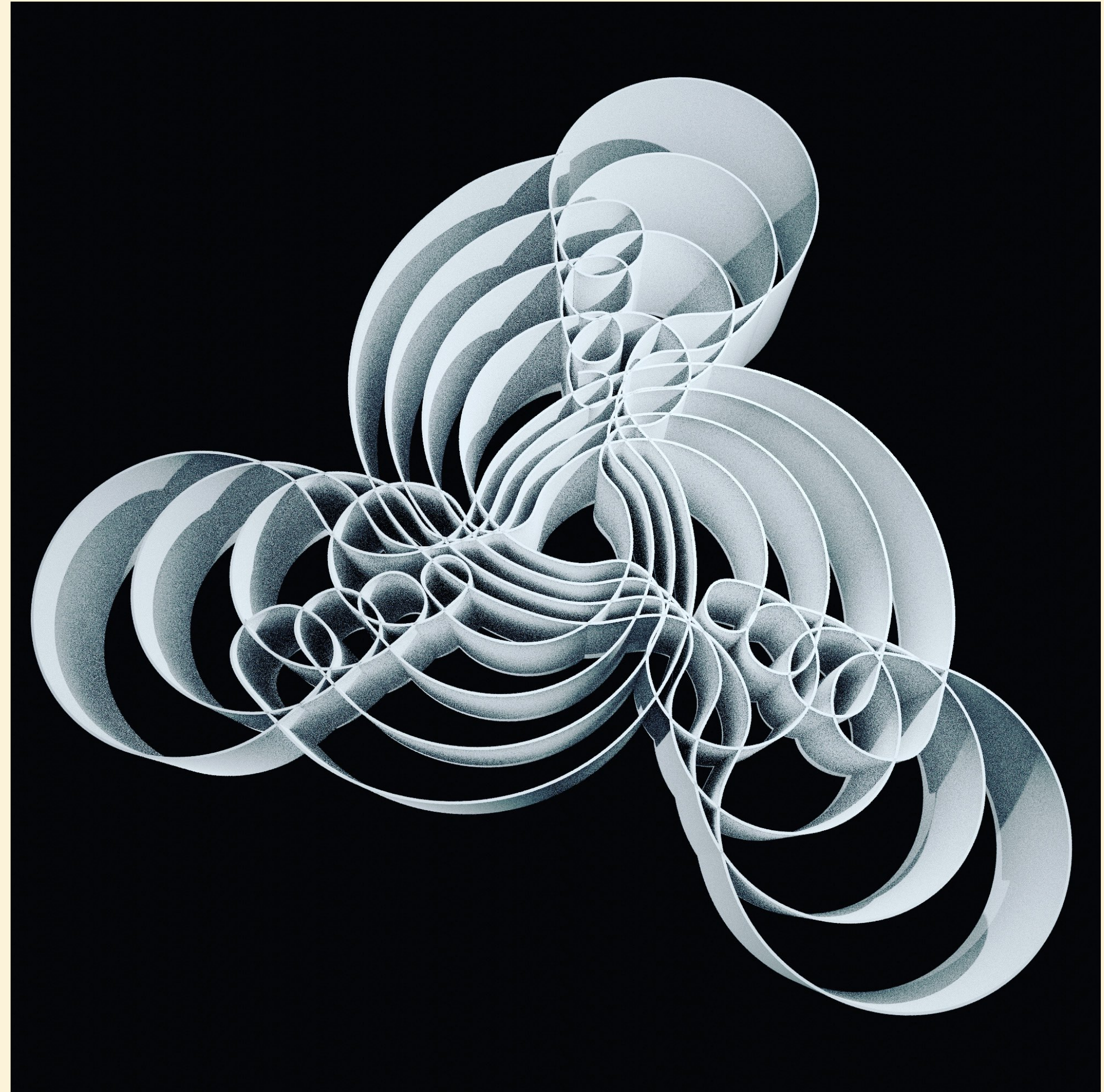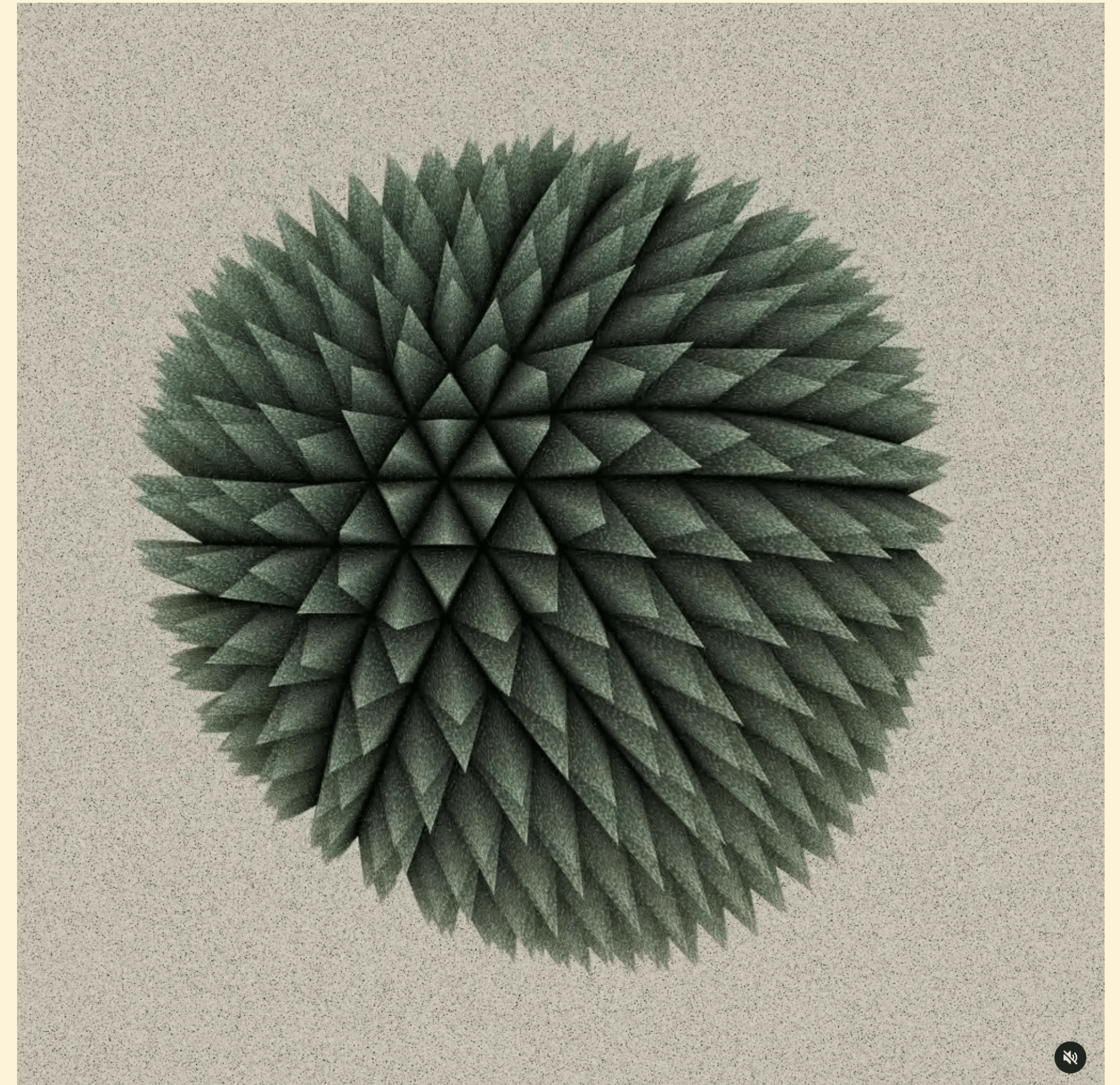
Generative Art

Days Fade by Tyler Hobbs

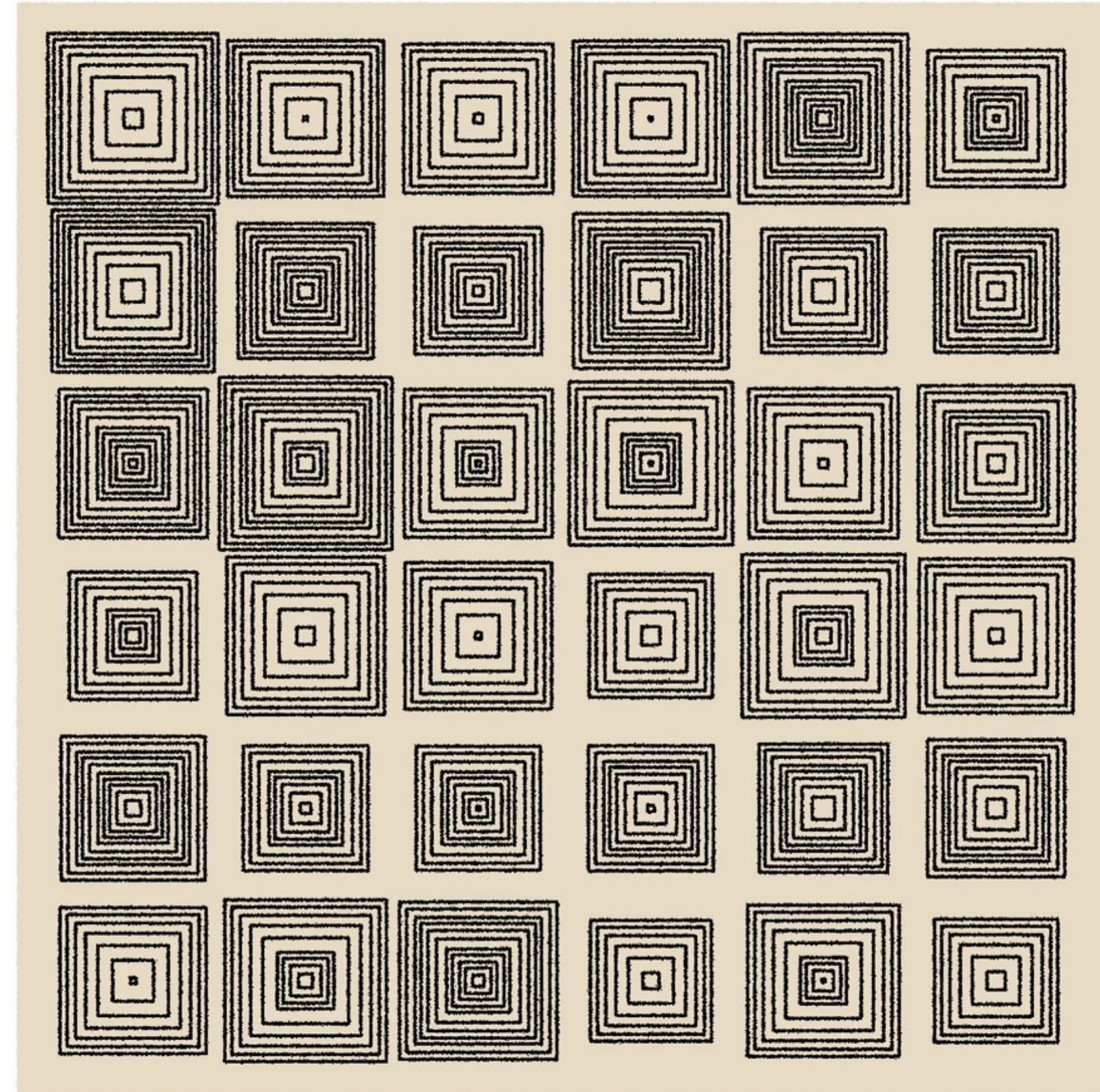# Generative Art

Untitled by Jack Rusher

Generative Art

Undulations by westgenart
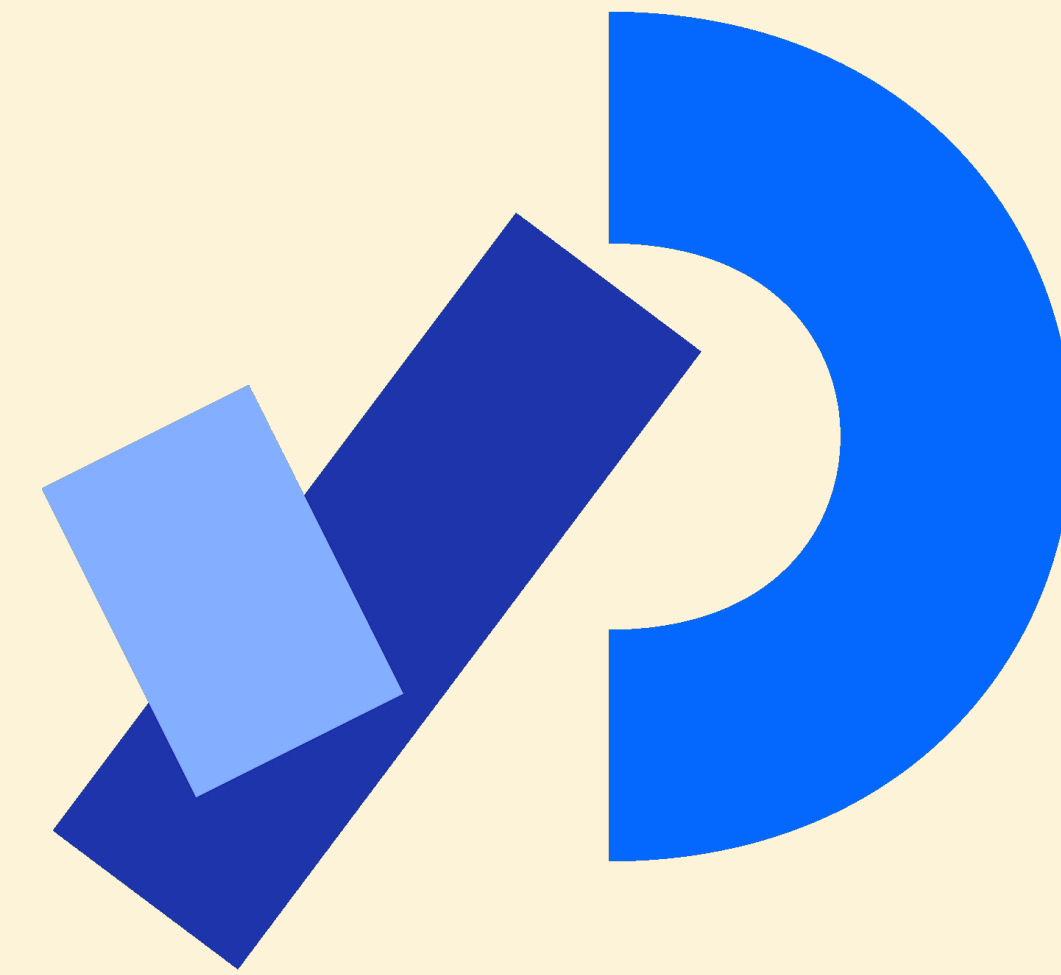
Generative Art

untitled by jonchaf

Generative Art

How

- Processing

- p5.JS

- Doodle

- Cinder

- And literally just anything that you can generate graphics or sound with

Processing

Generative Art
Why

It's fun

Generative Art
How

https://tylerxhobbs.com/essays/2020/flow-fields
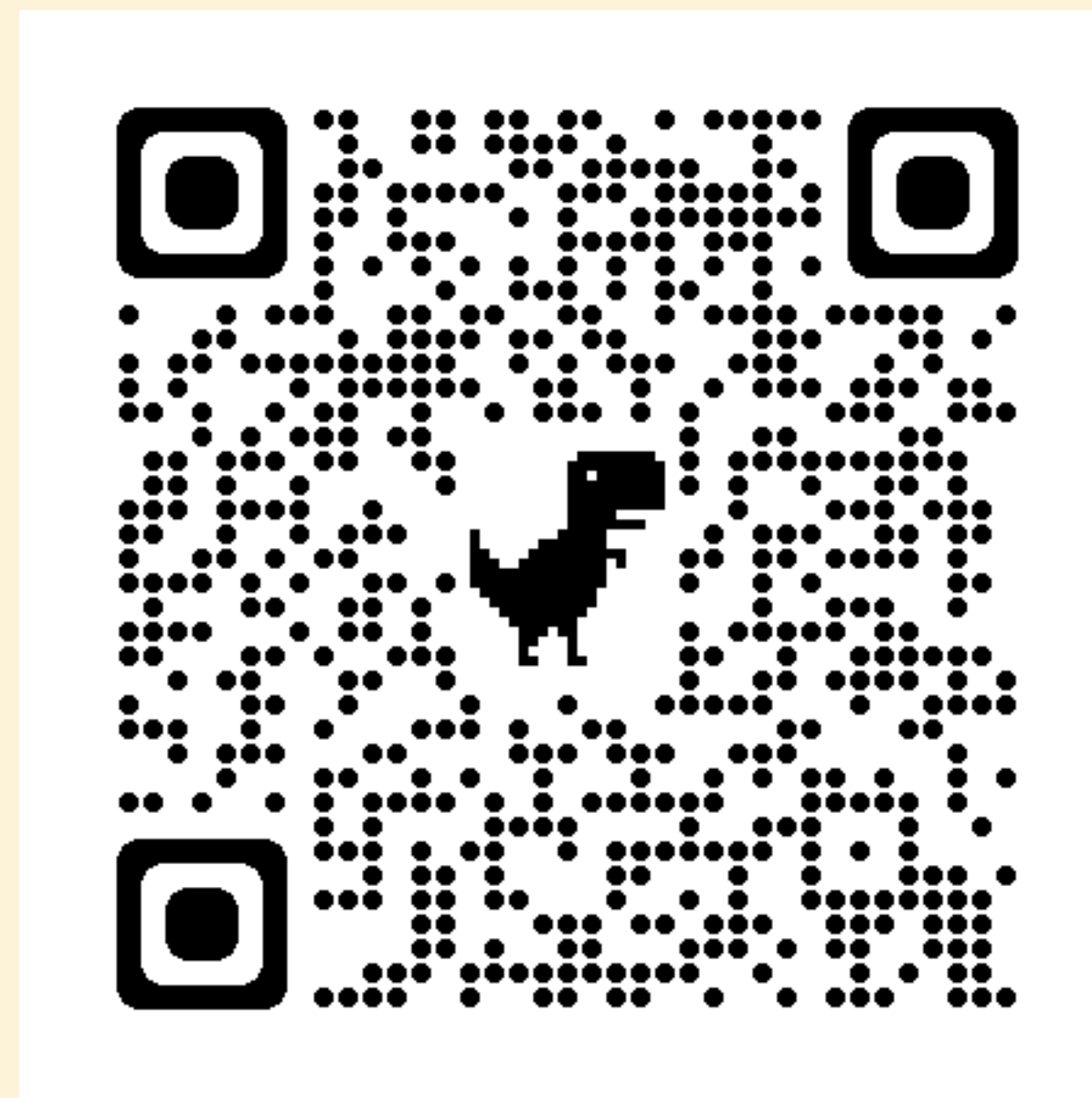
Generative Art
Demo

ckipp01/scala-processing-giter8

ckipp01/an-intro-to-flow-fields-in-scala

Generative Art
I'd rather read

https://www.chris-kipp.io/blog/an-intro-to-flow-fields-in-scala