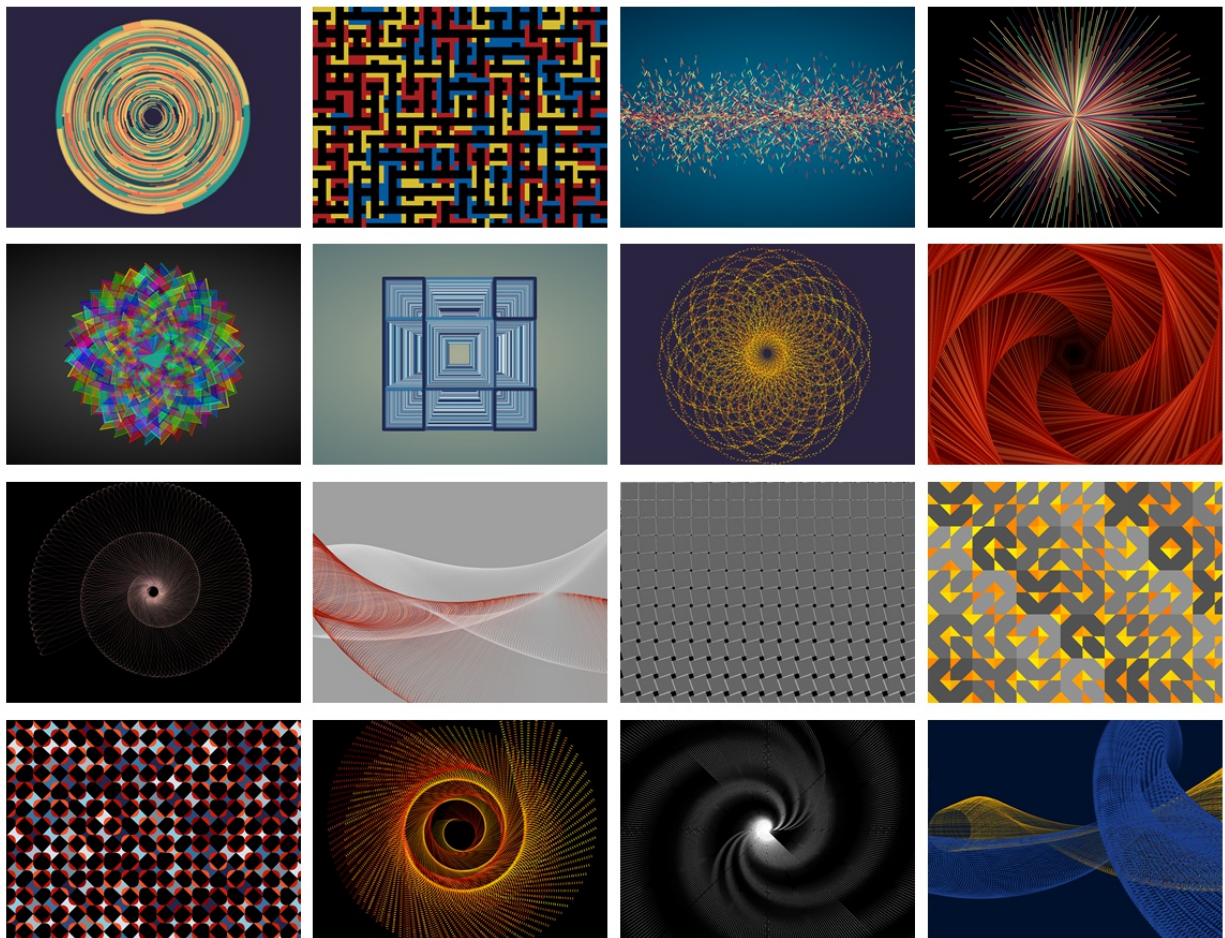
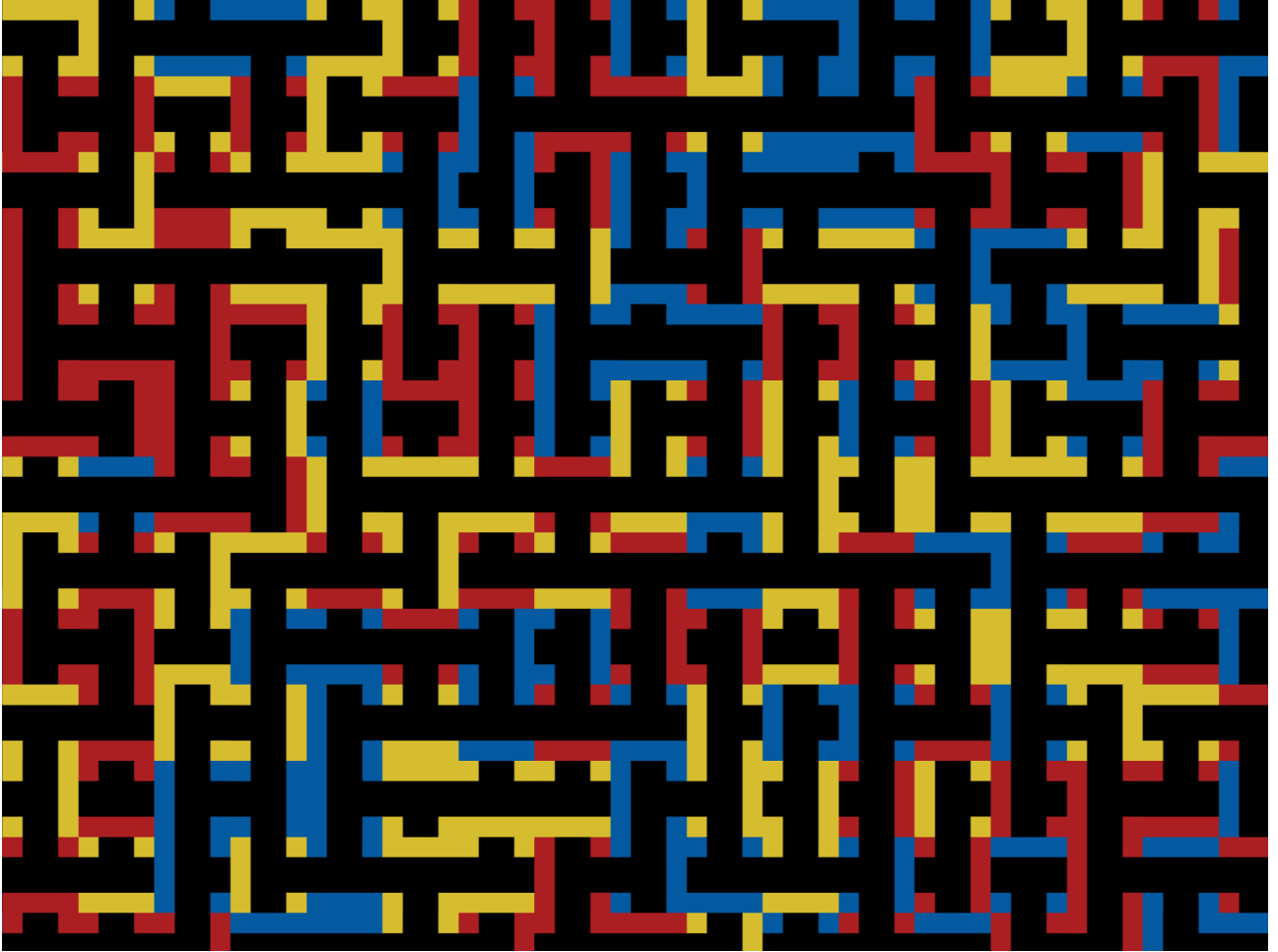


endlessART : CODEbook





repeat: 400 times

- add shape: shape 1
- change position: tile
- change rotation: rnd
- change colour:

Add shape: shape 1

type:

start size: width: 40 height: 40

start position: top left

OK

or

tile shapes in rows TIP: for tiled shapes it is best to set the shapes start position to Top Left

(each new shape will be placed next to the last in rows)

OK

change rotation for: shape 1

degrees

change rotation by: random

pick a random value between: and

or

pick a random value from a set of values:

OK

change colour for: shape 1

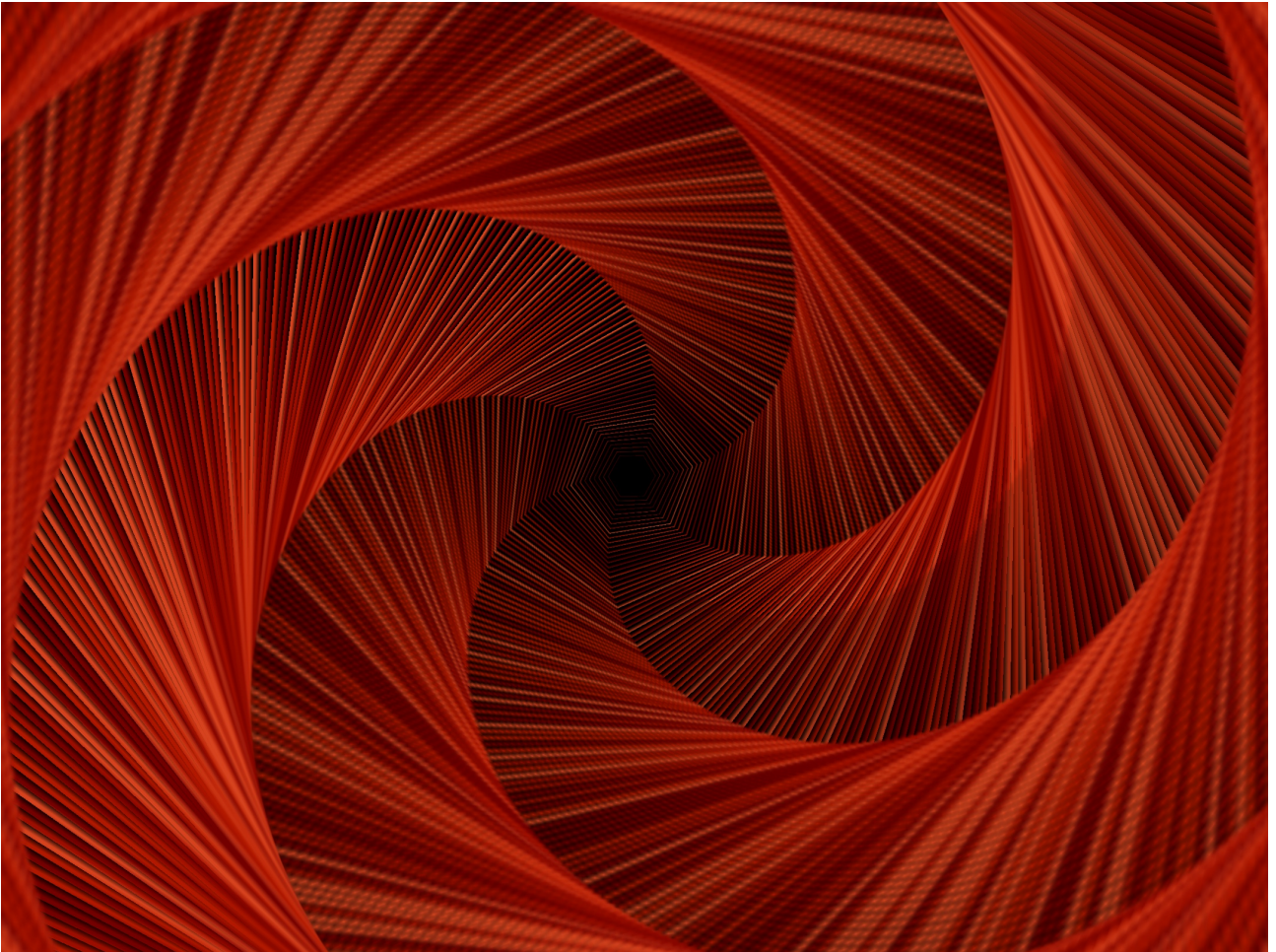
random colour

fixed colour

from a palette

picked at random picked in order

OK



repeat: 250 times

- add shape: shape 1
- change rotation: 1
- change size: 5,5
- change colour:

Add shape: shape 1

type:

start size: width: height:

start position:

change rotation for: shape 1

degrees

change rotation by:

random

change size for: shape 1

width:

height:

random

change colour for: shape 1

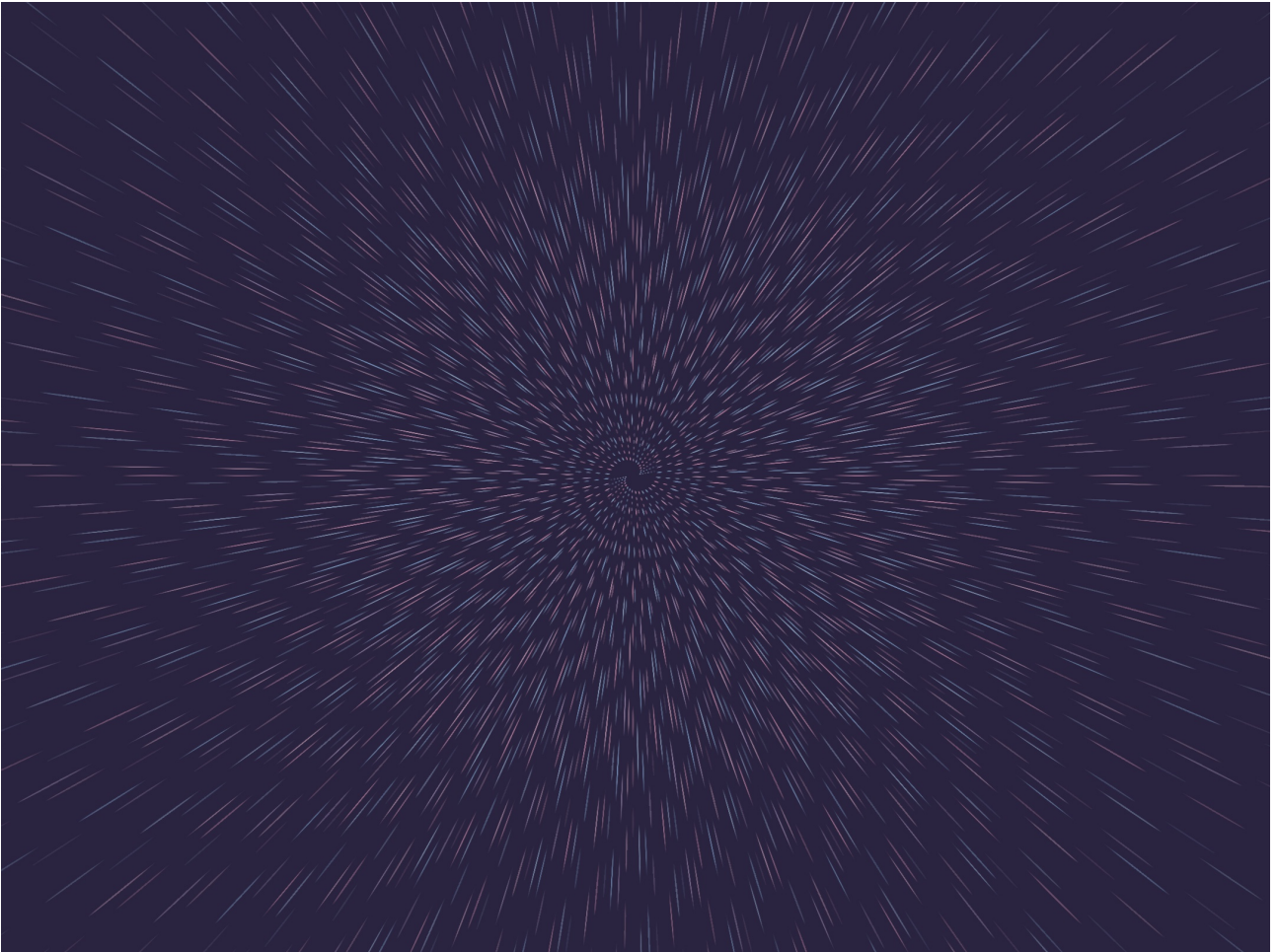
random colour

fixed colour

from a palette

picked at random

picked in order



repeat: 250 times

- add shape: shape 1
- change rotation: 11
- change size: 4,0
- change colour:

Add shape: shape 1

type:

start size: width: 20 height: 20

start position: center

OK

change rotation for: shape 1

degrees

change rotation by: 11

random

change size for: shape 1

width: 4 height: 0

random random

* Note: changes the width by 4 but the height by 0

change colour for: shape 1

random colour

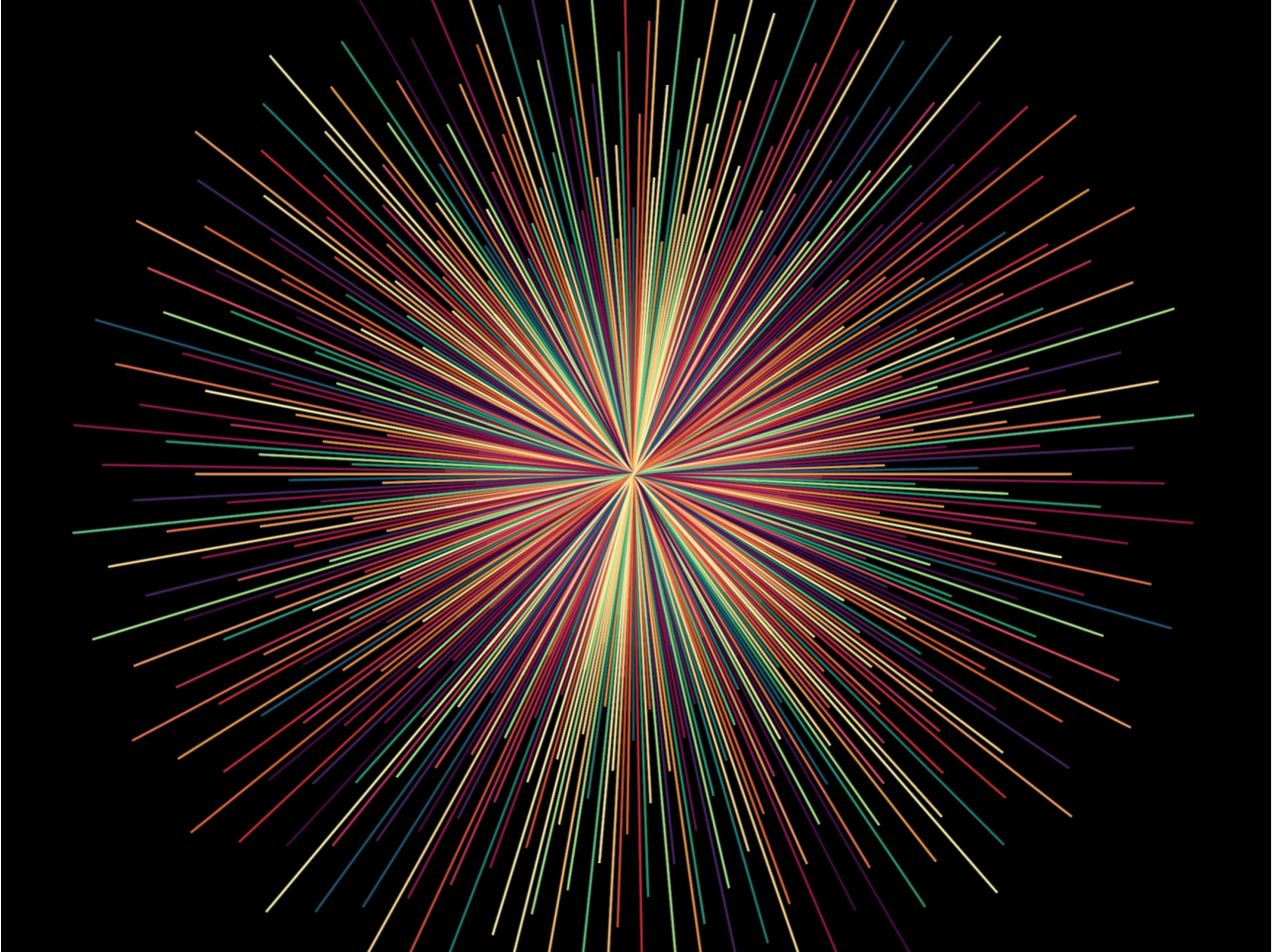
fixed colour

from a palette

picked at random

picked in order

OK



repeat: 250 times

- add shape: shape 1
- change rotation: 11
- change size: 2,0
- change colour:

Add shape: shape 1

type:

start size: width: 100 height: 100

start position: center

OK

change rotation for: shape 1

degrees

change rotation by: 11

random

change size for: shape 1

width: 2 height: 0

random random

* Note: changes the width by 2 but the height by 0

change colour for: shape 1

random colour

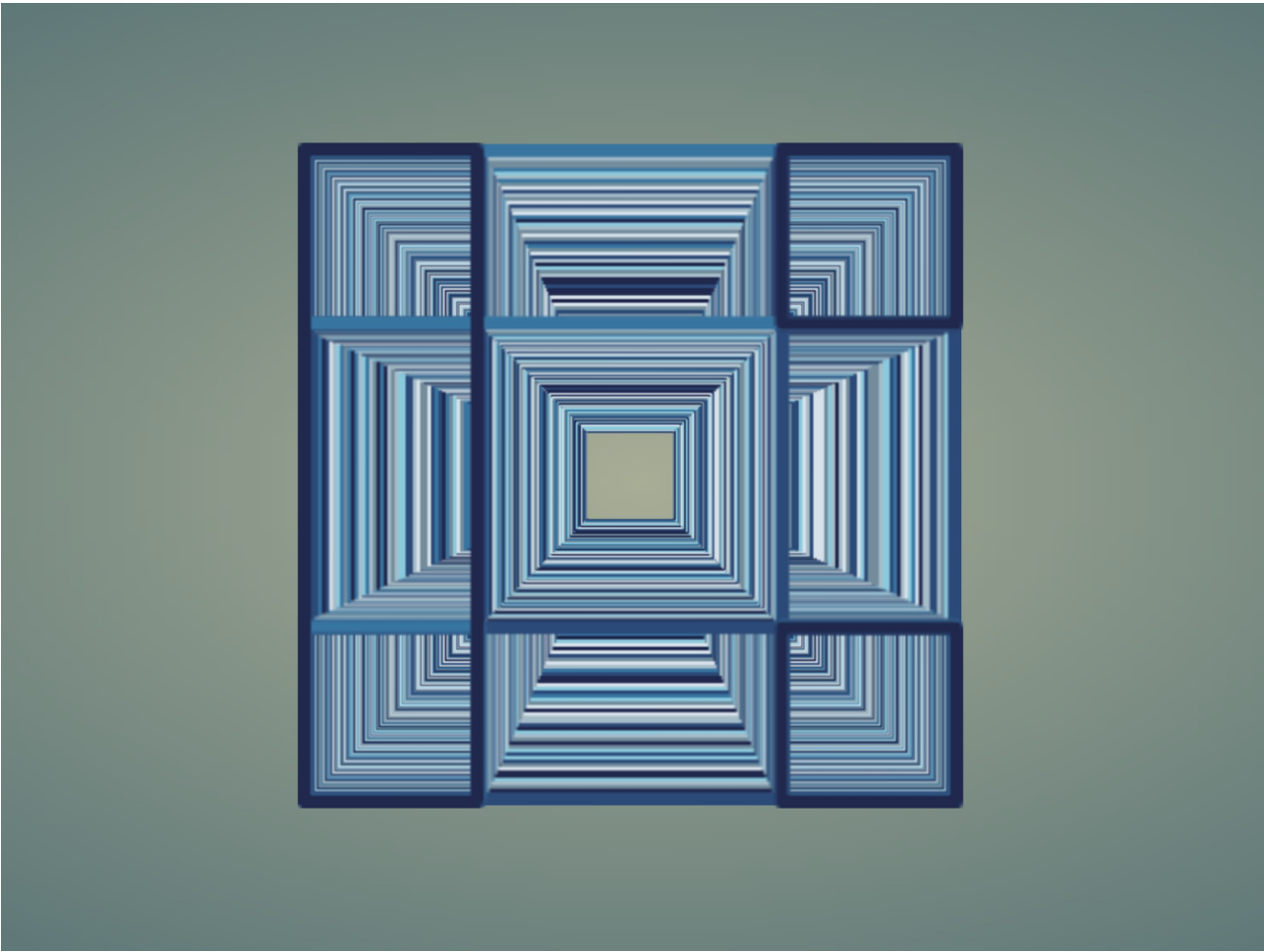
fixed colour

from a palette

picked at random

picked in order

OK



repeat: 250 times

- add shape: shape 1
- change rotation: 90
- change size: 1,1
- change colour:

Add shape: shape 1

type:

start size: width: 100 height: 100

start position: center

OK

change rotation for: shape 1

degrees

change rotation by: 90

random

change size for: shape 1

width height

change size by: 1 1

random random

change colour for: shape 1

random colour

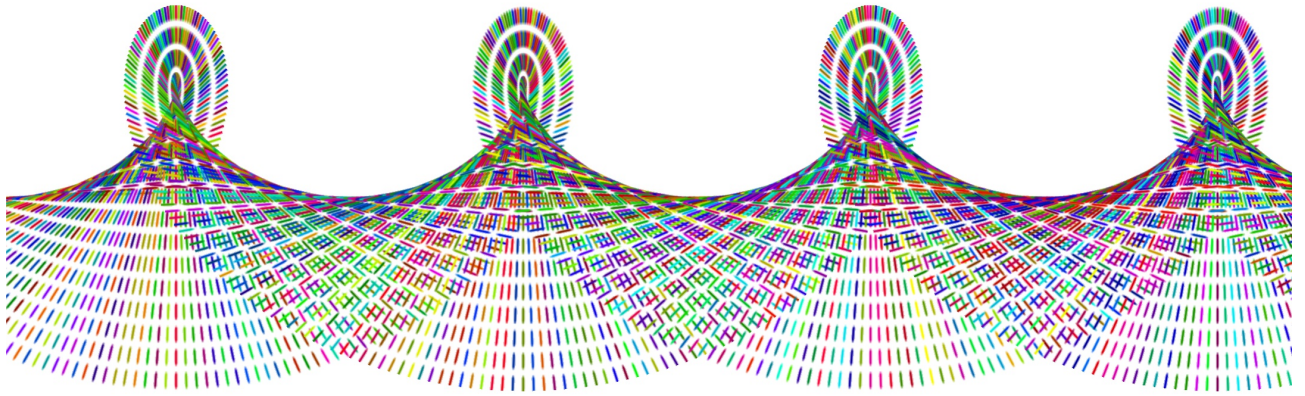
fixed colour

from a palette

picked at random

picked in order

OK



repeat: 500 times

add shape: shape 1

change rotation: 2

change position: 4,0

Note: the loop repeats 500 times

Add shape: shape 1

type:

start size: width: 200 height: 100

start position: center left

OK

Note: the start width is 200 and the start position is center left

change rotation for: shape 1

degrees

change rotation by: 2

random

change position for: shape 1

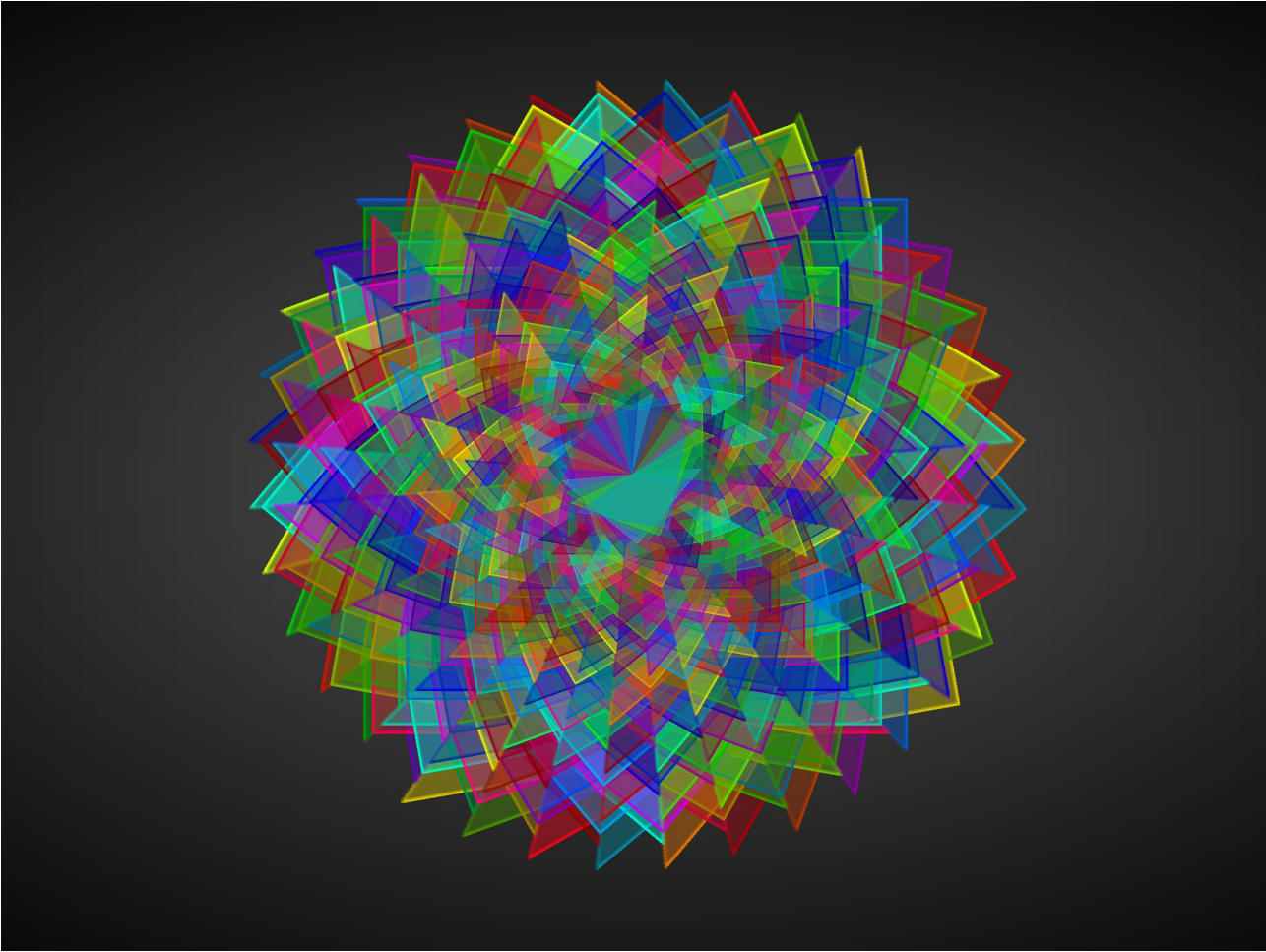
horizontal vertical

change position by: 4 0

(specify the change in position for each new shape)

random random

or



repeat: 250 times

add shape: shape 1

change rotation: 10

change size: -1,-1

Add shape: shape 1

type:

start size: width: 300 height: 300

start position: center

OK

Note: the start width is 300 and the height is 300

change rotation for: shape 1

degrees

change rotation by: 10

random

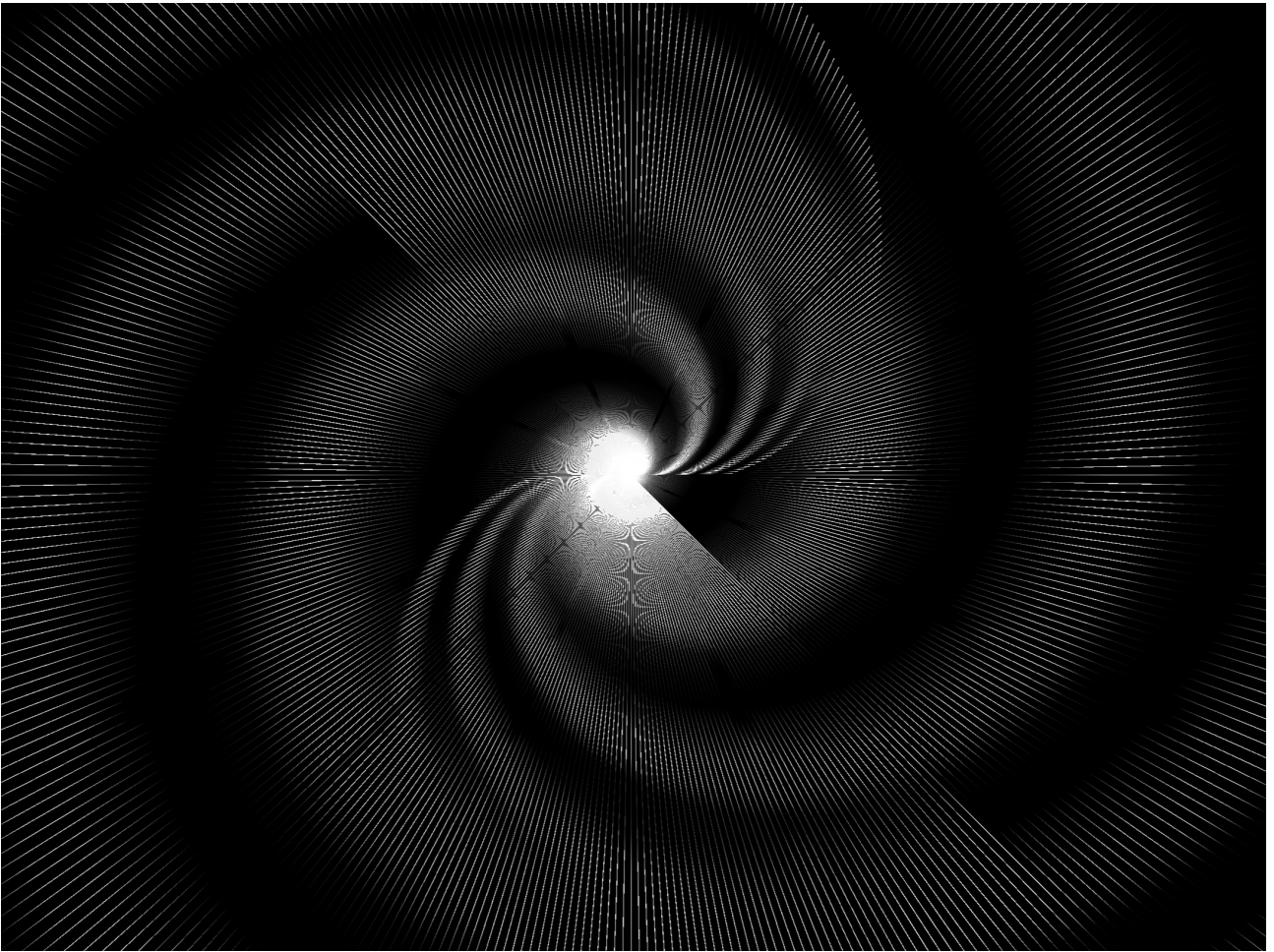
change size for: shape 1

width height

change size by: -1 -1

random random

Note: the size is going down by -1



repeat: 314 times

add shape: shape 1

change rotation: 1

change size: 6,0

change colour:

Note: that repeat is set to 314 times

Add shape: shape 1

type:

start size: width: 100 height: 20

start position: center

OK

Note: the start height is 20

change rotation for: shape 1

degrees

change rotation by: 1

random

change size for: shape 1

width: 6 height: 0

random random

change colour for: shape 1

random colour

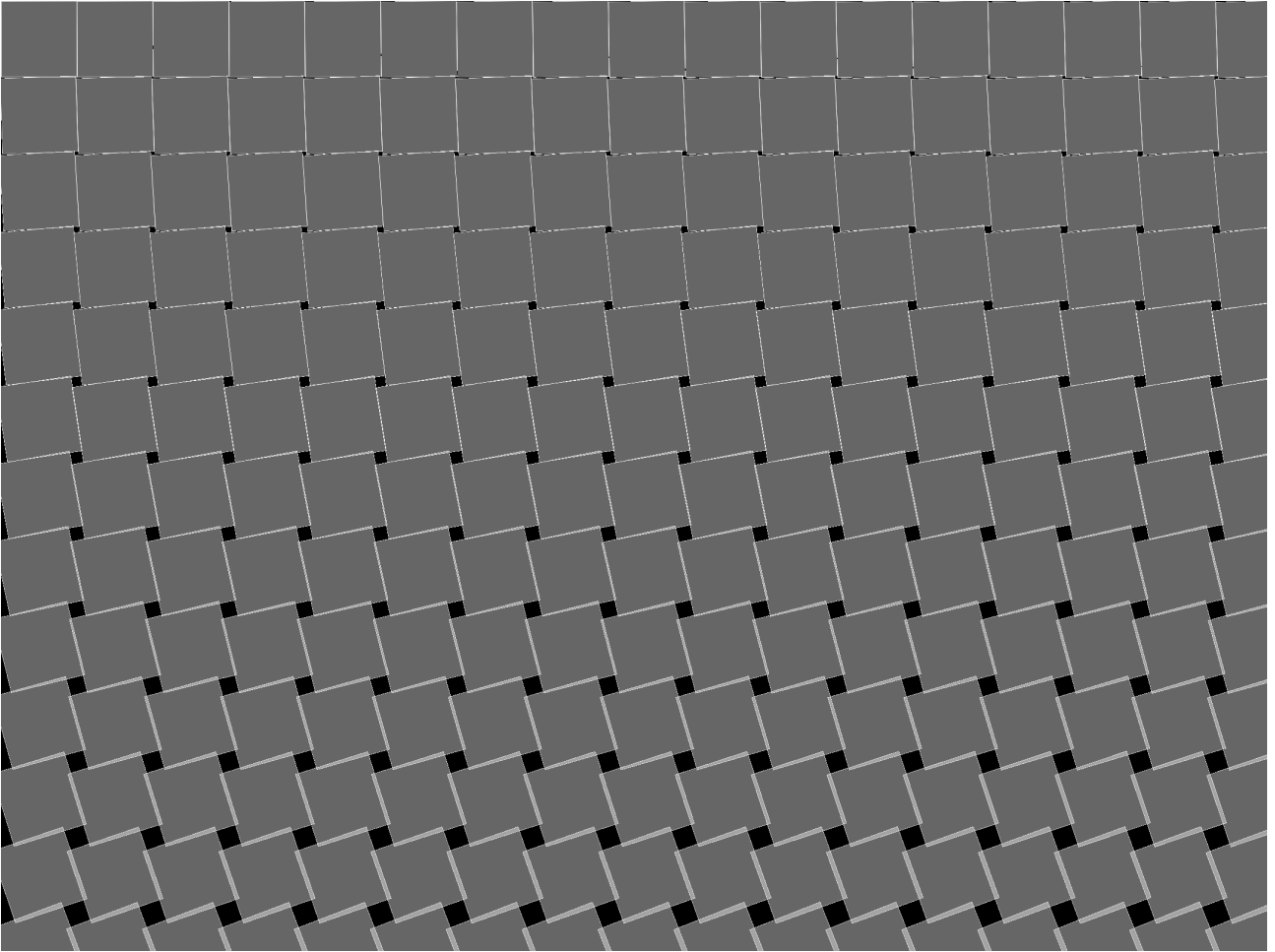
fixed colour

from a palette

picked at random

picked in order

OK



repeat: 400 times

- add shape: shape 1
- change position: tile
- change rotation: 0.1
- change colour:

Add shape: shape 1

type:

start size: width: height:

start position:

Note: the start position is top left

or

tile shapes in rows TIP: for tiled shapes it is best to set the shapes start position to Top Left

(each new shape will be placed next to the last in rows)

change rotation for: shape 1

degrees

change rotation by:

random

Note: the rotation is 0.1

change colour for: shape 1

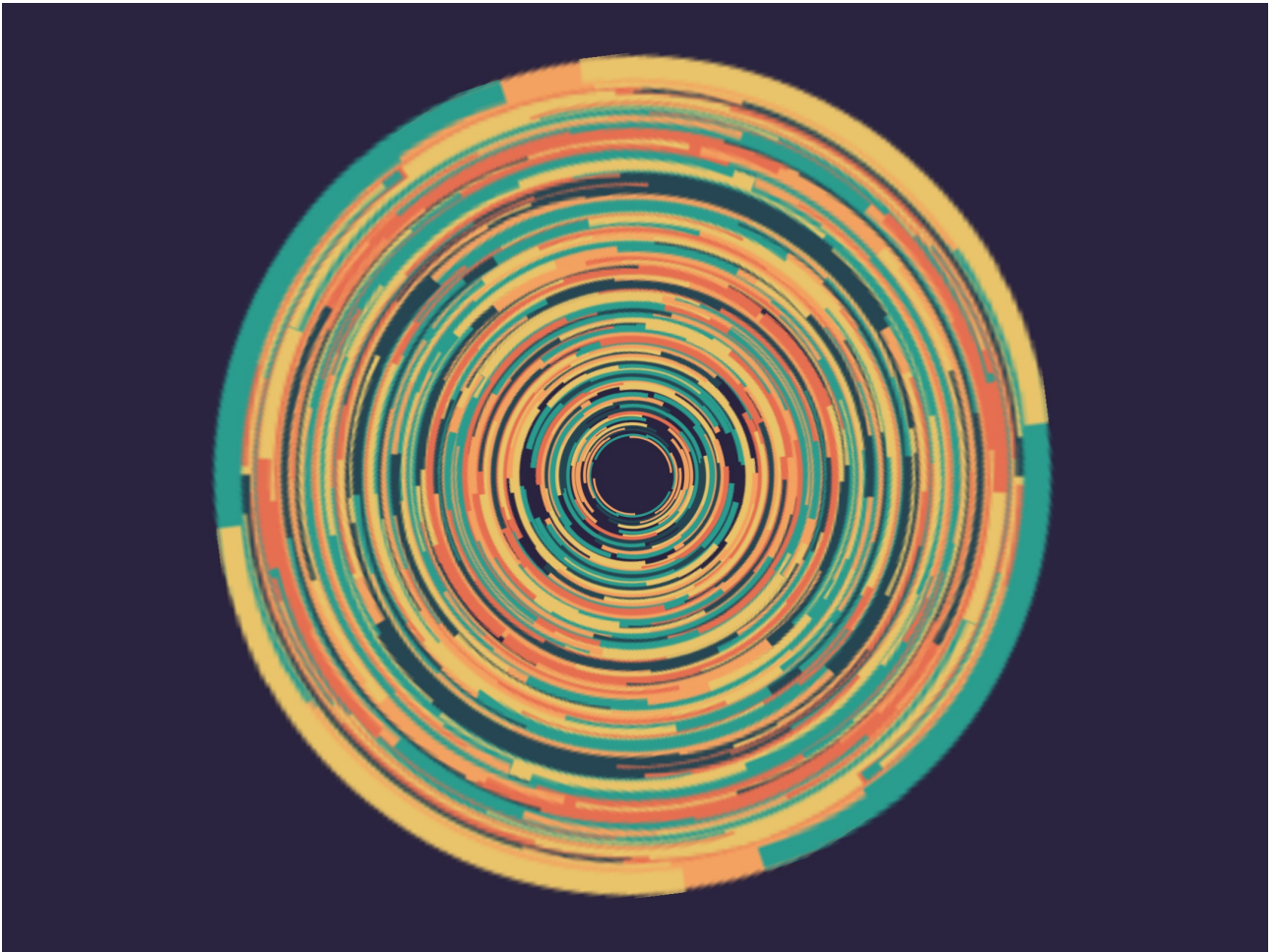
random colour

fixed colour

from a palette

picked at random

picked in order





Add shape: shape 1

type:

start size: width: height:

start position:

change rotation for: shape 1

degrees

change rotation by:

pick a random value between: and

or

pick a random value from a set of values:

change size for: shape 1

width: height:

random

random

change colour for: shape 1

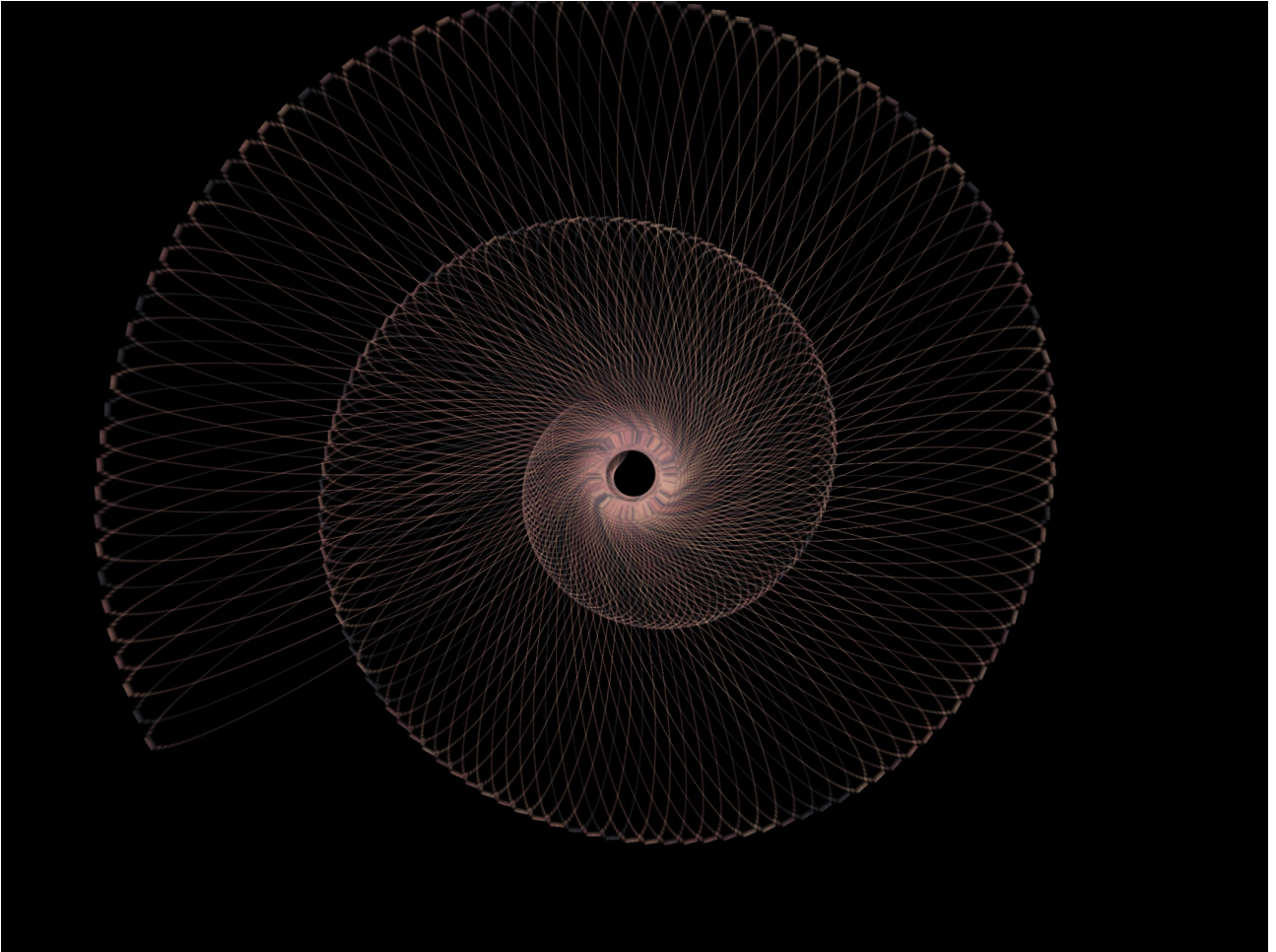
random colour

fixed colour

from a palette

picked at random

picked in order



repeat: 250 times

- add shape: shape 1
- change rotation: 3
- change size: 1,0
- set rotation pt: top left
- change colour:

Add shape: shape 1

type:

start size: width: 40 height: 40

start position: center

OK

change rotation for: shape 1

degrees

change rotation by: 3

random

change size for: shape 1

width: 1 height: 0

random

set rotation point for: shape 1

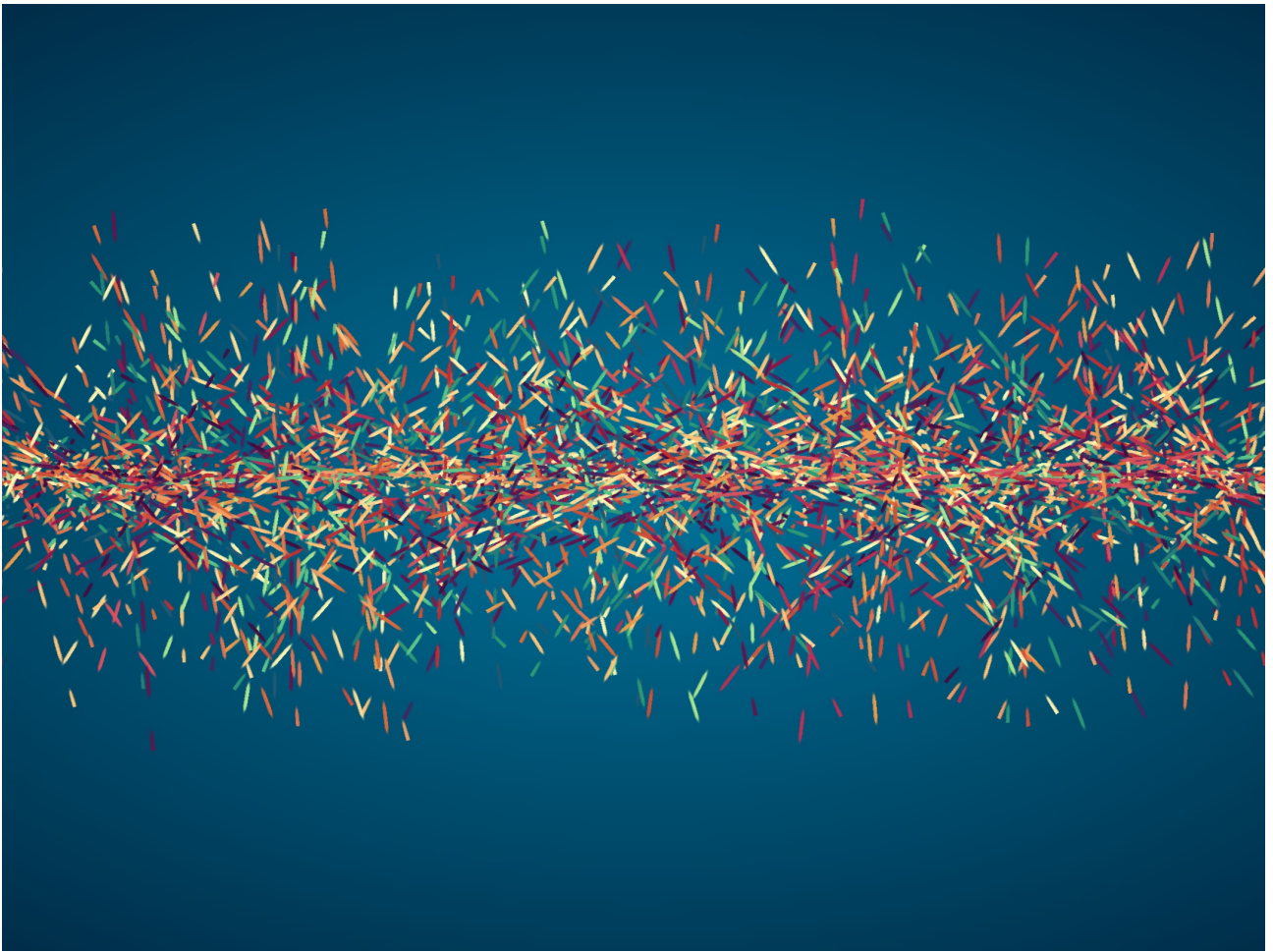
When changing the rotation of a shape rotate around:

- center
- top left corner
- custom offset from the center:
 - offset x: 0
 - offset y: 0

OK

change colour for: shape 1

- from a palette
 -
- picked at random
- picked in order





Add shape: shape 1

type:

start size: width: height:

start position:

change rotation for: shape 1

degrees

change rotation by: random

pick a random value between: and

change size for: shape 1

width: height:

change size by: random

random value between: &

change position for: shape 1

horizontal: vertical:

change position by: random

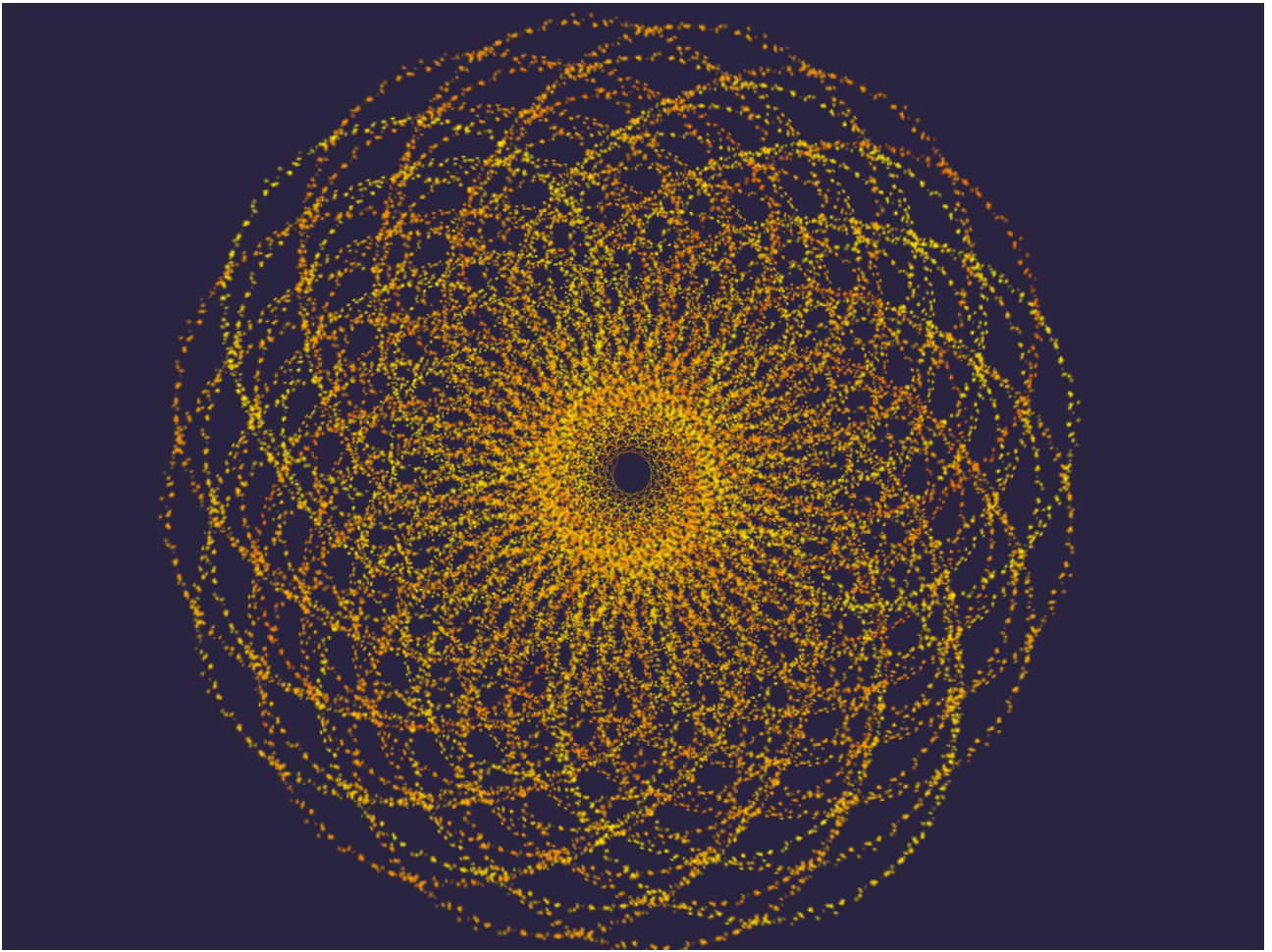
(specify the change in position for each new shape)

Note: horizontal position is set to random

change colour for: shape 1

from a palette picked at random

	<input type="checkbox"/> picked in order
--	--



repeat: 170 times

- add shape: shape 1
- change rotation: 22
- change size: 1,1
- set rotation pt: top left
- change colour:

Add shape: shape 1

type:

start size: width: 40 height: 40

start position: center

OK

change rotation for: shape 1

degrees

change rotation by: 22

random

change size for: shape 1

width: 1 height: 1

random random

set rotation point for: shape 1

When changing the rotation of a shape rotate around:

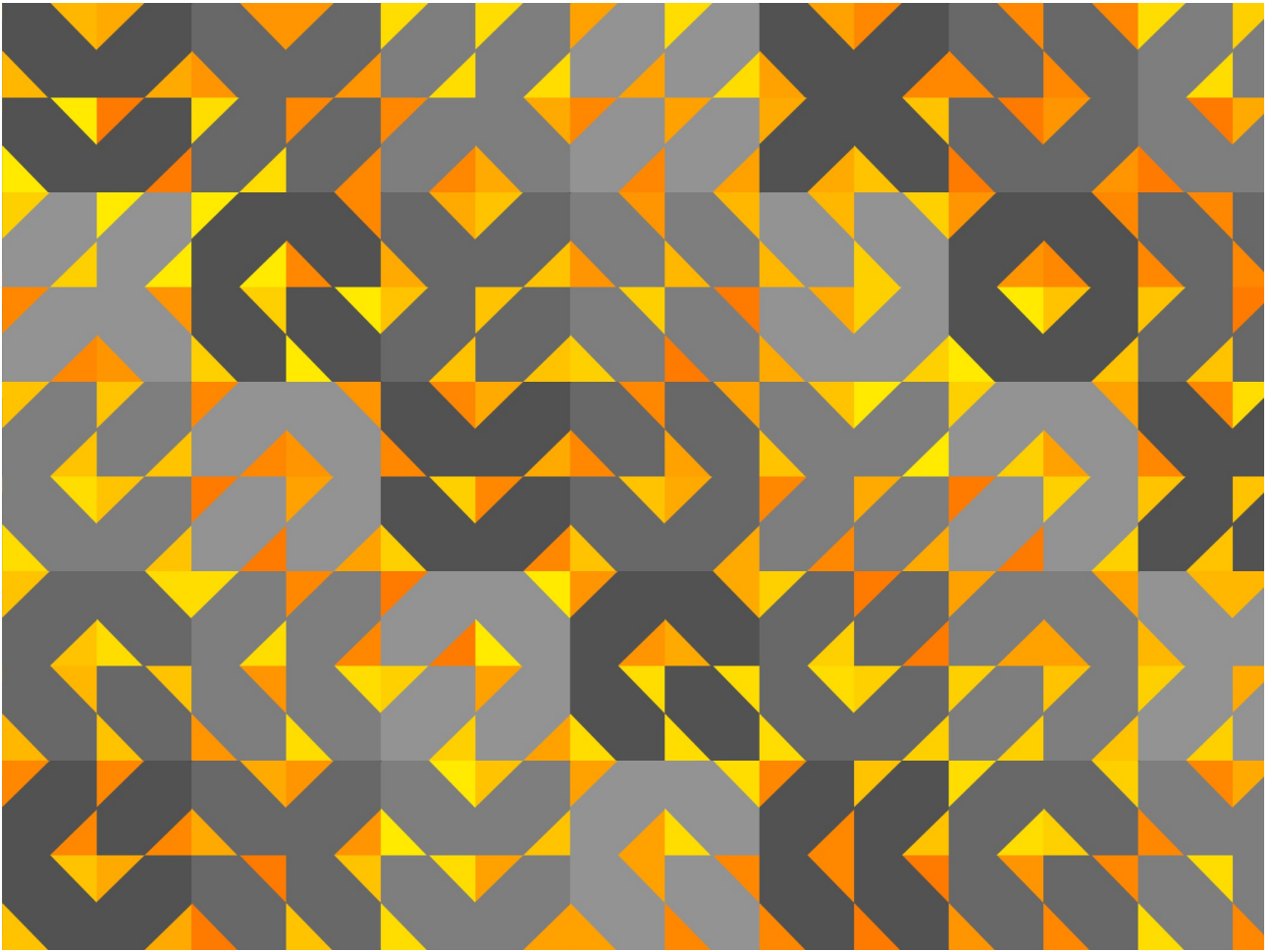
- center
- top left corner
- custom offset from the center:
 - offset x: 0
 - offset y: 0

OK

change colour for: shape 1

from a palette

- picked at random
- picked in order





Add shape: shape 1

type:

start size: width: height:

start position:

change position for: shape 1

tile shapes in rows TIP: for tiled shapes it is best to set the shapes start position to Top Left (each new shape will be placed next to the last in rows)

change colour for: shape 1

from a palette picked at random picked in order

Add shape: shape 2

type:

start size: width: height:

start position:

change rotation for: shape 2

degrees

change rotation by: random

pick a random value between: and

or pick a random value from a set of values: ,

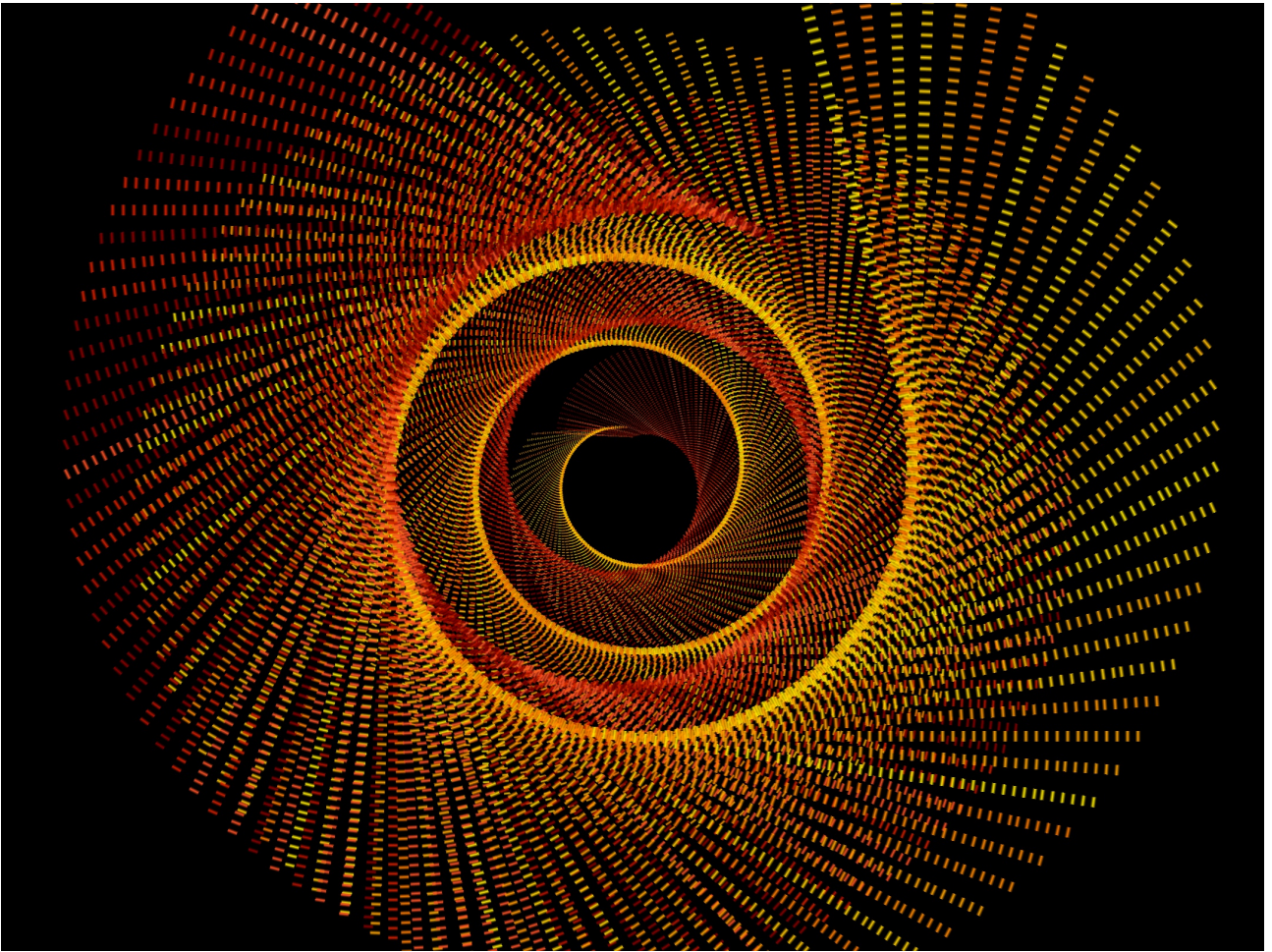
change position for: shape 2

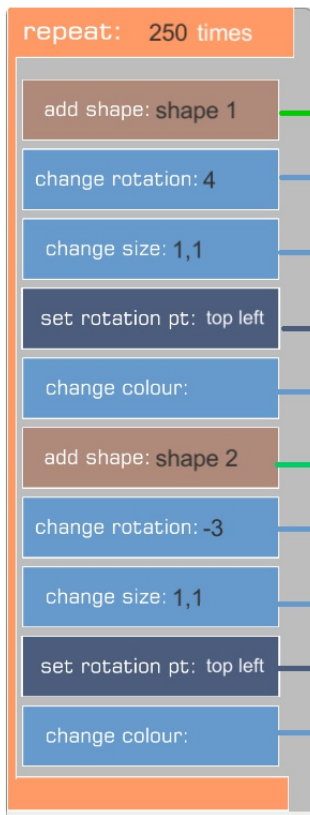
tile shapes in rows TIP: for tiled shapes it is best to set the shapes start position to Top Left (each new shape will be placed next to the last in rows)

change colour for: shape 2

from a palette picked at random picked in order

Note: the start size is 50 and the start position is top left





Add shape: shape 1

start size: width: 50 height: 50

start position: center

OK

Note:the start size is 50

change rotation for: shape 1

degrees

change rotation by: 4

change size for: shape 1

change size by: width: 1 height: 1

set rotation point for: shape 1

When changing the rotation of a shape rotate around:

center

top left corner

change colour for: shape 1

from a palette

picked at random

picked in order

Add shape: shape 2

start size: width: 40 height: 40

start position: center

OK

Note:the start size is 40

change rotation for: shape 2

degrees

change rotation by: -3

Note:the rotation is -3

change size for: shape 2

change size by: width: 1 height: 1

set rotation point for: shape 2

When changing the rotation of a shape rotate around:

center

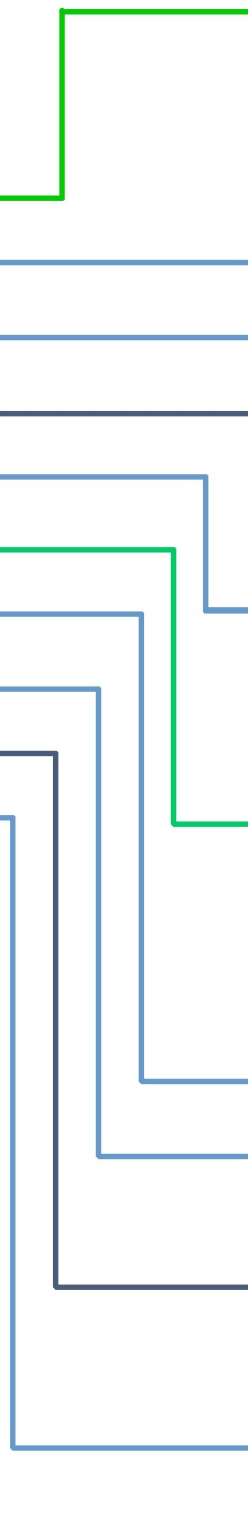
top left corner

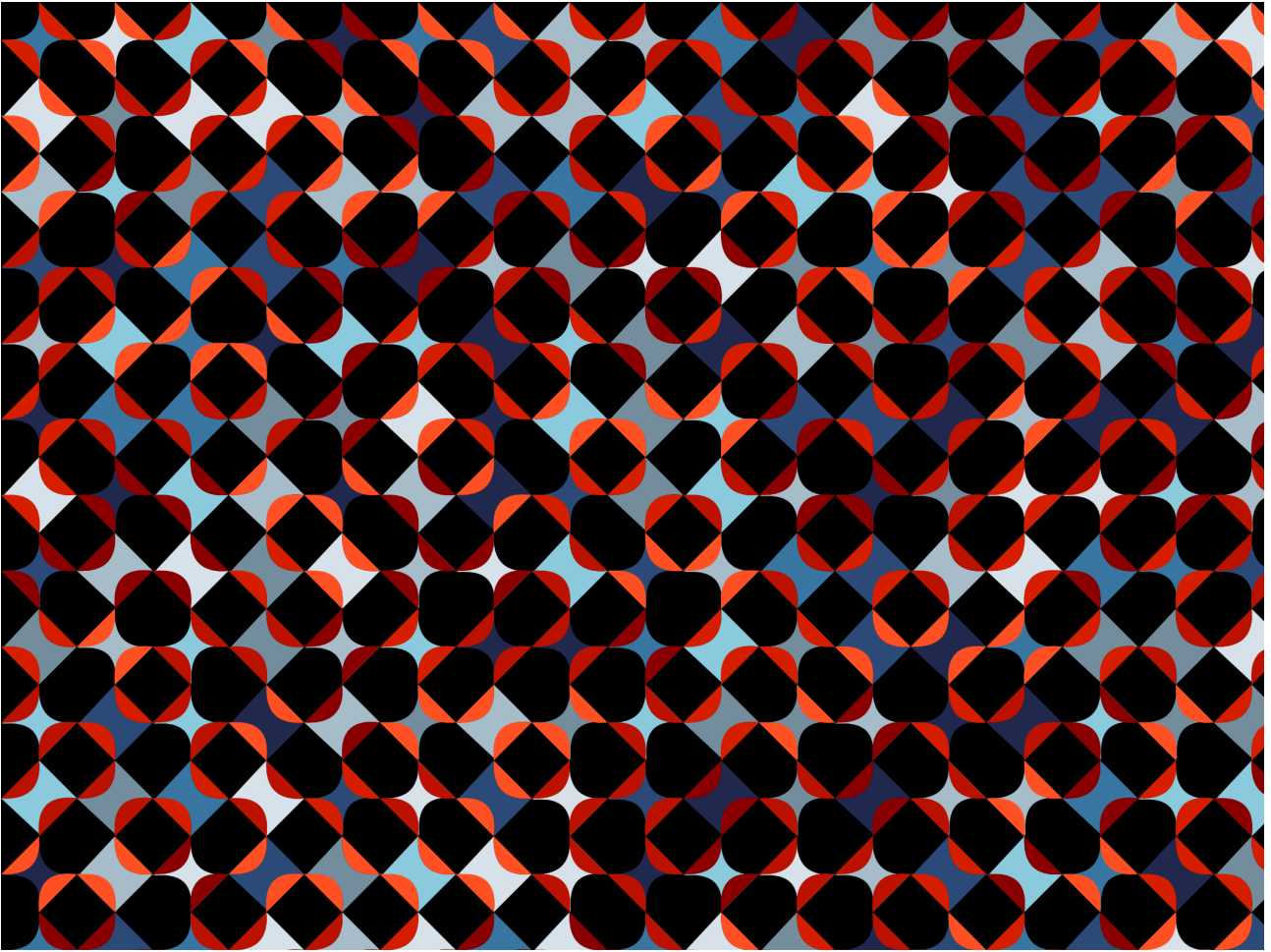
change colour for: shape 2

from a palette

picked at random

picked in order







Add shape: shape 1

type:

start size: width: 50 height: 50

start position: top left

OK

change rotation for: shape 1

degrees

change rotation by: 0

random

pick a random value between: 0 and 360

or

pick a random value from a set of values: 0, 90

+

OK

change position for: shape 1

tile shapes in rows

TIP: for tiled shapes it is best to set the shapes start position to Top Left (each new shape will be placed next to the last in row)

change colour for: shape 1

from a palette

picked at random

picked in order

Add shape: shape 2

type:

start size: width: 50 height: 50

start position: top left

OK

change rotation for: shape 2

degrees

change rotation by: 0

random

pick a random value between: 0 and 360

or

pick a random value from a set of values: 0, 90

+

OK

change position for: shape 2

tile shapes in rows

TIP: for tiled shapes it is best to set the shapes start position to Top Left (each new shape will be placed next to the last in row)

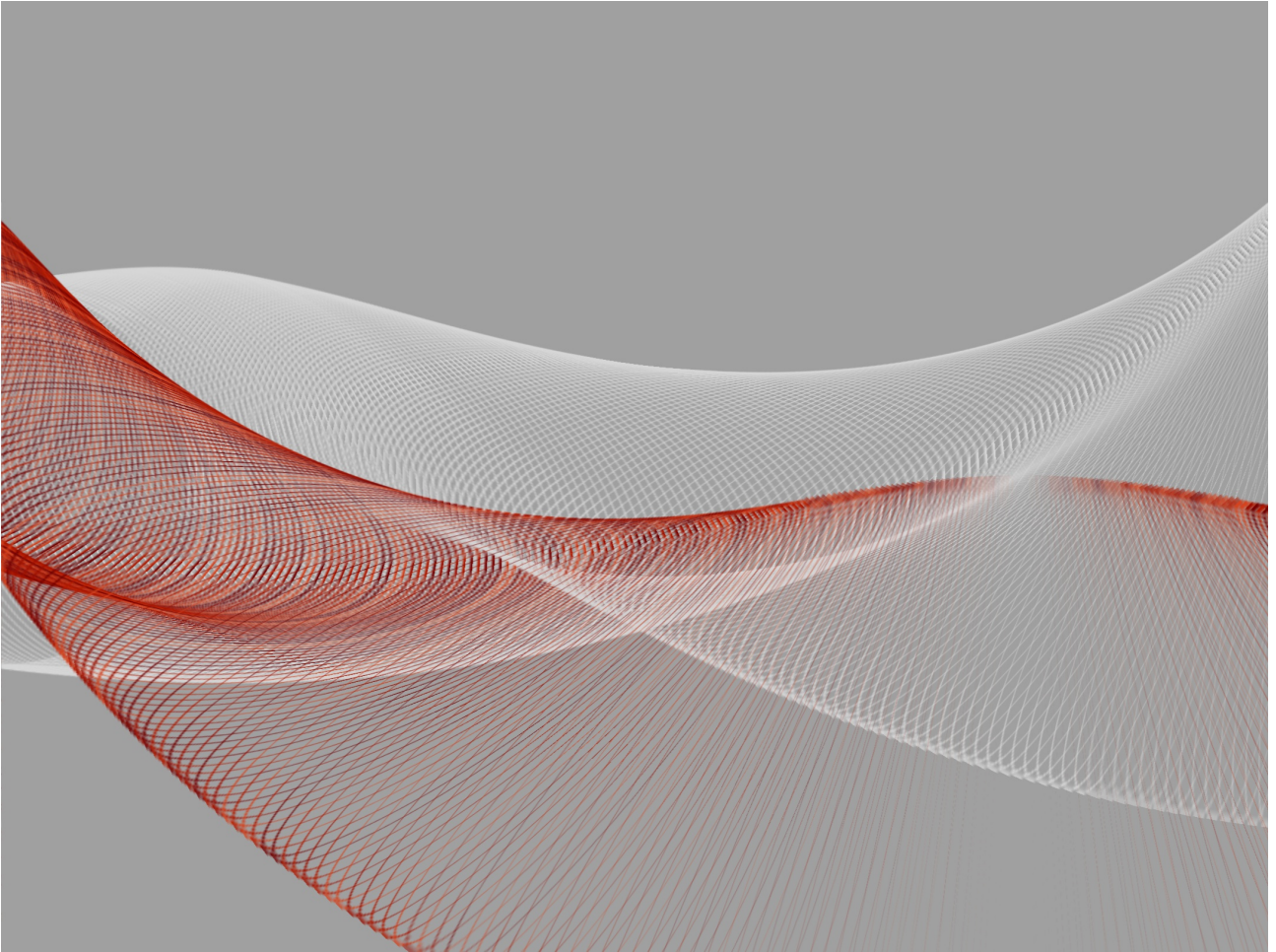
change colour for: shape 2

from a palette

picked at random

picked in order

Note: the start size is 50 and the start position is top left





Add shape: shape 1

start size: width: 200 height: 200

start position: center left

OK

Note:the start size is 200 and the start position is center left

change rotation for: shape 1

degrees

change rotation by: 1

change position for: shape 1

change position by: horizontal 8 vertical 0

(specify the change in position for each new shape)

random random

change size for: shape 1

change size by: width -1 height 1

Note:change width by -1, height by 1

change colour for: shape 1

random colour

fixed colour

Add shape: shape 2

start size: width: 180 height: 180

start position: center left

OK

Note:the start size is 180 and the start position is center left

change rotation for: shape 2

degrees

change rotation by: 1

change position for: shape 2

change position by: horizontal 6 vertical 0

(specify the change in position for each new shape)

random random

change size for: shape 2

change size by: width -1 height 1

Note:change width by -1, height by 1

change colour for: shape 2

from a palette

picked at random

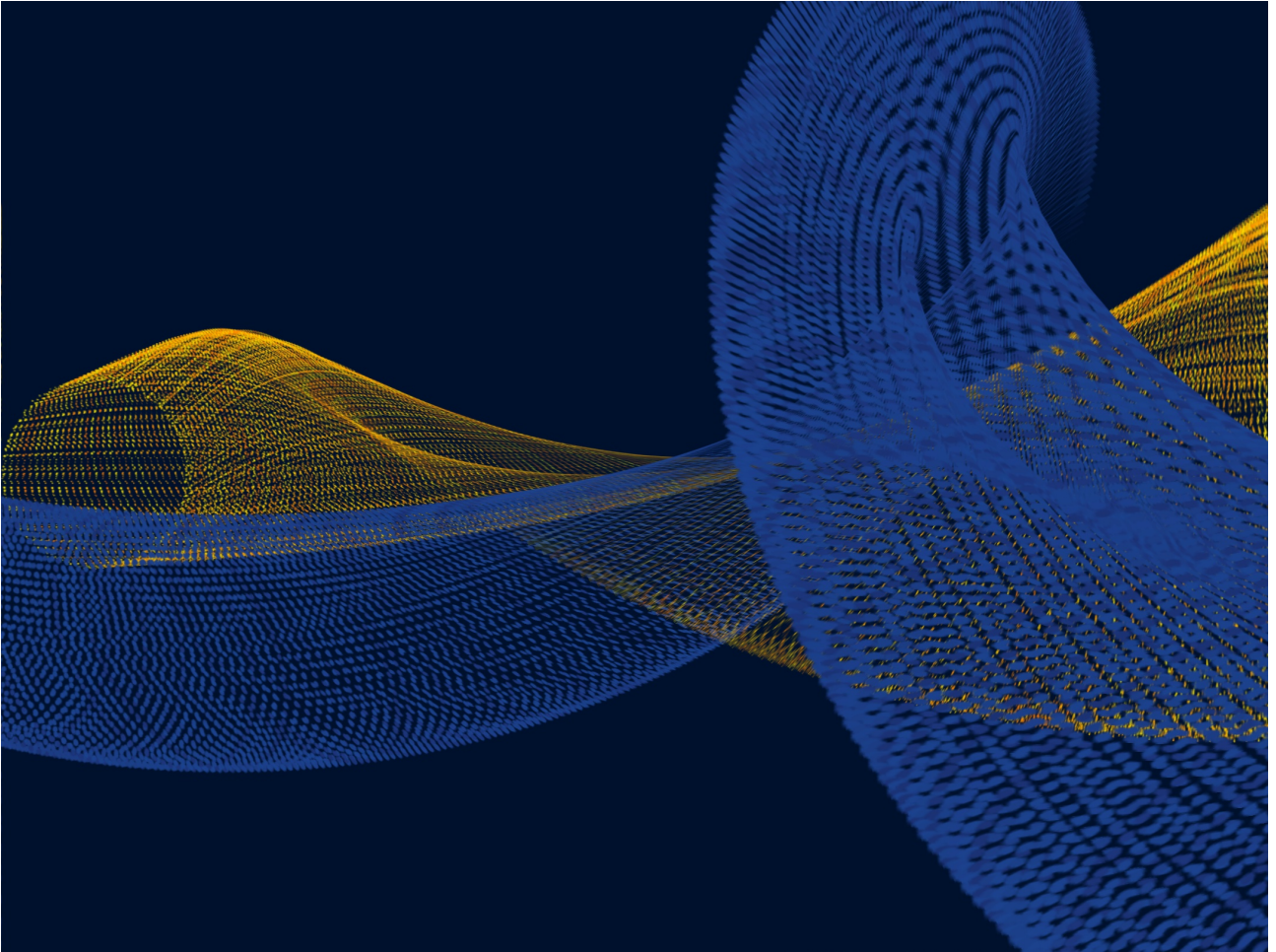
picked in order

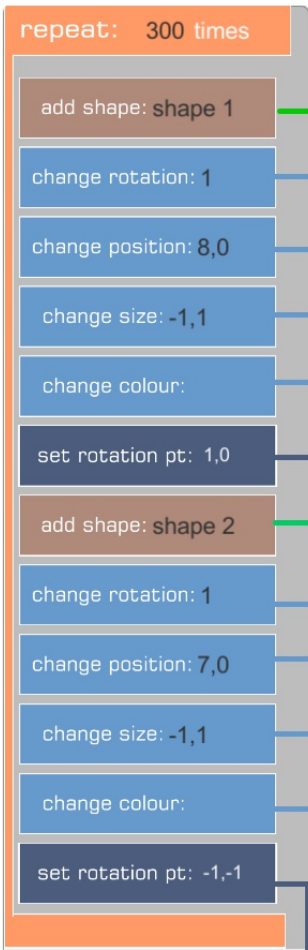
set rotation point for: shape 2

When changing the rotation of a shape rotate around:

center

top left corner





Add shape: shape 1

Note: the start position is center left

change rotation for: shape 1

degrees

change rotation by: 1

change position for: shape 1

change position by: horizontal: 8, vertical: 0

change size for: shape 1

change size by: width: -1, height: 1

Note: change width by -1, height by 1

change colour for: shape 1

from a palette: picked at random: picked in order:

set rotation point for: shape 1

custom offset from the center: offset x: 1, offset y: 0

Add shape: shape 2

Note: the start size is 120 and the start position is center left

change rotation for: shape 2

degrees

change rotation by: 1

change position for: shape 2

change position by: horizontal: 7, vertical: 0

change size for: shape 2

change size by: width: -1, height: 1

Note: change width by -1, height by 1

change colour for: shape 2

from a palette: picked at random: picked in order:

set rotation point for: shape 2

custom offset from the center: offset x: -1, offset y: -1

Note: the x offset is by -1 and the y offset is by -1