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Propeller

Joel Kahn

Propeller

Abstract

This image is based on several different algorithms interconnected within a single program in the language BASIC-256. The fundamental structure involves a tightly wound spiral working outwards from the center of the image. As the spiral is drawn, different values of red, green and blue are modified through separate but related processes, producing the changing appearance. Algebra, trigonometry, geometry, and analytic geometry are all utilized in overlapping ways within the program. As with many works of algorithmic art, small changes in the program can produce dramatic alterations of the visual output, which makes lots of variations possible.

Author/Artist Bio

Joel Kahn has been experimenting with algorithmic art on and off since the 1980s, when his tool was a Radio Shack TRS-80 with low-resolution monochrome graphics. Currently Kahn's favorite programming language for artistic creation is BASIC-256; which is a deceptively simple but also an extremely powerful environment.

Keywords

Fractals, Algorithm, Structure, Algebra, trigonometry, Geometry, Analytic Geometry, Visual Output

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