



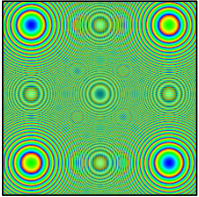
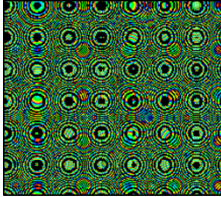
**Algorithmic Art**



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algart.pptx mjb - December 17, 2020

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```

algart.glib
##OpenGL GLIB
Ortho -1.1. -1.1.
LookAt 0 0 1 0 0 0 0 1 0

Vertex  algart.vert
Fragment algart.frag
Program  AlgArt
        uScreen <true>
        uColor {0. 0. 0. 1.}
        uMod <1 2 8>
        uSide <1 1. 3.>

QuadXY .2 2.

algart.vert
#version 330 compatibility

out float vX, vY;
out vec2 vST;

void
main()
{
    vST = gl_MultiTexCoord0.st;
    vX = gl_Vertex.x;
    vY = gl_Vertex.y;
    gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
    
```

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```

algart.frag
#version 330 compatibility
uniform bool  uScreen;
uniform vec4  uColor;
uniform vec4  uMod;
uniform int   uSide;
in vec2       vX, vY;
in vec2       vST;

vec3
Rainbow( float t )
{
    ...
}

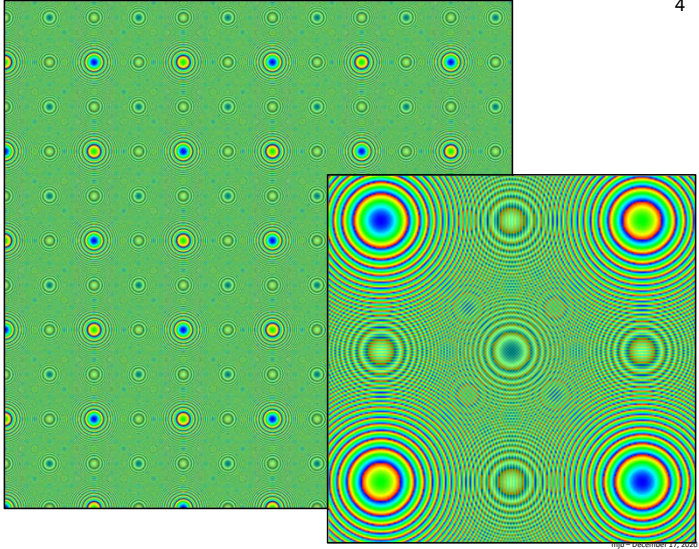
void
main()
{
    vec2 xy;
    if( uScreen )
        xy = uSide * gl_FragCoord.xy;
    else
        xy = 200. * uSide * vST;

    float z = dot( xy, xy ); // z = x^2 + y^2
    int c = int( z );
    if( ( c % uMod ) != 0 )
    {
        //discard;
        gl_FragColor = vec4( uColor.rgb, 1. );
    }
    else
    {
        float t = float( c % 360 ) / 359.;
        vec3 rgb = Rainbow( t );
        gl_FragColor = vec4( rgb, 1. );
    }
}
    
```

This method is known as **Connett Circles**

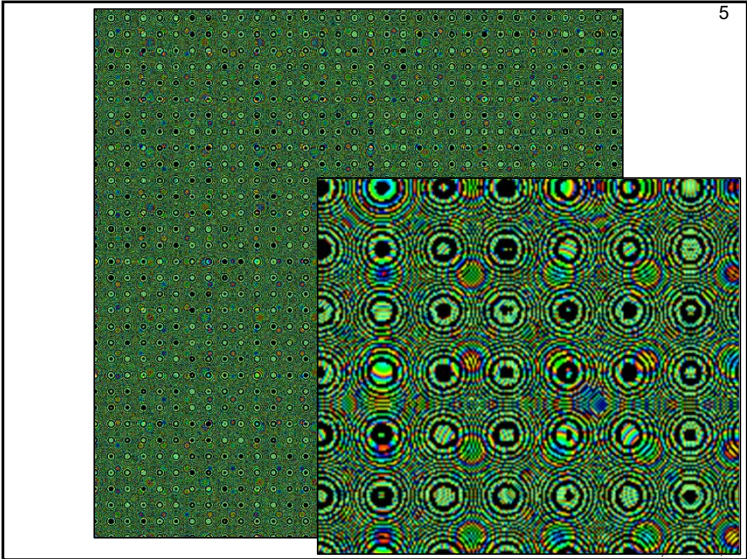
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