Matthew

Generative Art with JavaScript and SVG

Utilizing Scalable Vector Graphics and Algorithms for Creative Coding and Design

This book introduces you to the exciting world of generative art and creative coding through the medium of JavaScript and Scalable Vector Graphics (SVG). Using tried and trusted techniques, you'll tackle core topics such as randomness and regularity, noise and naturalistic variance, shape and path creation, filter effects, animation, and interactivity.

In the process you'll learn SvJs, a JavaScript library that closely mirrors the SVG spec and makes scripting SVG intuitive and enjoyable. You'll also study the craft of generative art and its creative process, along with JavaScript fundamentals, using modern ES6+ syntax. Each chapter will build upon the previous one, and those completely new to programming will be given a primer to help them find their feet.

will take you on a fun journey, peppered with plenty of sketches throughout, designed not only to explain, but to inspire.

You Will:

• Structure and randomise compositions.

• Understand the different types of randomness and their probability distributions.

• Create organic variance with the SvJs Noise module. • Apply SVG filter effects in a generative fashion.

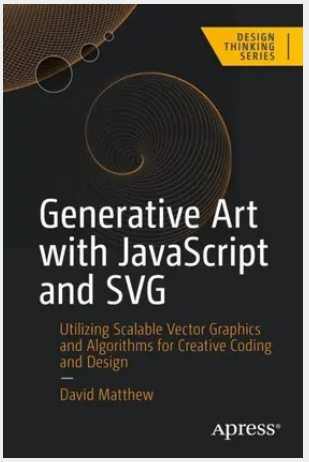
• Explore different approaches to animating with SVG.

• Make your compositions dynamic and interactive.

WHO IS IT FOR:

Web developers and designers and creative coders with an interest in digital and generative art as well as artists who are interested in learning to code with JavaScript.

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