Forum:Hack Forums

Thread: Python imaging library, drawing with gravity.

MiguelSanchez - *April 7, 2022, 1:43 pm*

I've mostly been doing JavaScript stuff, I'll release it within a day, but two days ago I made this and never ended up sharing it anywhere, so here we go :)

The drawings are a bit explosive and chaotic, as the tracers were like 60frames long, but the videos came out great and the source is at the bottom for anyone interested in trying something themselves, the graphics wouldn't be hard to improve and extend.
I know you could create beautiful things by making each particle a vertiex of a polygon, drawing the smallest volume of shapes to link every point, I think the animation would be amazingly psychedelic, sadly I didn't go that far.

Just cool Newtonian animations, the symmetrical ones are best, the last in particular

https://trogramming.com/blog/2022/04/06/drawing-with-gravity/

I have a couple new big renders that I haven't uploaded yet, I'll post them in the morning, goodnight <3 (6:43am here)

MiguelSanchez - *April 11, 2022, 10:29 pm*

As promised, but a little late.
Here's one of the two renders (the better one)
particles orbiting symmetrically around the central body.
[Video: https://https://www.youtube.com/watch?v=BmZEHbvoUs0]

NyQuil - *April 13, 2022, 2:04 am*

awesome work chief, good to see programming turned into art (IMO)