

# PHOTO STORY #3 PRODUCTION NOTES

## MING'S PAINTINGS

```
xscale=(Math.floor(Math.random() * 100) + 1);
yscale=(Math.floor(Math.random() * 100) + 1);
xpos=(Math.floor(Math.random() * 900)-300);
ypos=(Math.floor(Math.random() * 600)-300);
alpha=(Math.floor(Math.random() * (1*1.5+10)));
rotator=(Math.floor(Math.random() * 360));

duplicateMovieClip (square, "square"+i, 1);
```

```
_root["square"+i]._x = (xpos);
_root["square"+i]._y = (ypos);
_root["square"+i]._xscale = xscale;
_root["square"+i]._yscale = yscale;
_root["square"+i]._alpha = alpha;
_root["square"+i]._rotation = rotator;
```

*MING'S PAINTINGS WERE GENERATED USING FLASH PROGRAMMING CODE ORIGINALLY DEVELOPED BY DIGITAL ARTIST CHRIS JOSEPH FOR EPISODE #1 OF INANIMATE ALICE.*

*THE CODE RANDOMLY GENERATES BEAUTIFUL PAINT STROKES AND COLOURS.*

*FOR "MODERN ART", THE CODE WAS ADJUSTED TO MAKE THE PAINT STROKES SLIGHTLY MORE INTENSE - AS IF FOR A "REAL" PAINT CANVAS.*



*THE RESULTS WERE THEN SAVED OUT OF FLASH AND IMPORTED INTO 3D LAYERS IN PHOTOSHOP TO MAKE THEM LOOK AS THOUGH THEY ACTUALLY EXIST IN MING'S STUDIO!*

*- ANDY CAMPBELL, CREATIVE DEVELOPER*