

Turtle, Art, TurtleArt

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Introductory description and overall goals

TurtleArt is a microworld for exploring art through turtle geometry. It brings programming and art together. The main focus of TurtleArt is static artistic images.

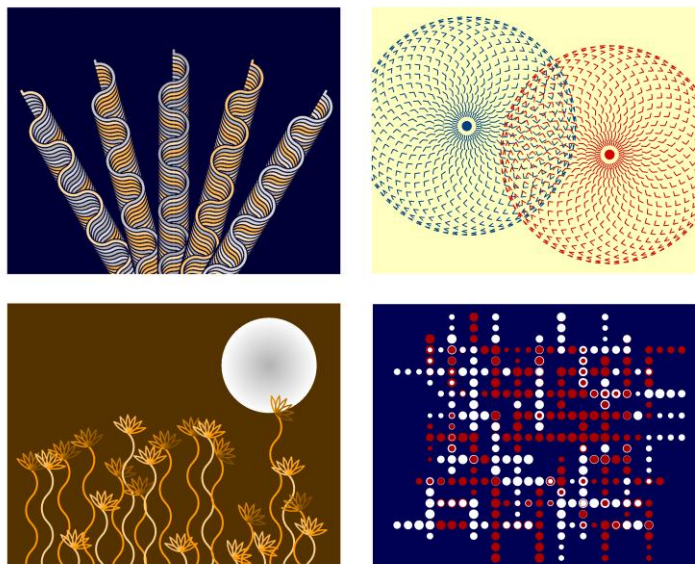
TurtleArt follows the recent trend of programming by snapping together blocks. It borrows from the earliest versions of Logo by having a vocabulary centred around Turtle Geometry.

Method

In this workshop you will get an introduction to programming in TurtleArt but mainly you will be given lots of hands on time to do your own exploration and create your own images.

Expected outcomes

Create artistic images via programming.



Keywords

Turtle, TurtleArt, art, Logo, programming, turtle geometry, constructionism.