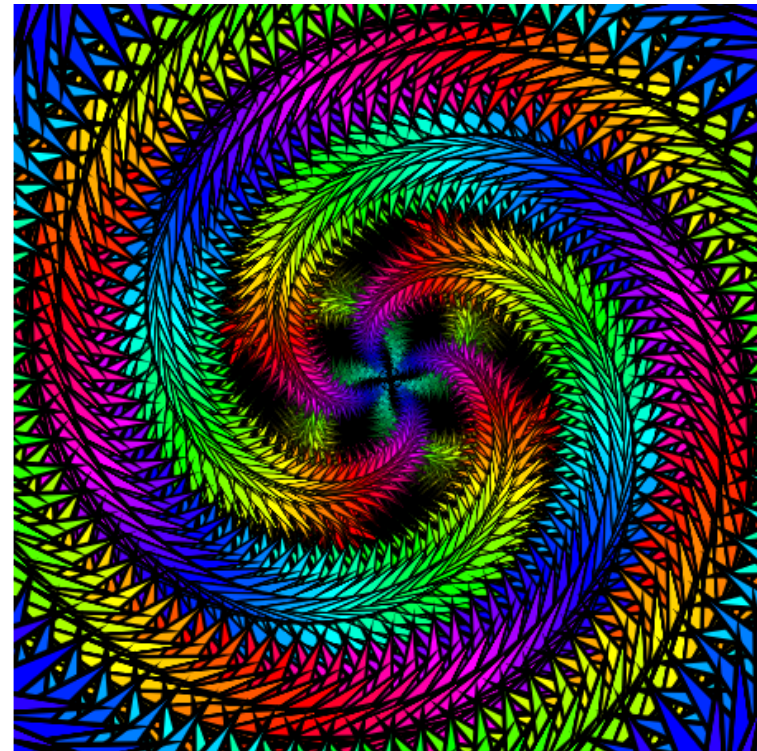


# MathArt Color

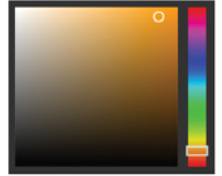
Developed by  
Paul G Phillips  
And  
Shandley K Phillips



# MathArt Interface Controls

## *Basic Controls*

MathArt  
Color



### *Reset*

Reset

Start Over (no sign in)

### *Number of Primitives*

1 2 3 4

Choose number of Primitives

### *Color Palette*

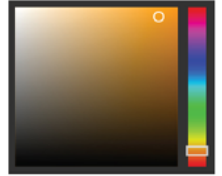
Make/Use Palette

Open Color Palette Menu

# MathArt Interface Dynamic Controls

## Angular 5 a Google Frontend

MathArt  
Color



Transformation  
Names →

*Transformations*

Stage Size	<input type="text" value="500"/>
Spread	<input type="text" value="0"/>
Zoom	<input type="text" value="197"/>
Layers	<input type="text" value="294"/>
Rotate	<input type="text" value="5"/>
Scale	<input type="text" value="2"/>
Skew X	<input type="text" value="0"/>
Skew Y	<input type="text" value="0"/>
Horizontal	<input type="text" value="0"/>
Vertical	<input type="text" value="0"/>
Hue	<input type="text" value="10"/>
Sat	<input type="text" value="100"/>
Val	<input type="text" value="100"/>
Alpha	<input type="text" value="1"/>
Stroke Color	<input type="text" value="0"/>
Stroke Width	<input type="text" value="5"/>
Background	<input type="text" value="0"/>

Change value  
with Slider

Rotate



Type value in  
Text Box

Spinner

increase value

Random  
Checkbox



Spinner

decrease value



# MathArt Input

MathArt  
Color



- Put your choices into the application.

Transformation  
Name

Change value with Slider

Type value in Text Box

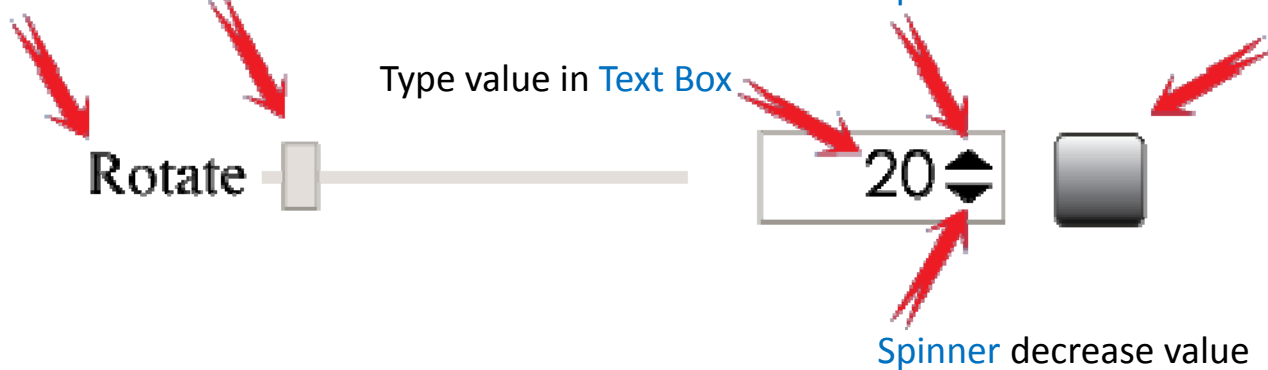
Spinner increase value

Random Checkbox

Rotate

20

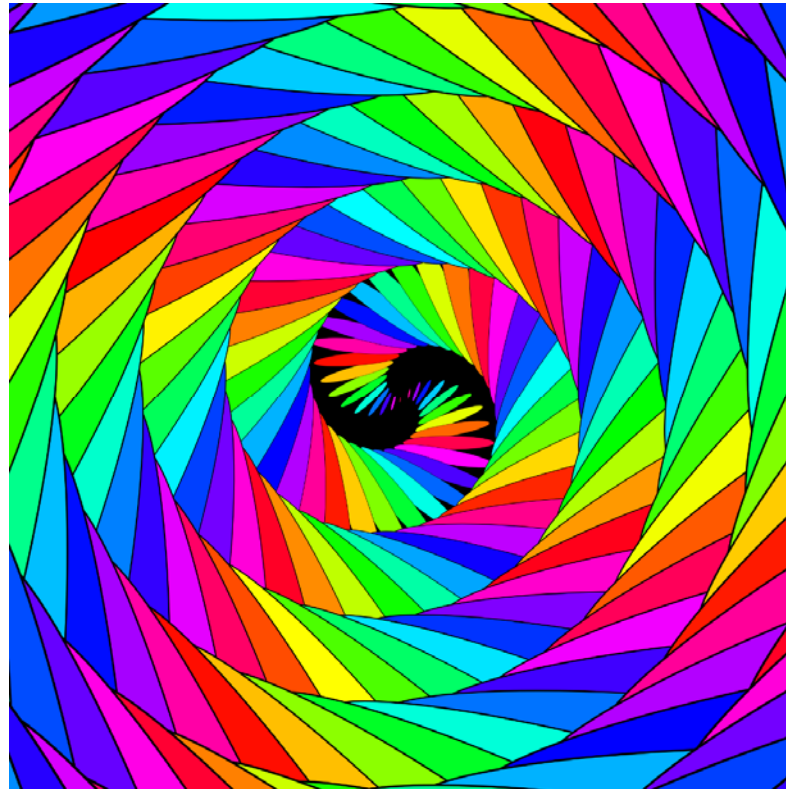
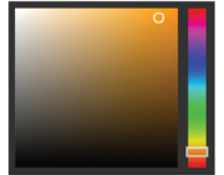
Spinner decrease value



# Transformation *Controls*

- STAGE
  - Stage Size
- LAYOUT
  - Spread
  - Zoom
  - Layers
- LAYERS
  - Rotate
  - Scale
  - Skew X
  - Skew Y
  - Horizontal
  - Vertical
- FILL
  - Hue
  - Sat
  - Val
  - Alpha
- STROKE
  - Stroke Color
  - Stroke Width
- BACKGROUND
  - Background

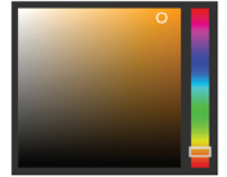
**MathArt  
Color**



# MathArt Interface Controls

## Color Menu

MathArt  
Color

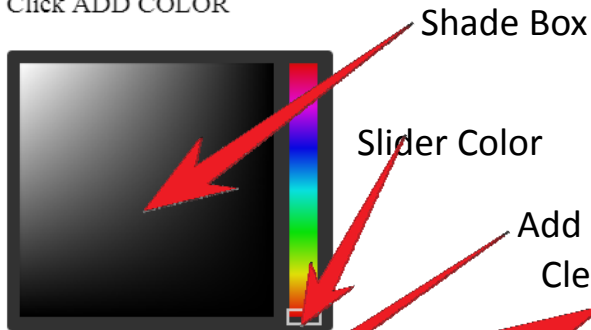


### Color Palette

Make/Use Palette

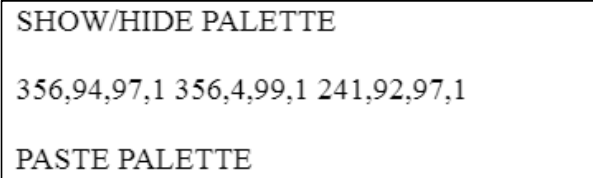
Click on Slider Color  
Click on Shade in Box

Click ADD COLOR



Add Color activates Color choices and activates pasted-in Palettes  
Clears Color Palette

Selected Color: { "r": 100, "g": 130, "b": 150, "a": 1 }



ADD COLOR  
NEW PALETTE  
SHOW/HIDE PALETTE  
PASTE PALETTE  
SAVE PALETTE  
Random Palette Colors

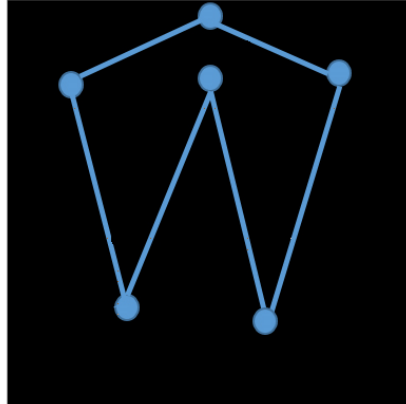
Opens the Paste Palette Input Box  
Downloads palette to file named "yourname\_palette (#).txt"  
Random Order for Palette Colors

# Shape List

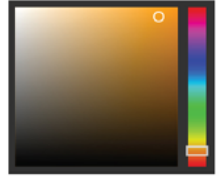
- Circle
- Crescent
- Ellipse
- Hexagon
- Leaves
- Octagon
- Pentagon
- Square
- Stick
- Triangle
- Heart

- newShape
- polyShape

Pick points to  
create your  
own polygon



MathArt  
Color



Select this **newShape** before you Paste in an SVG Object, or you will have to Paste in twice.

www.artbypaulgaryphillips.com says

Before you paste SVG objects, choose newShape from the shape List.  
Then choose Paste SVG Object. Paste valid SVG objects like rect, path,  
or group.

OK

Cancel



# Art Controls

## Download Art



### Art Controls

Download Art

Step 1

### Data Controls

Show/Hide Art Data  
Paste Art Data  
Save Art Data

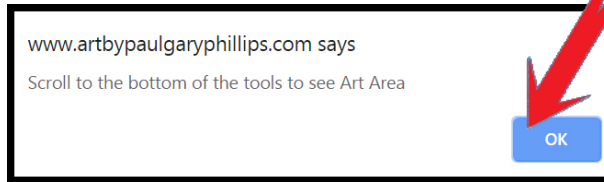
### Object Controls

Show/Hide SVG Object  
Paste SVG Object  
Save SVG Object

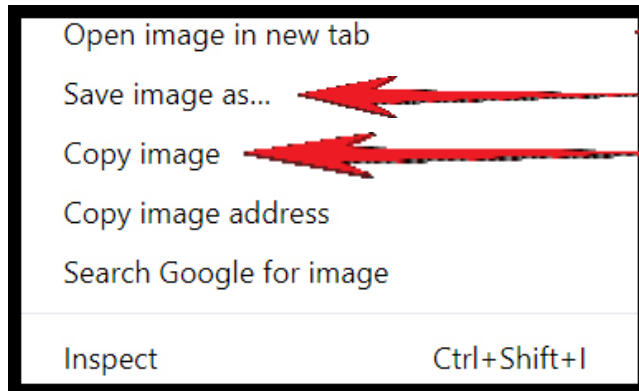
### Paste Controls

Kill Color in SVG Paste Object.  
 Ignore Preset Shape in Paste artData.

### Art



Step 2



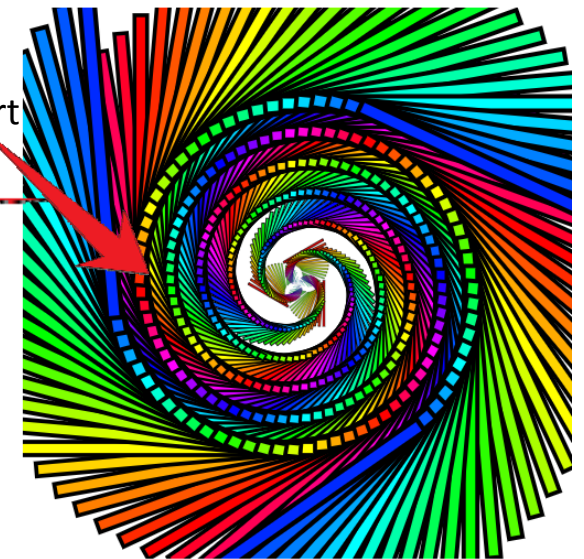
Step 3

Right Click on art  
Window opens

Step 4 SVG

Step 4 JPG

### Art



### Paste Controls

Kill Color in SVG Paste Object.  
 Ignore Preset Shape in Paste artData.



# Data Controls



## Show/Hide Art Data

- The line of Art Data appears.
- Triple Click the line of data.
- Control C to Copy.
- Paste into your PowerPoint.

## Paste Art Data

- Choose Reset.
- Choose Paste Art Data.
- Paste the line of Art Data to have copied into the Add Art Data field.
- Your Art appears.

## • Save Art Data

- Choose Save Art Data.
- A save window opens.
- yourname\_shape\_artData.txt is preloaded into the save field.
- Navigate to a place where you are authorized to save files.
- Choose Save.

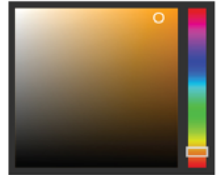
3\_200\_20\_20\_45\_0.5\_0\_0\_0\_0\_10\_100\_100\_1\_0\_5\_0\_#circle\_false\_false\_false\_false\_false\_false\_false\_false\_false\_false

# Object Controls

## Paste SVG Object

- Choose newShape from Shape List.
- Copy the SVG shape code from some external source.
- Choose Paste SVG Object.
- Paste the lines of SVG code to have copied into the paste field.
- Your Art appears with the new shape.

**MathArt  
Color**



## Save SVG Object

- Choose Save SVG Object.
- A save window opens.
- yourname\_shape\_shape.svg is preloaded into the save field.
- Choose Save.

# Paste Controls



## Kill Color in SVG Paste Object.

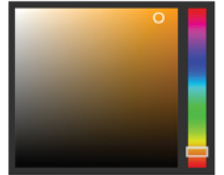
- Objects pasted in with a Fill Color assigned, need the Fill Color removed for the Layer Colors to appear.

## Ignore Preset Shape in Paste artData

- ArtData strings have a #shape. If you want the settings without changing your shape, click this Checkbox. This is really helpful if you have pasted in a newShape, or have created your own polyShape.

# STEAM EXPLORE PAGES

MathArt  
Color



MathArt  
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MathInArt V#190720(Beta)

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*This App is designed to be  
used in the Google Chrome Browser*

This app is developed for the  
USD STEAM Program AUGUST 2019

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