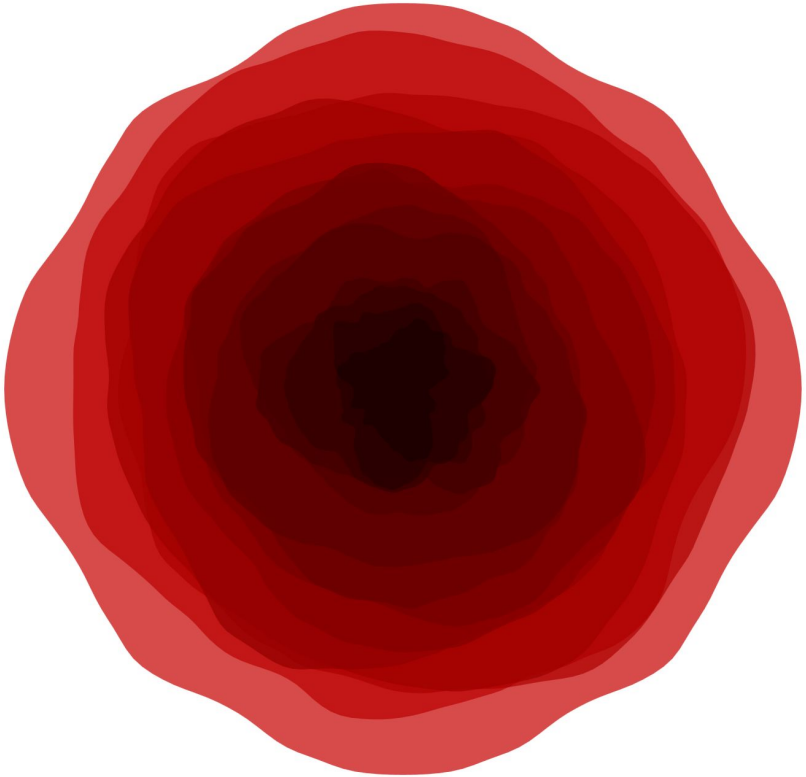
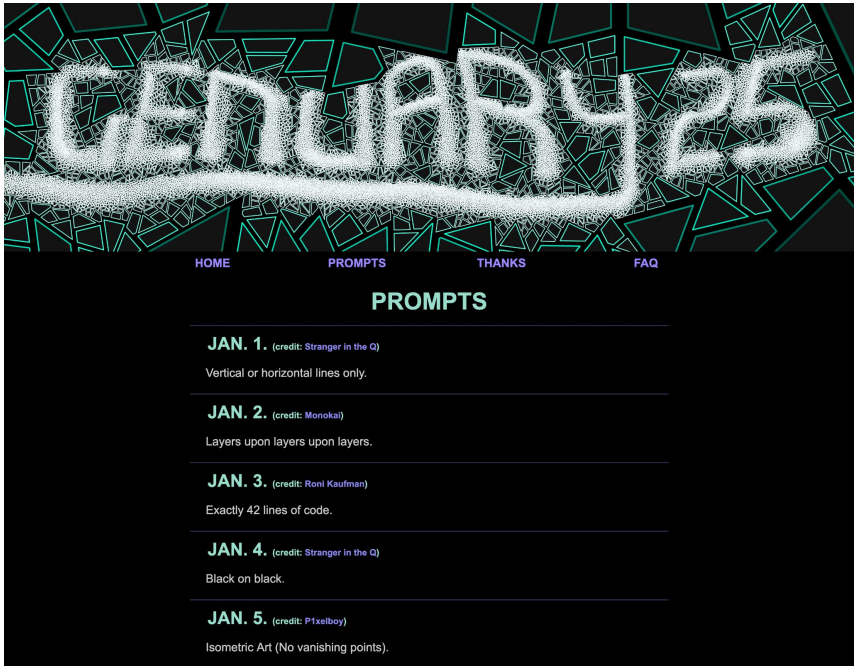
Genuary 2025: Lessons learned



ANYA PROSVETOVA

24 September 2025

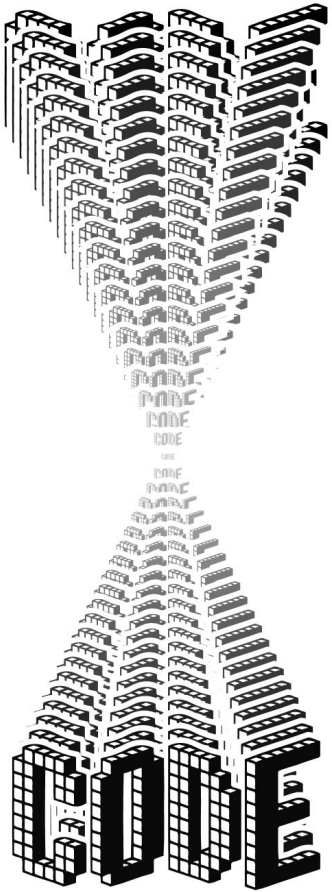
How it started



https://genuary.art/

Choosing your why

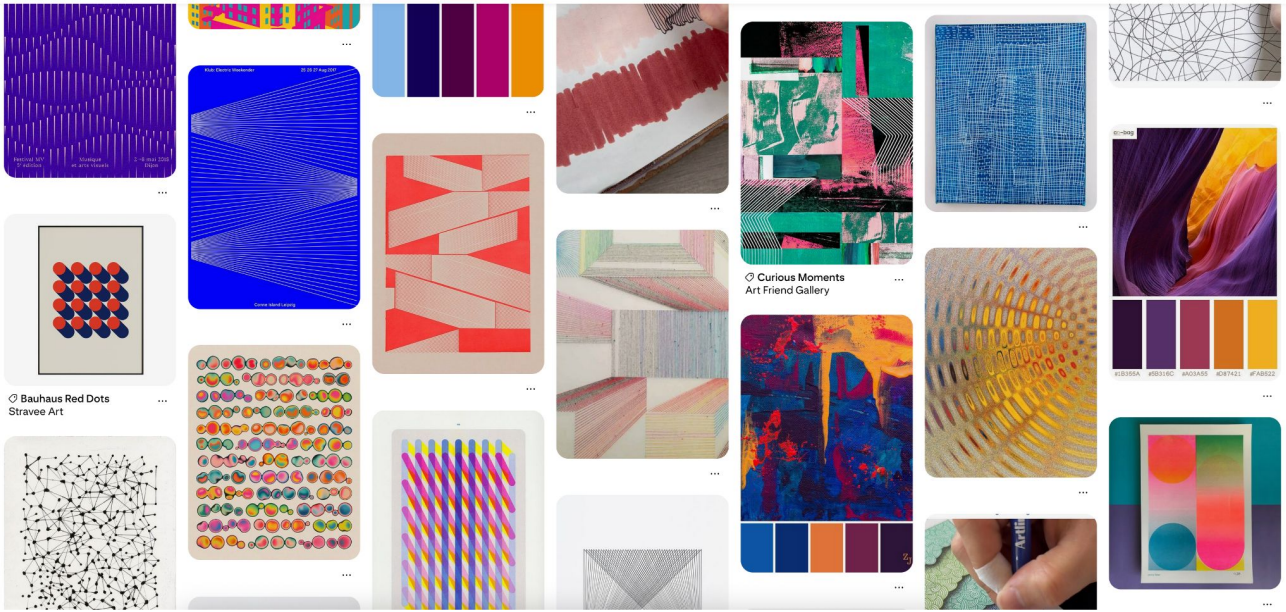
- Learn
- Improve
- Experiment



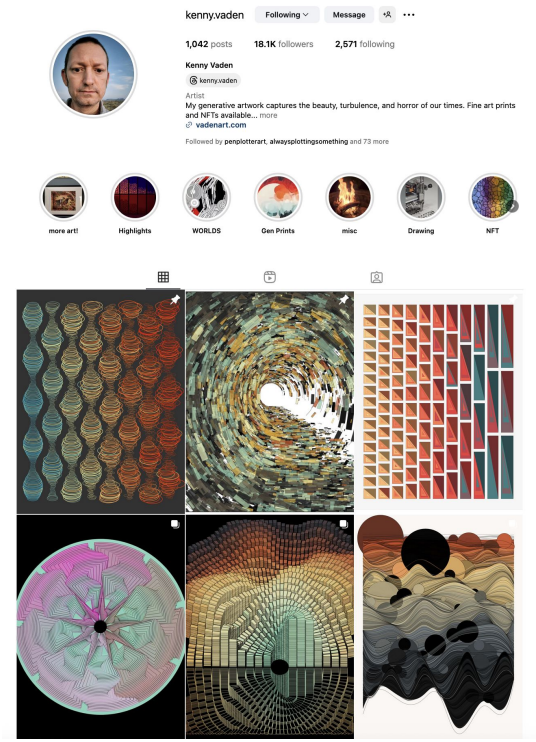
January 3: Exactly 42 lines of code

Inspiration: visual

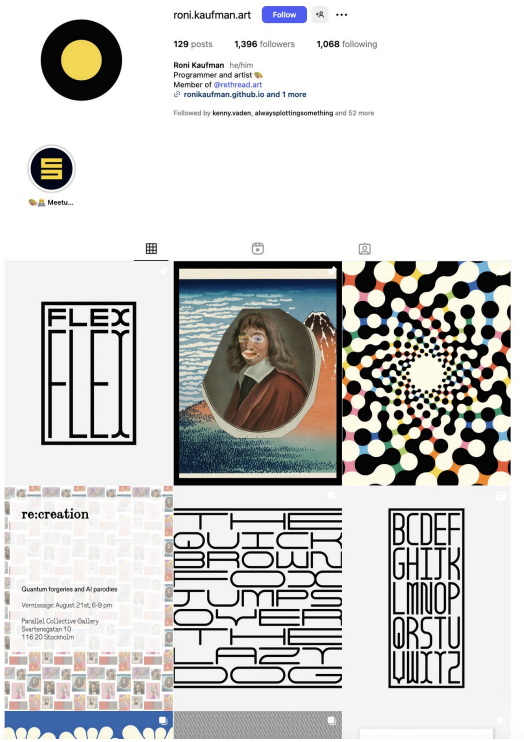
- Fine art, graphic design
- Pinterest
- Instagram



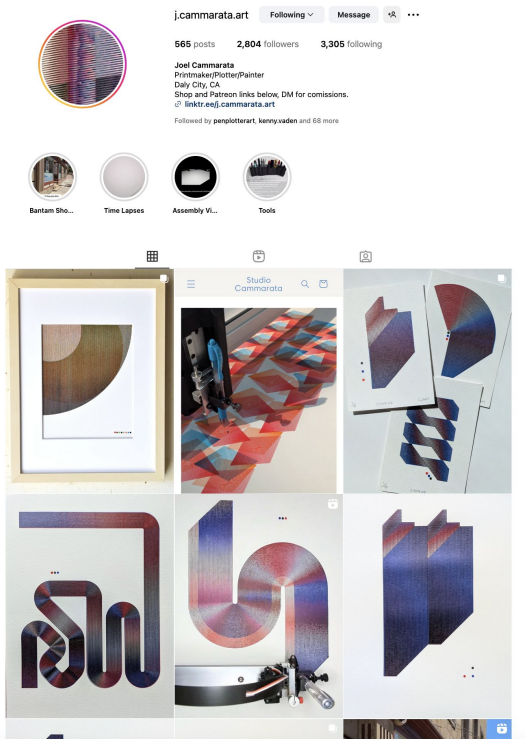
Inspiration: Creative coding community



kenny.vaden

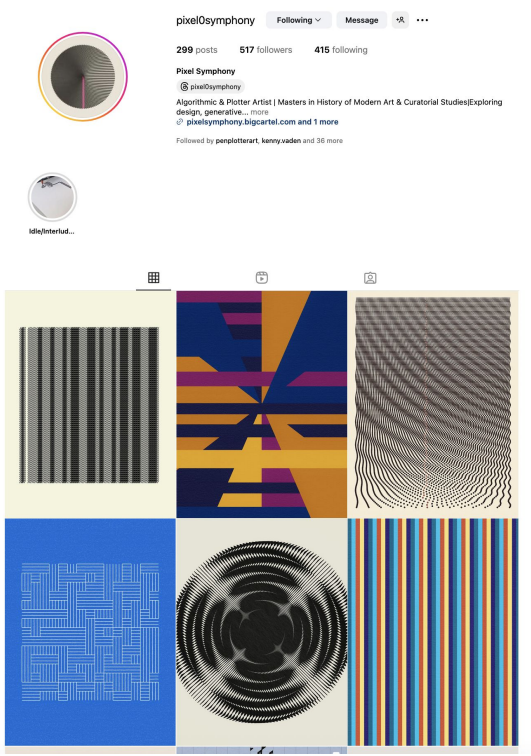


roni.kaufman.art

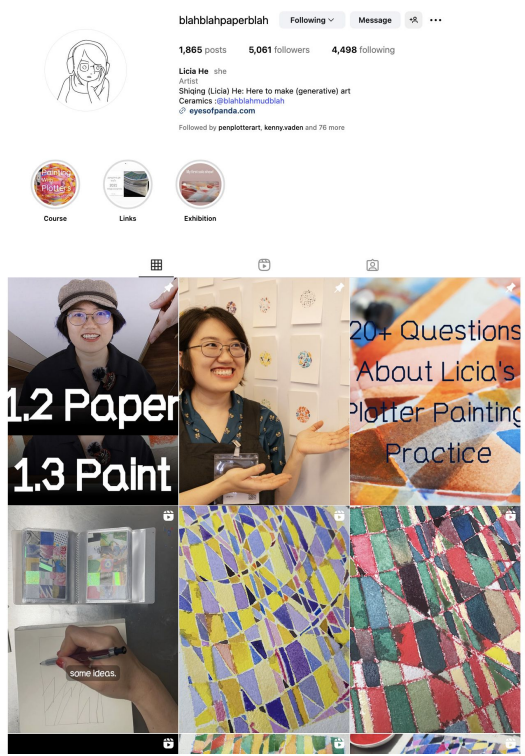


j.cammarata.art

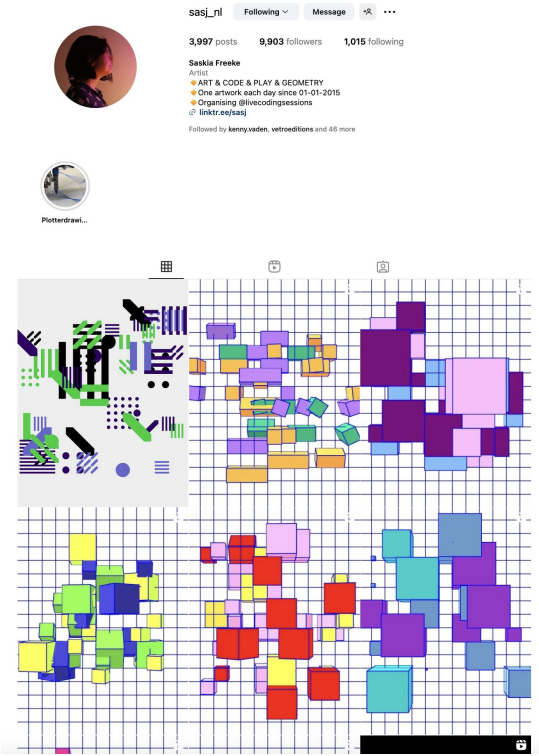
Inspiration: Creative coding community



pixel0symphony

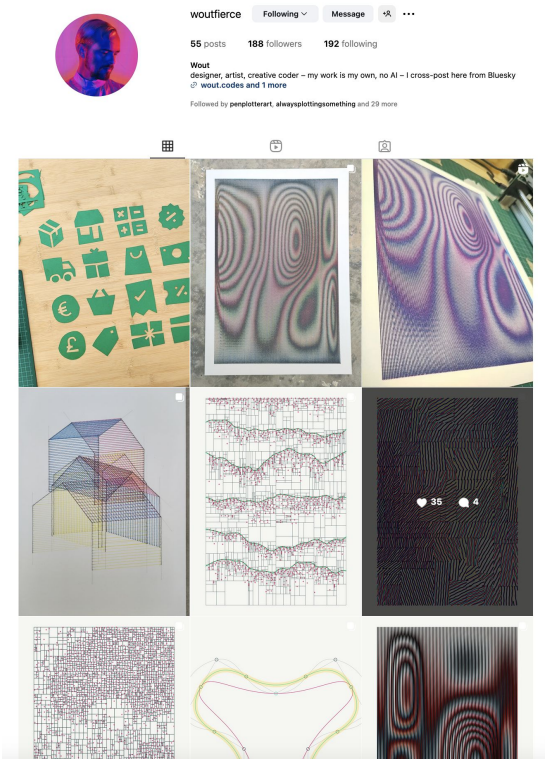


blahblahpaperblah

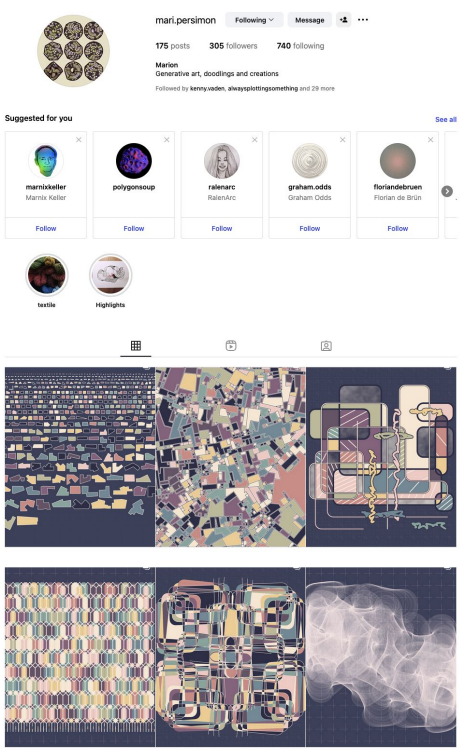


sasj_nl

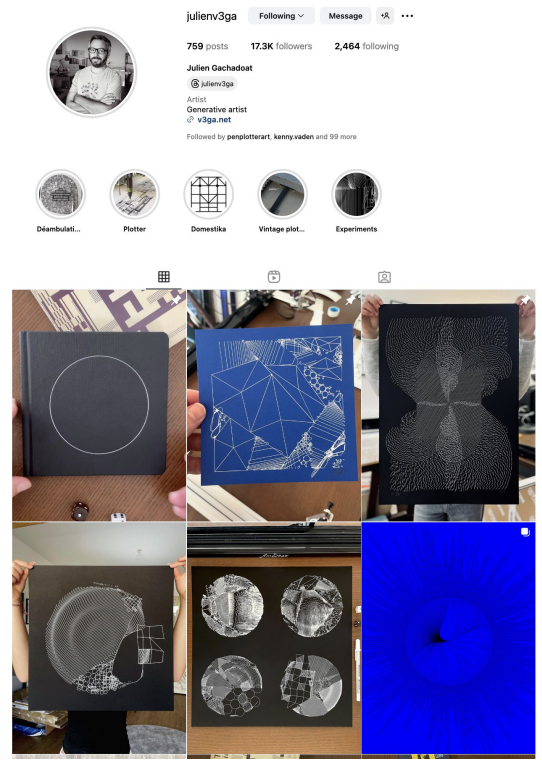
Inspiration: Creative coding community



woutfierce



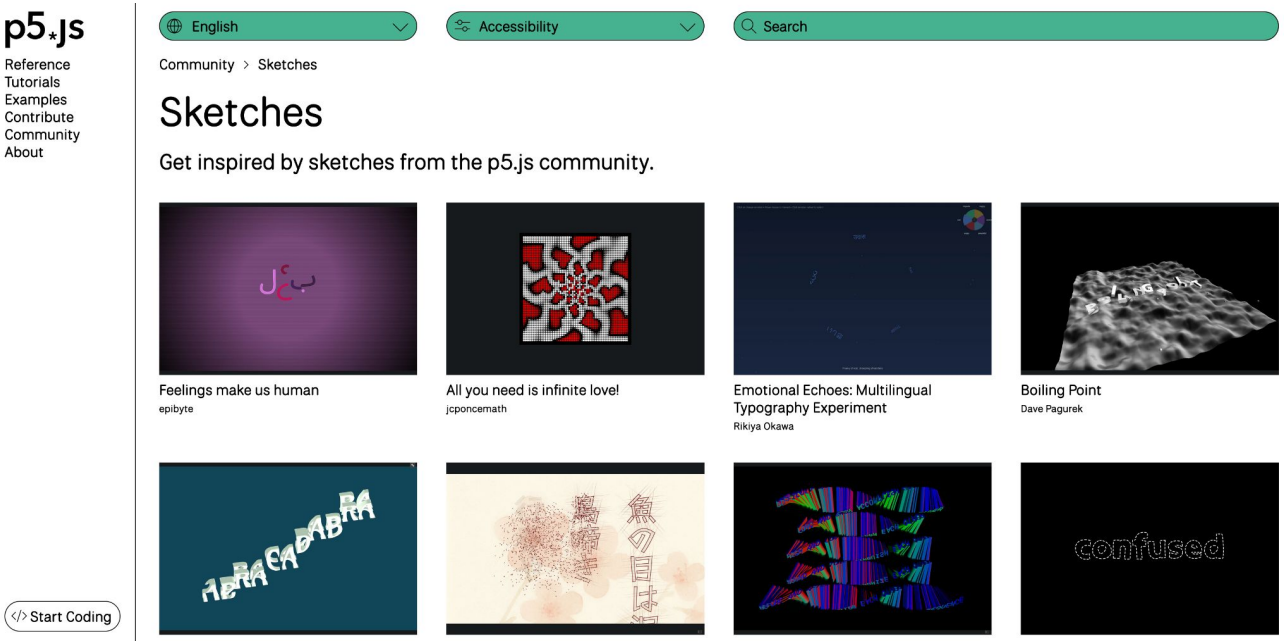
mari.persimon



julienv3ga

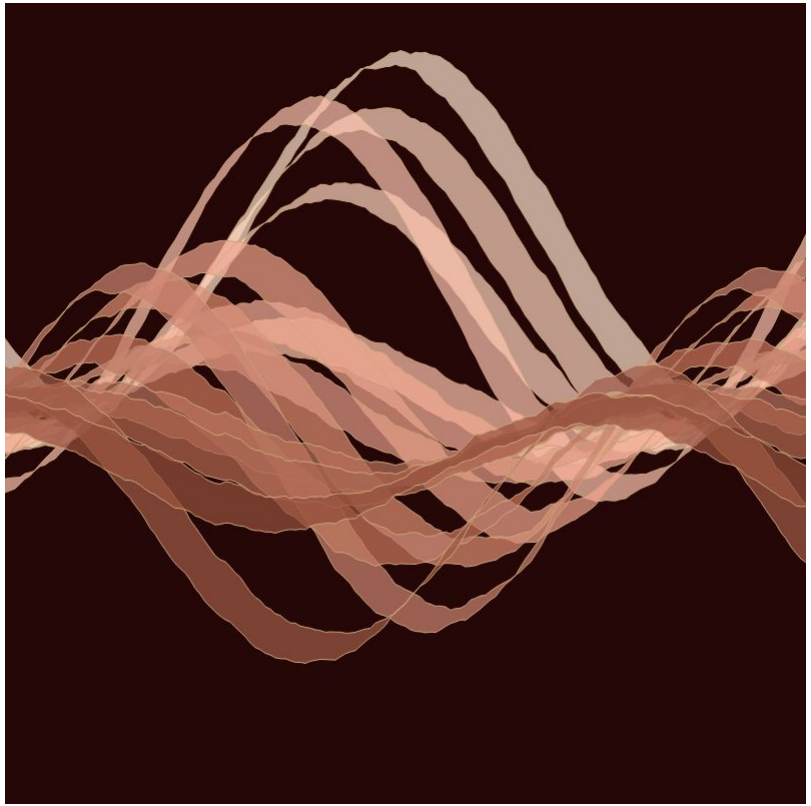
Inspiration: code

- Bluesky
- GitHub
- [p5.js community]



Creating your process

- Choose one technology
- Format constraints (image size, colour palette)
- Time constraints (for example, 1 hour per prompt)
- Daily / weekly coding



January 28: Infinite Scroll

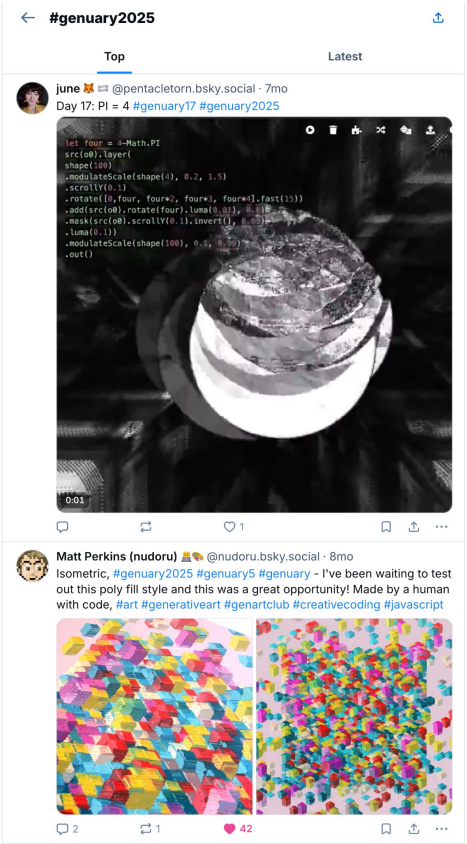
Keep going

- Track your progress
- Share your work on Bluesky or Instagram with common hashtags:

  #genuary

  #genuary{year}

  #genuary{date}



Genuary 2025

This repository contains generative art code created for Genuary 2025 using daily prompts.

Prompts

- **January 1. (credit: Stranger in the Q)** Vertical or horizontal lines only.
- **January 2. (credit: Monokai)** Layers upon layers upon layers.
- **January 3. (credit: Roni Kaufman)** Exactly 42 lines of code.
- **January 4. (credit: Stranger in the Q)** Black on black.
- **January 5. (credit: P1xelboy)** Isometric Art (No vanishing points).
- **January 6. (credit: Jonathan Barbeau)** Make a landscape using only primitive shapes.
- **January 7. (credit: Camille Roux)** Use software that is not intended to create art or images.
- **January 8. (credit: Piter Pasma)** Draw one million of something.
- **January 9. (credit: Piter Pasma)** The textile design patterns of public transport seating.
- **January 10. (credit: Darien Brito)** You can only use TAU in your code, no other number allowed. TAU = 2 * pi = 6.2831853...

Keep going: reuse code from other days

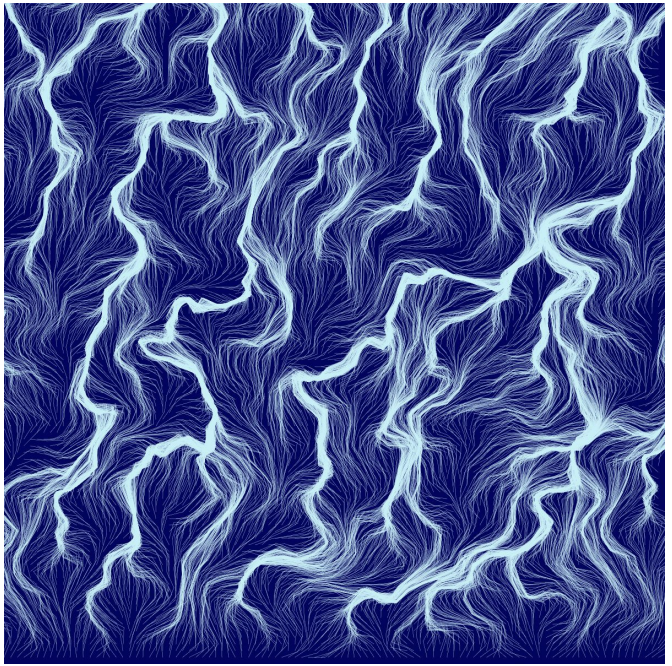
January 2: Layers upon layers upon layers

January 13: Triangles and nothing else

Keep going: reuse code from other days

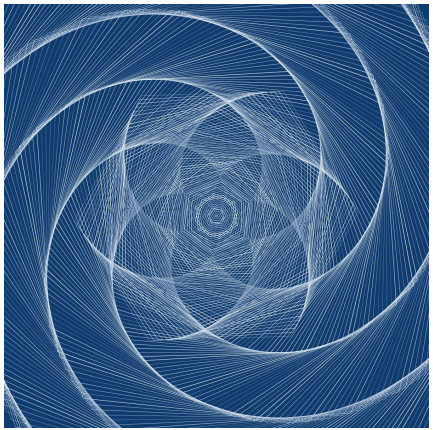
January 18: What does wind look like?

January 30: Abstract map. Not to be confused with AbstractMap

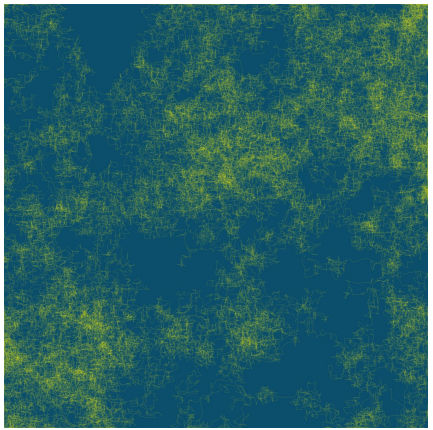


Keep going: print your designs

January 26: Symmetry

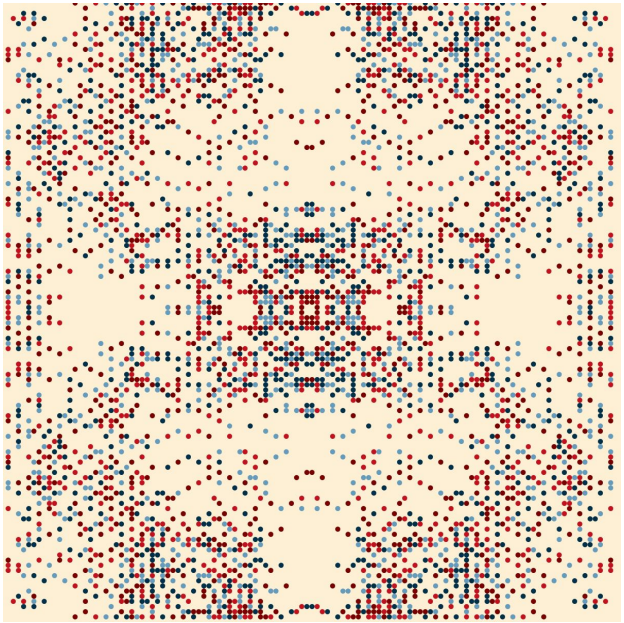


January 25: One line that may or may not intersect itself



Keep going: use of AI

- Explain code from others or documentation
- Find inspiration from generated images (Midjourney, etc.)



January 15: Design a rug

I have a p5.js script that generates a pattern made of dots. However, it's very slow and I want to understand how to speed up the generation of the pattern.
Here is the current version:

```
// Number of columns and rows in the grid
let cols;
```

Show more

Answer

To speed up your p5.js pattern-generation script **without altering the visual output or core design logic**, here are practical optimizations that directly target your performance bottleneck:

1. Avoid Full Grid Redraw on Every Frame

Currently, the script redraws the entire grid every frame by:

- Calling `background('#FDF0D5')` in `draw()`
- Repainting **every circle** in nested `for` loops, even if only a few cells change.

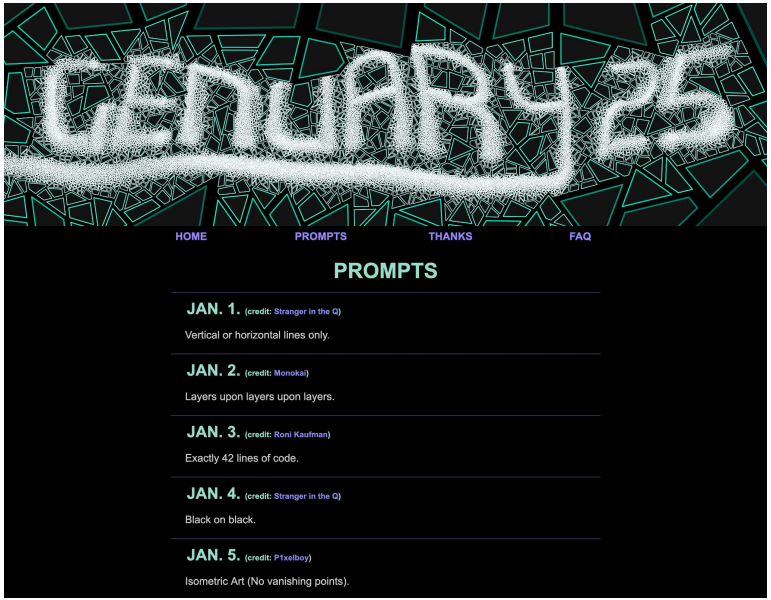
Optimization:

- **Draw only the four new/mirrored circles in each iteration** (not the full grid each frame).
- Set the background and initially draw the blank grid in `setup()`. Then, within `draw()`, just draw the newly colored circles.

How to Implement

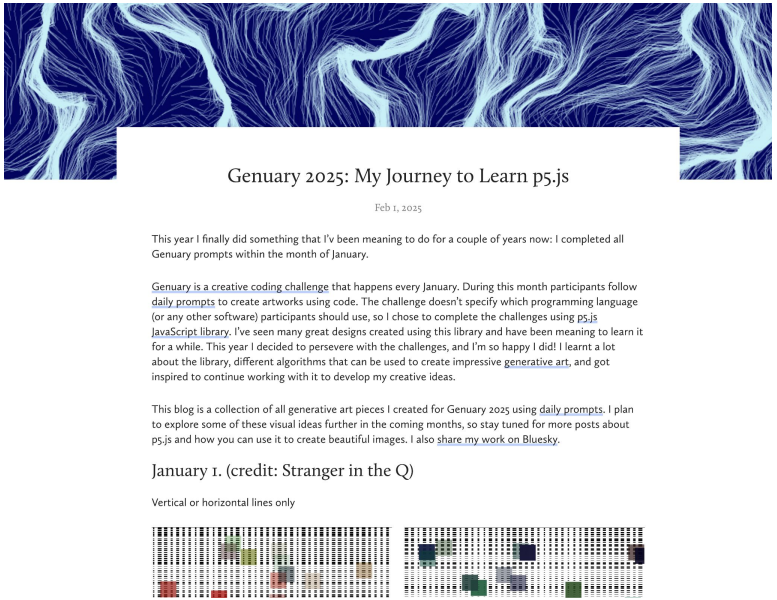
```javascript
function setup() {
    createCanvas(600, 600, SVG);
    cols = width / size;
    rows = height / size;
    x = floor(random(cols / 2 - margin, cols / 2 + margin));
    y = floor(random(rows / 2 - margin, rows / 2 + margin));
    // Initialize grid array
    grid = Array.from({length: cols}, () => Array.from({length: rows}, () => color(
    background('#FDF0D5');
    // Draw the blank grid once
    for (let i = 0; i < cols; i++) {
        for (let j = 0; j < rows; j++) {
```

How it started



https://genuary.art/

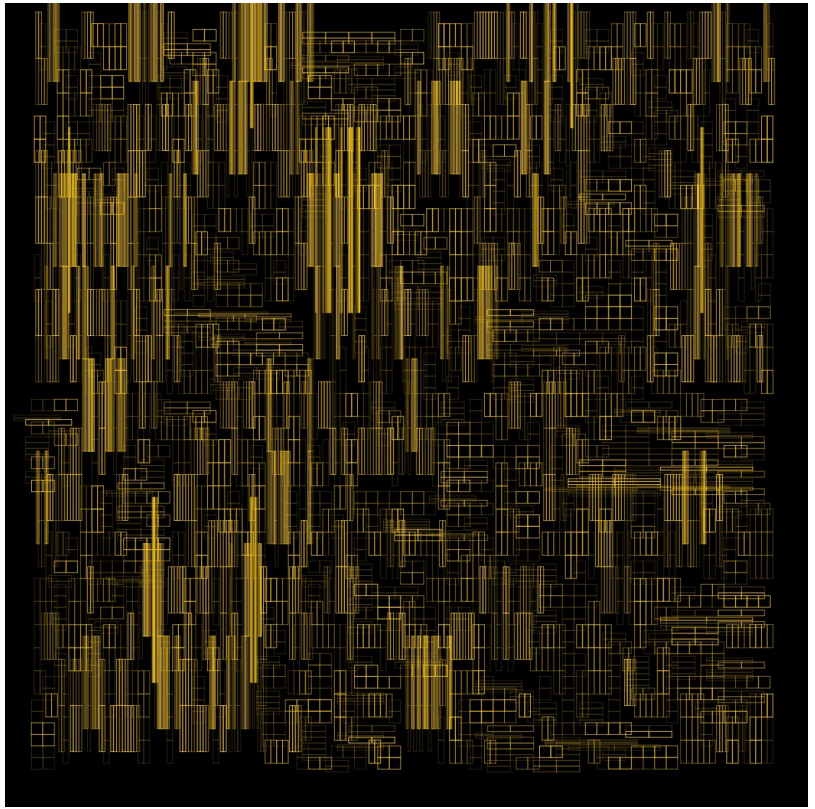
How it's going



https://www.anyalitica.dev/blog/2025-02-01-genuary-2025-collection

My plan for Genuary 2026

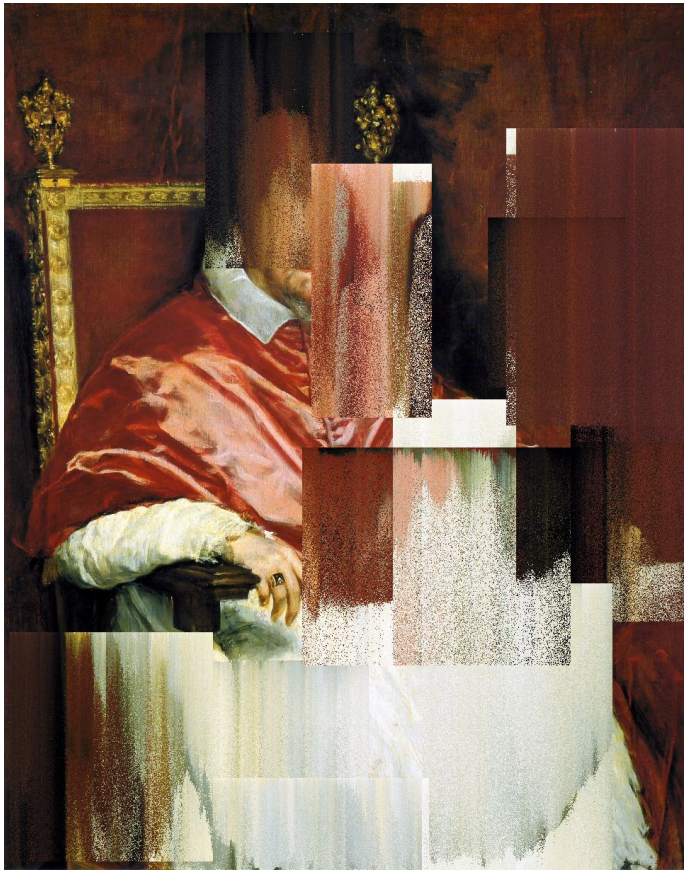
- Set format constraint: size, colour palette
- Think about how I can group different prompts / reuse techniques
- Focus on how I can design for plotter



January 12: Subdivision

Useful resources

- Genuary website
- p5.js reference
- Repositories on GitHub
- Coding train tutorials
- Patt Vira tutorials



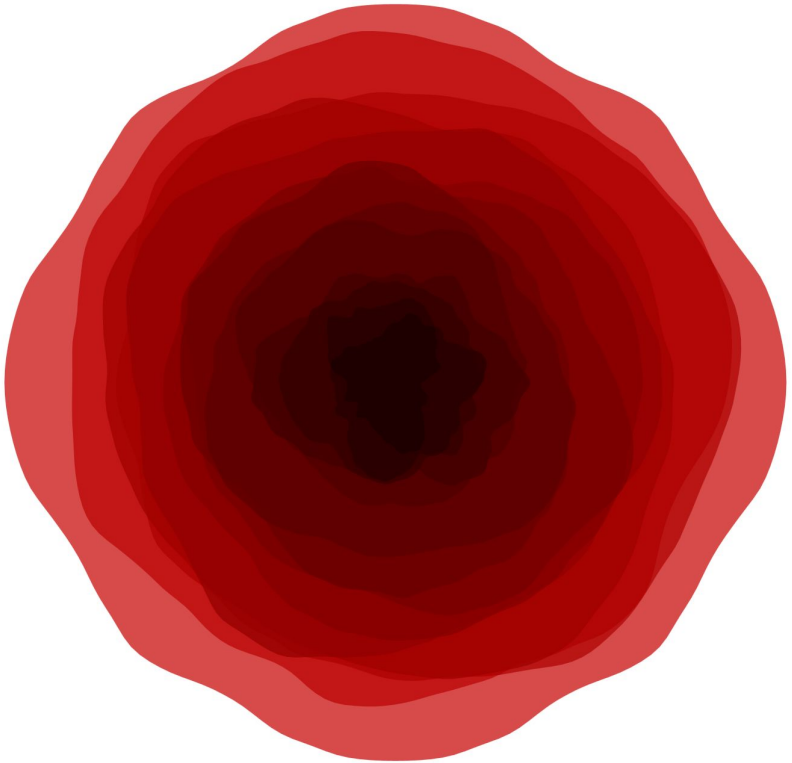
January 31: Pixel sorting

Questions?

Get in touch:

anyalitica.dev

Thank you!



January 22: Gradients only