

Genforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Genforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Lucian	Iteration & pattern
Emrys	Functions & parameters
Isadora	Variables & state
Tindra	Generative / randomness
Xanthe	Color & palette
Sennen	Shape & transform
Thaddeus	Rhythm & tempo
Nerissa	Pitch / scale / harmony
Fintan	Composition & structure
Ottoline	(Mentor) — guides reflect-on-approach

Key ideas at a glance

The big concepts this cast helps you master:

- Loops that generate visual and rhythmic patterns
 - Reusable procedures that produce many variations
 - Storing and changing values over time
 - Using randomness deliberately (and reproducibly)
 - Representing and generating color programmatically
 - Translating, rotating, and scaling shapes
 - Arranging generated elements in space
 - Timing musical events programmatically
 - Choosing pitches programmatically
 - Building and transforming melodic ideas in code
 - Building rich visual and sonic layers
 - Responding to input in real time
 - Reflection, rotation, and repeating patterns
 - Making animation feel natural
 - Transforming existing work into new creations
 - Integrating every creative-coding concept
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