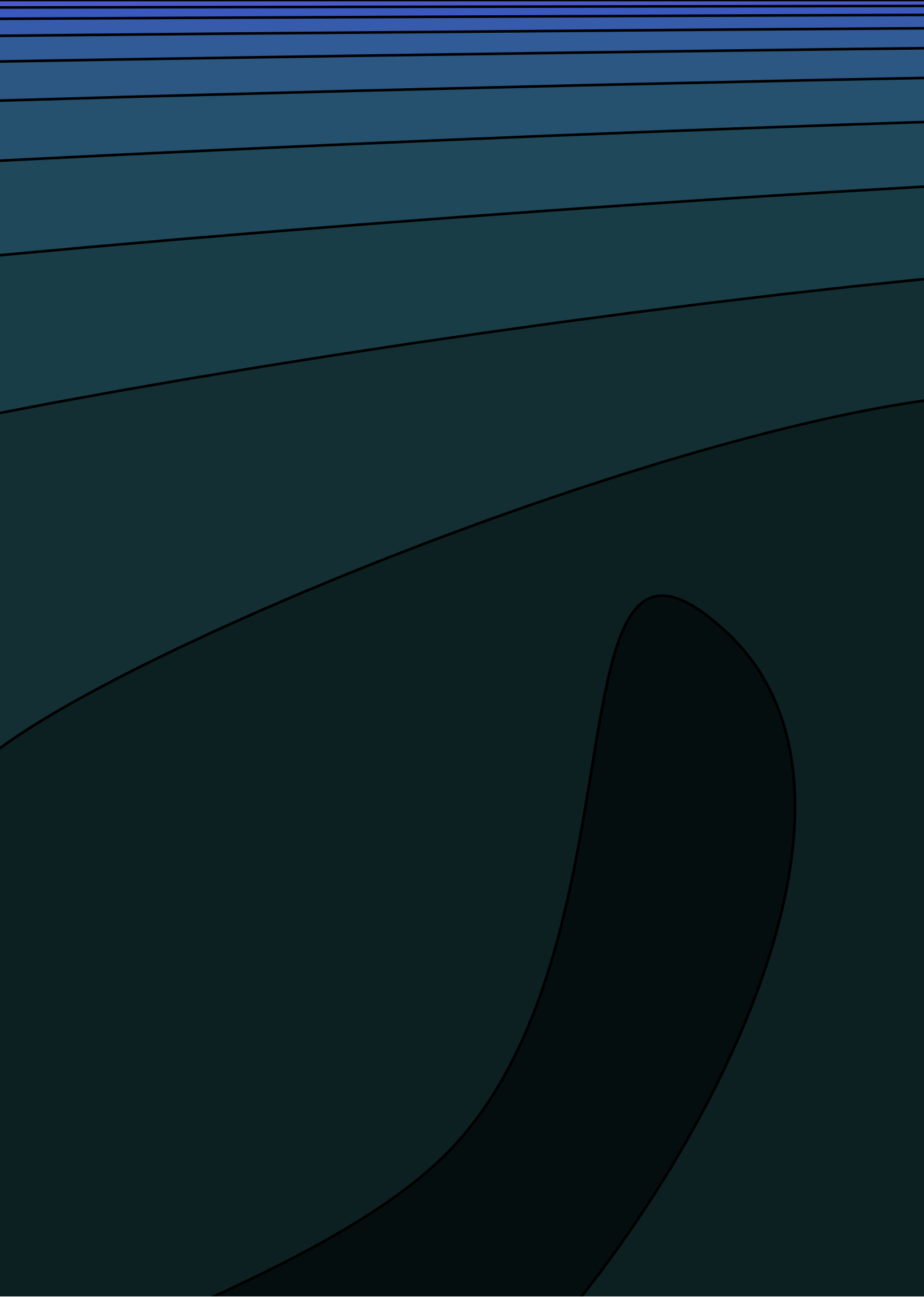
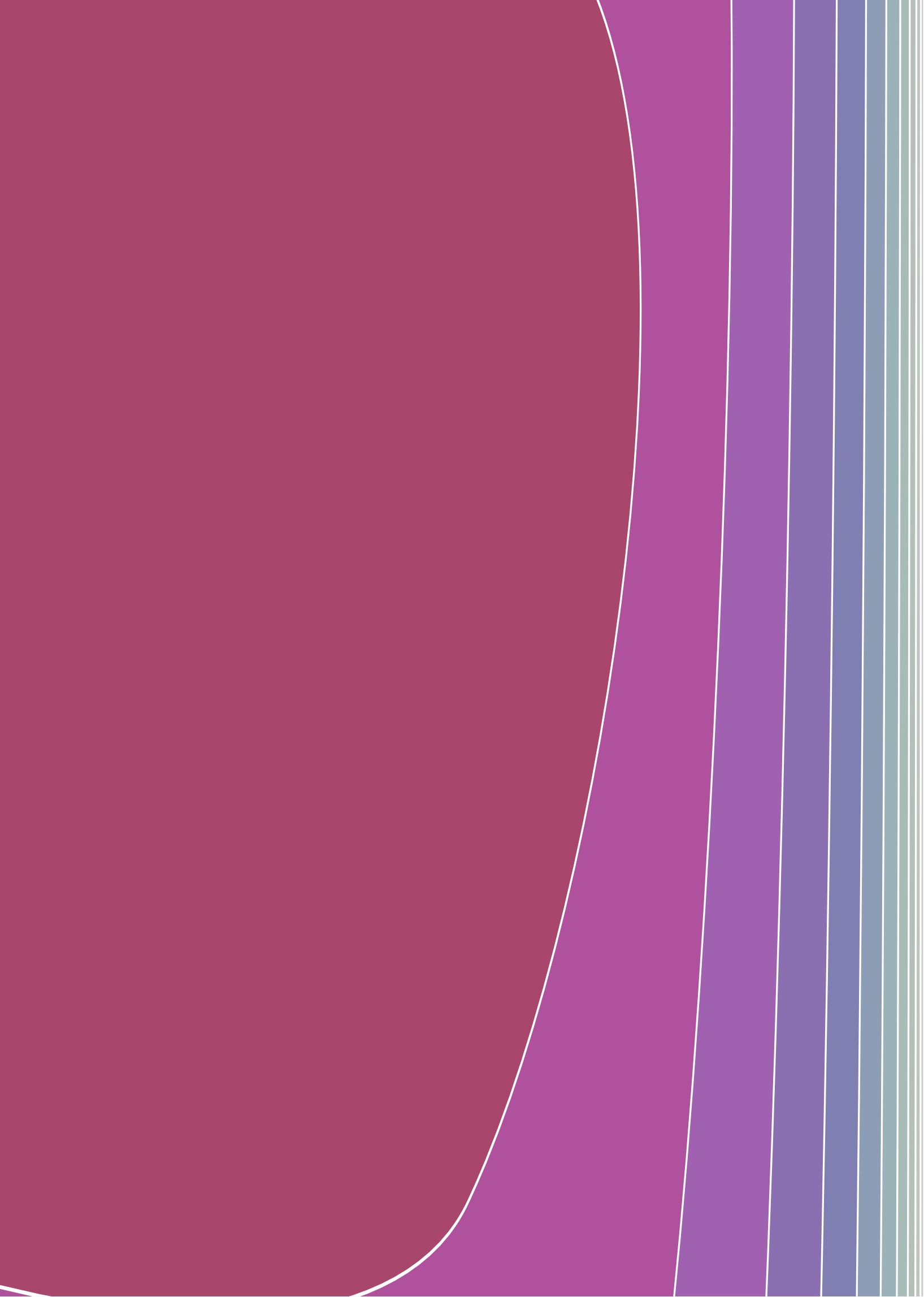


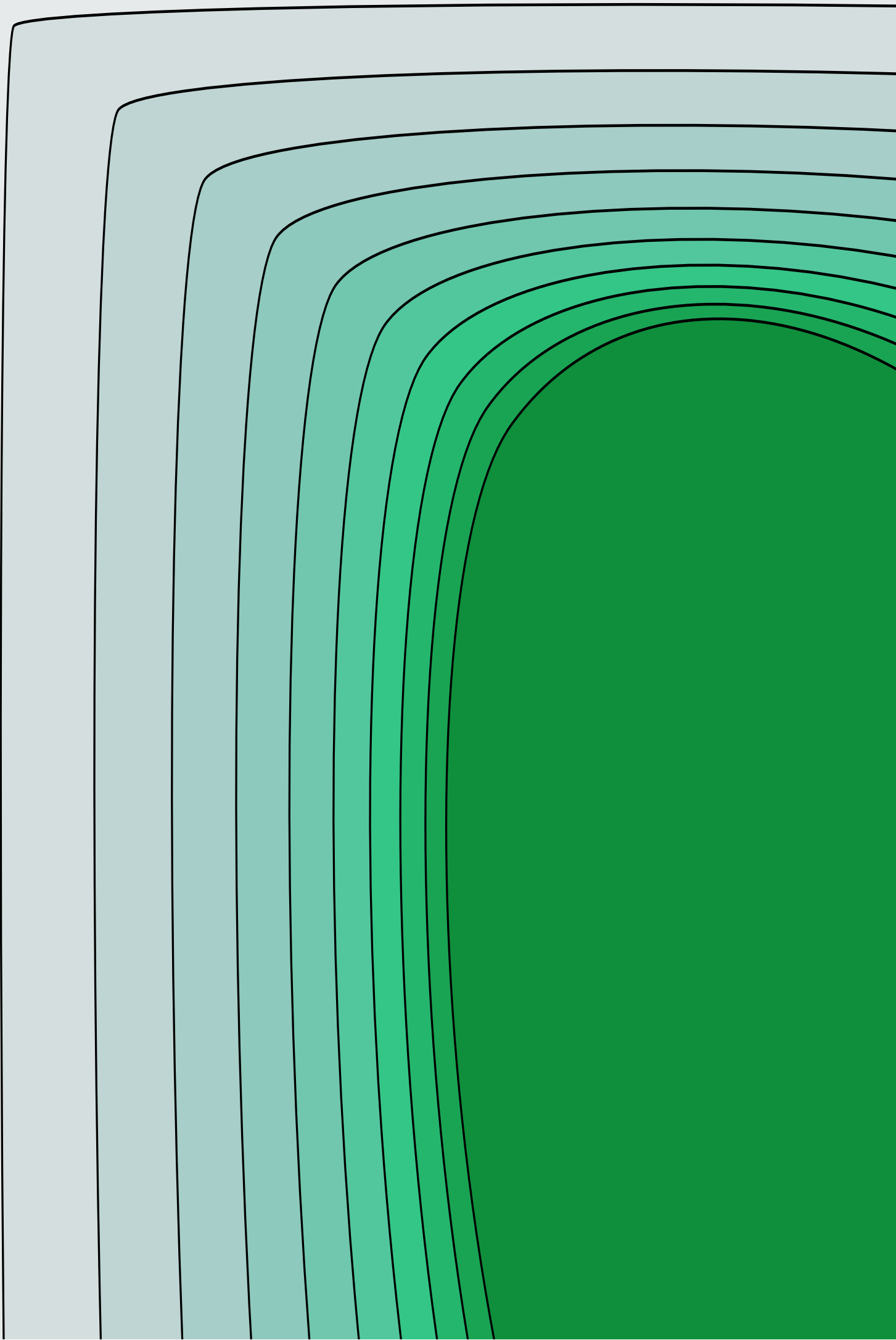
The background is a dark green gradient. On the left side, there are several white, curved lines that sweep from the bottom left towards the top right, creating a sense of motion and depth. These lines are of varying lengths and curves, some starting near the bottom left and ending near the top right, while others are shorter and more tightly curved.

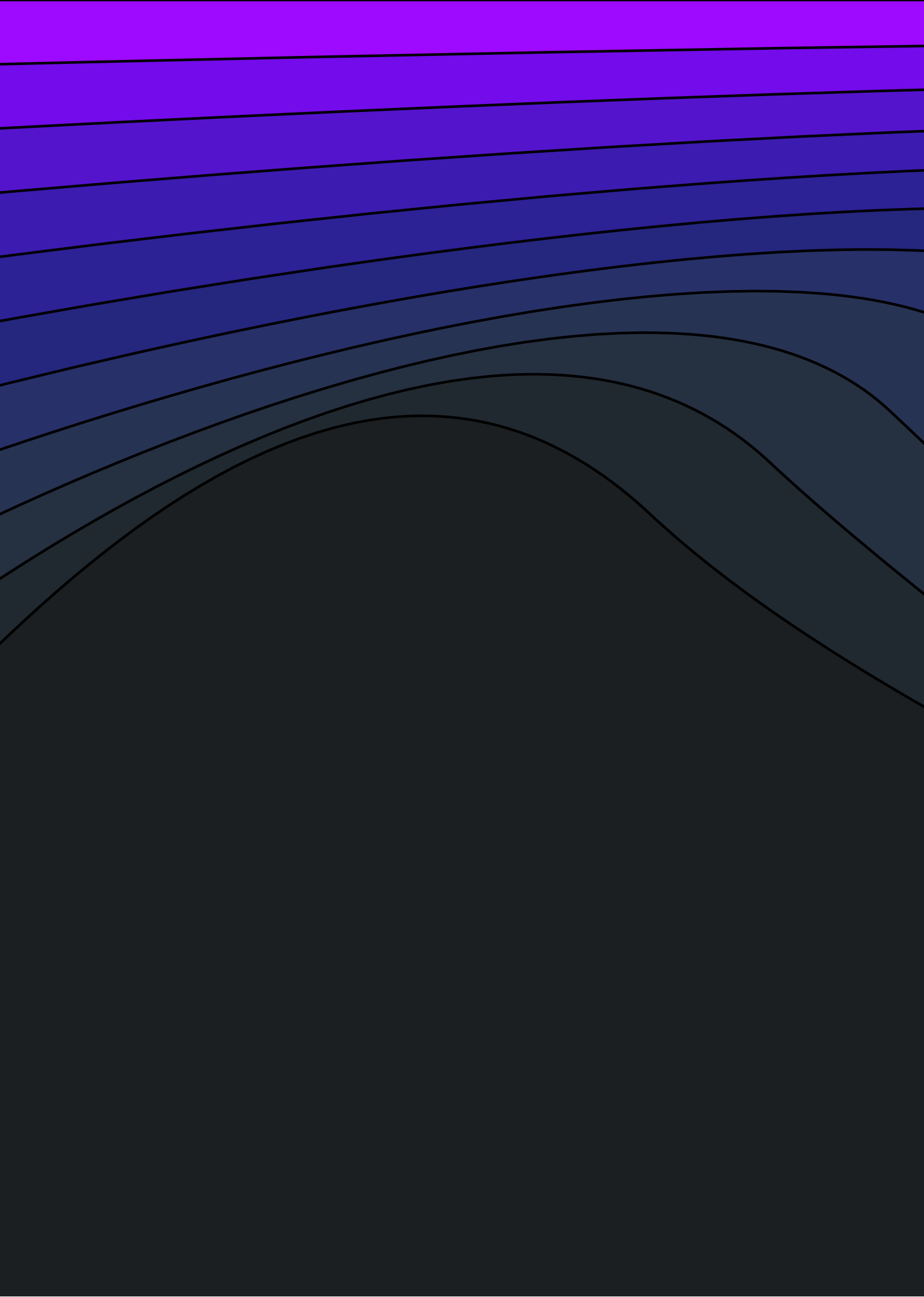
100 random slices

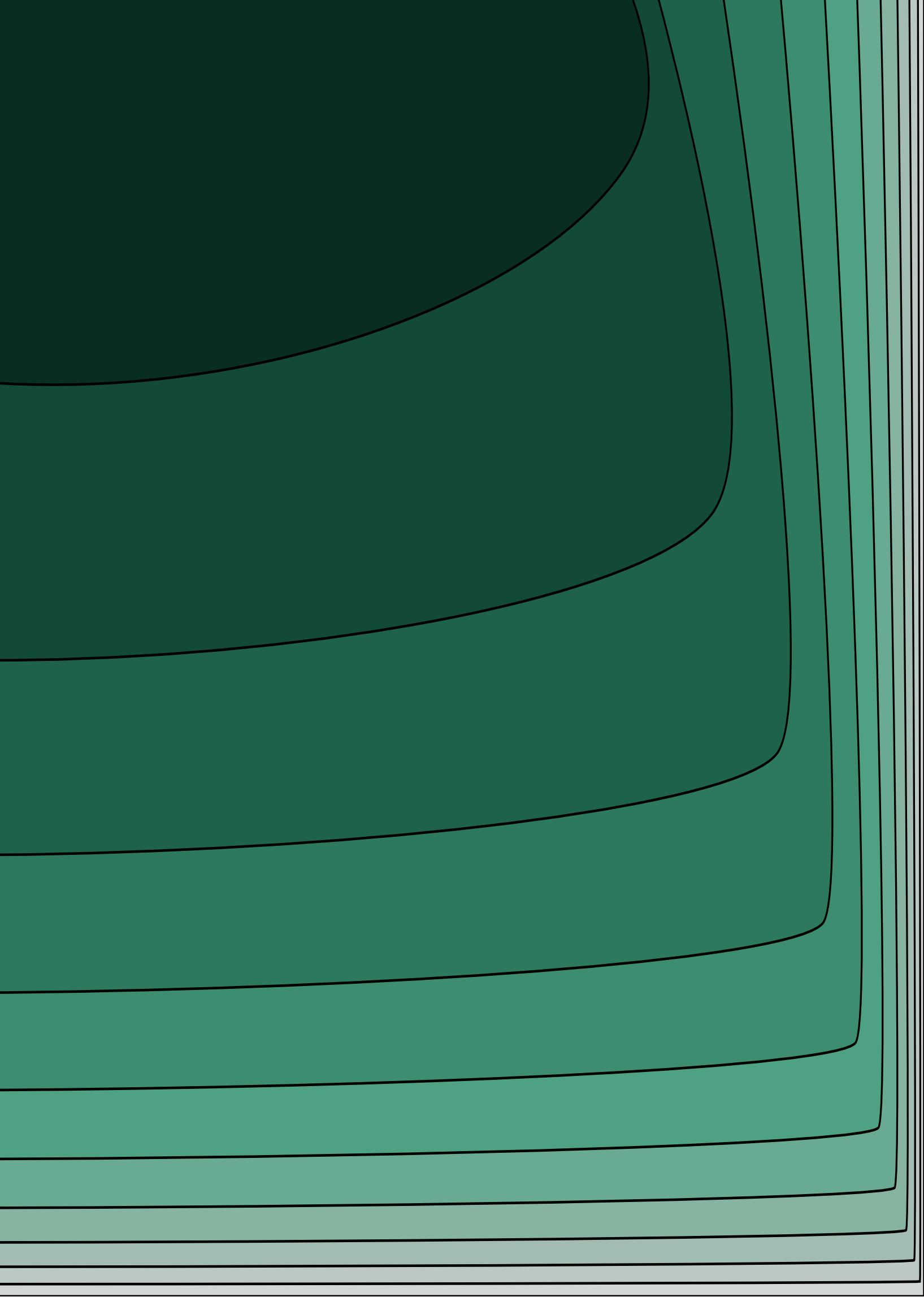
January the 28th, 2017 — Vasilis van Gemert

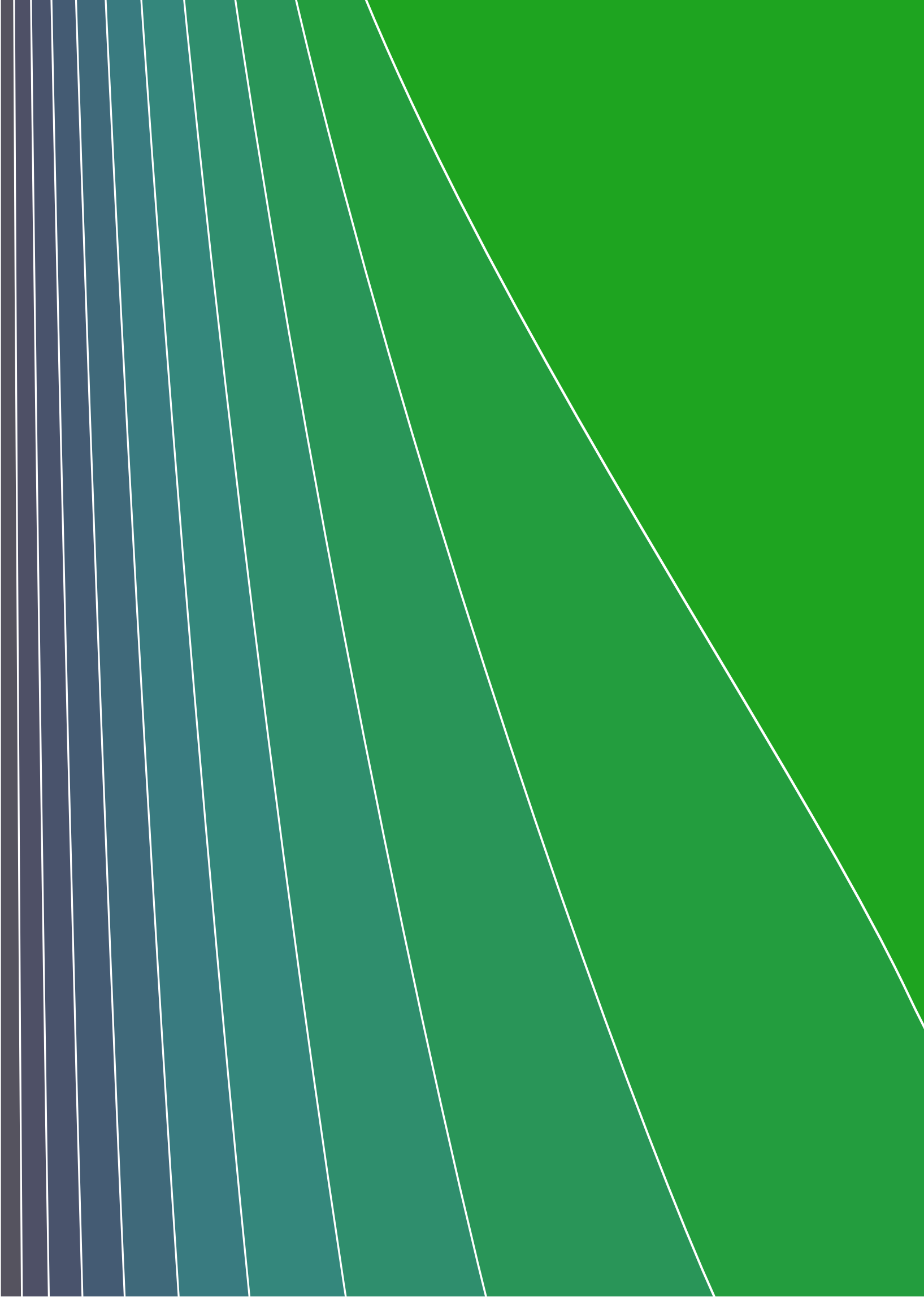


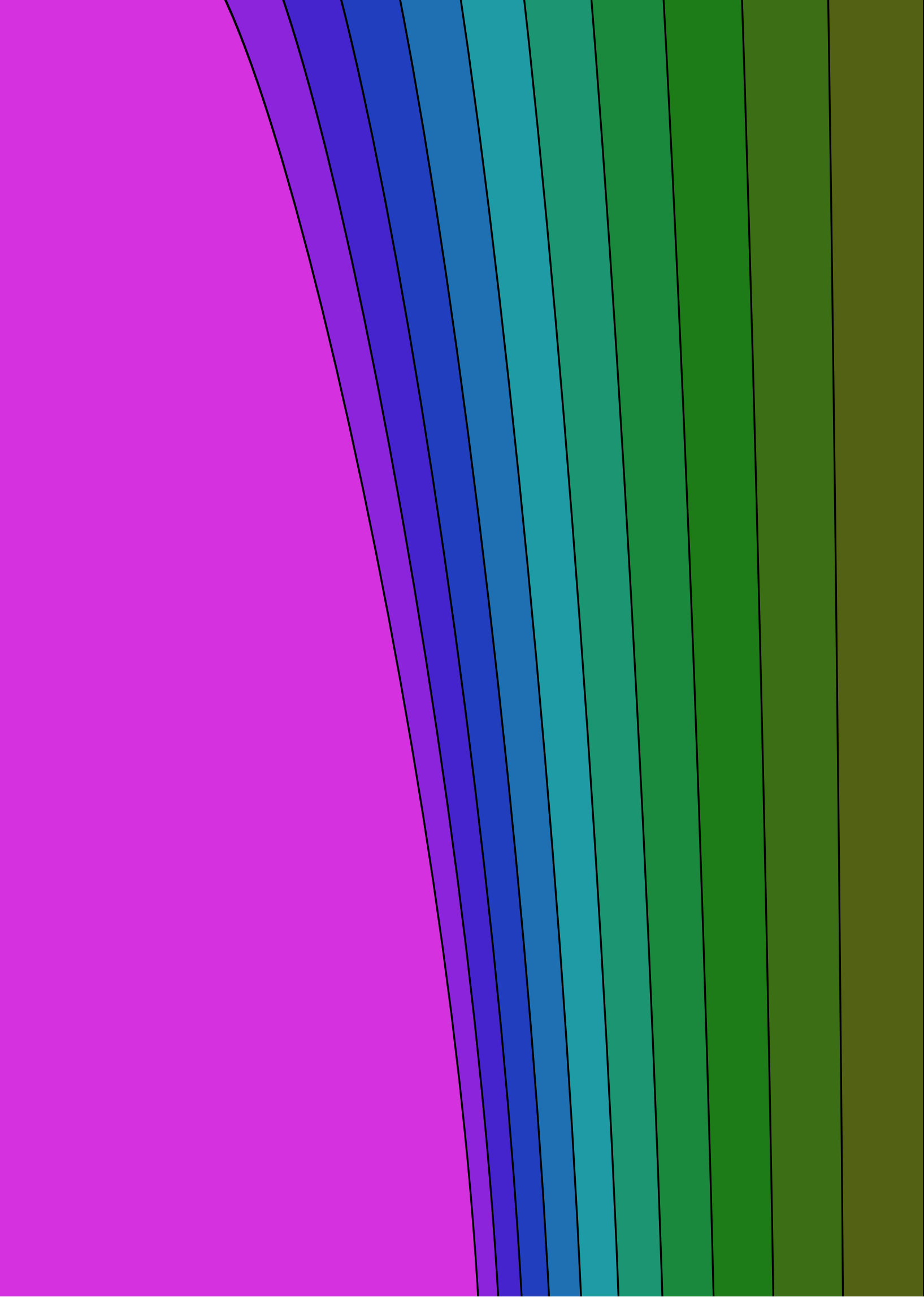


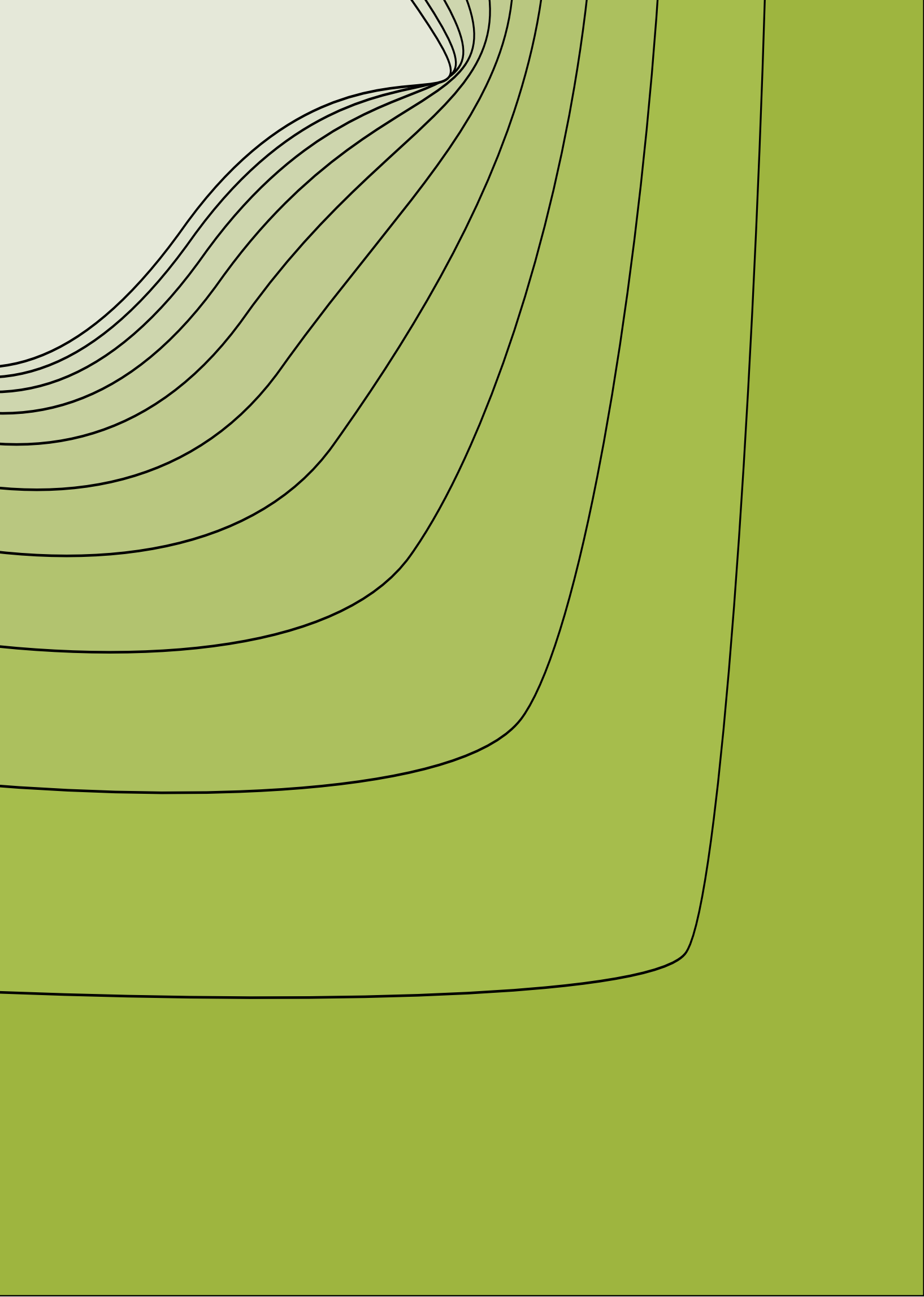


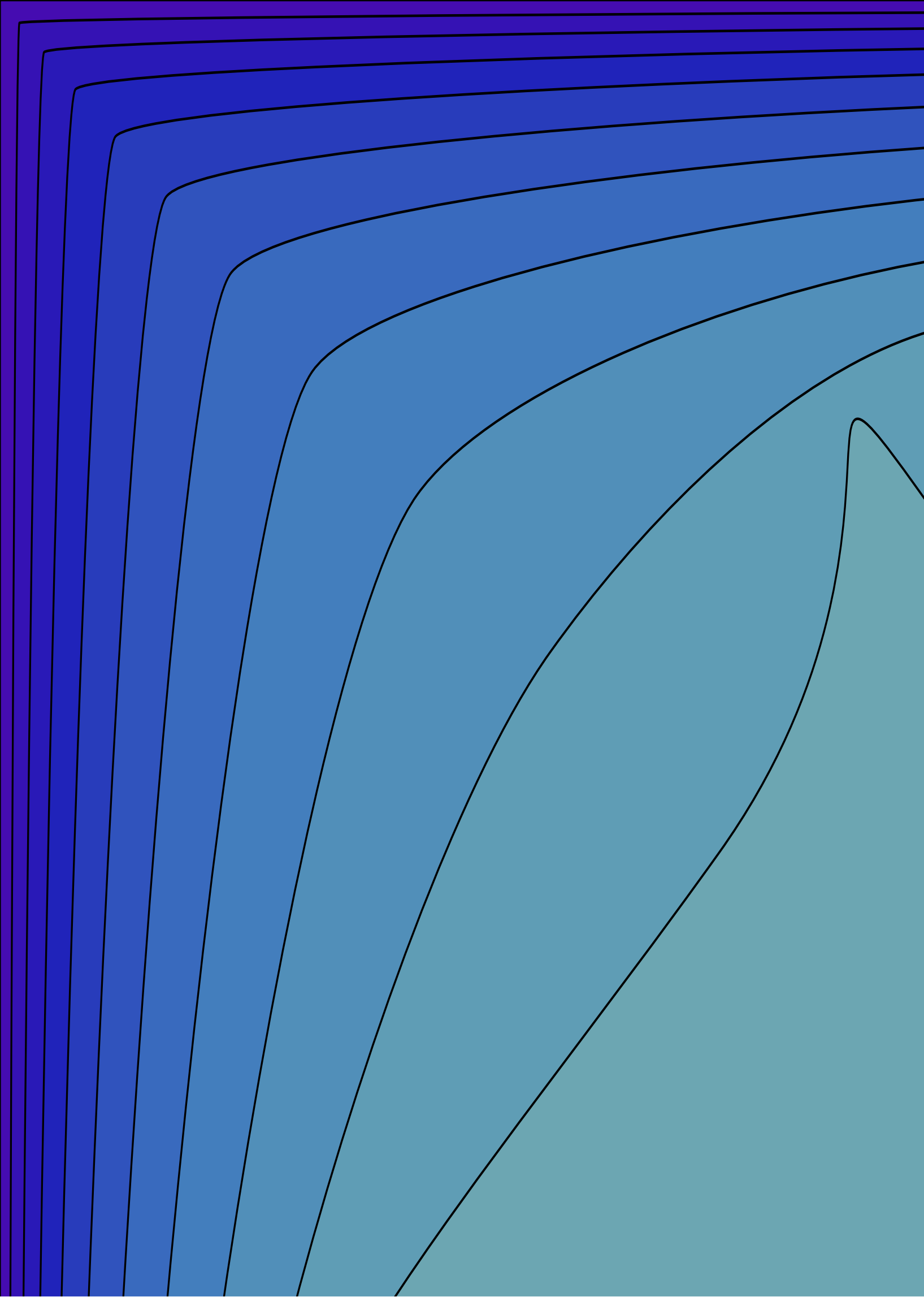


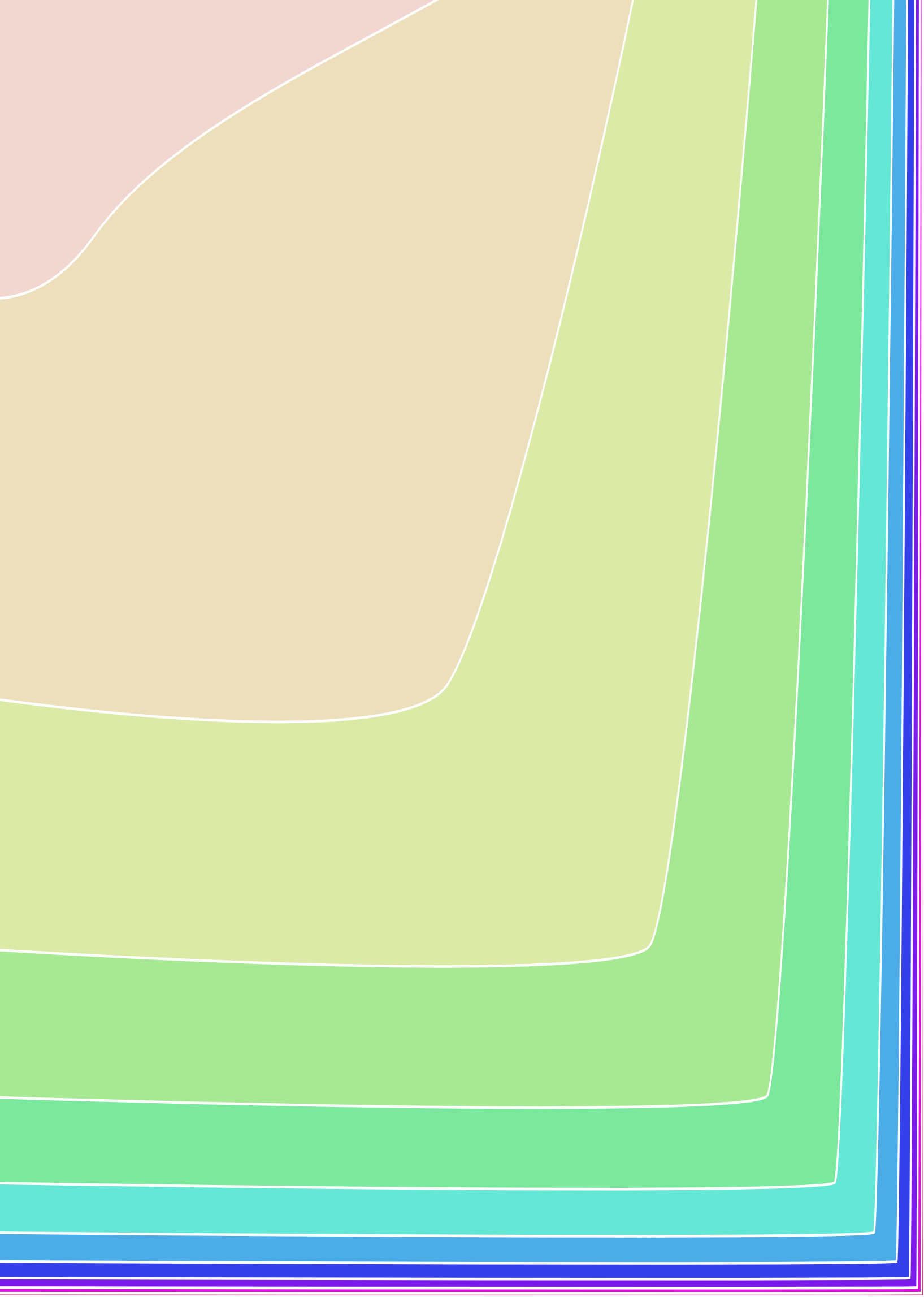


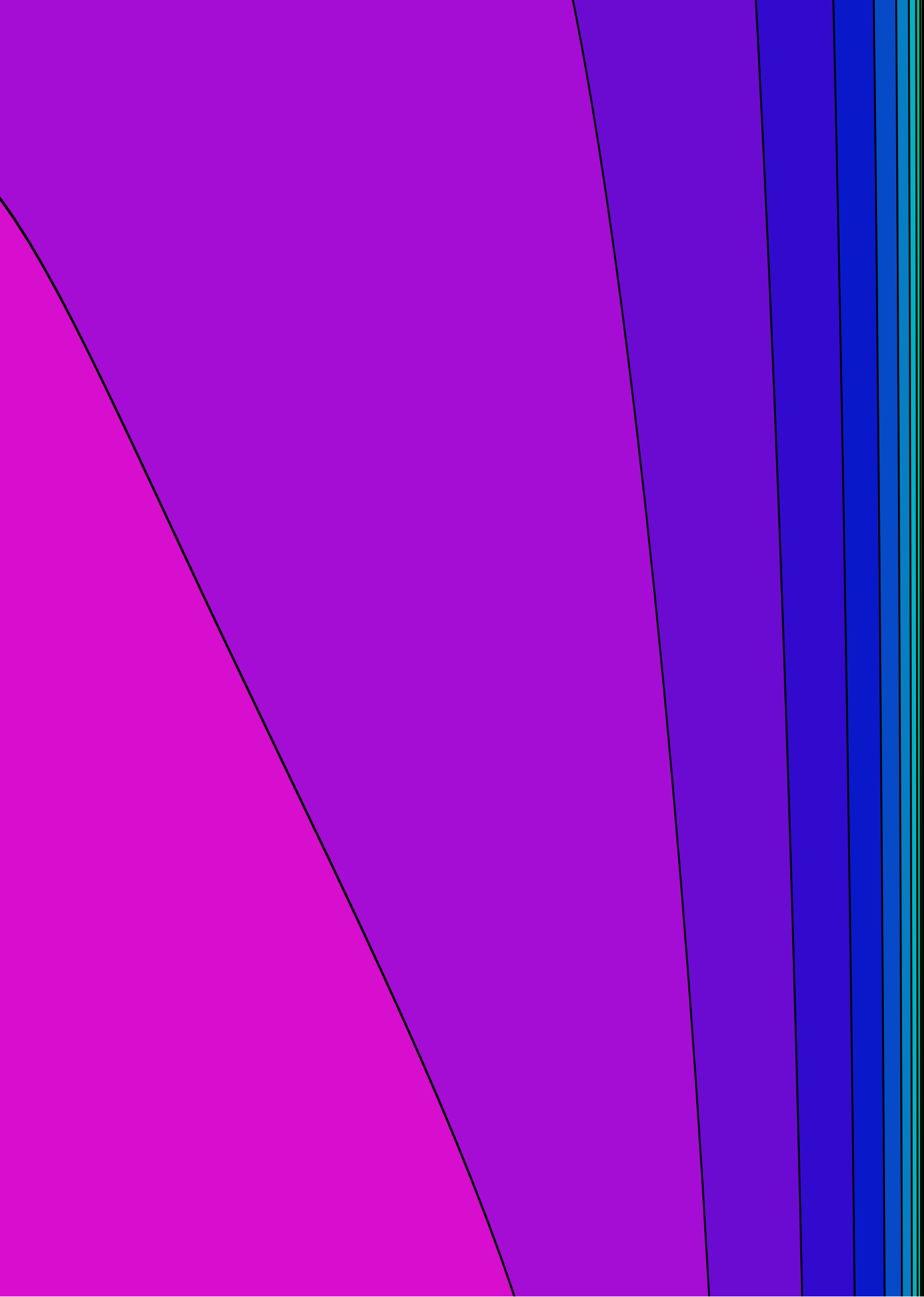


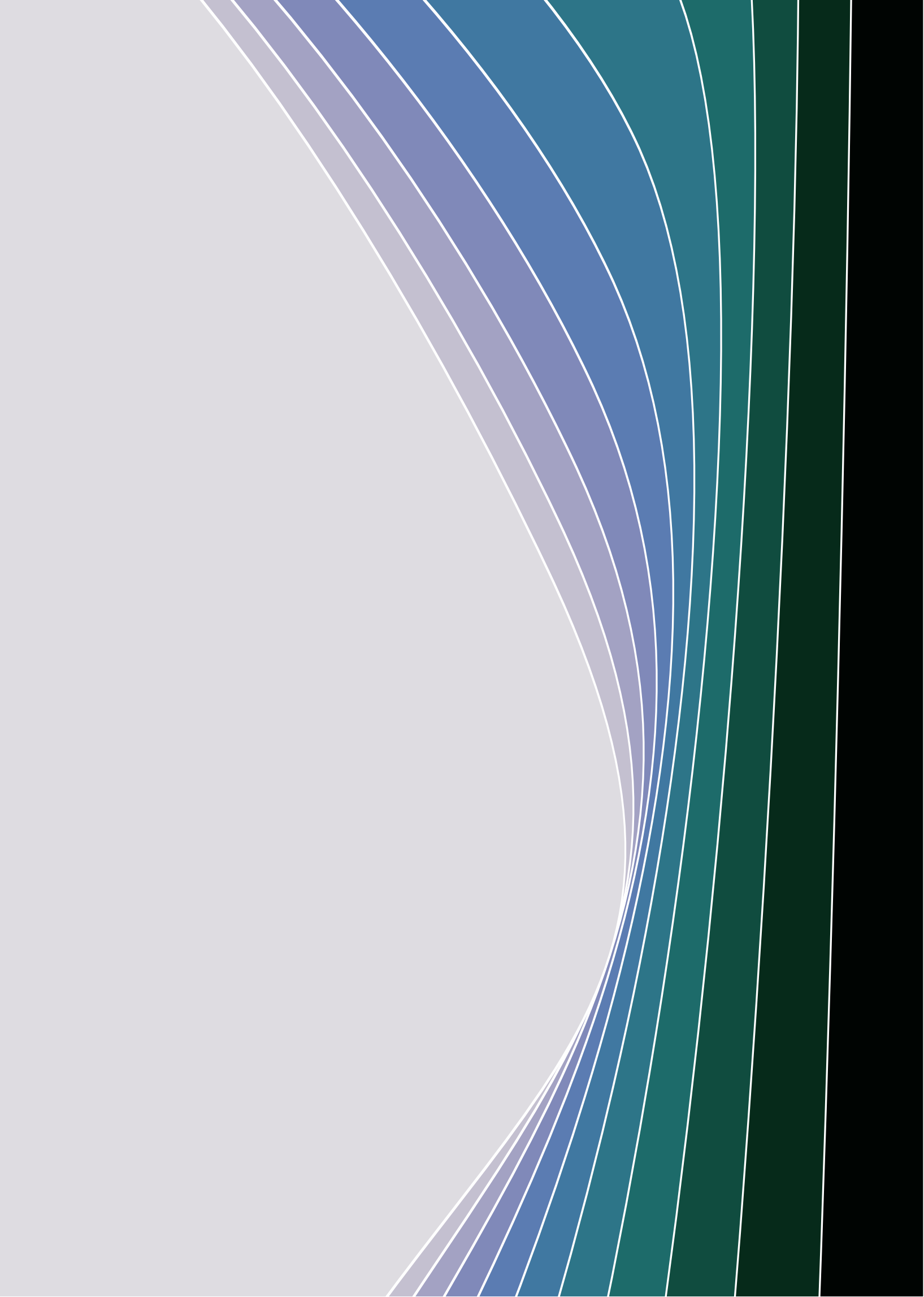


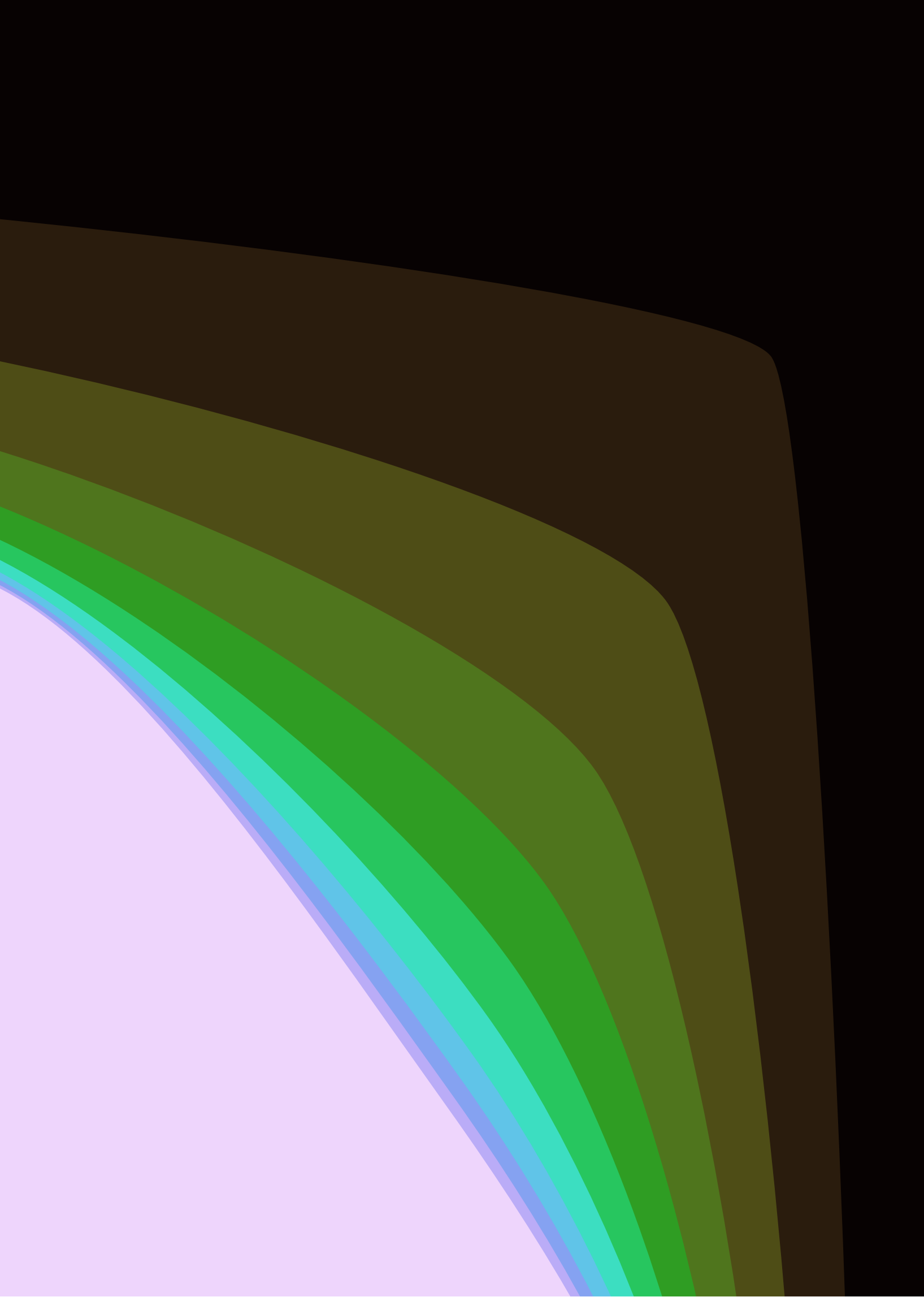


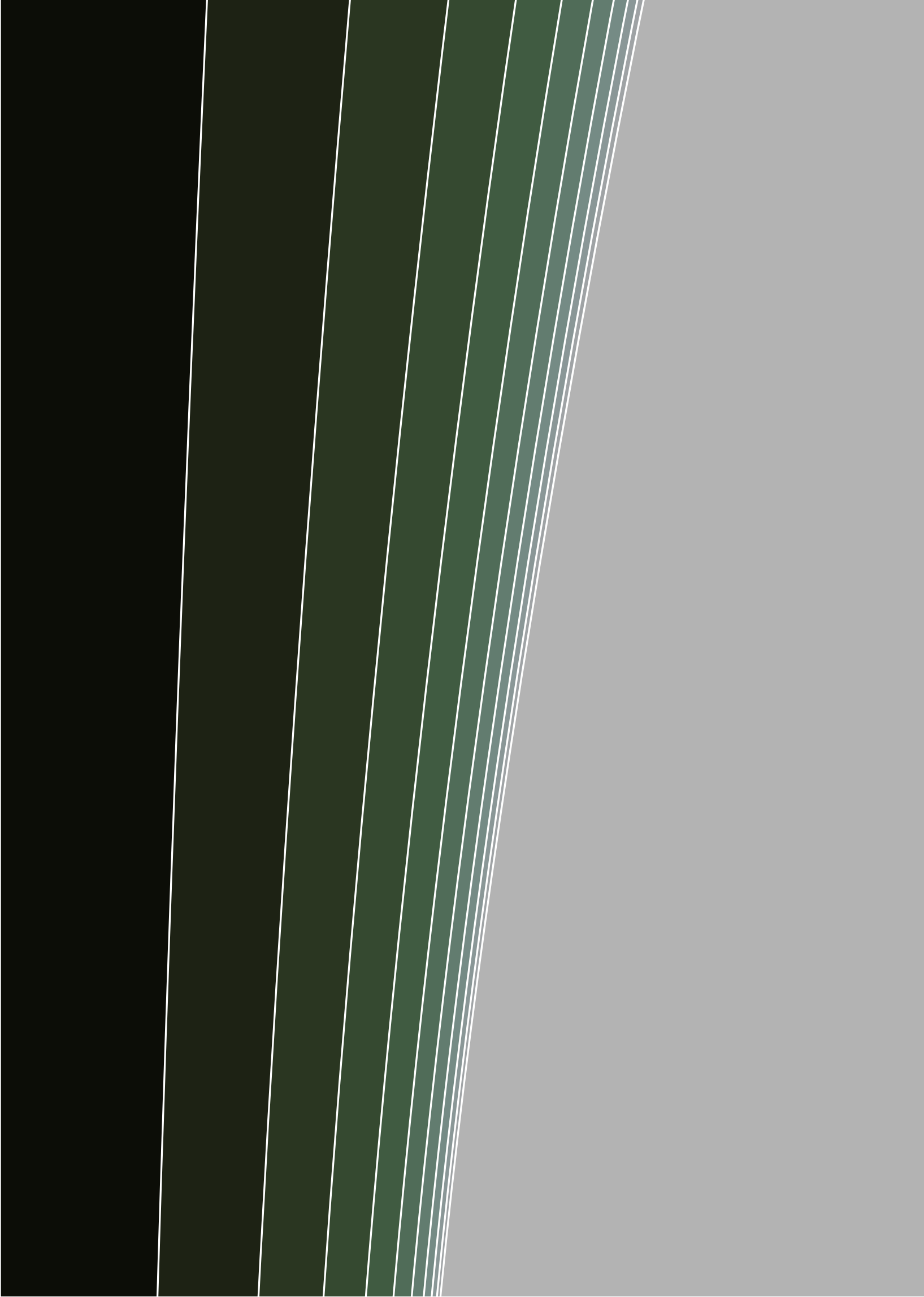


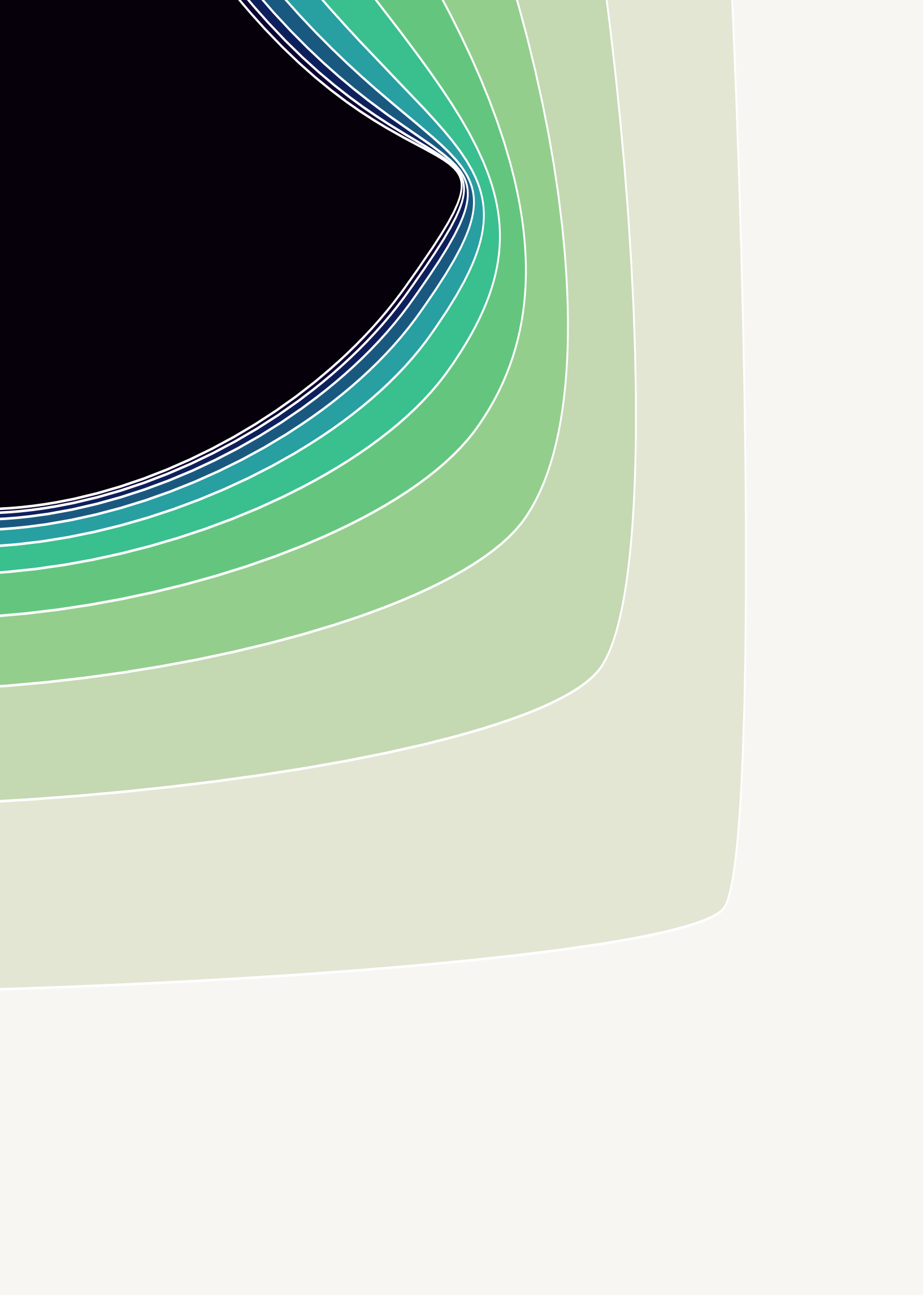


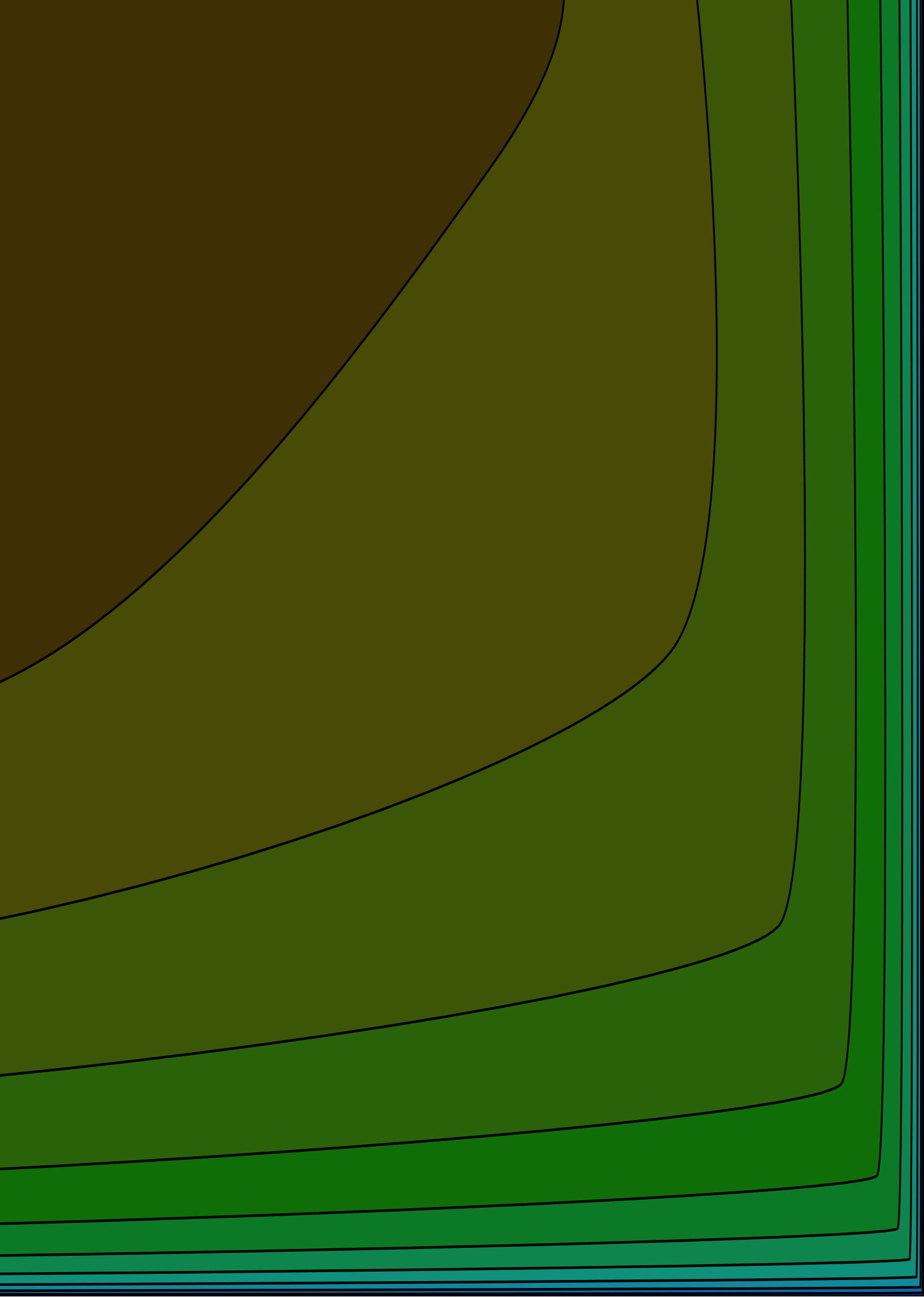


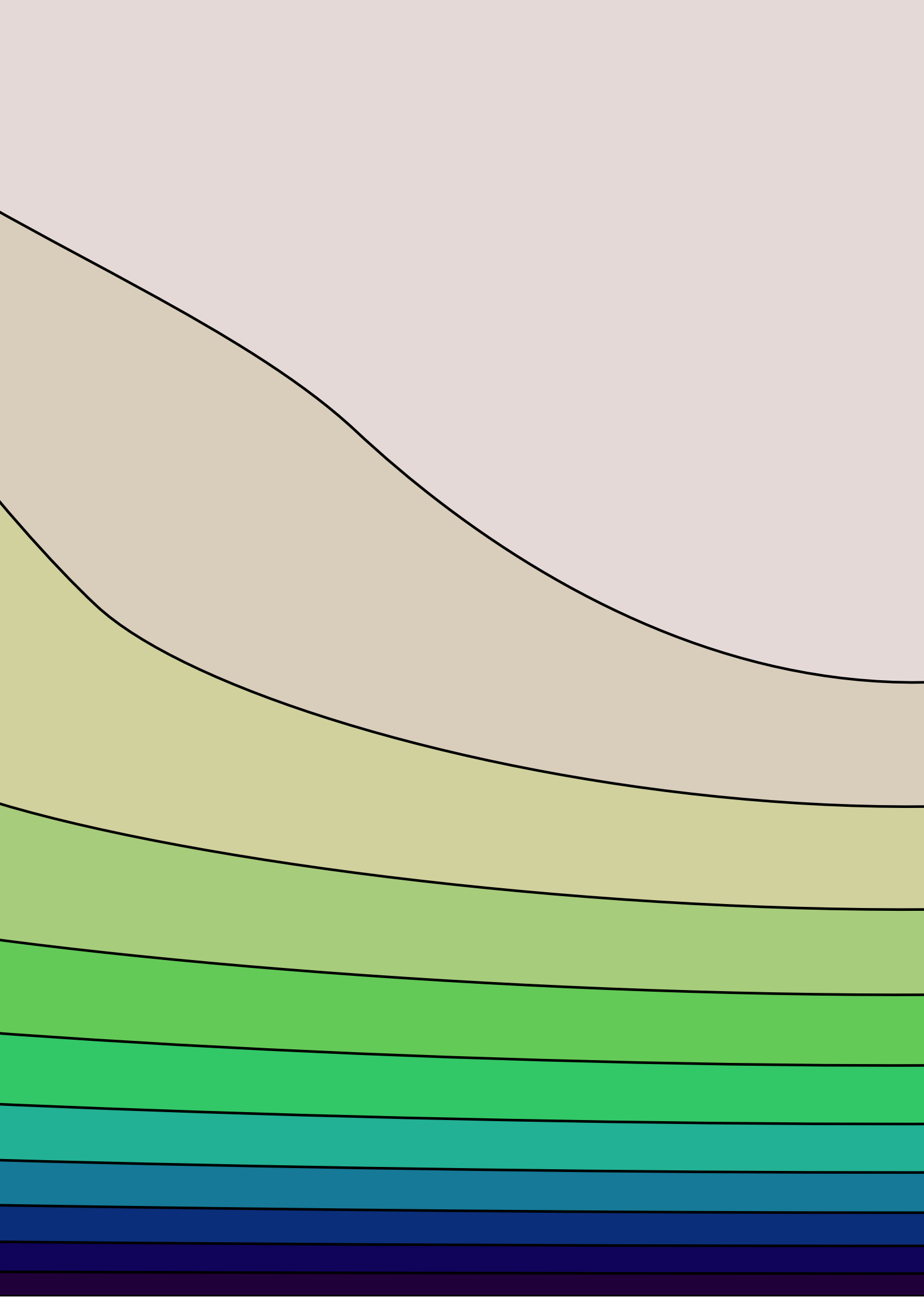


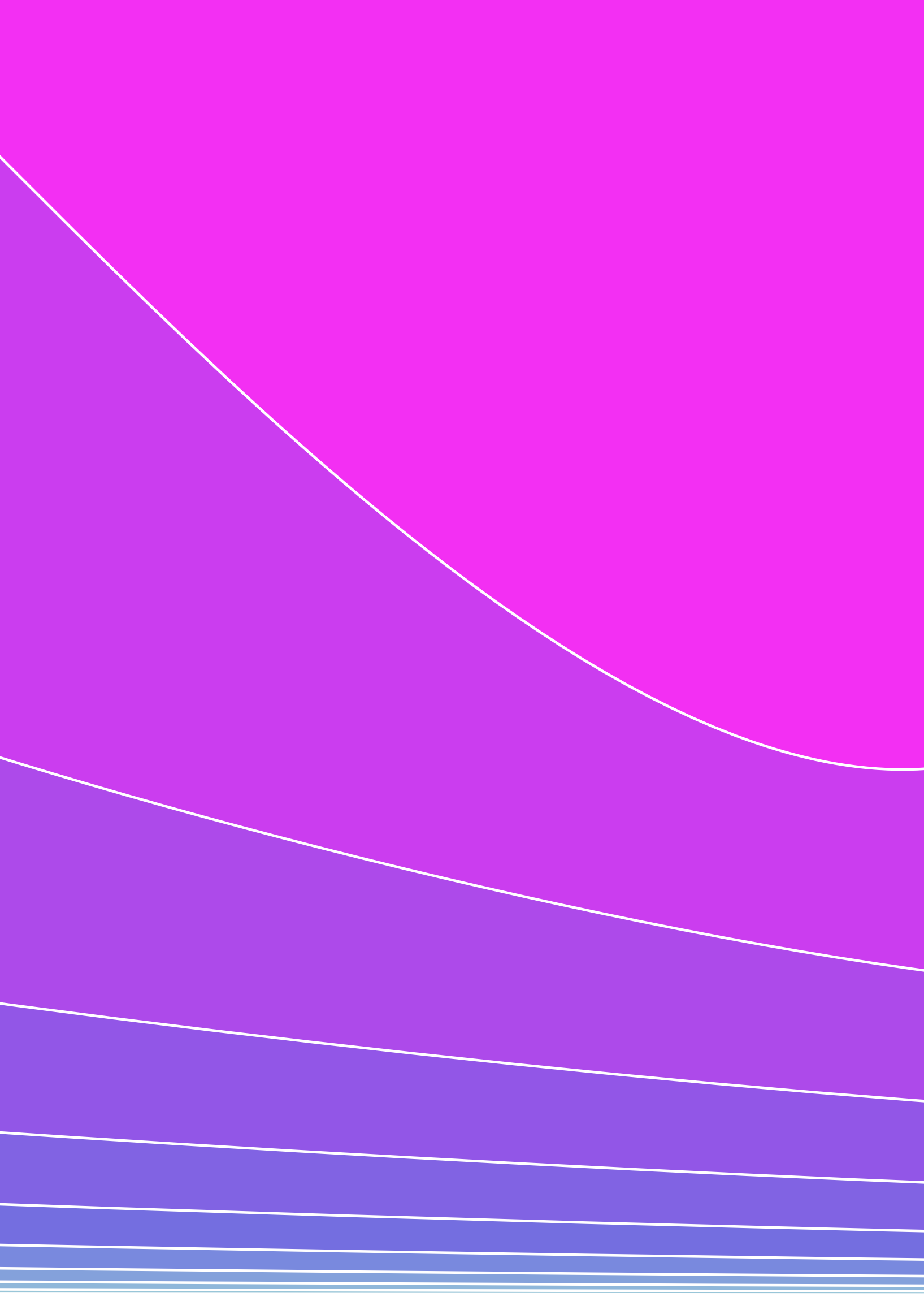


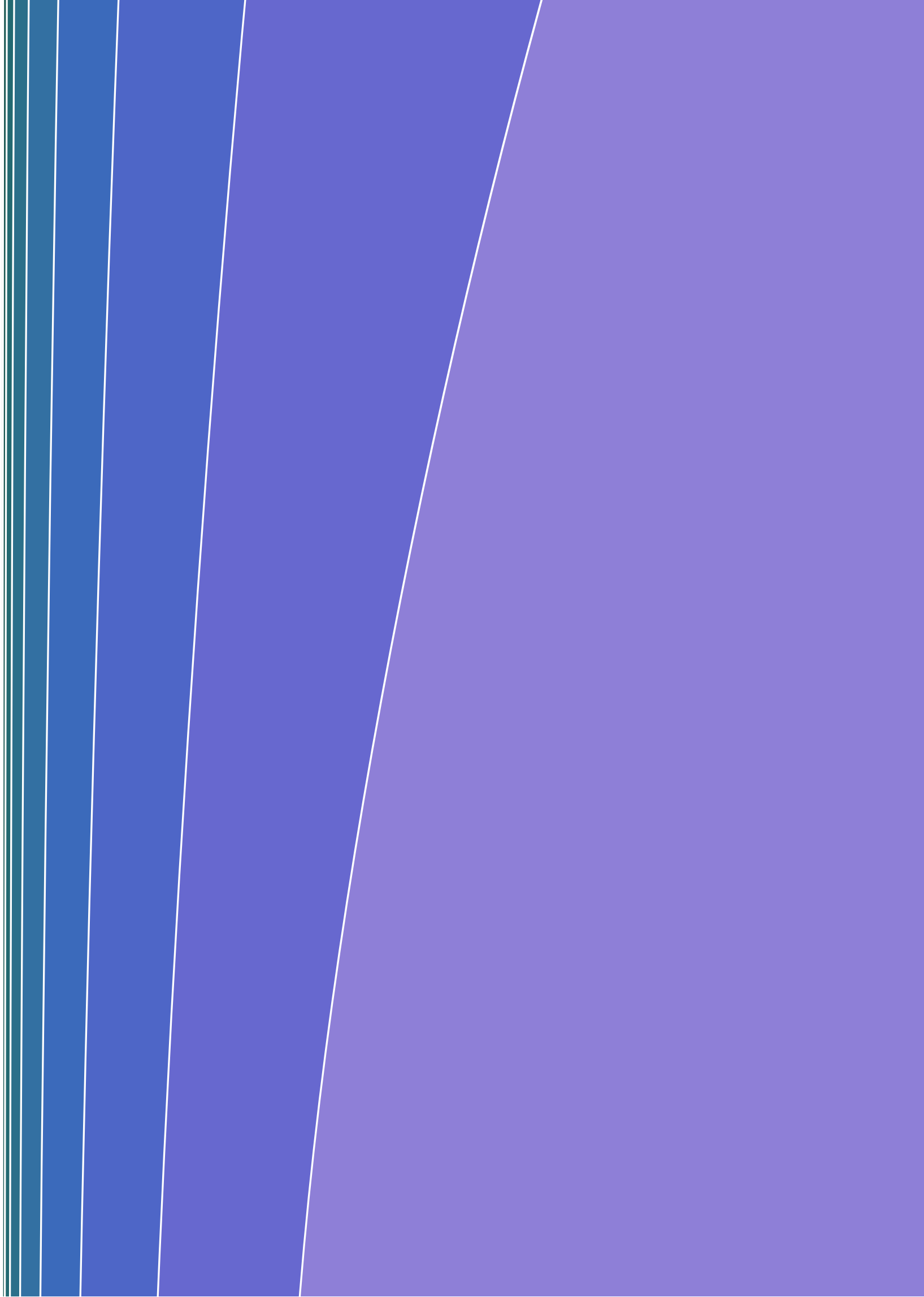


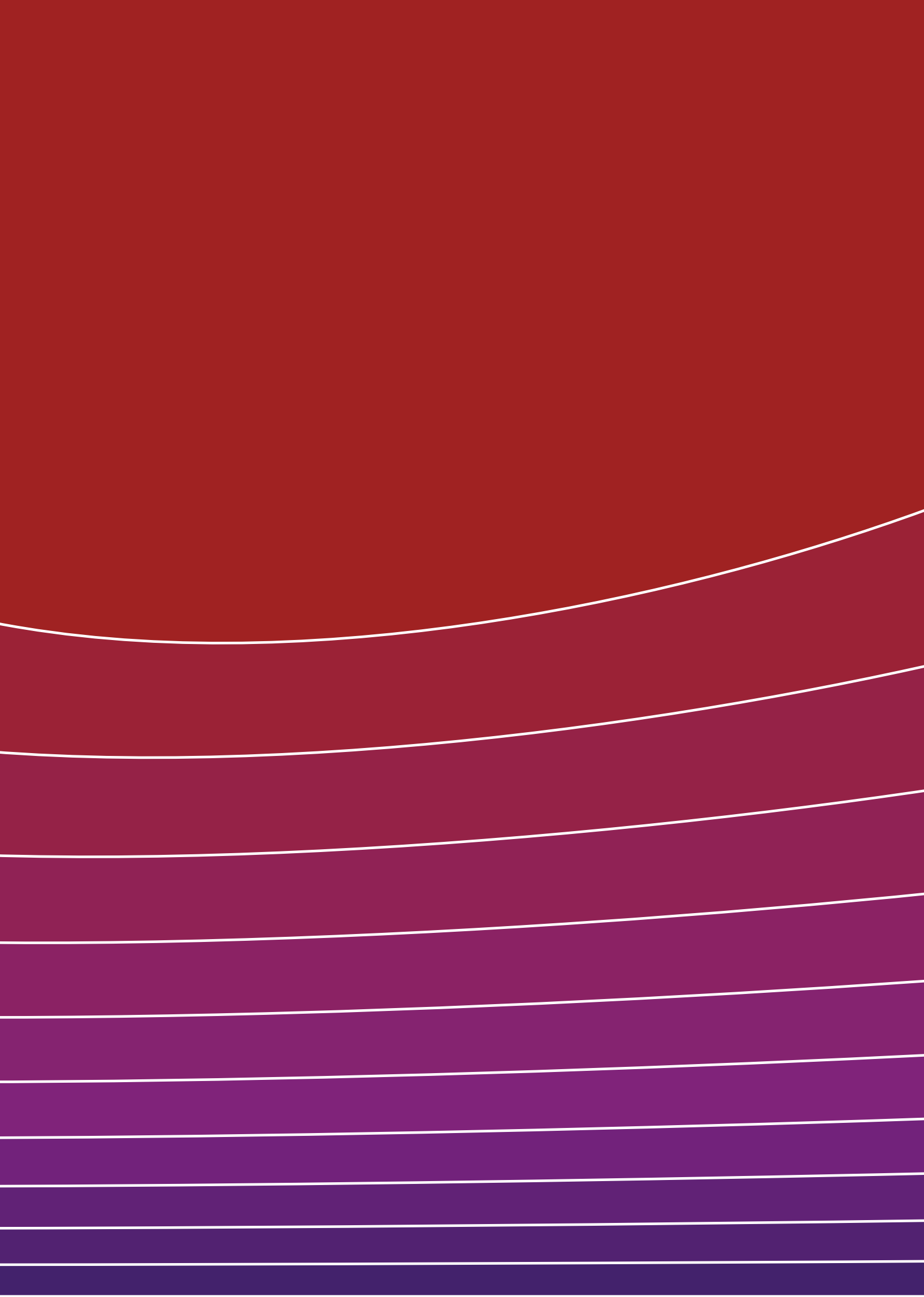


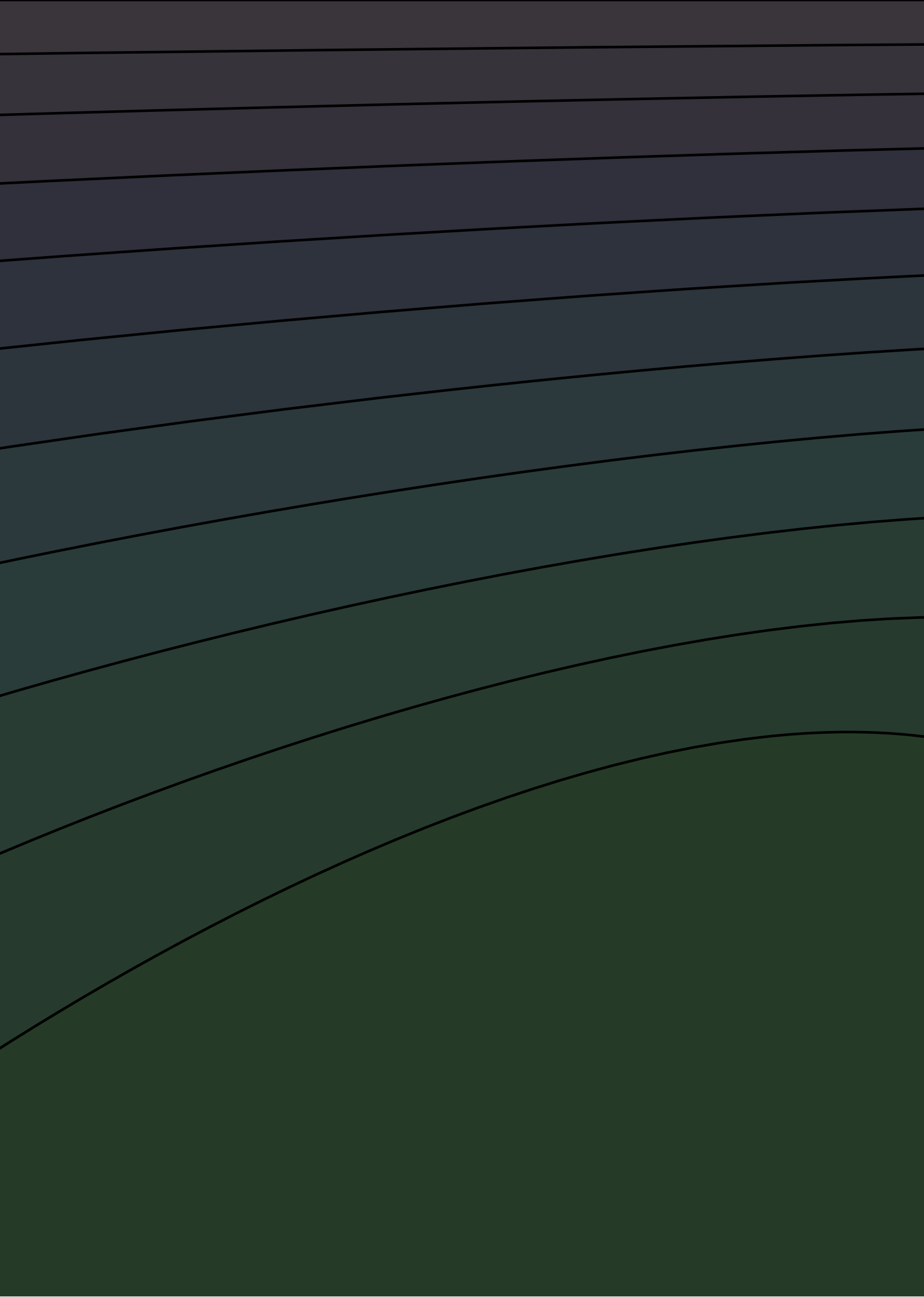


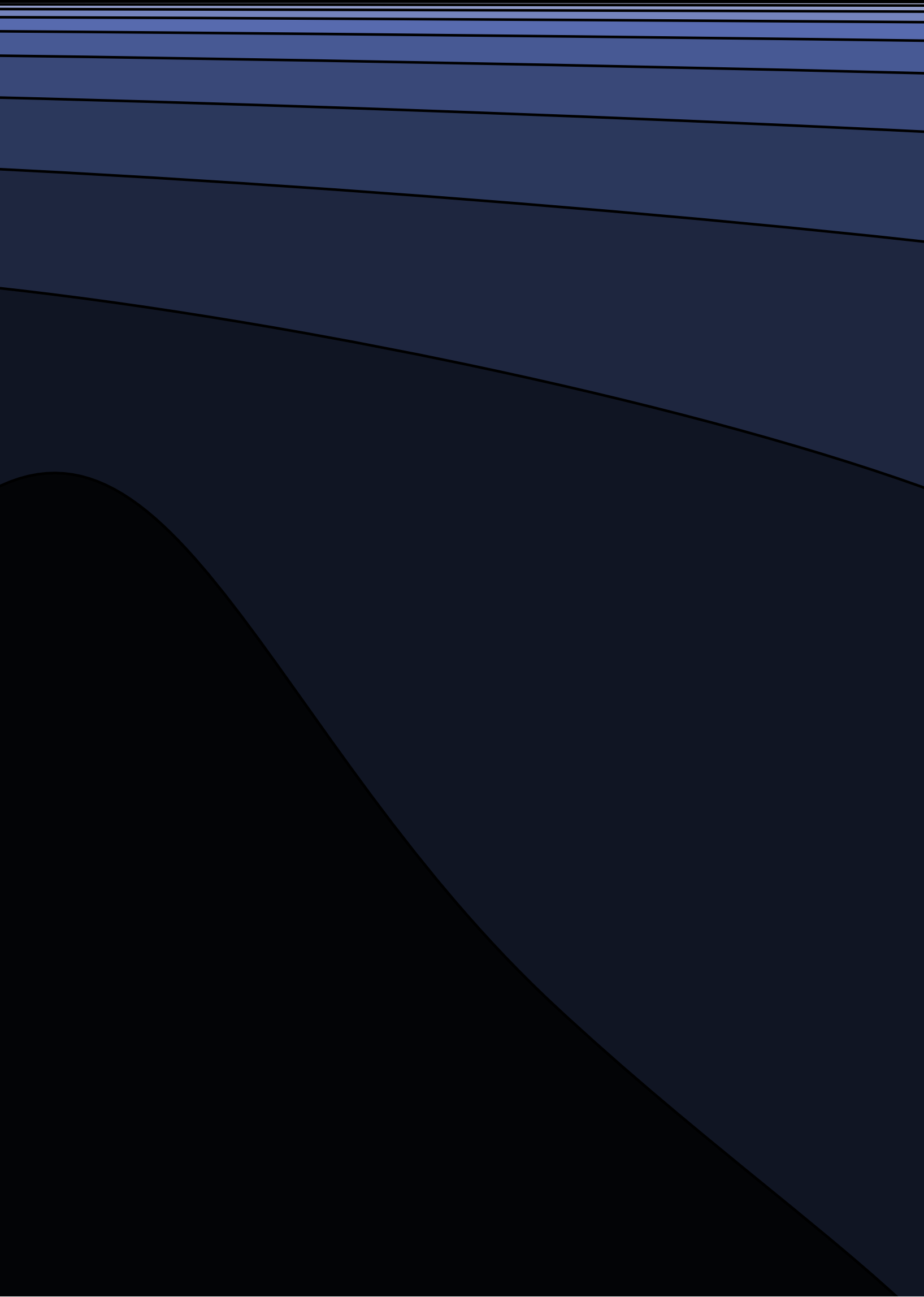


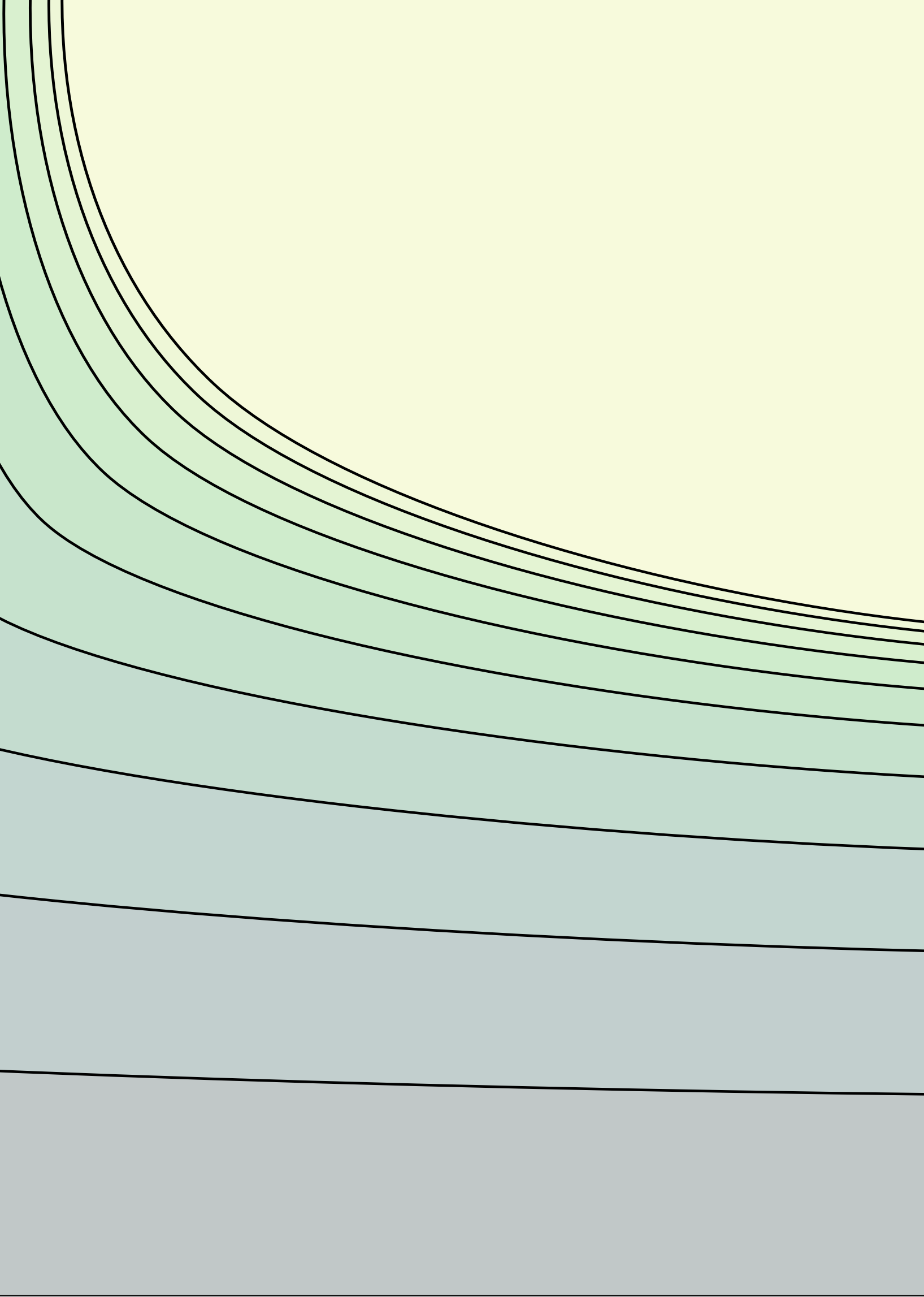


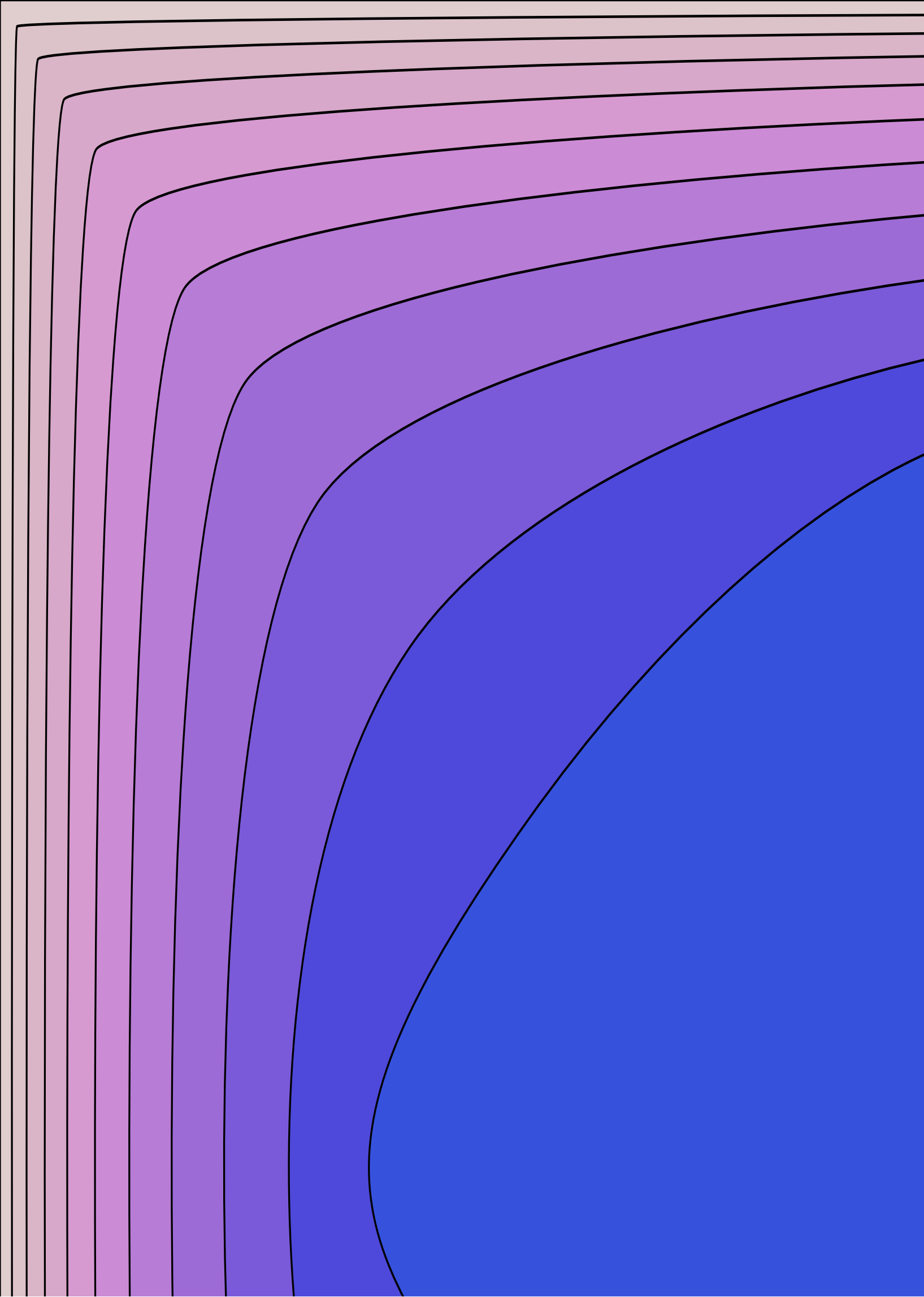


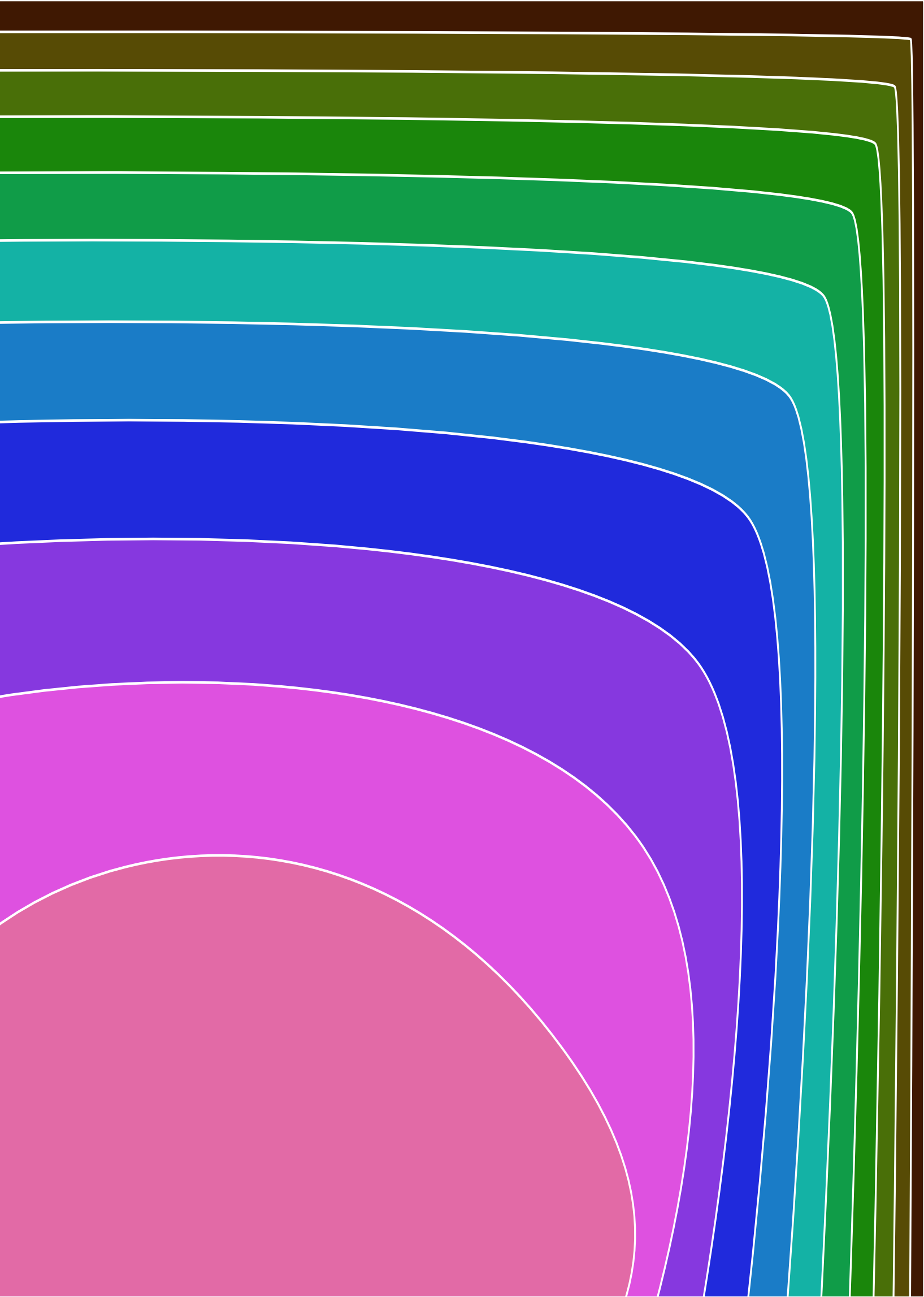


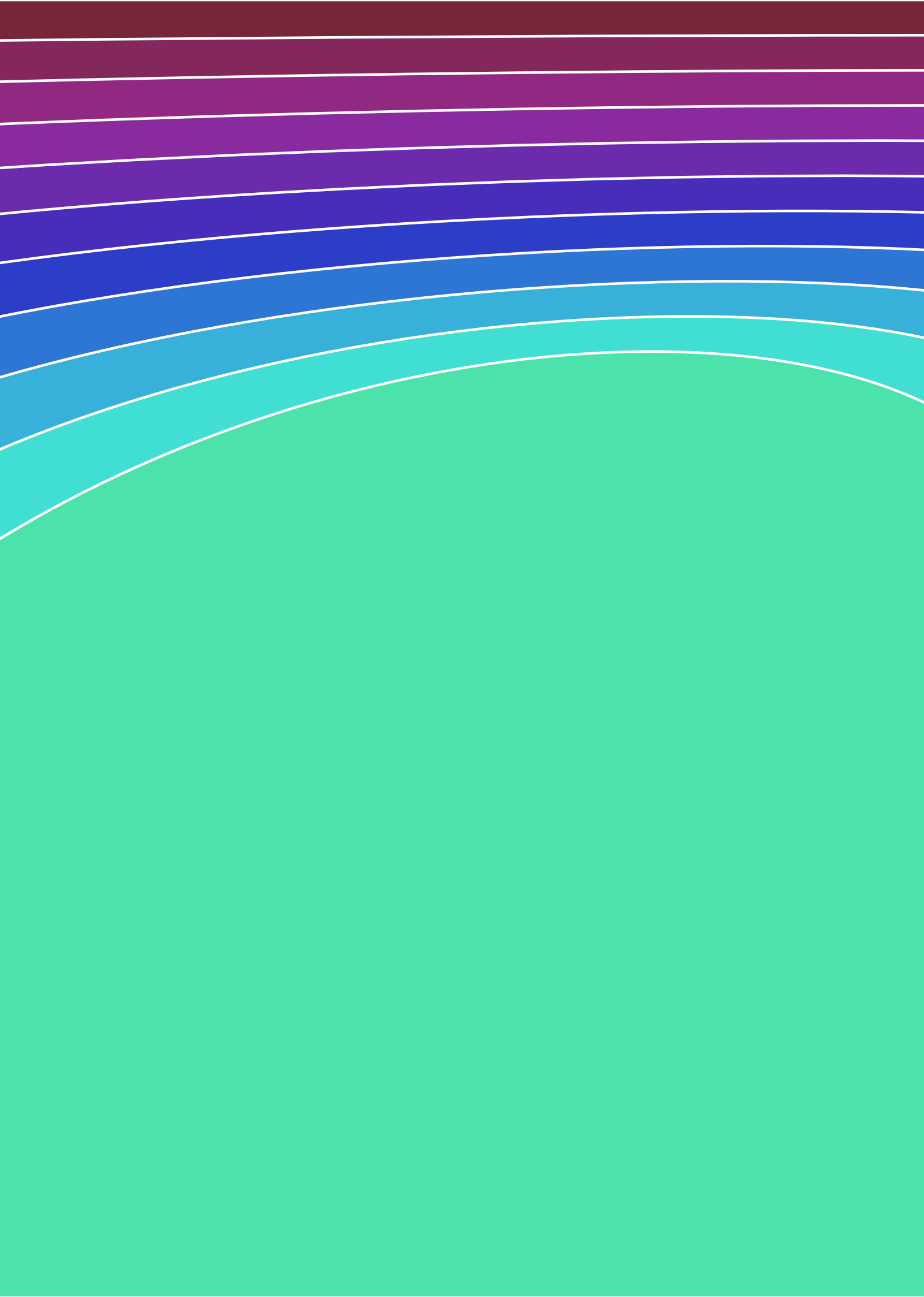


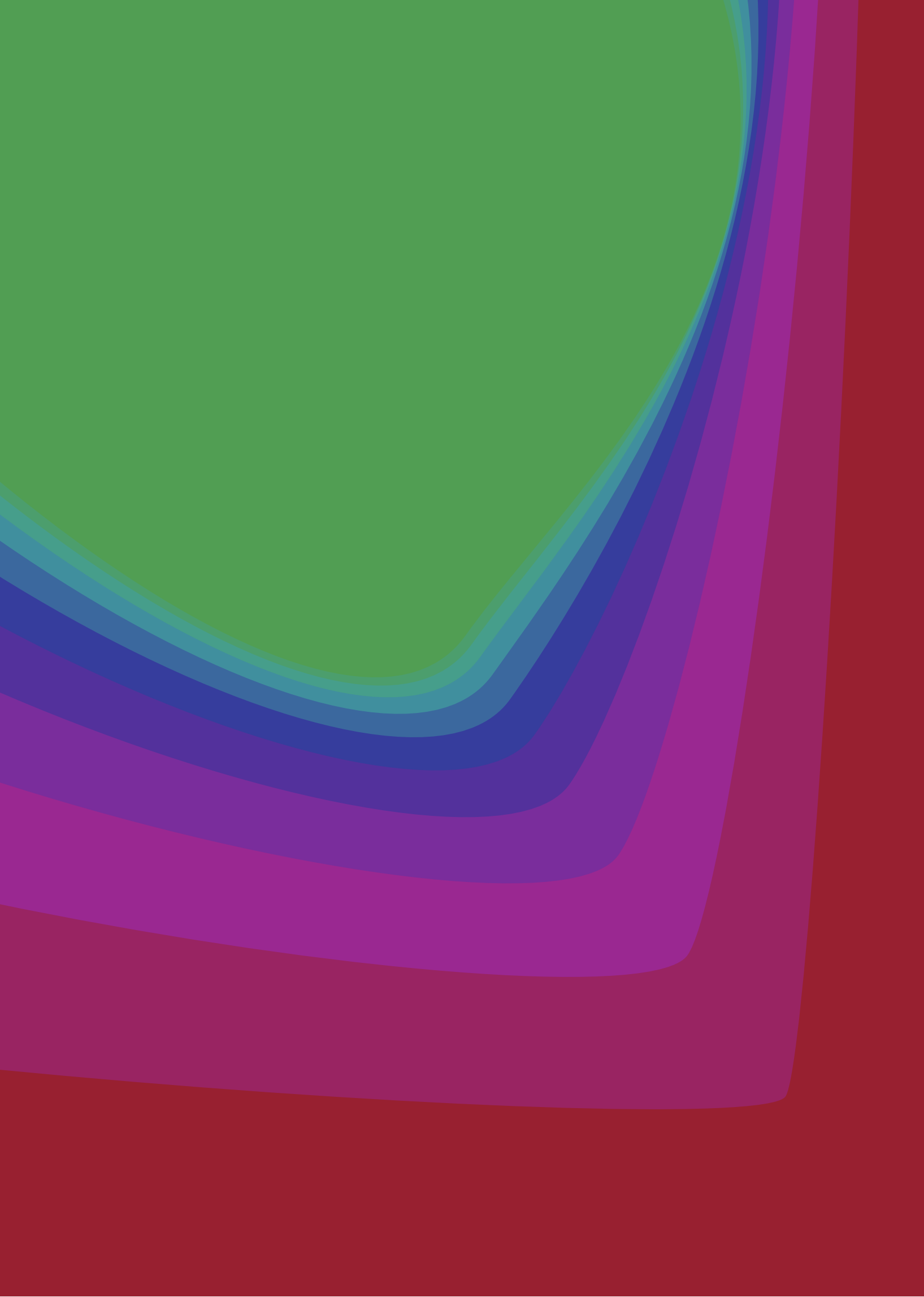


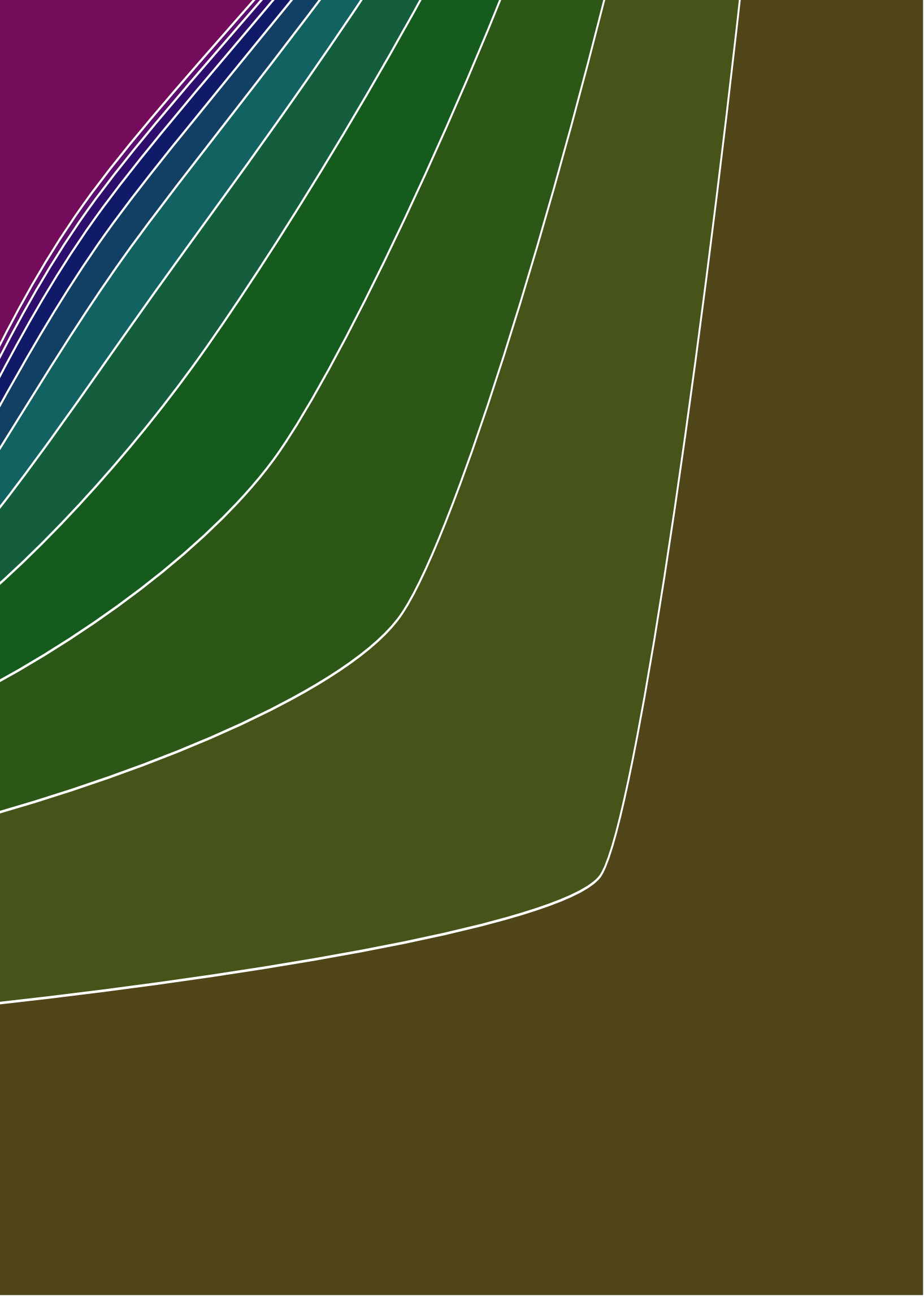


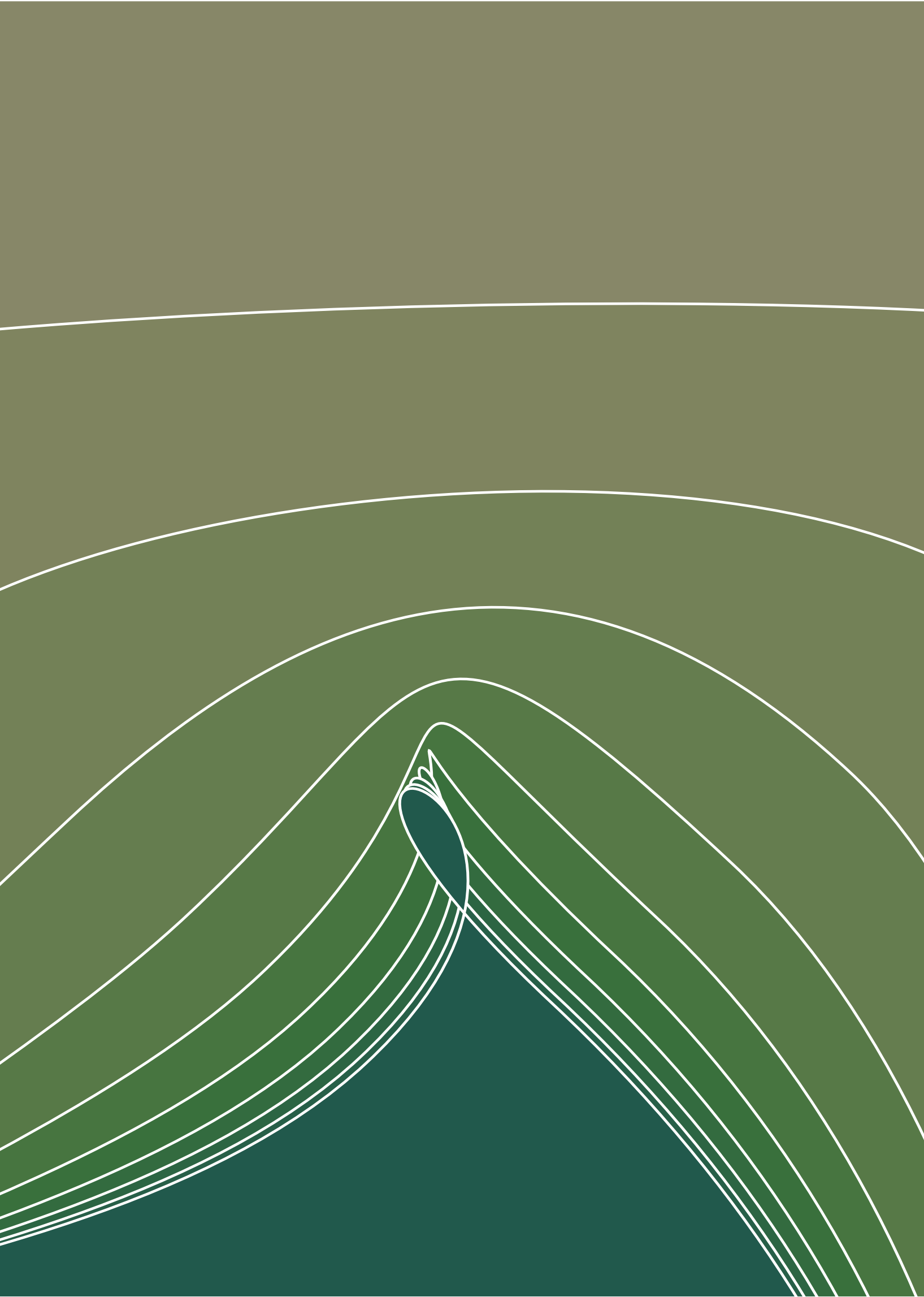


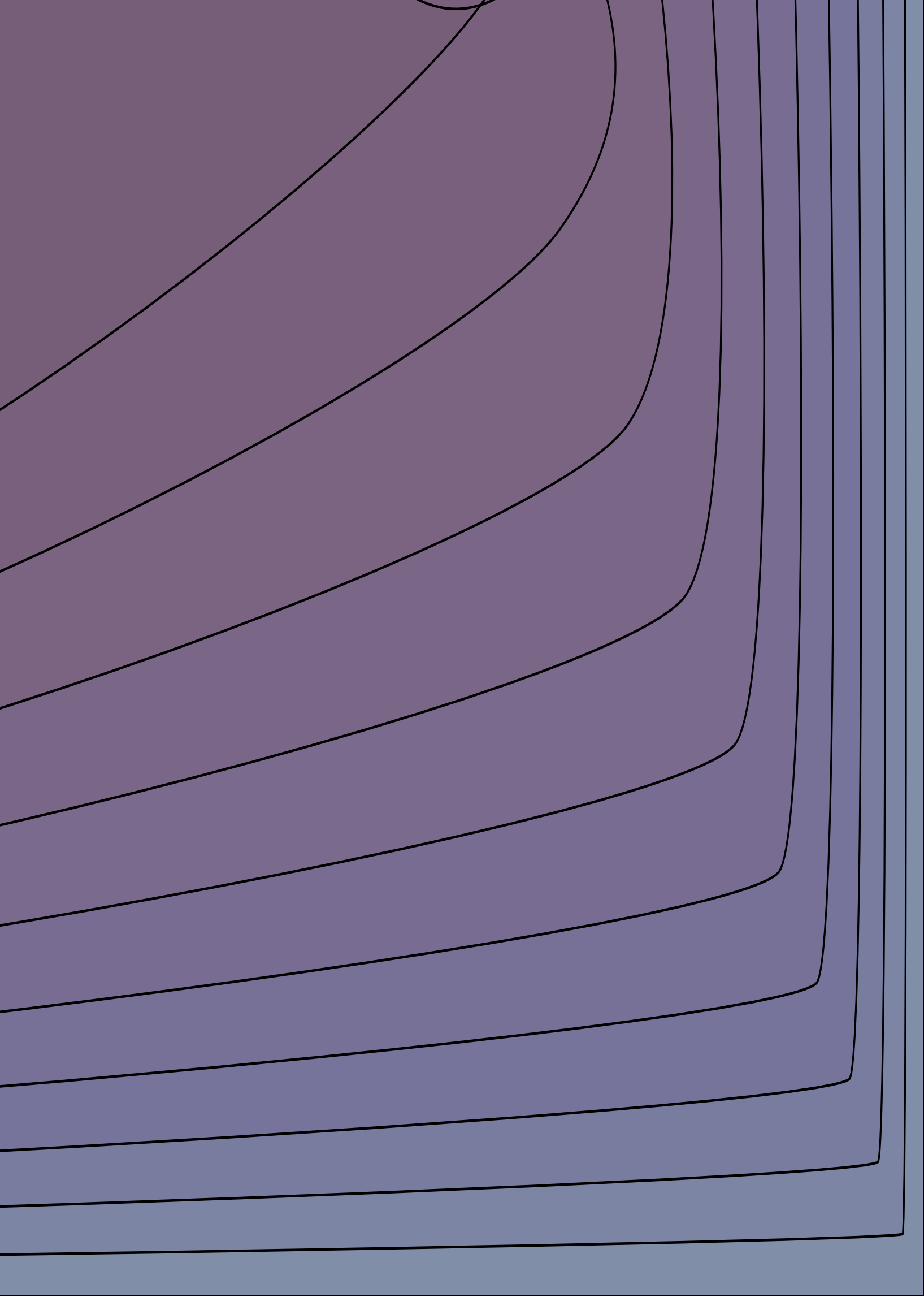


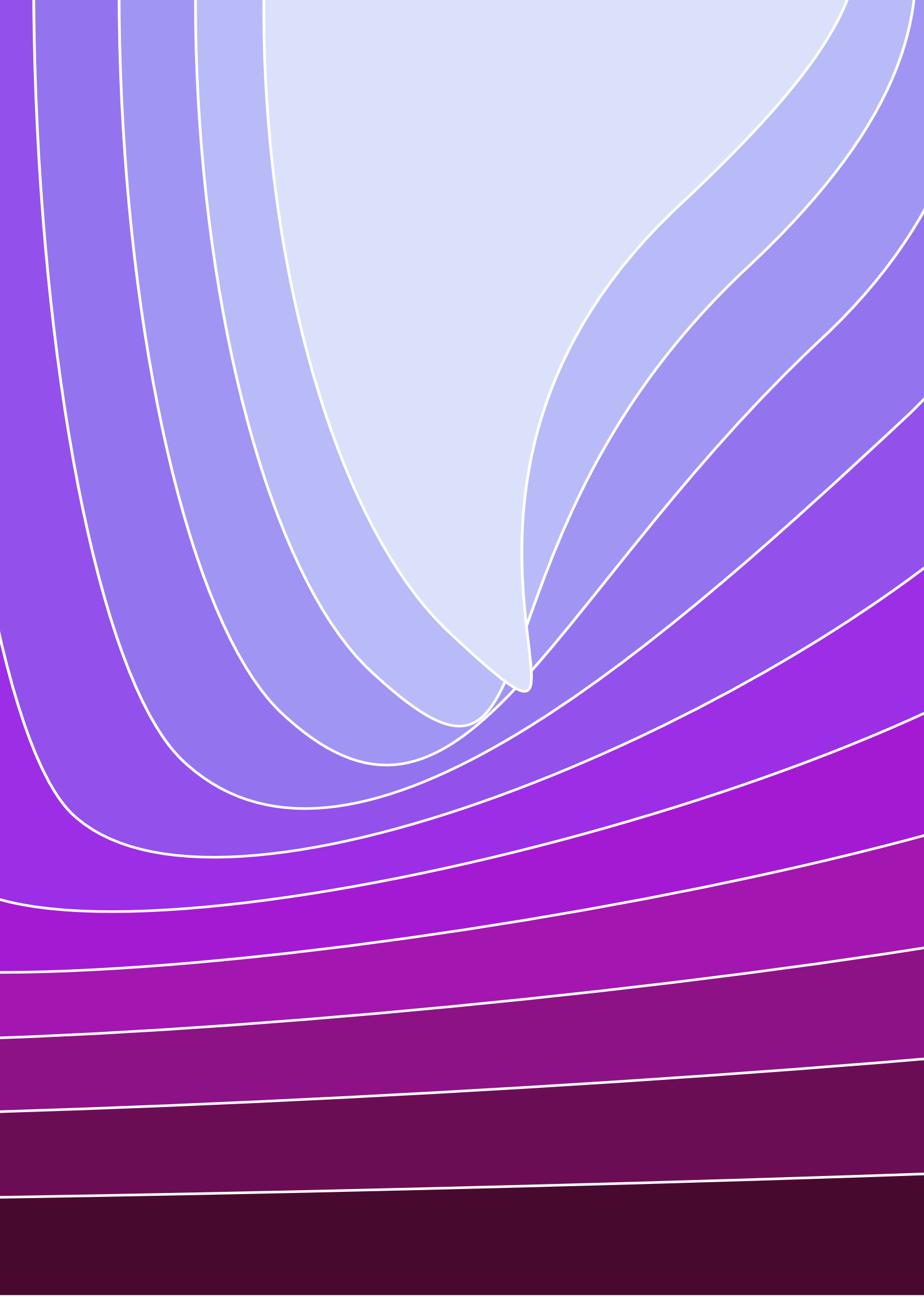


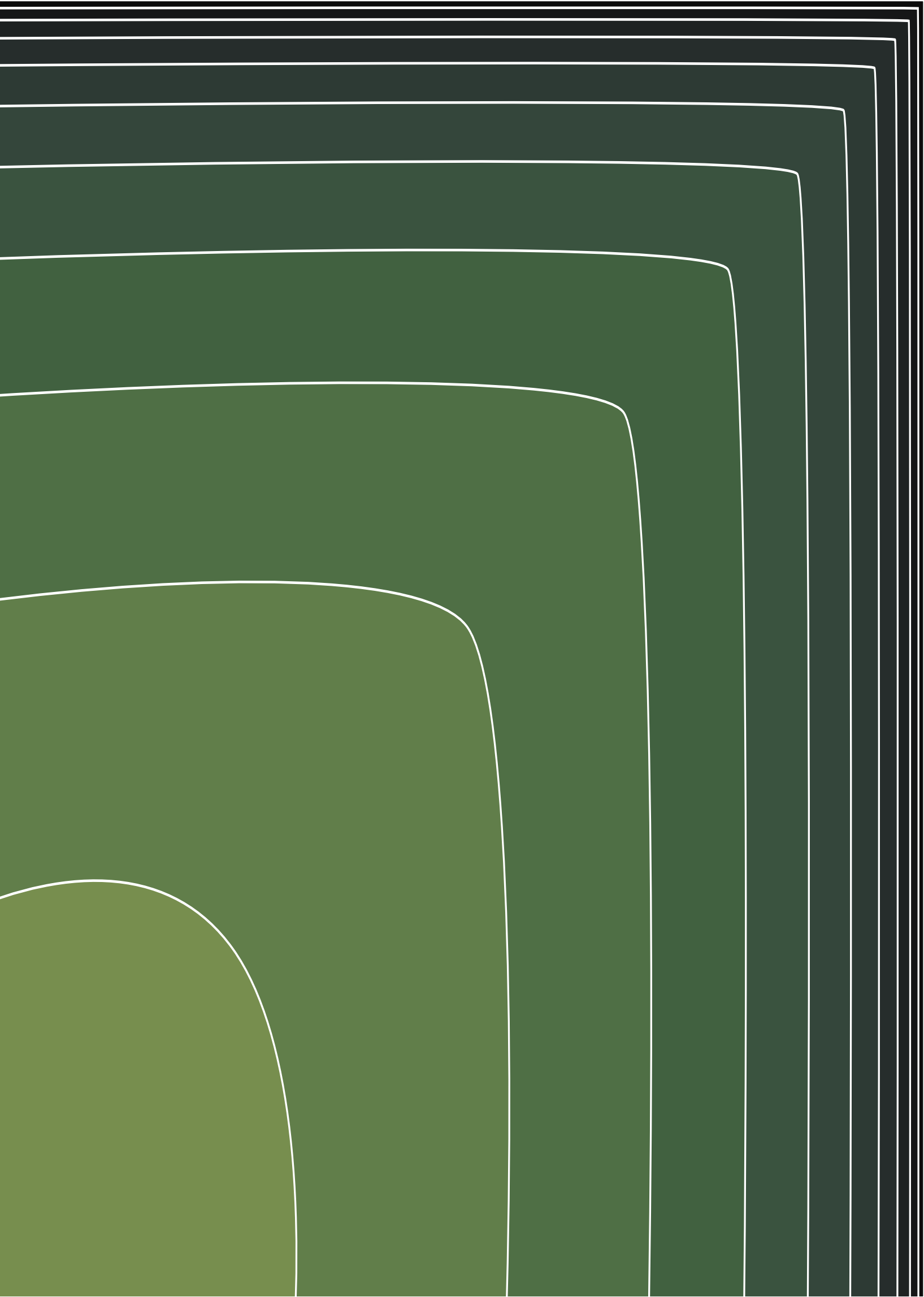


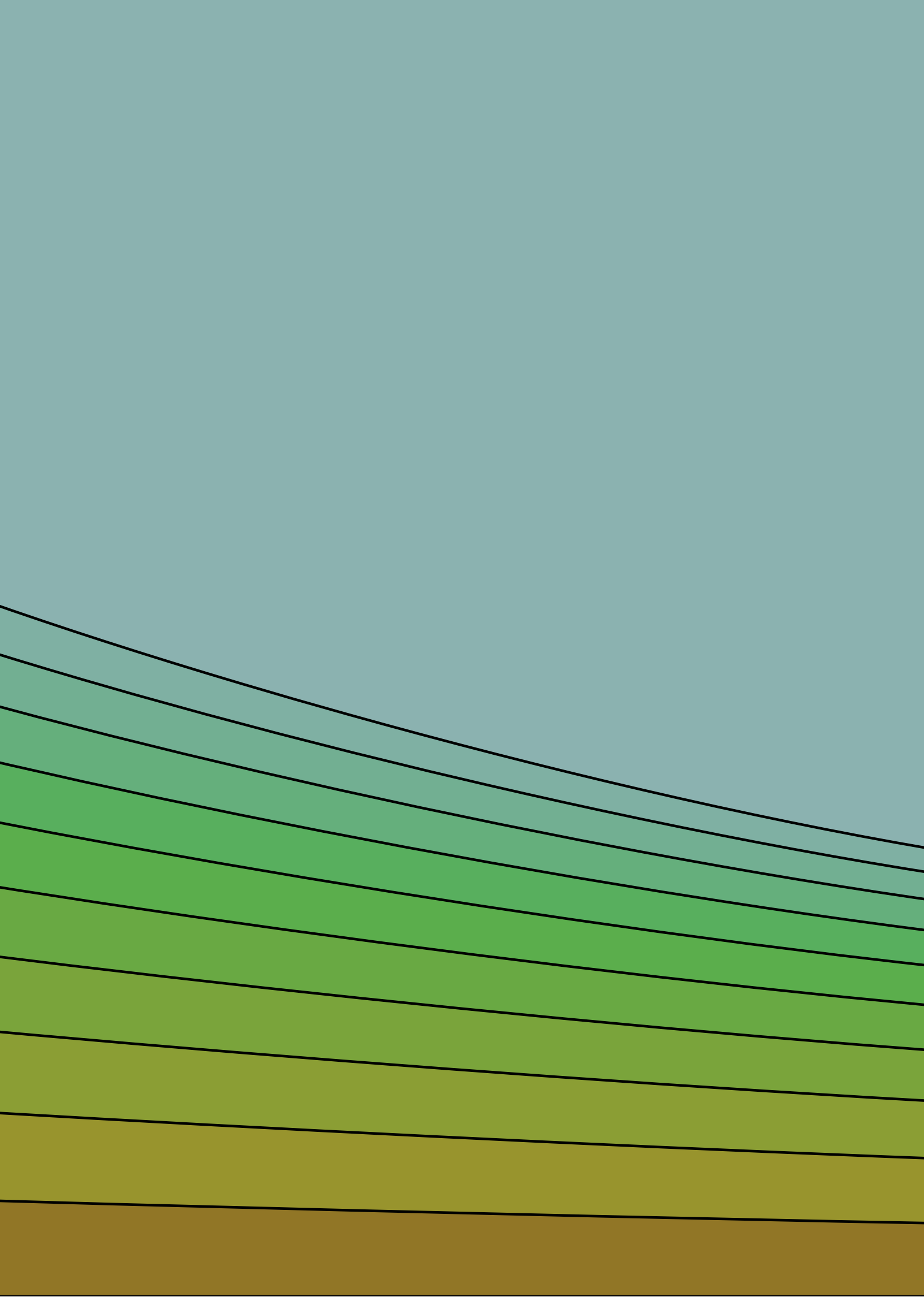


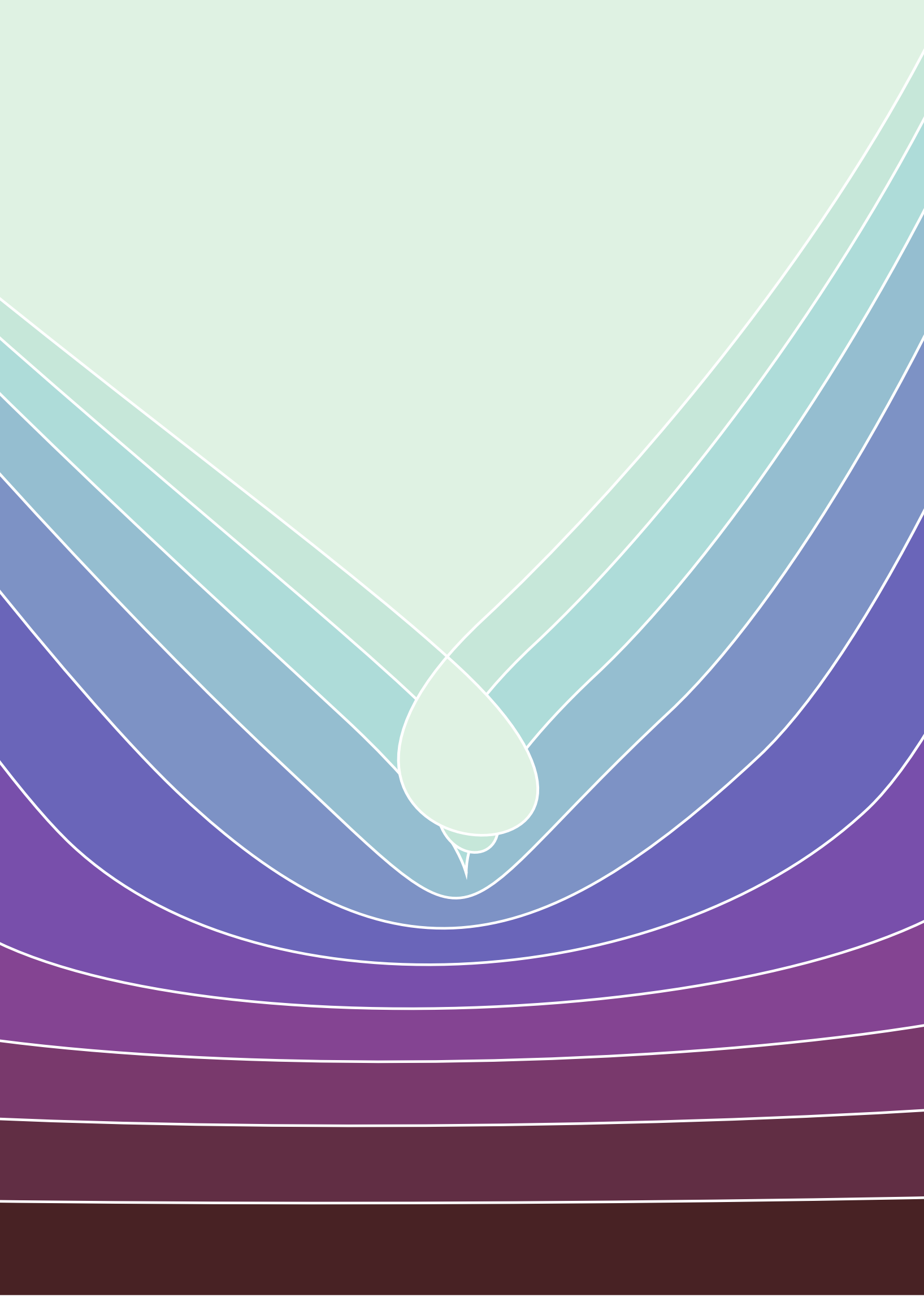


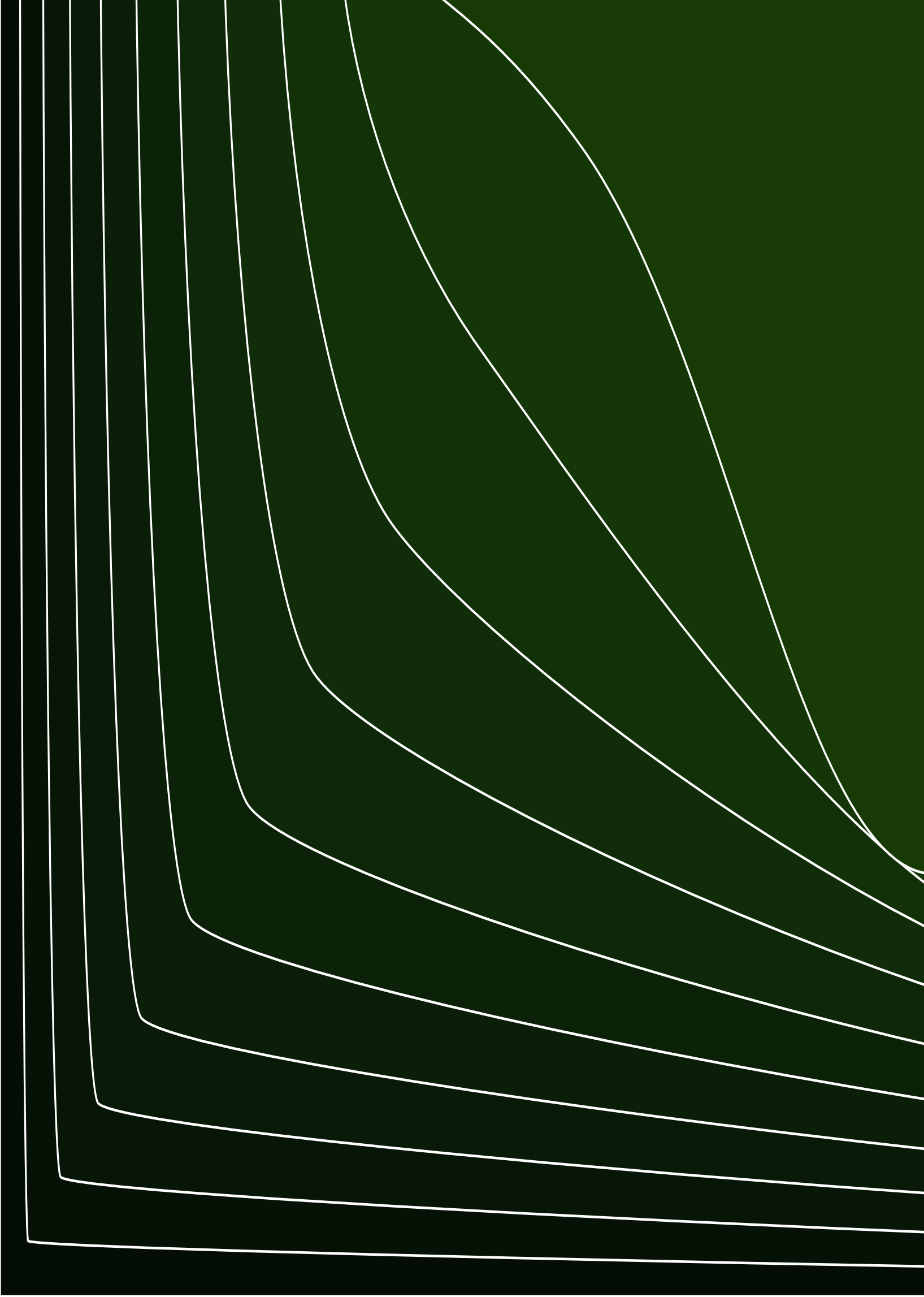


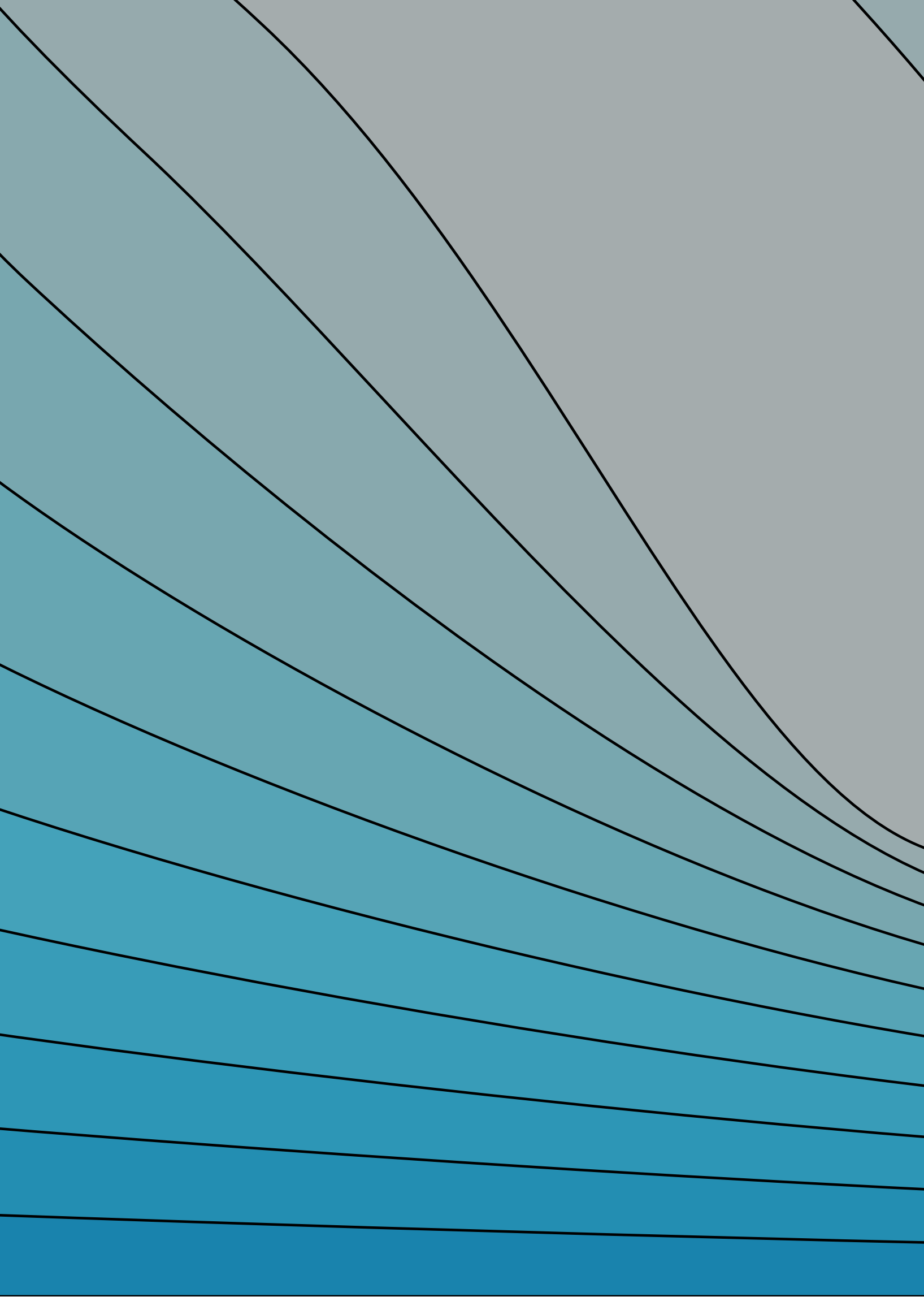


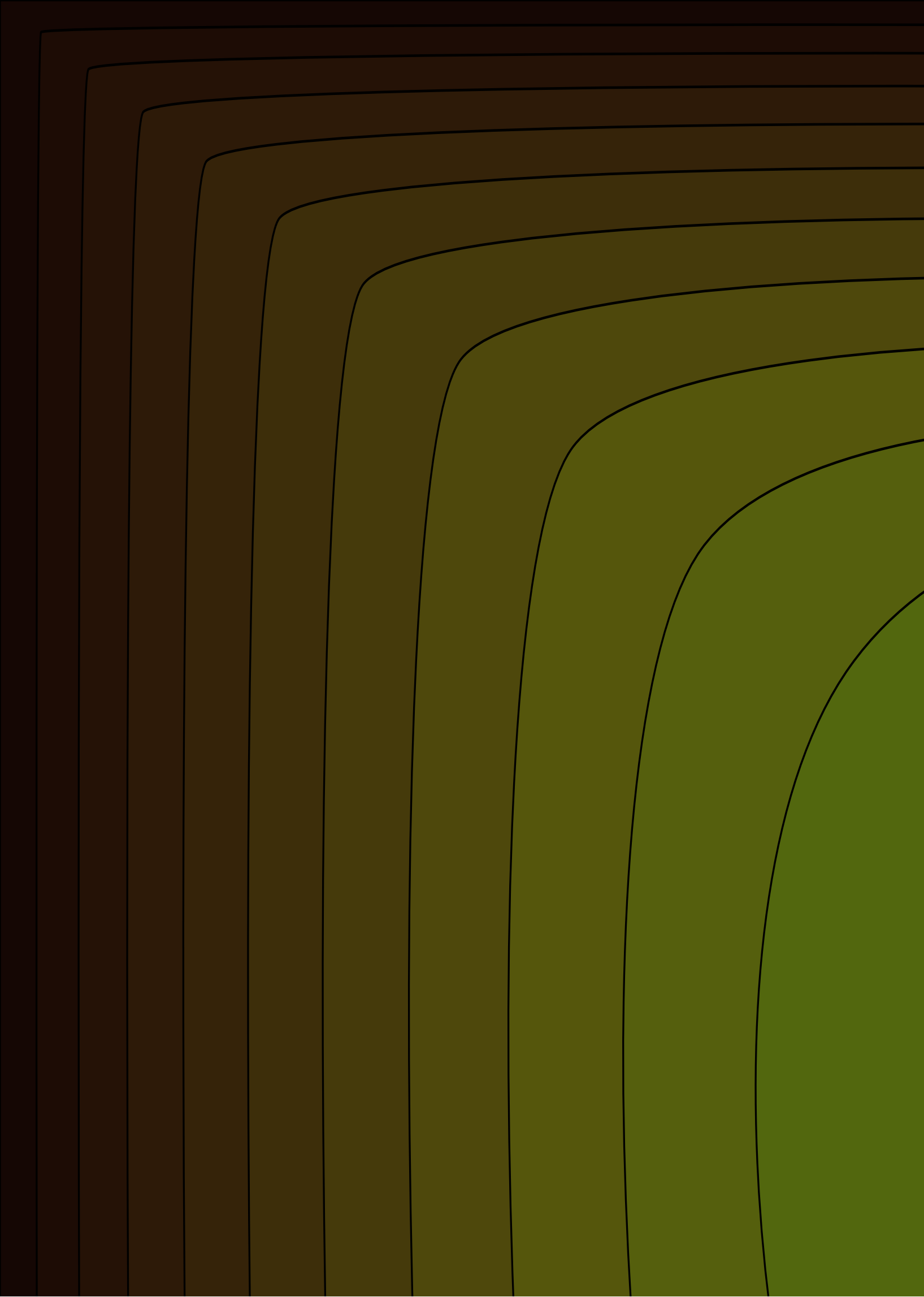


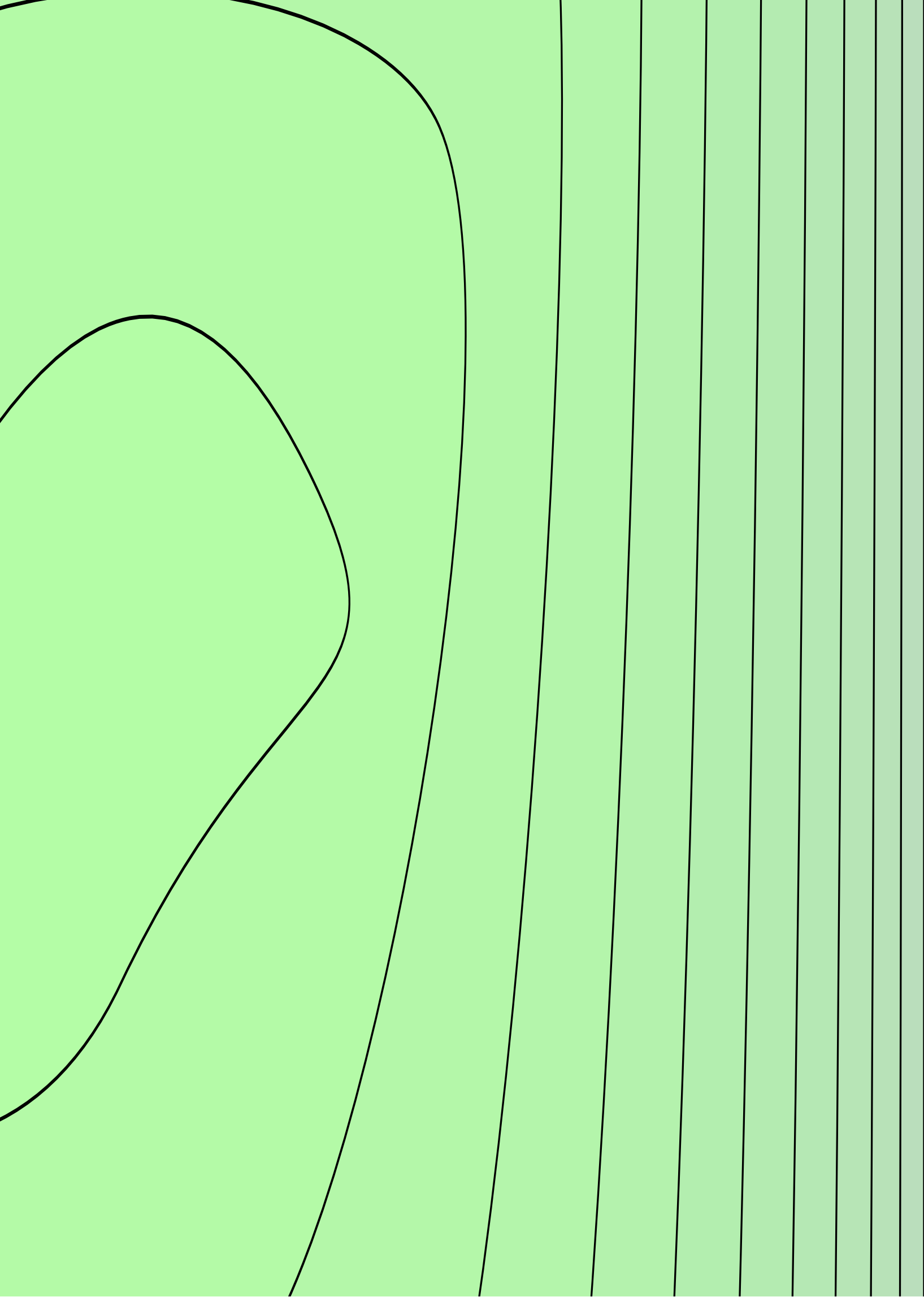


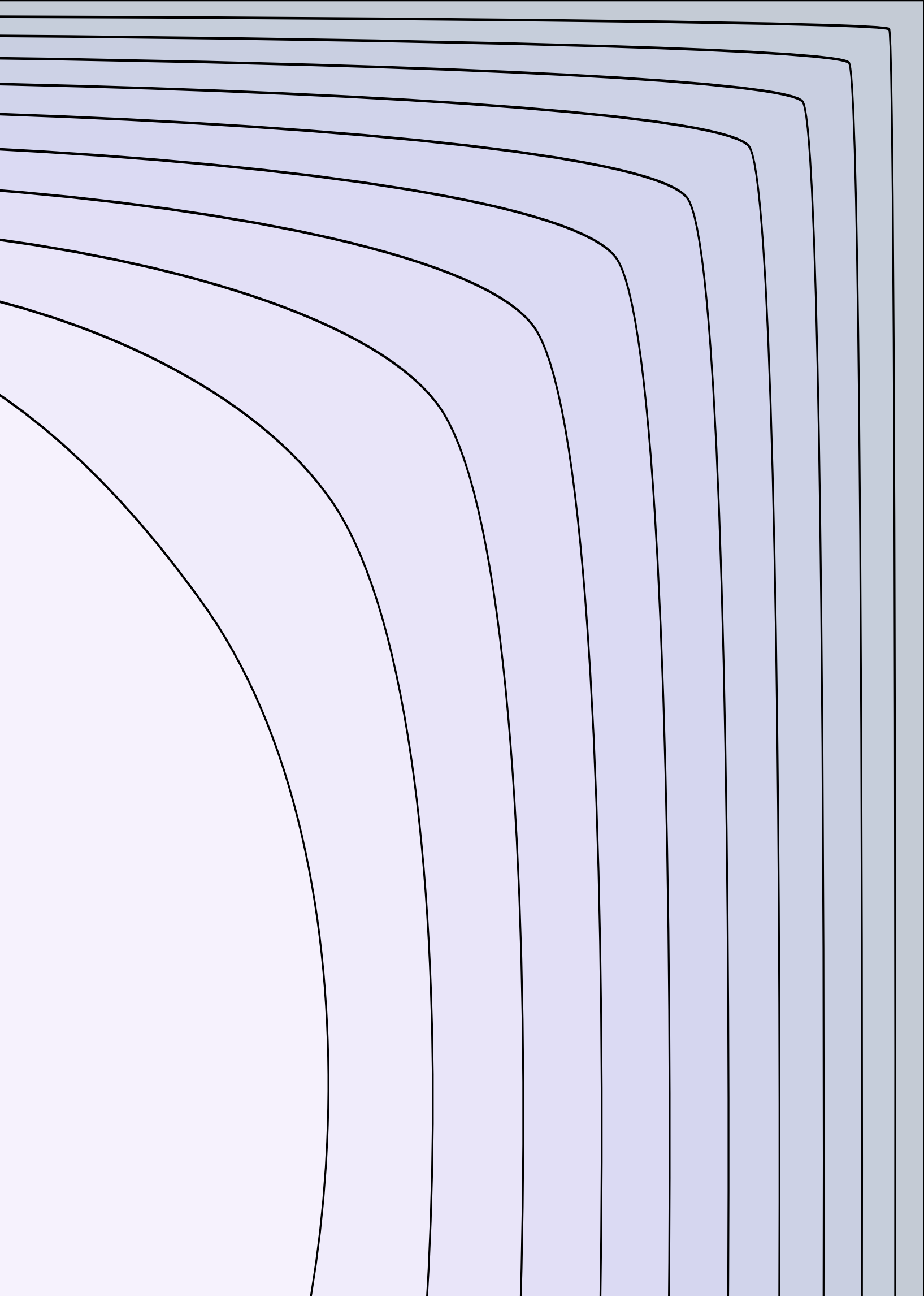


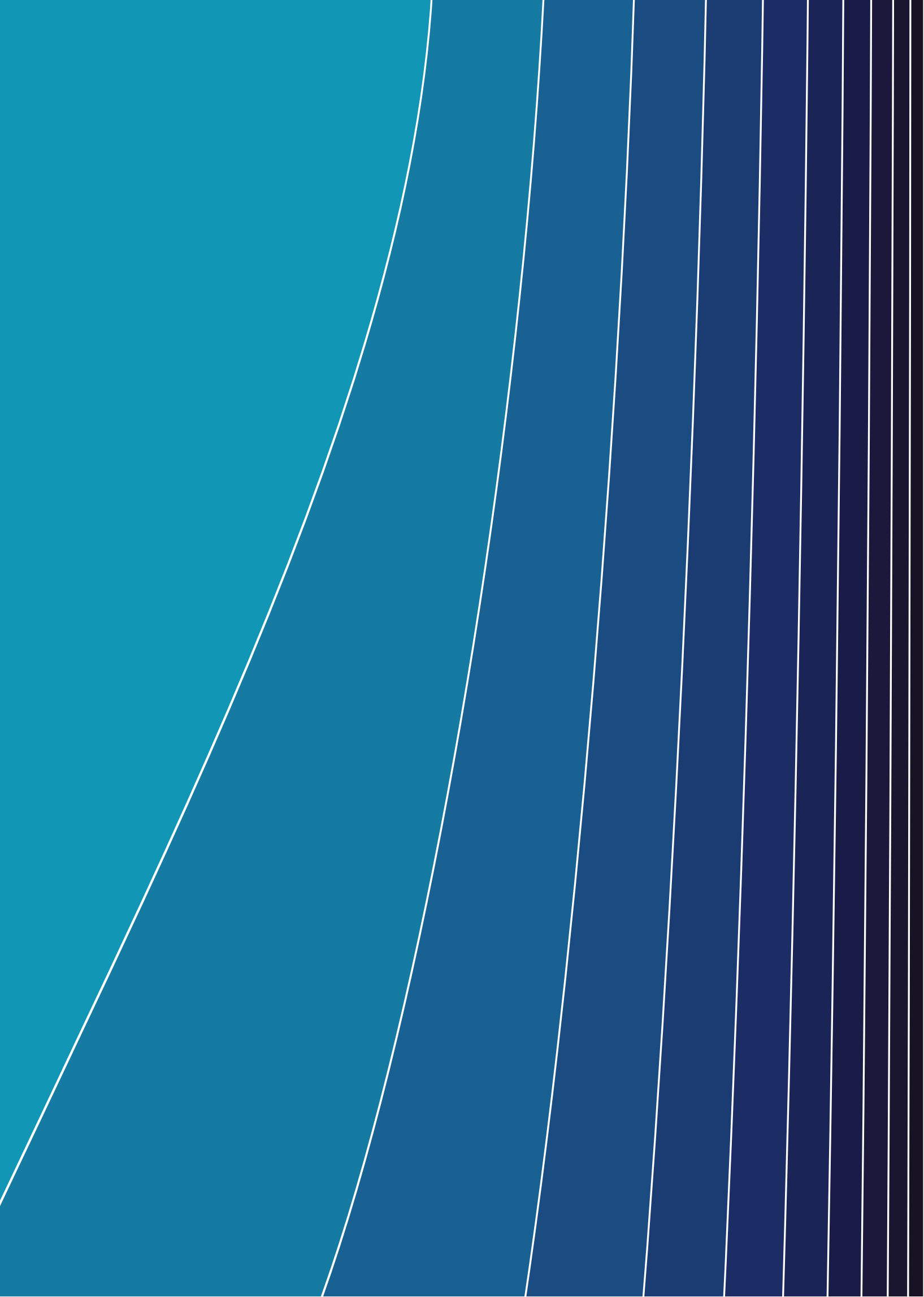


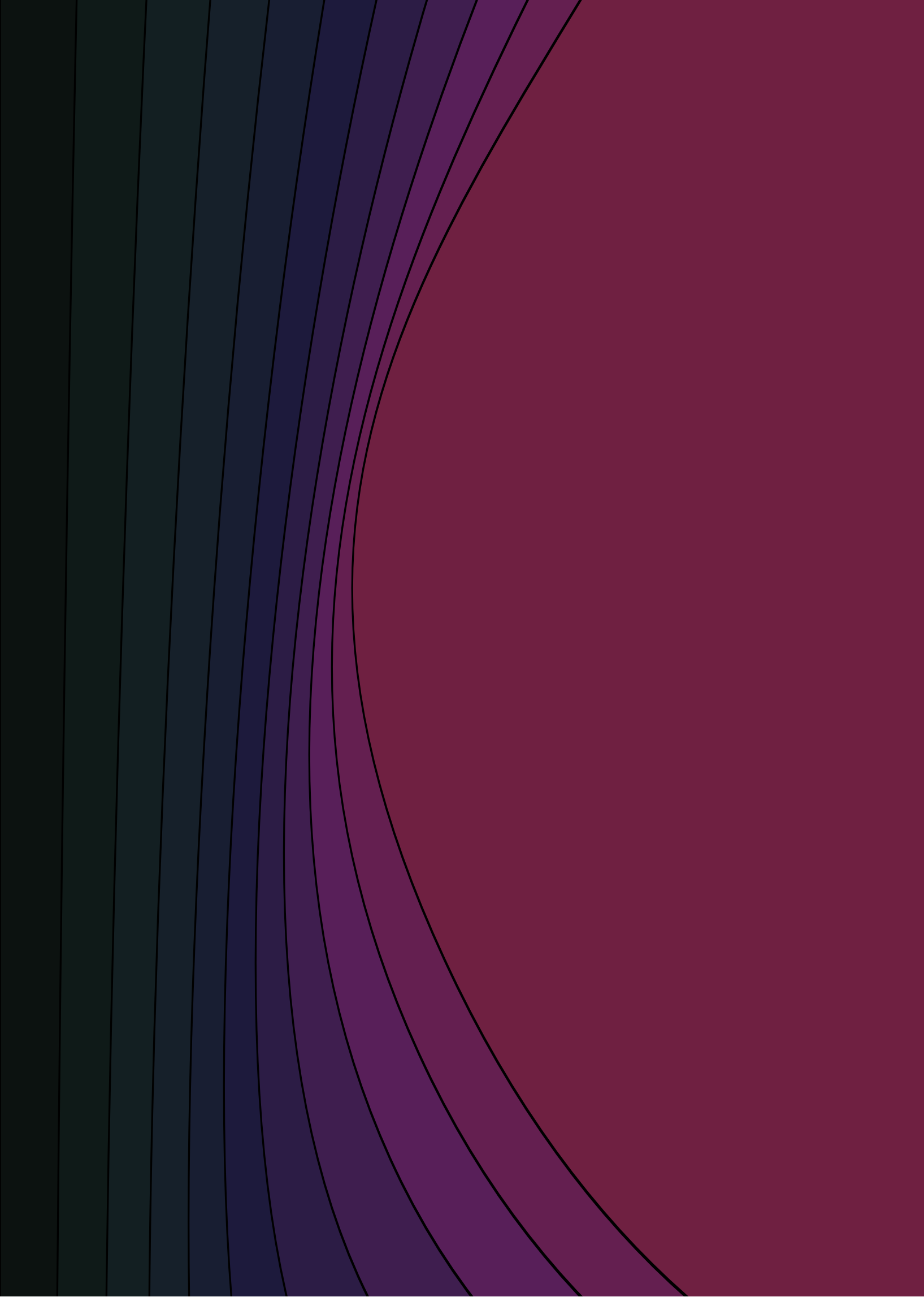


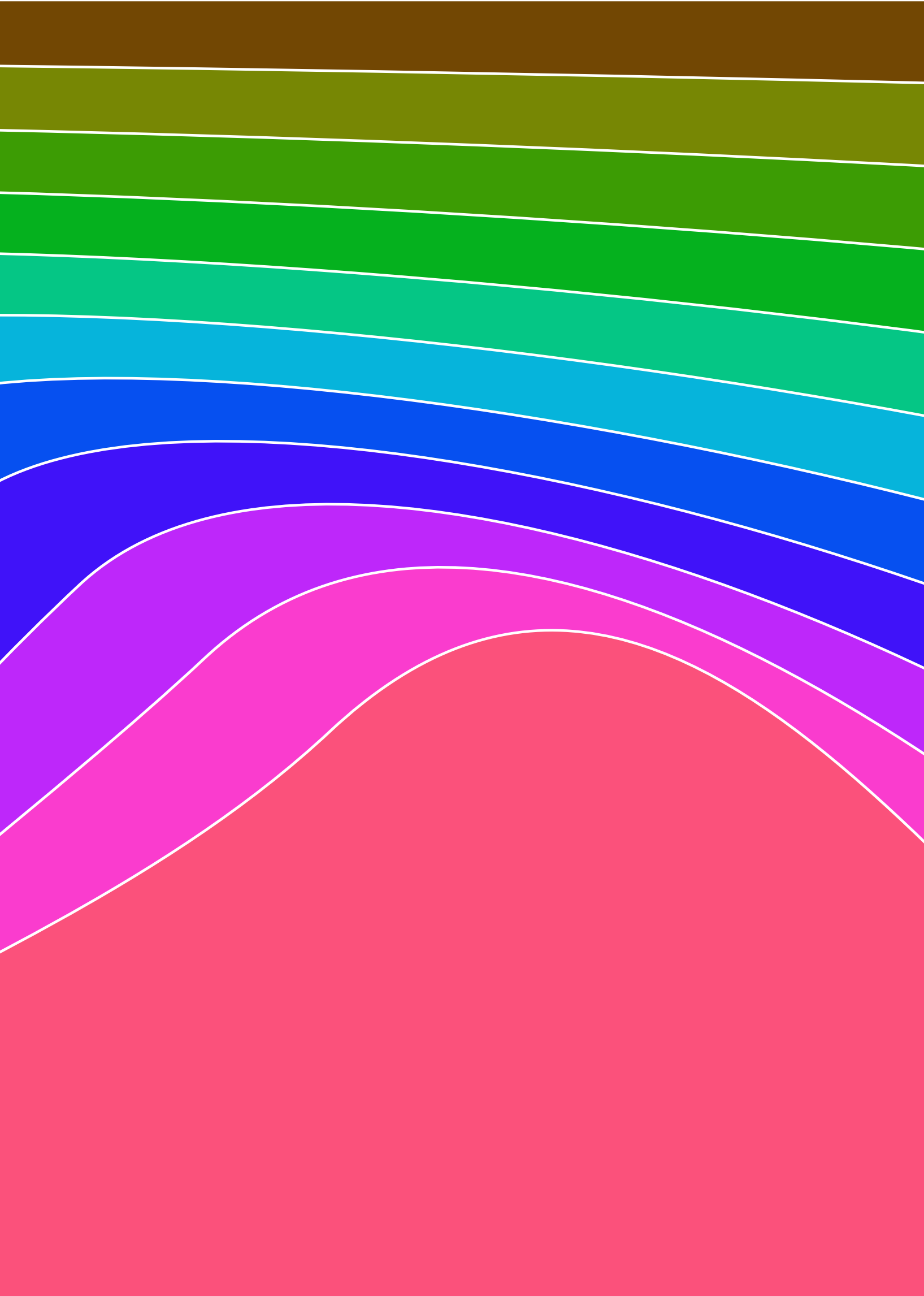


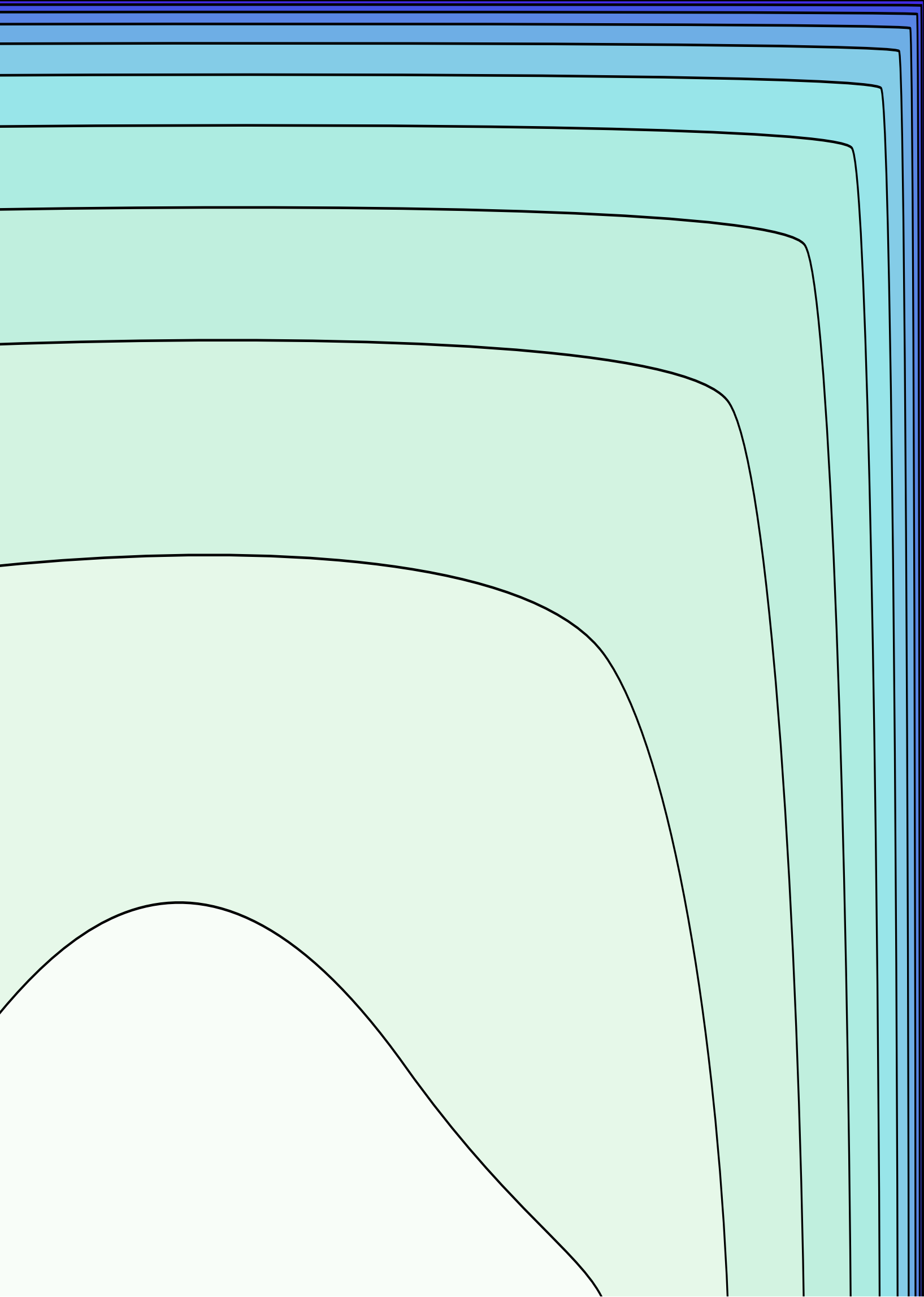


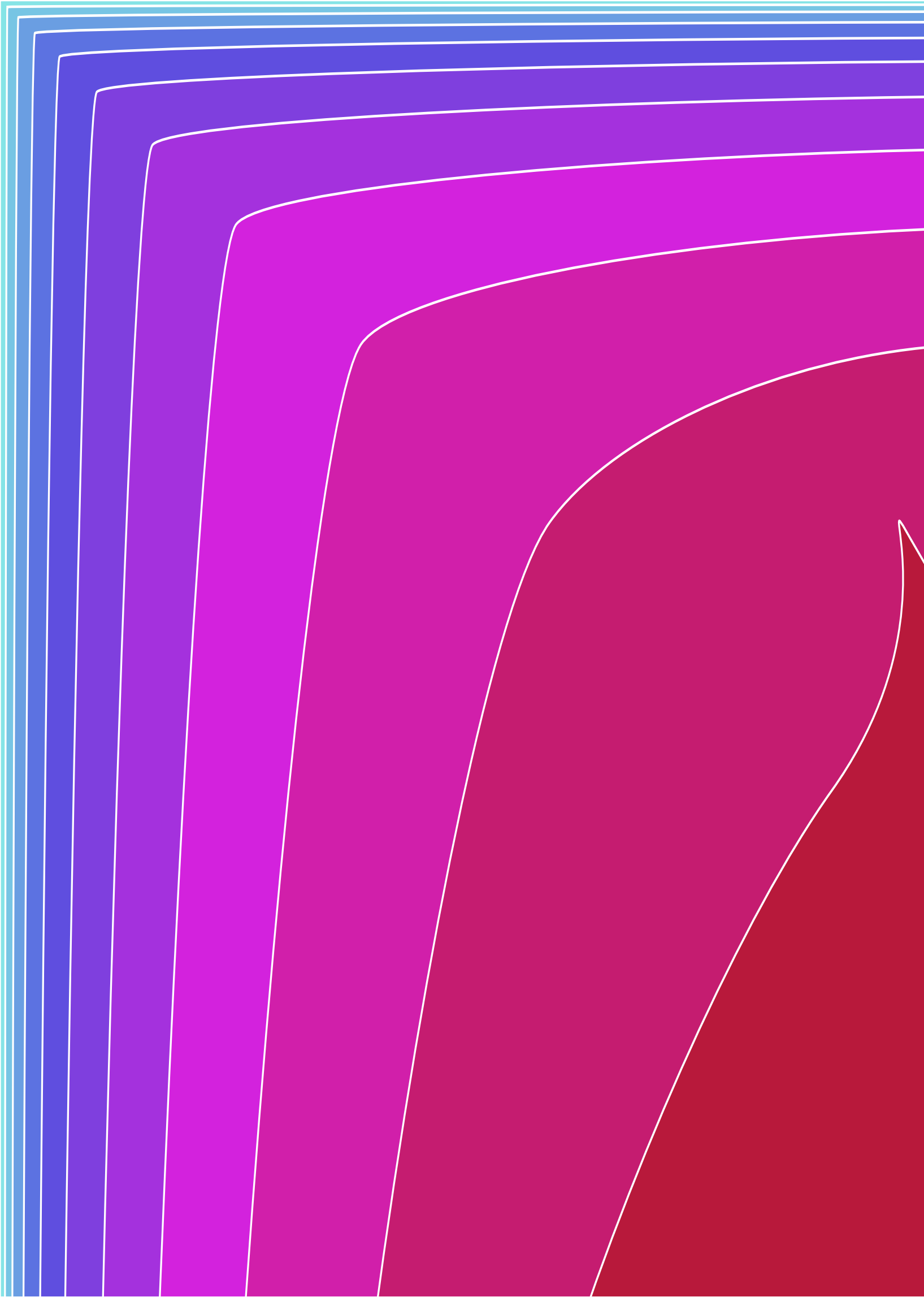


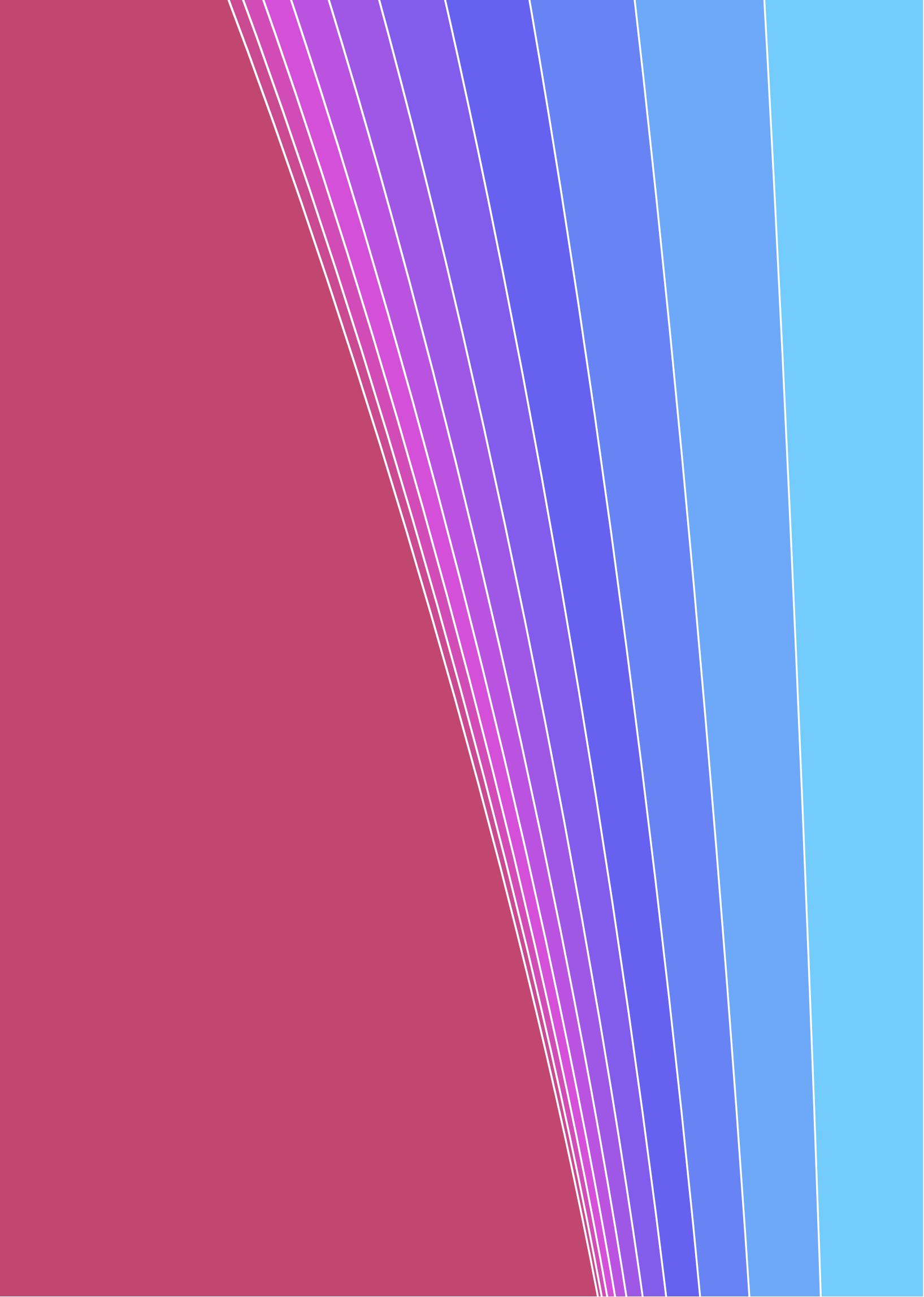


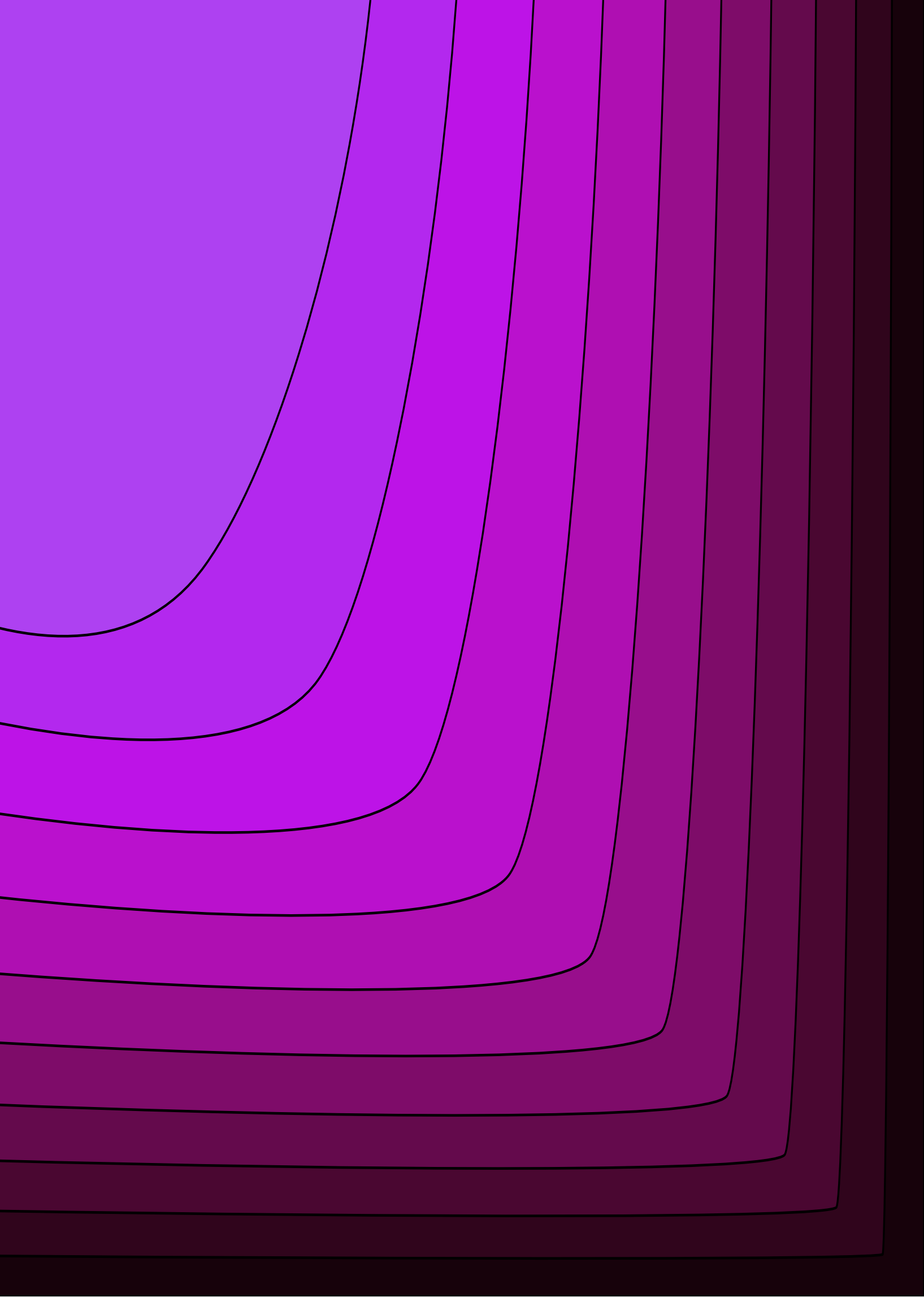


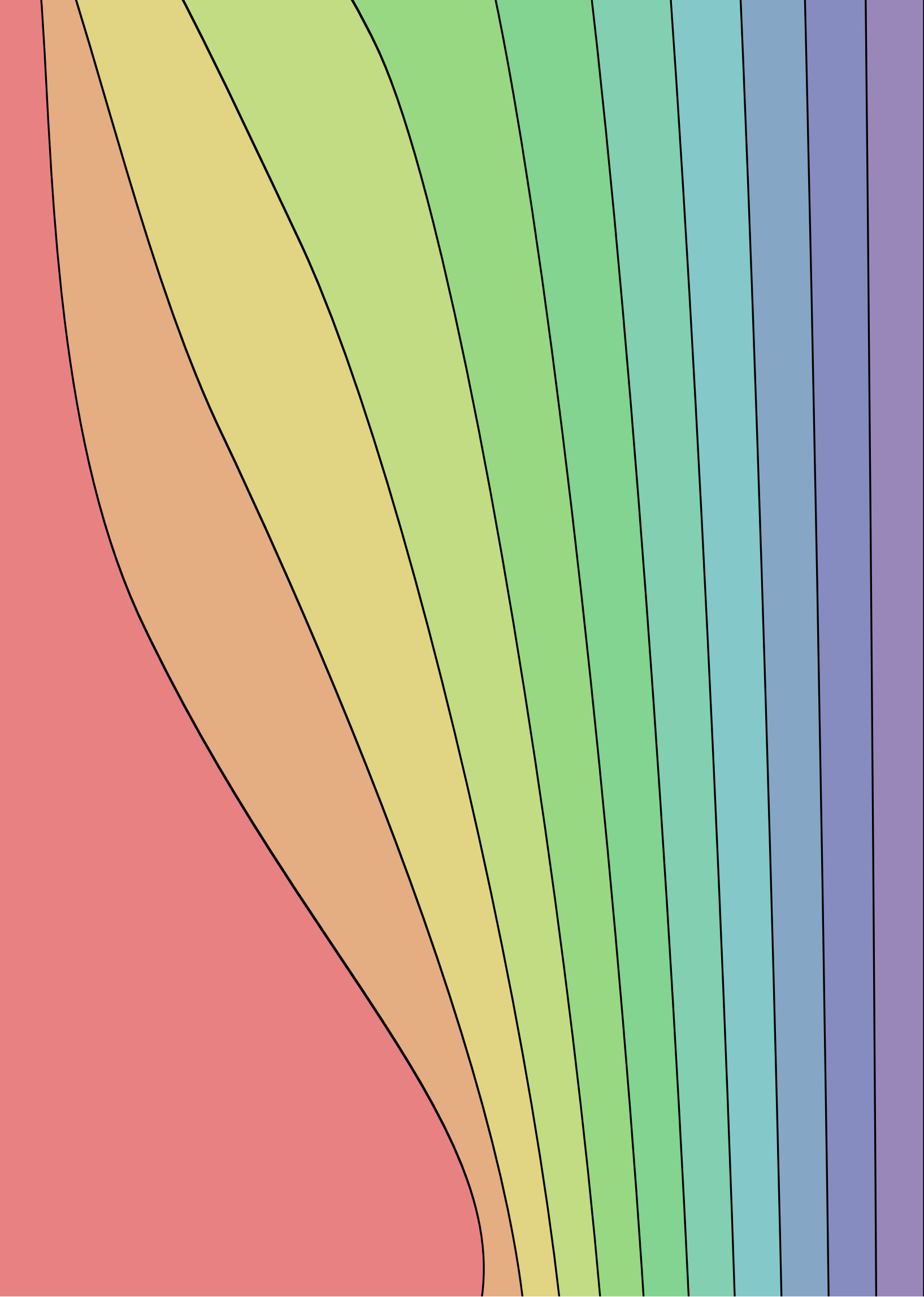


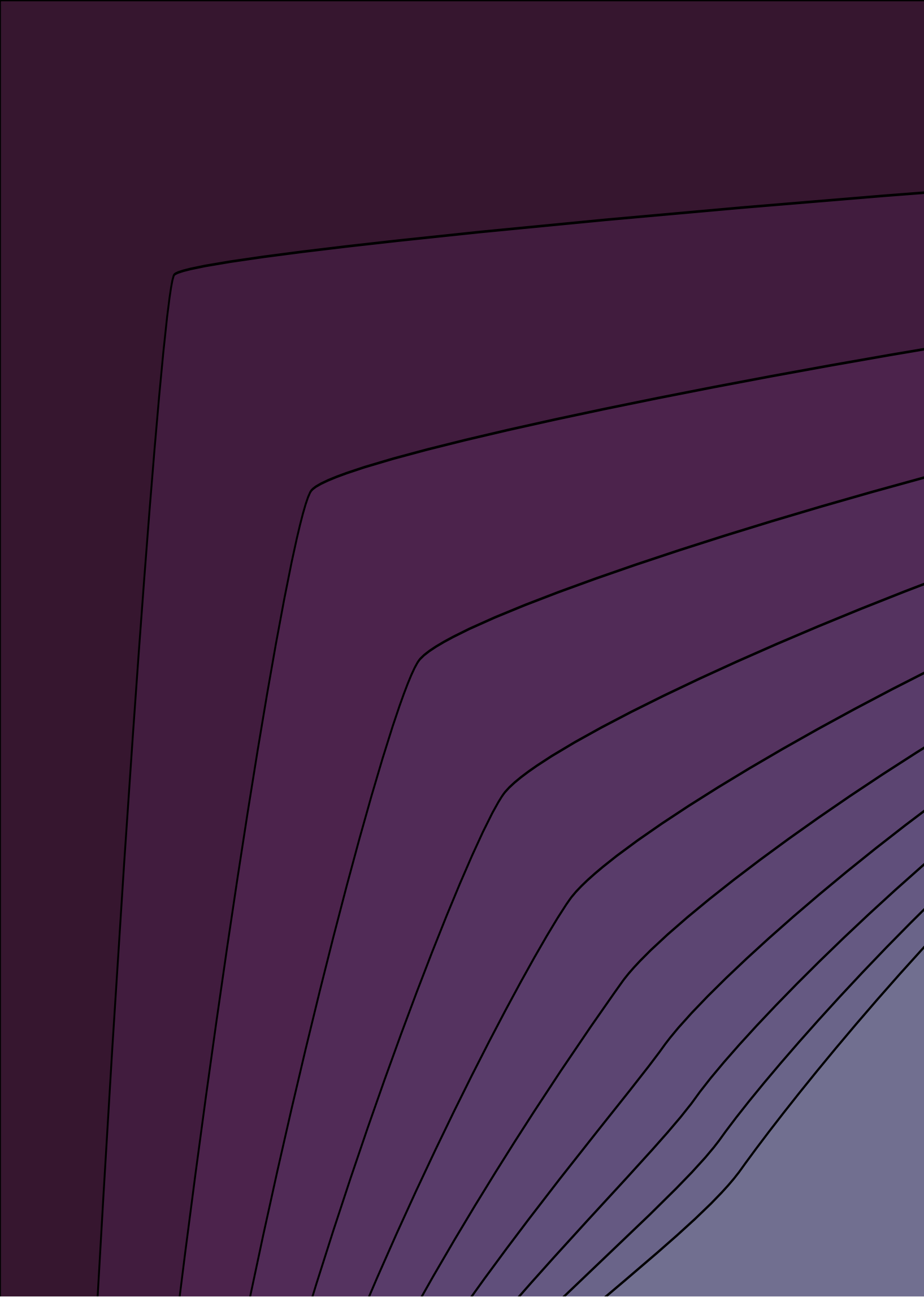


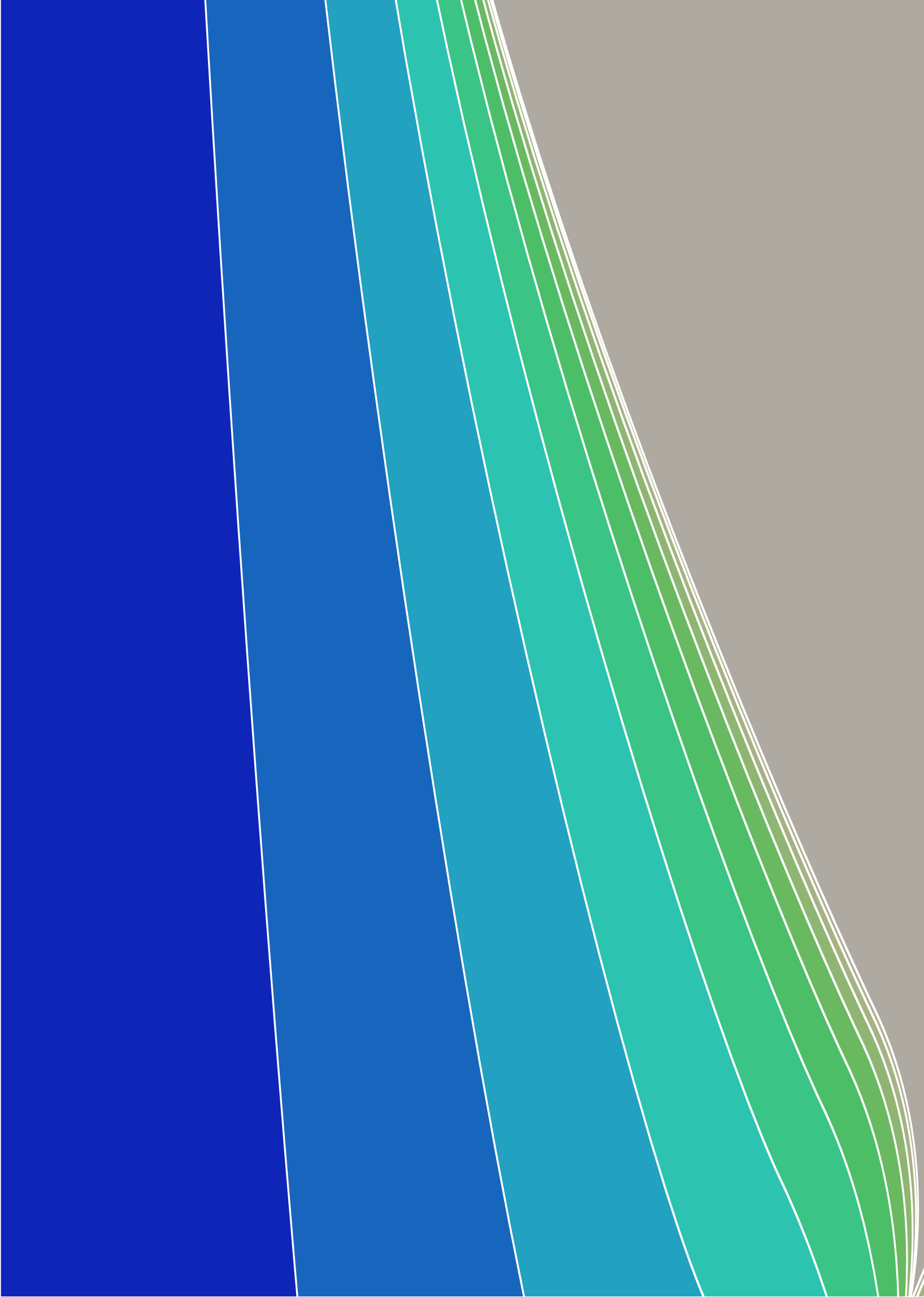


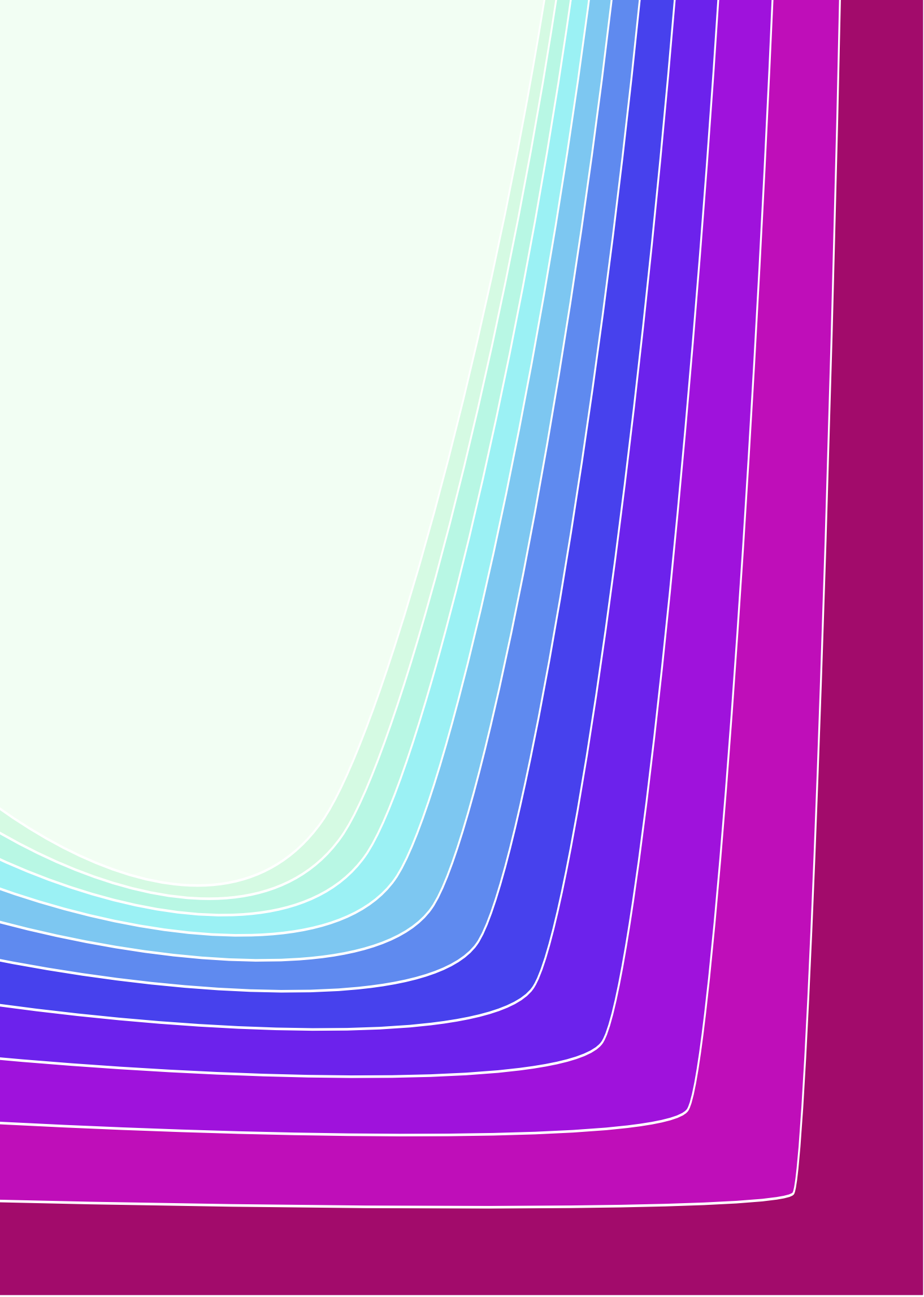


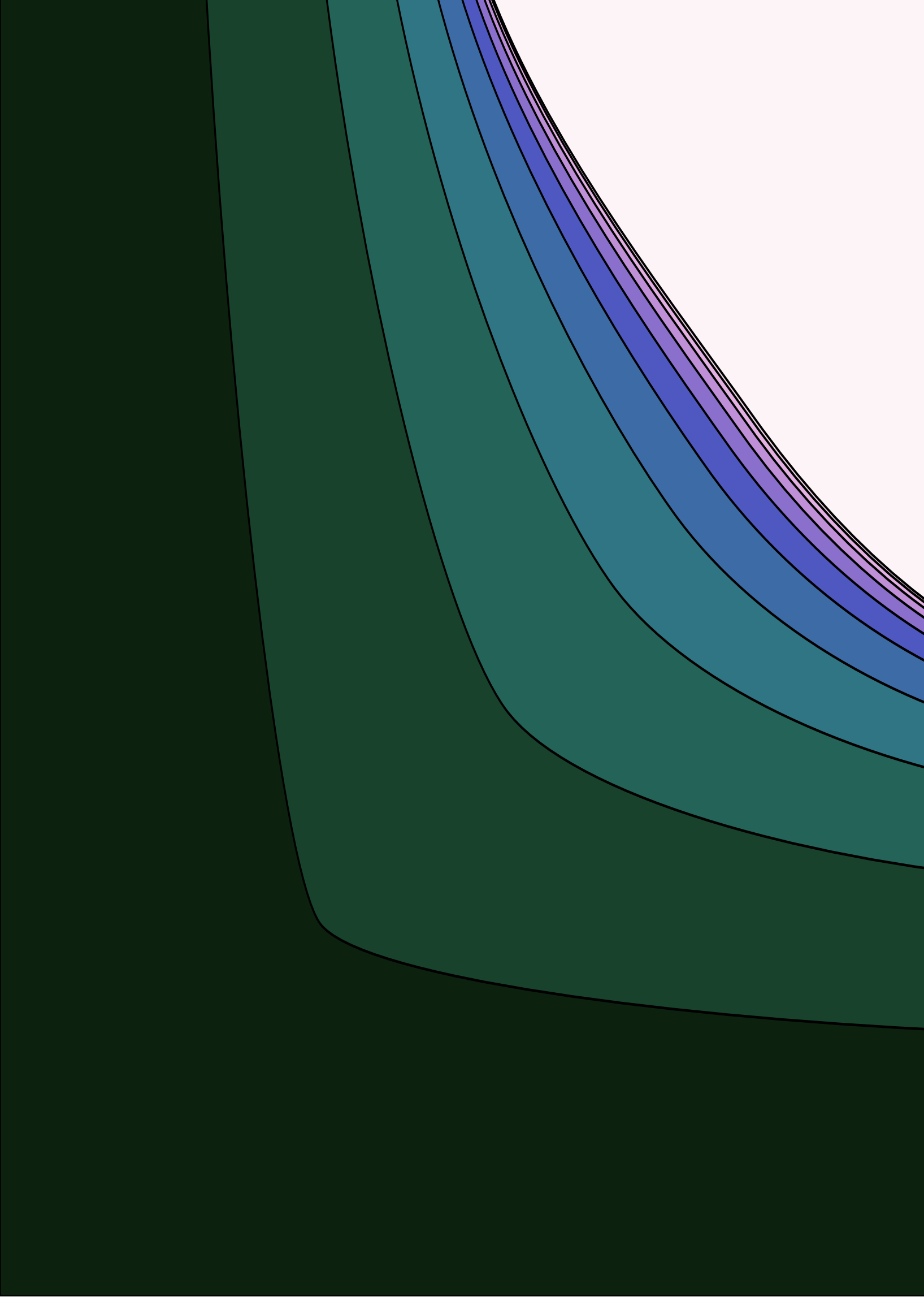


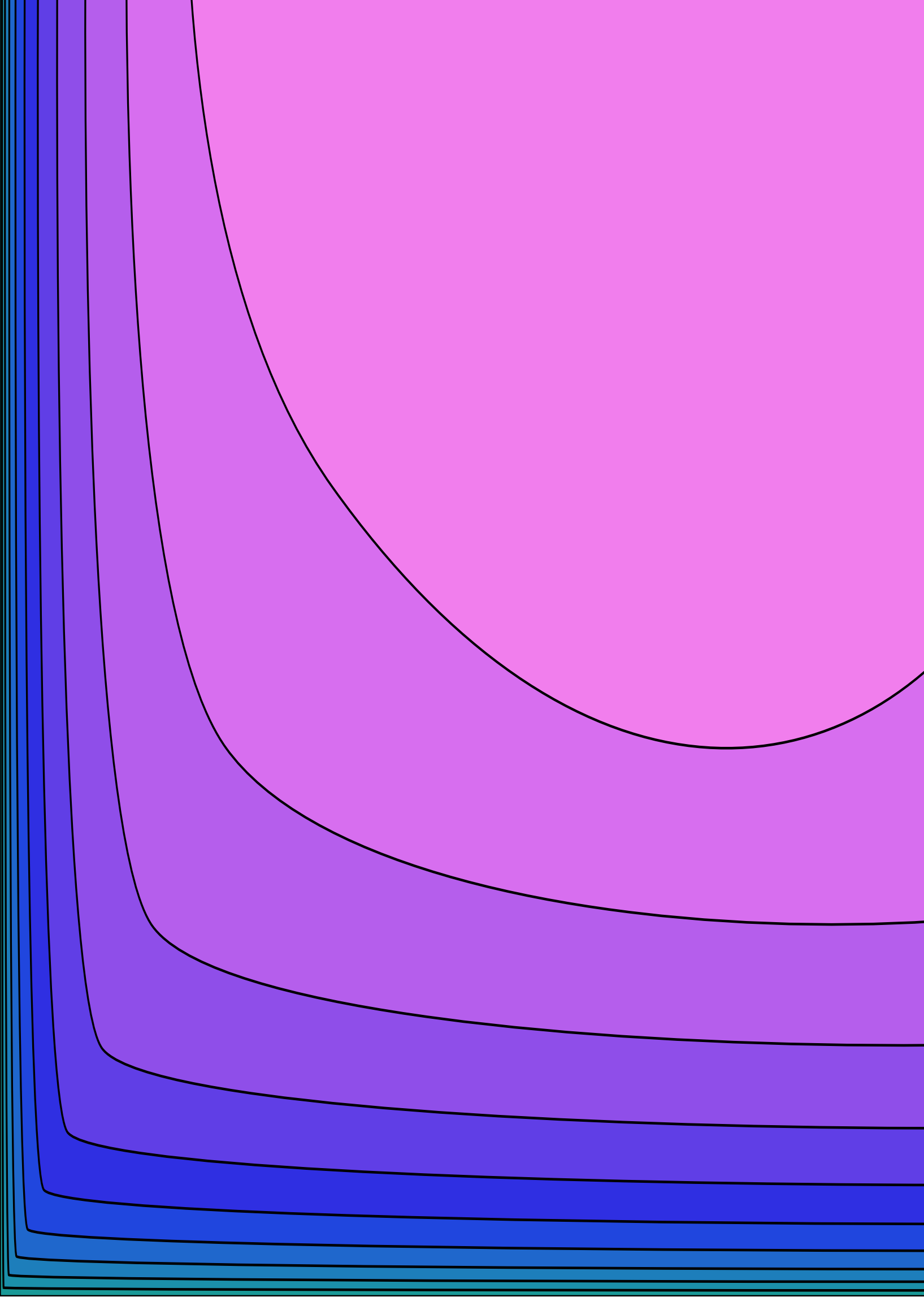


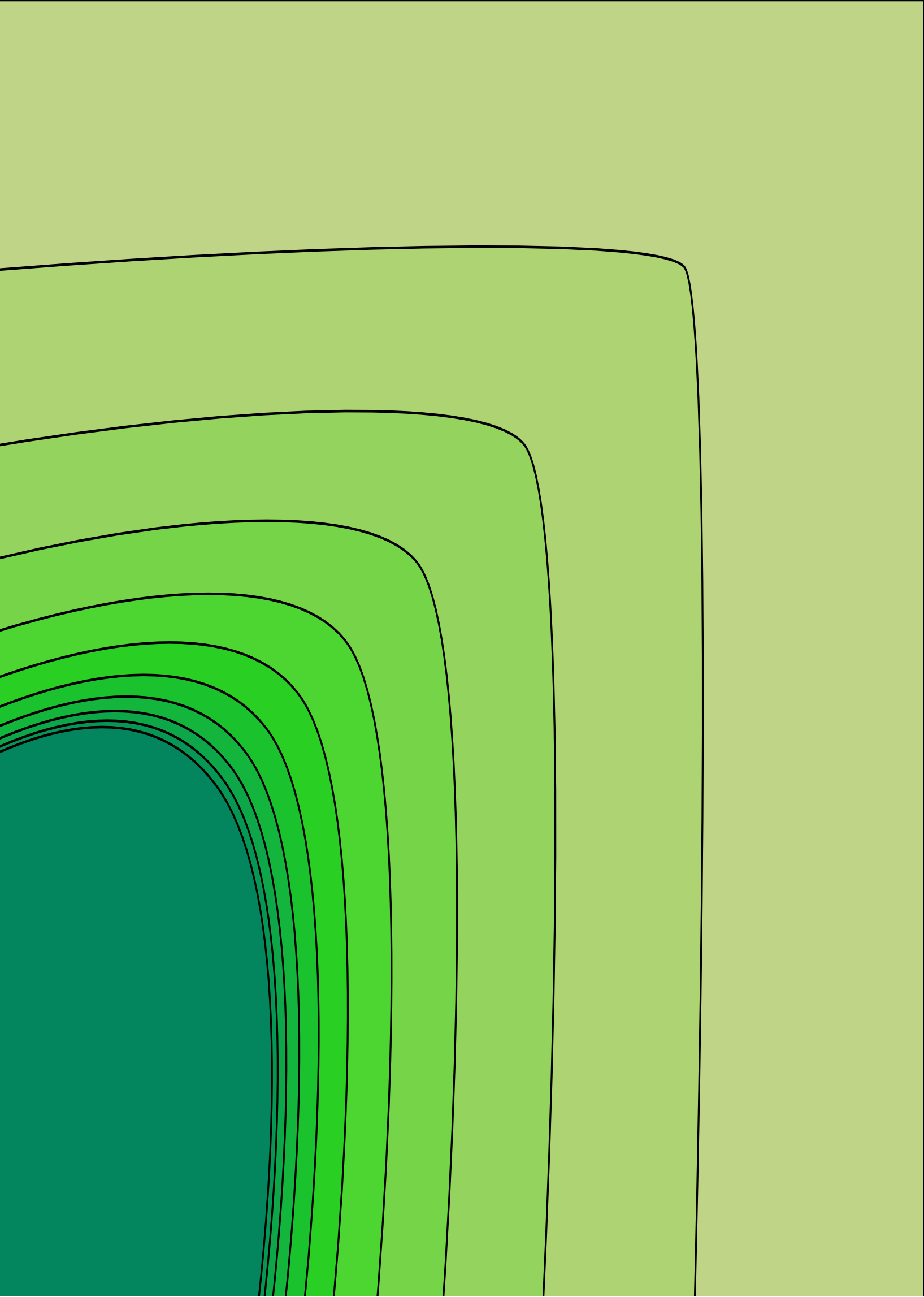


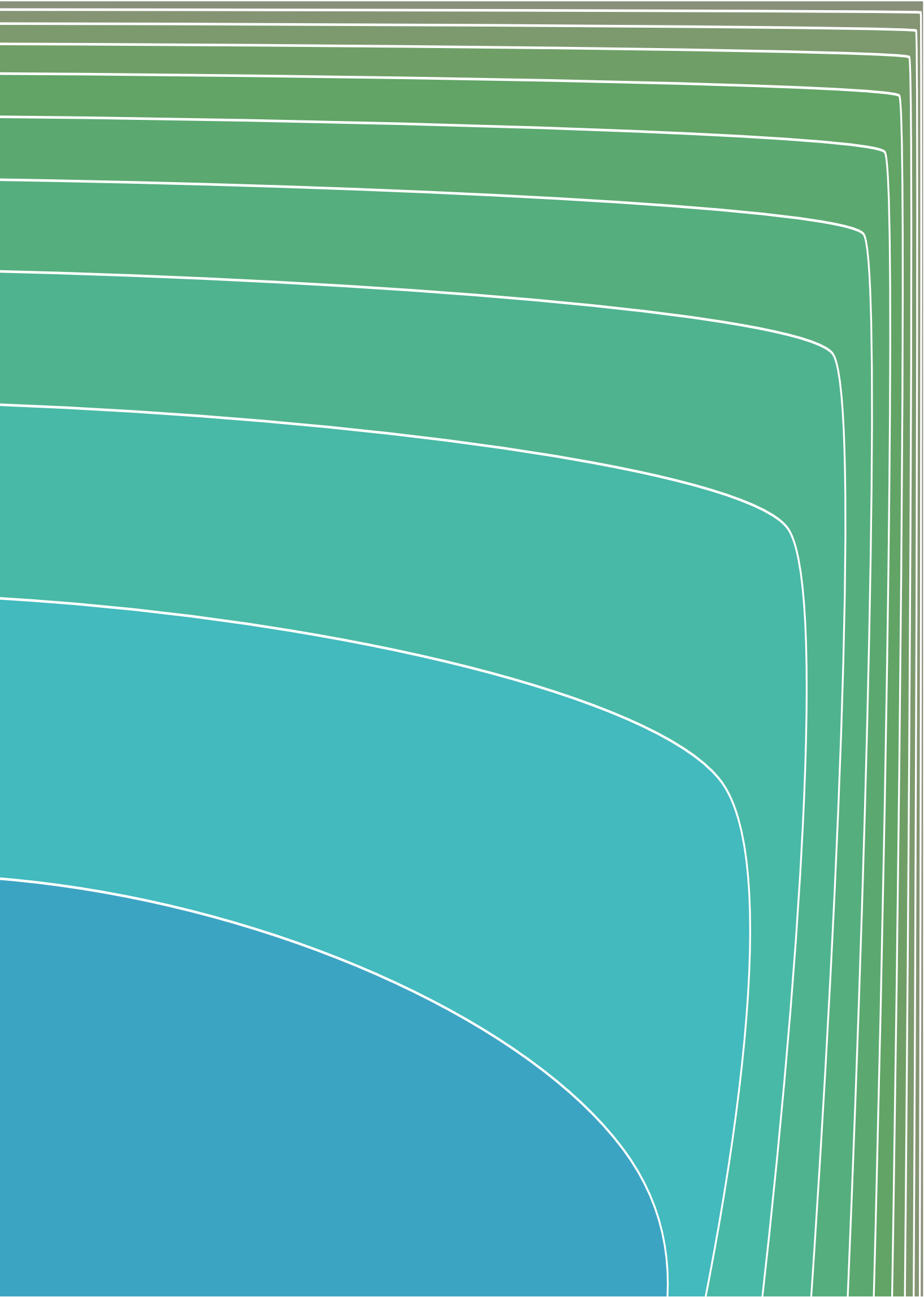


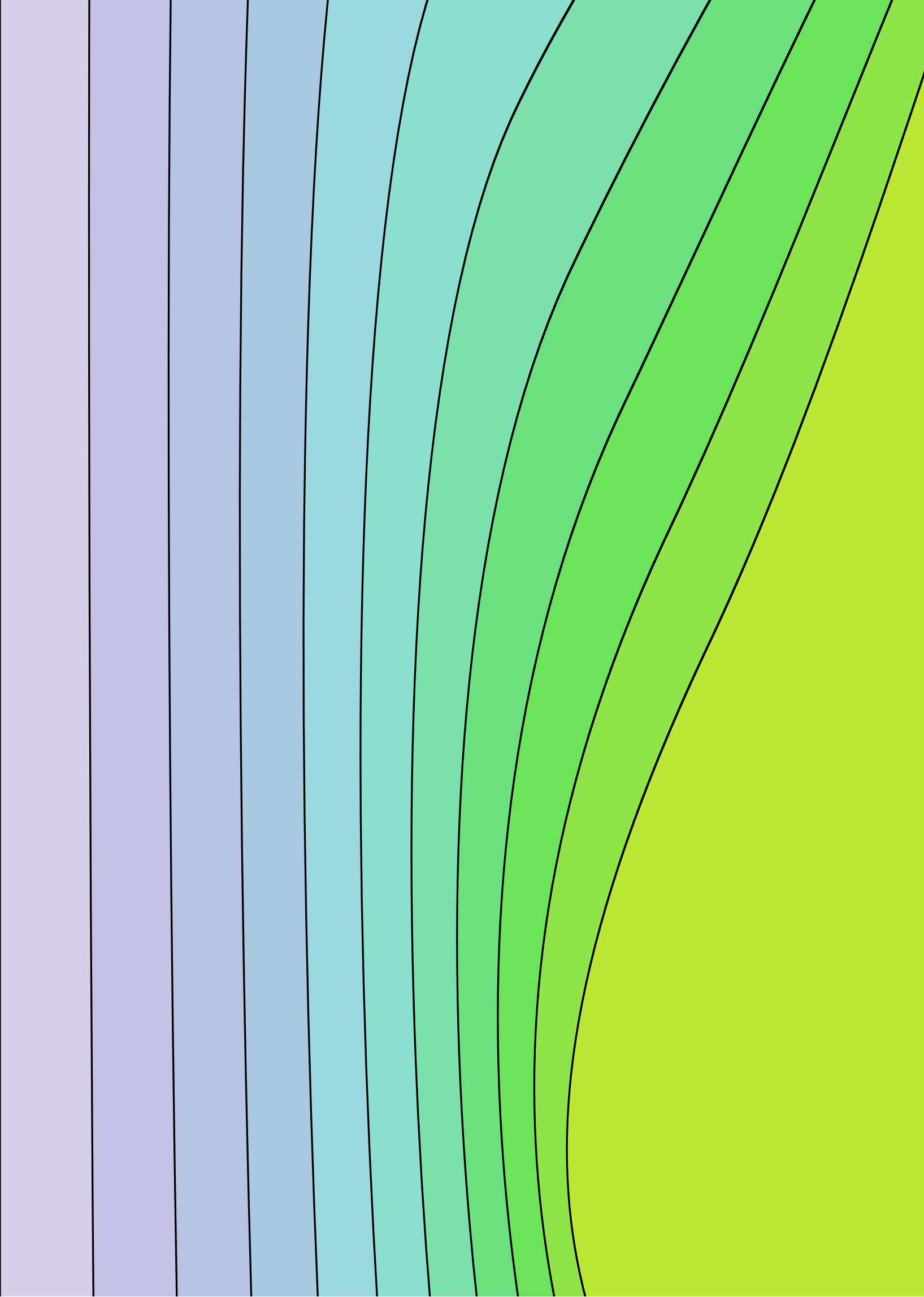


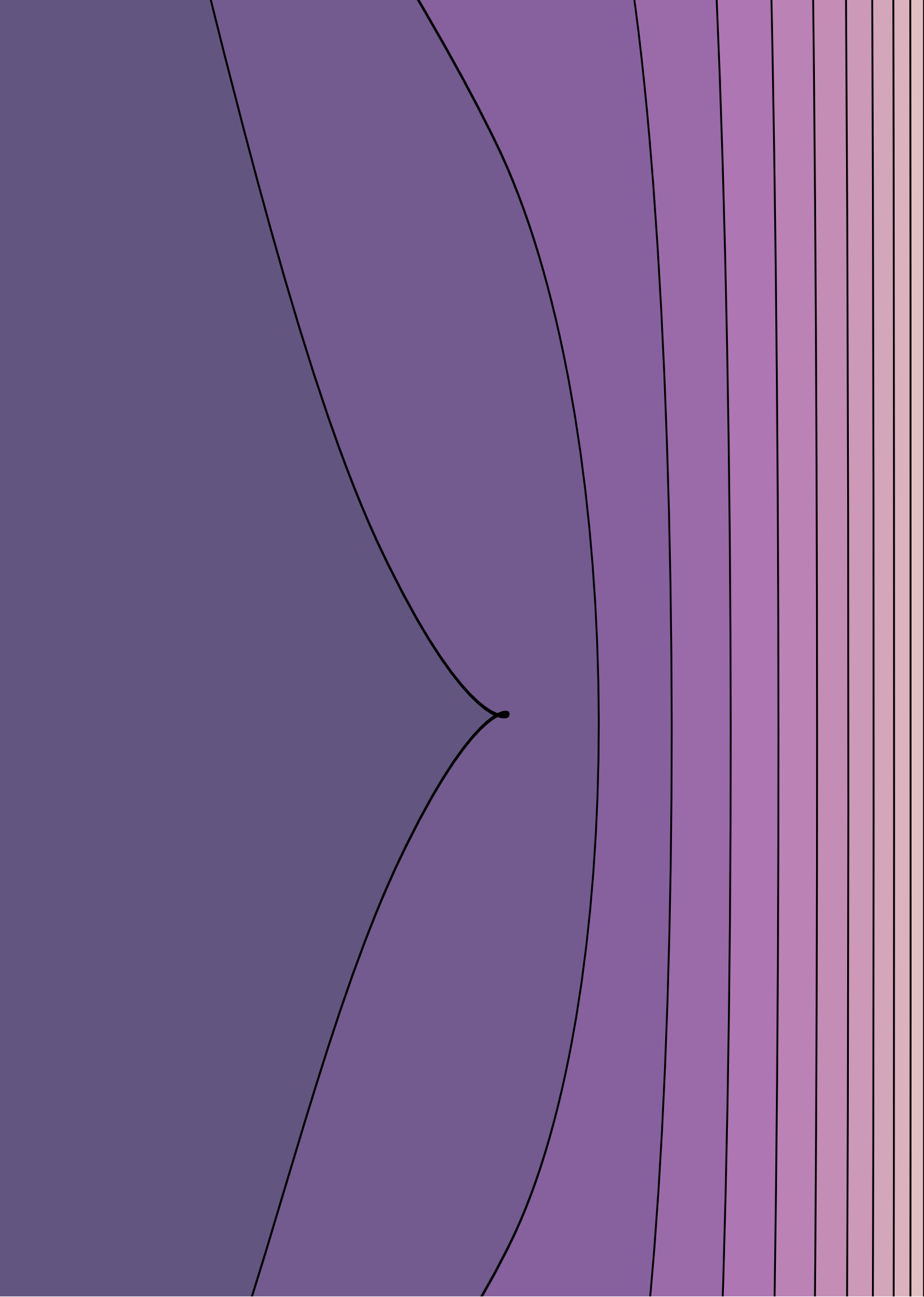


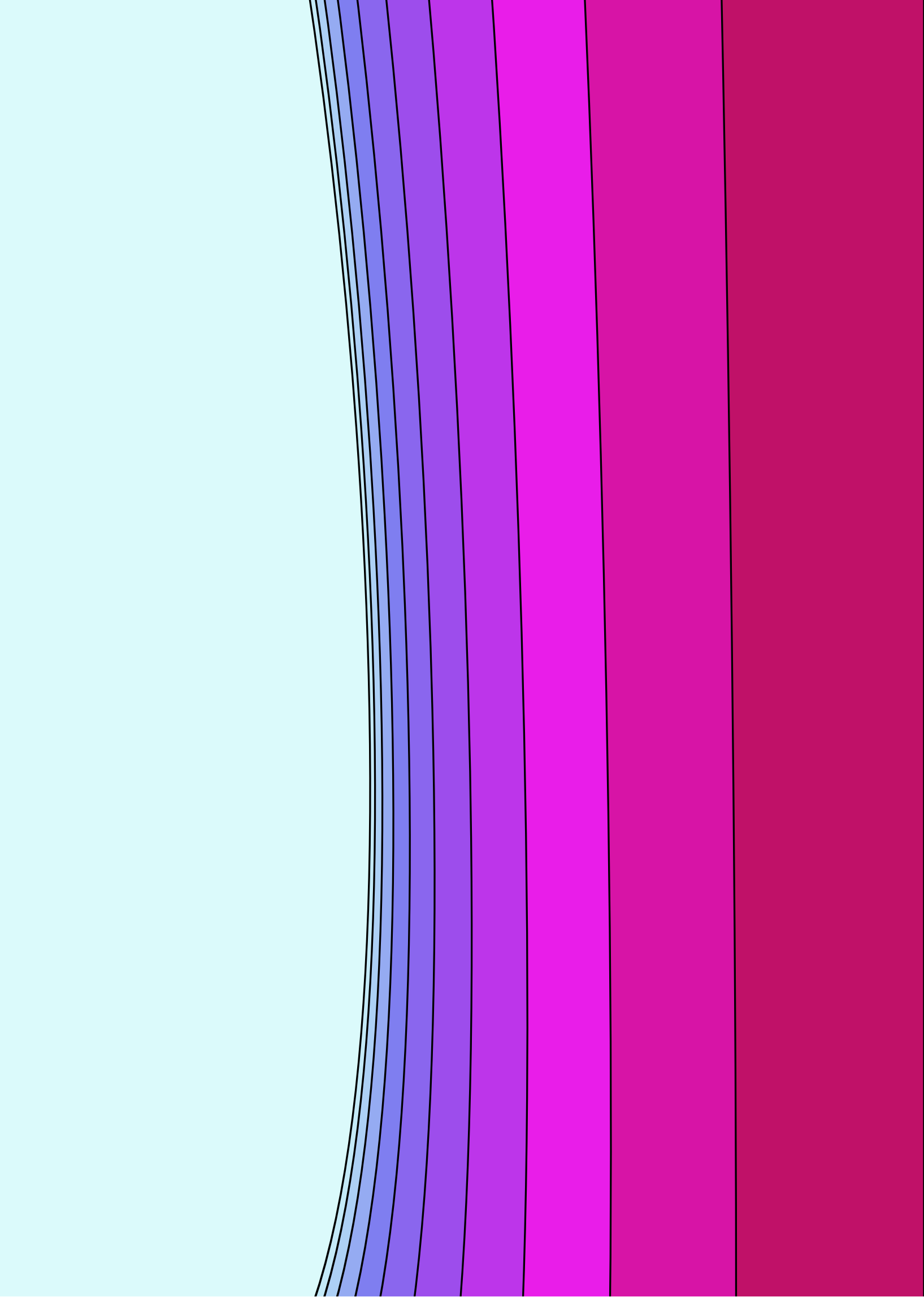


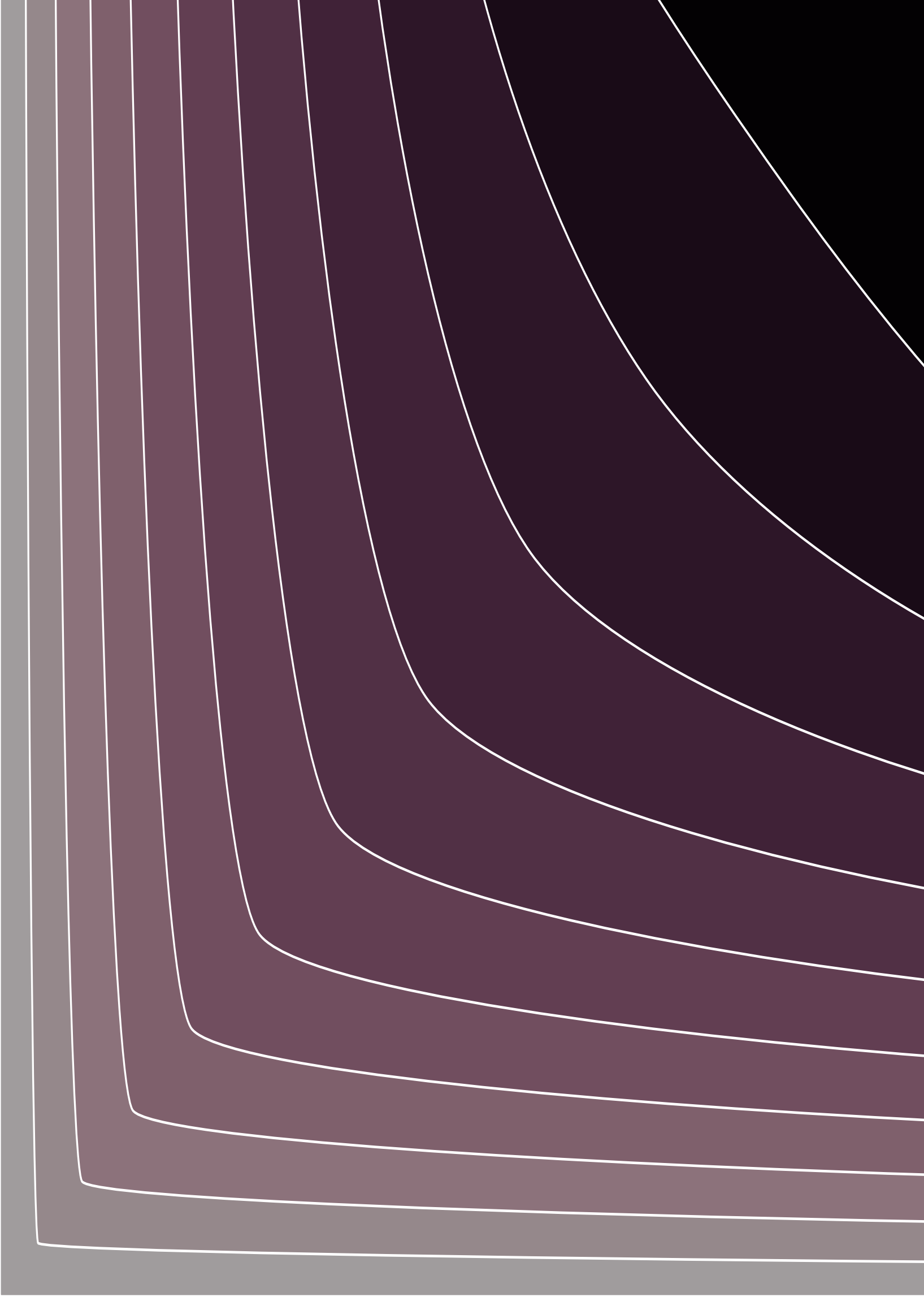


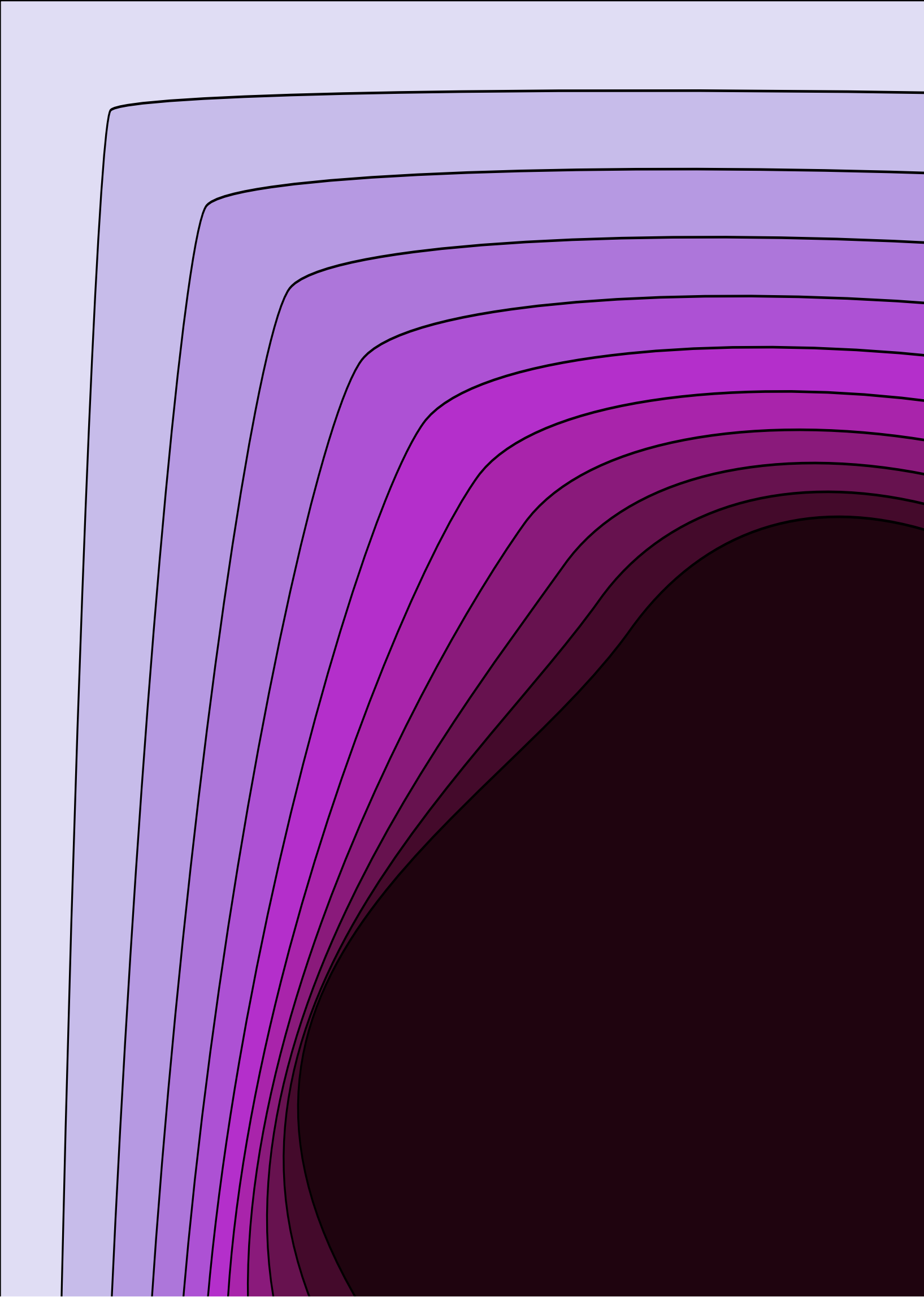


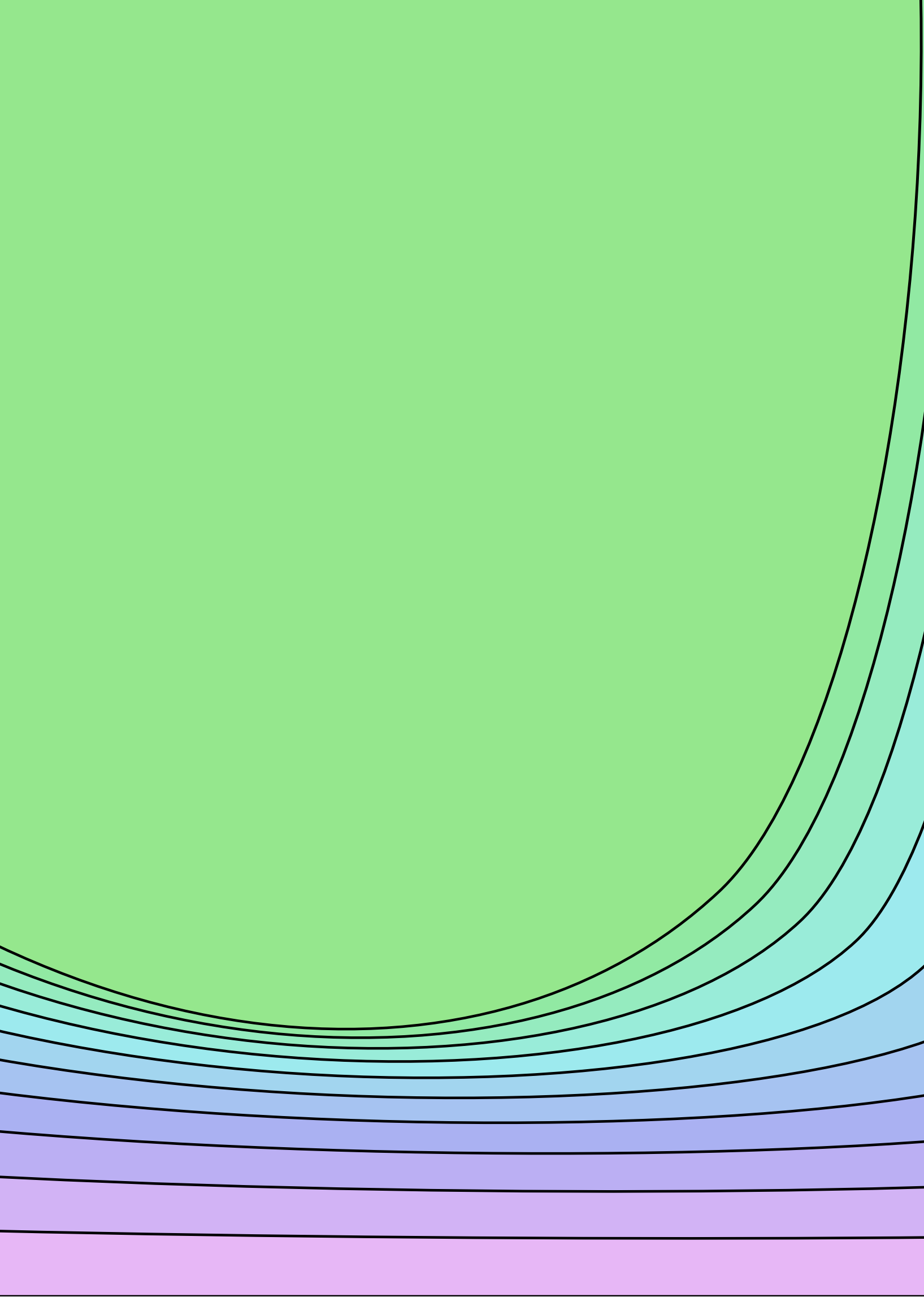


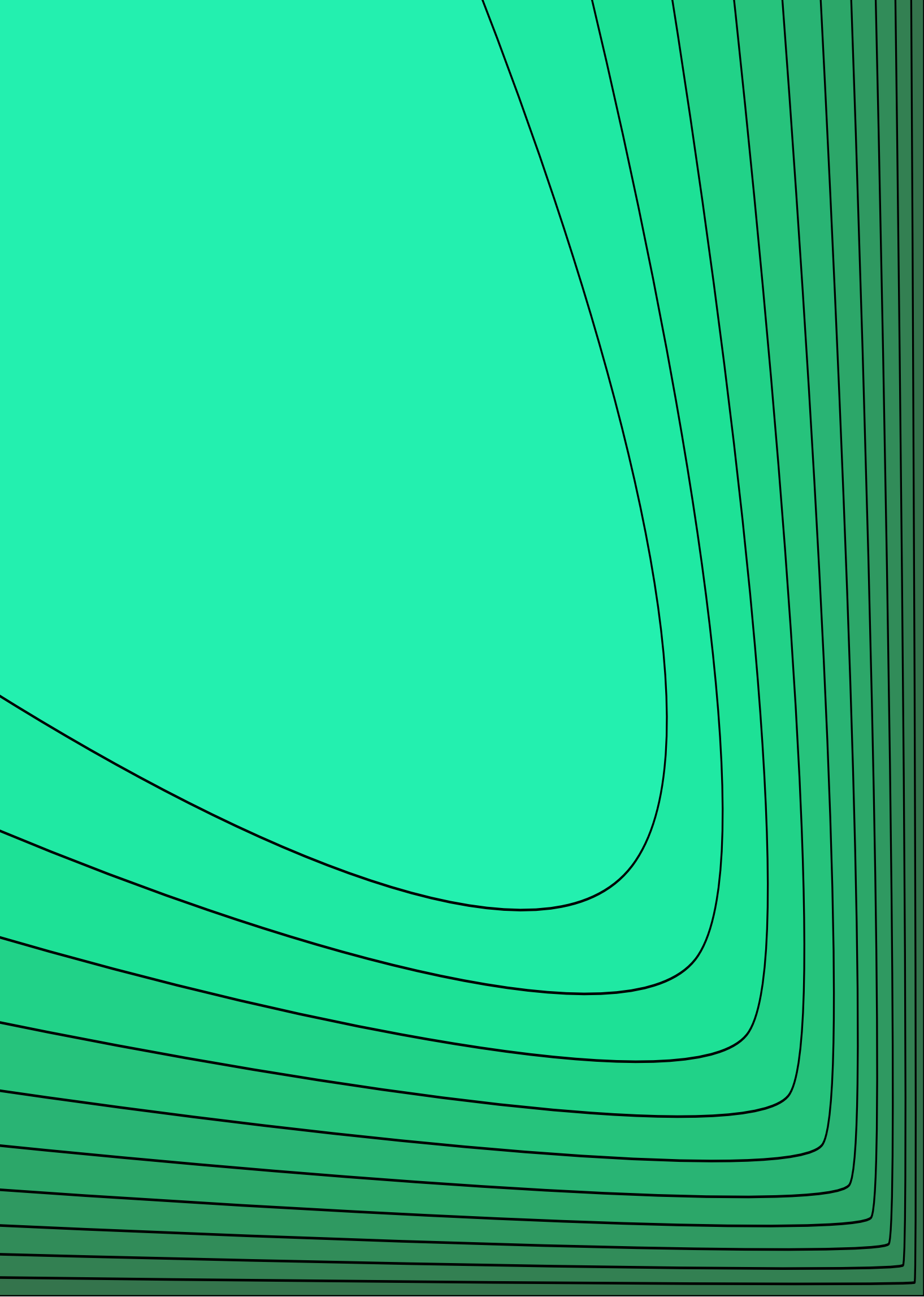


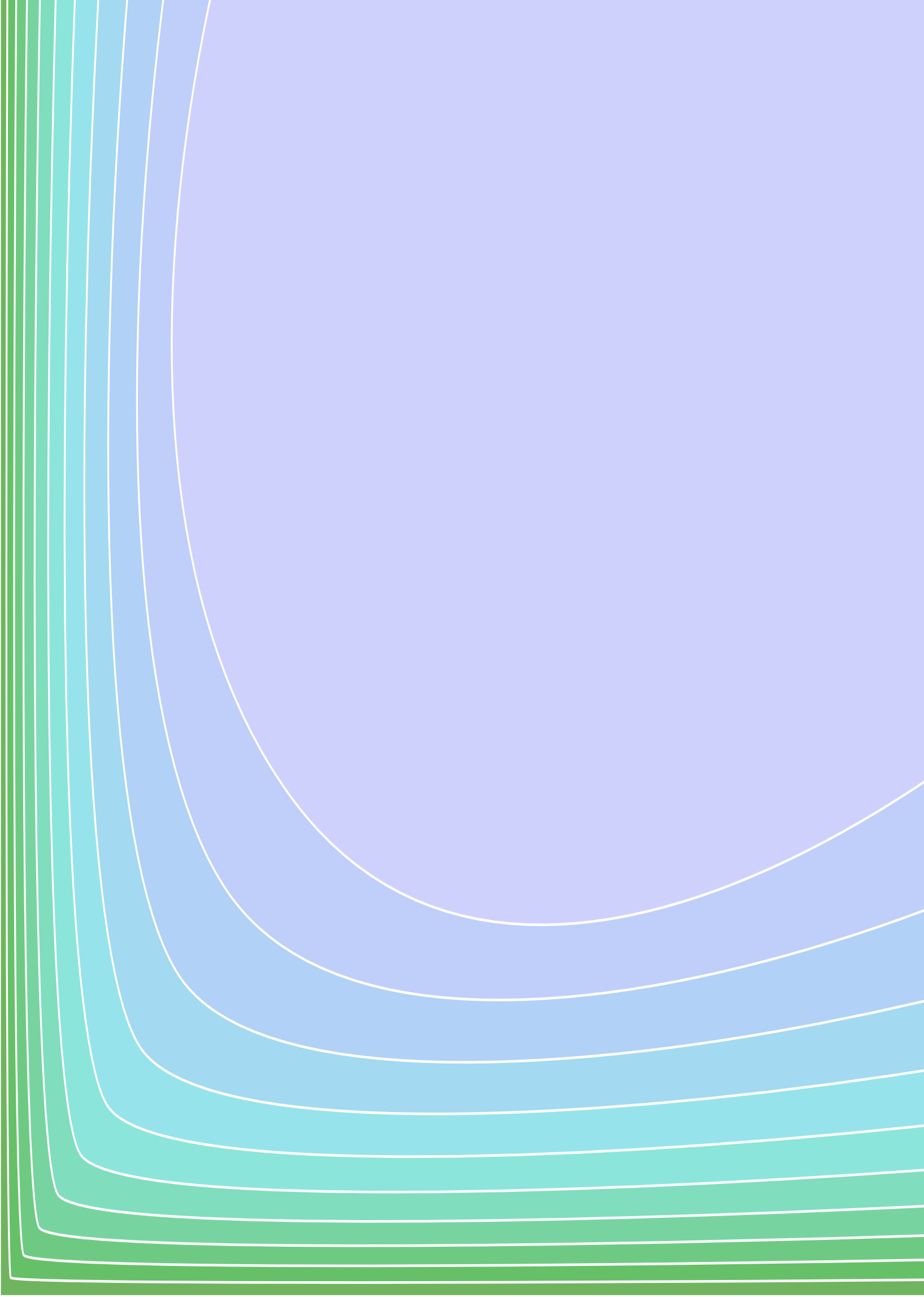


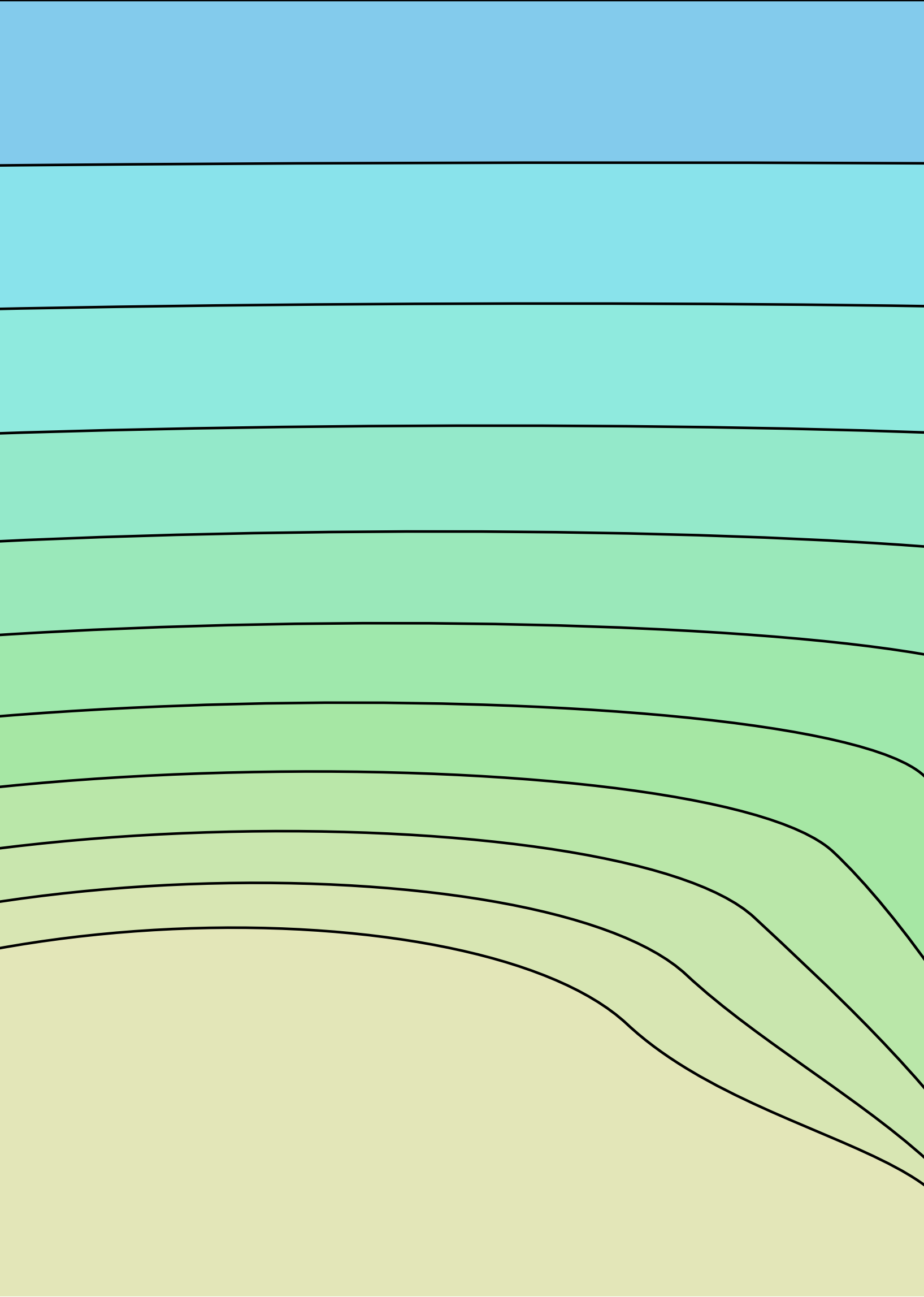


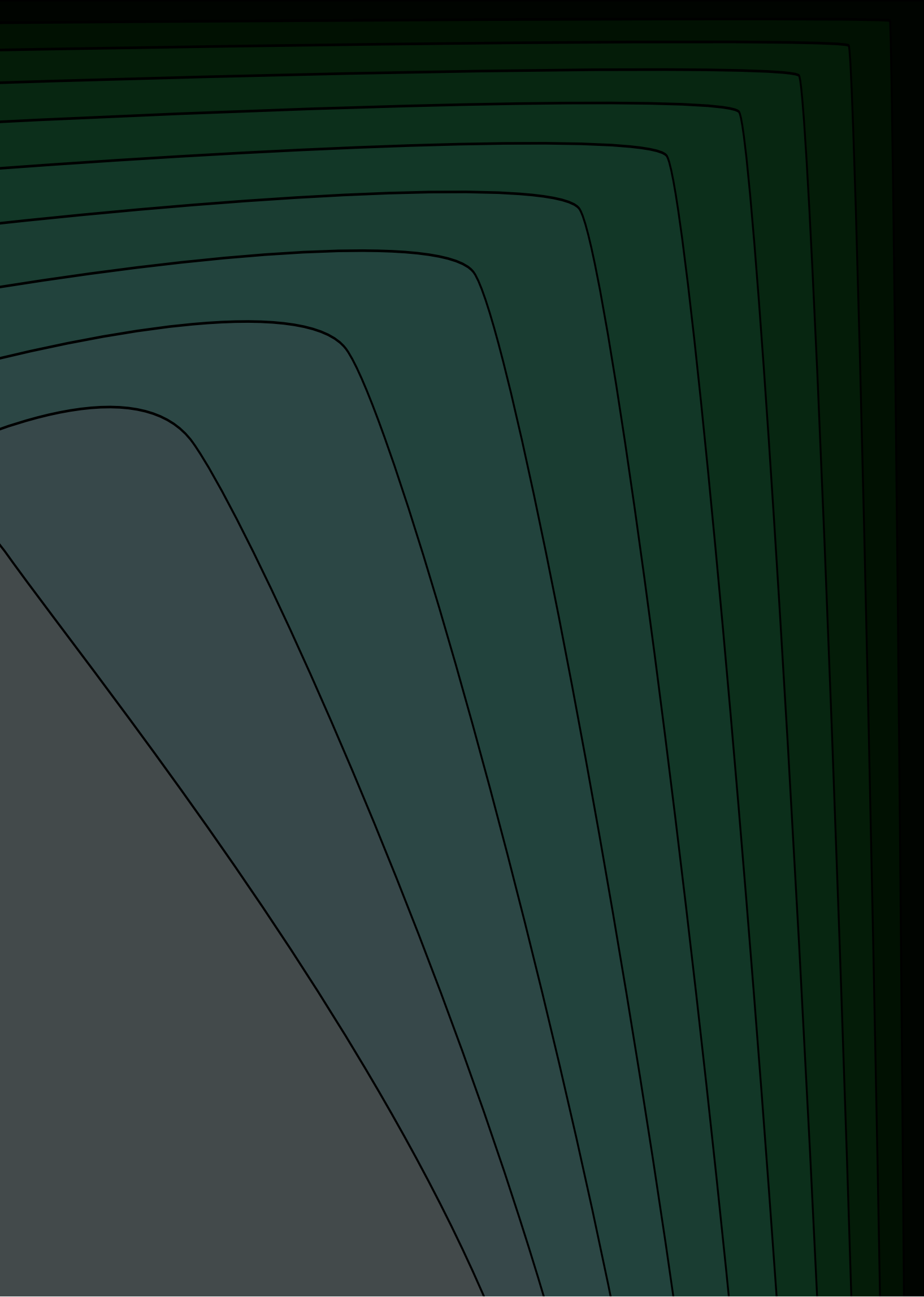


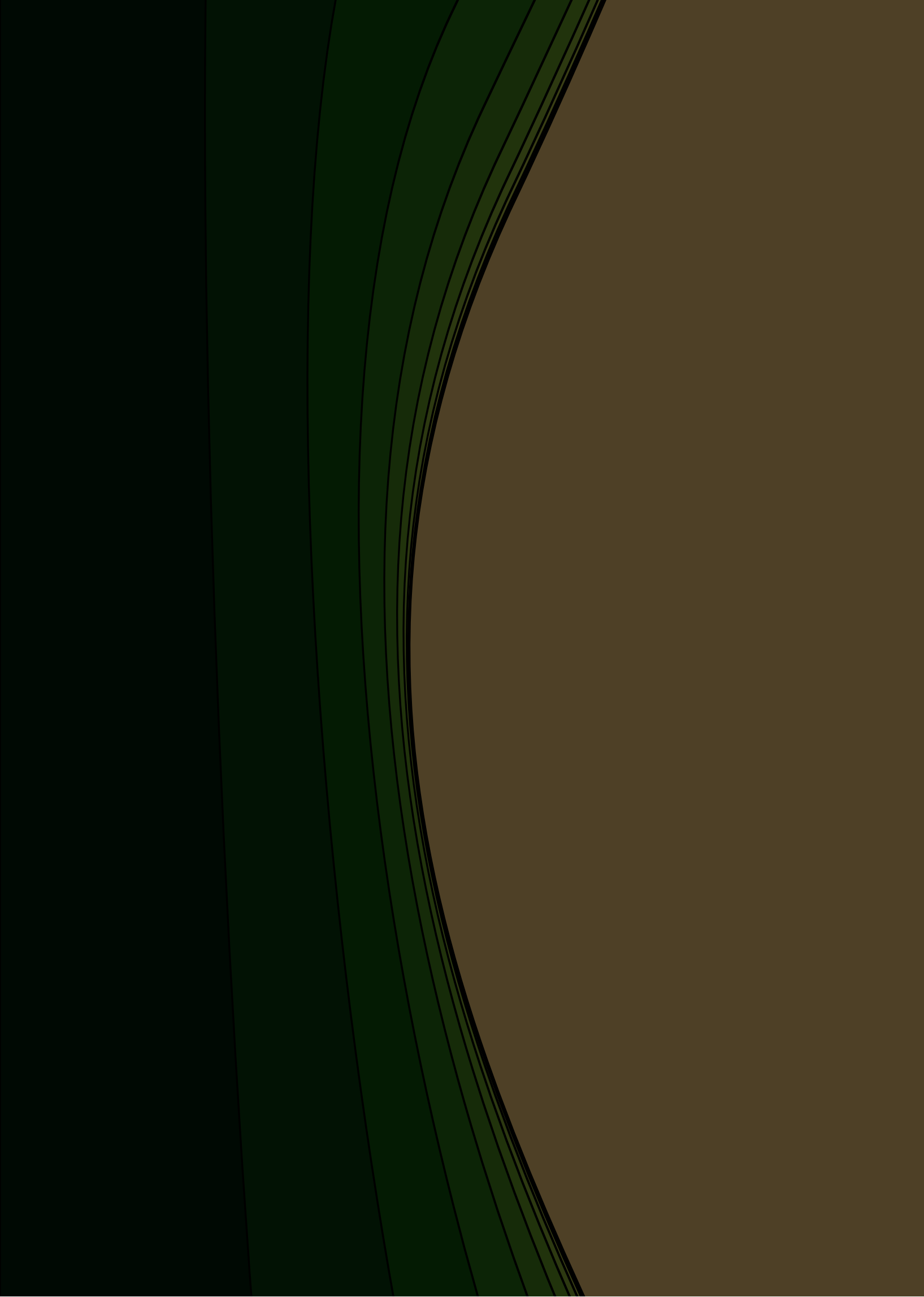


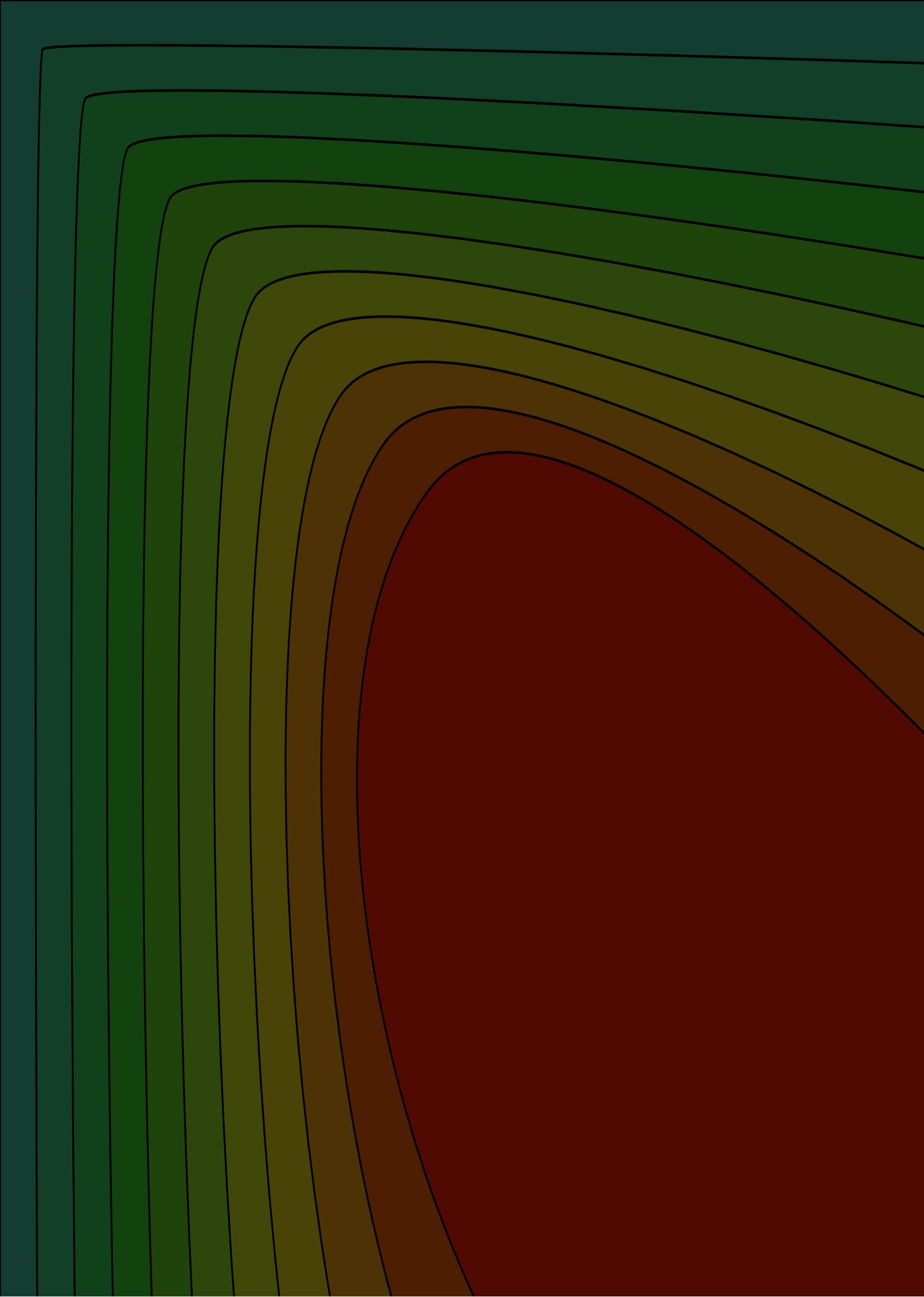


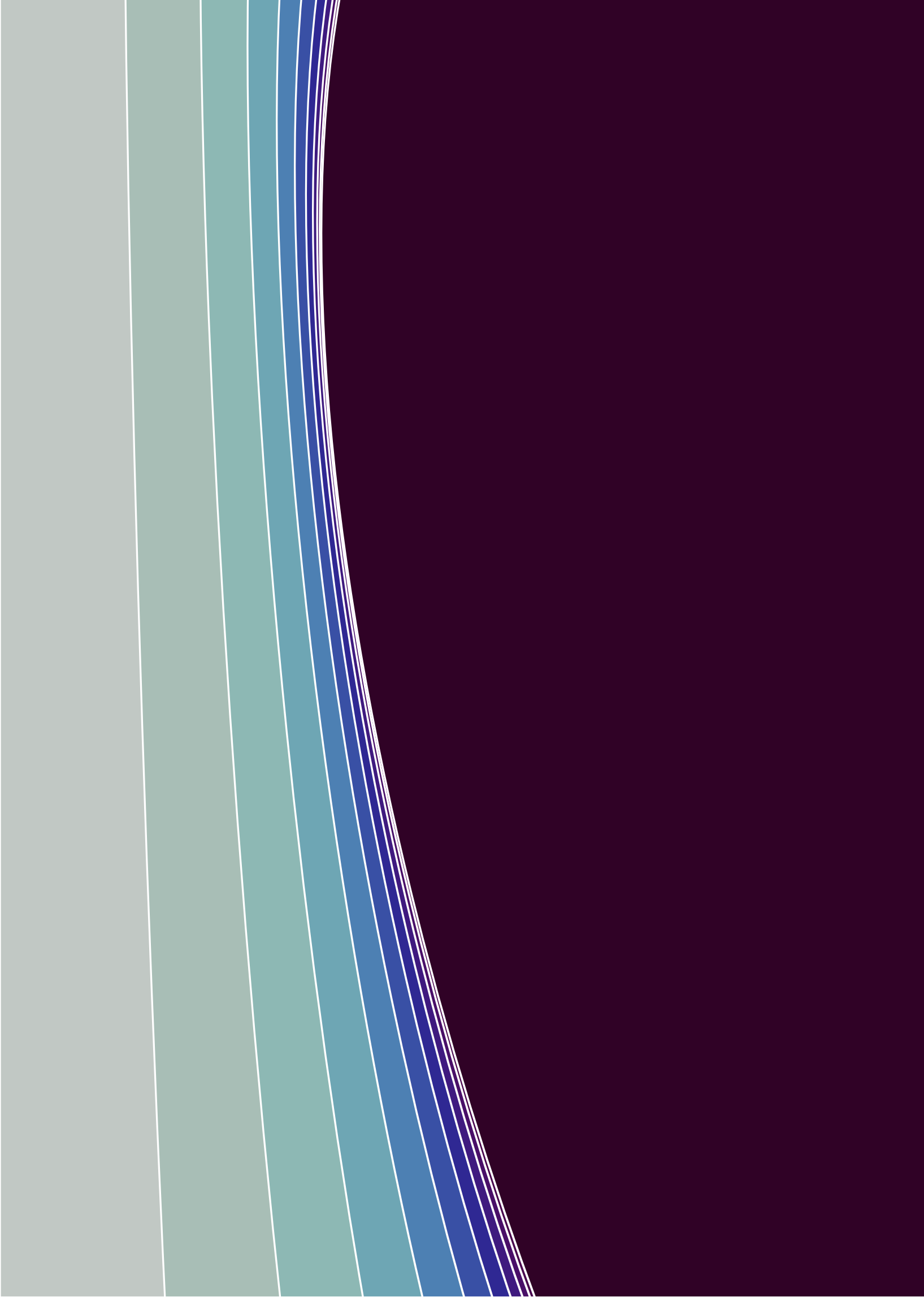


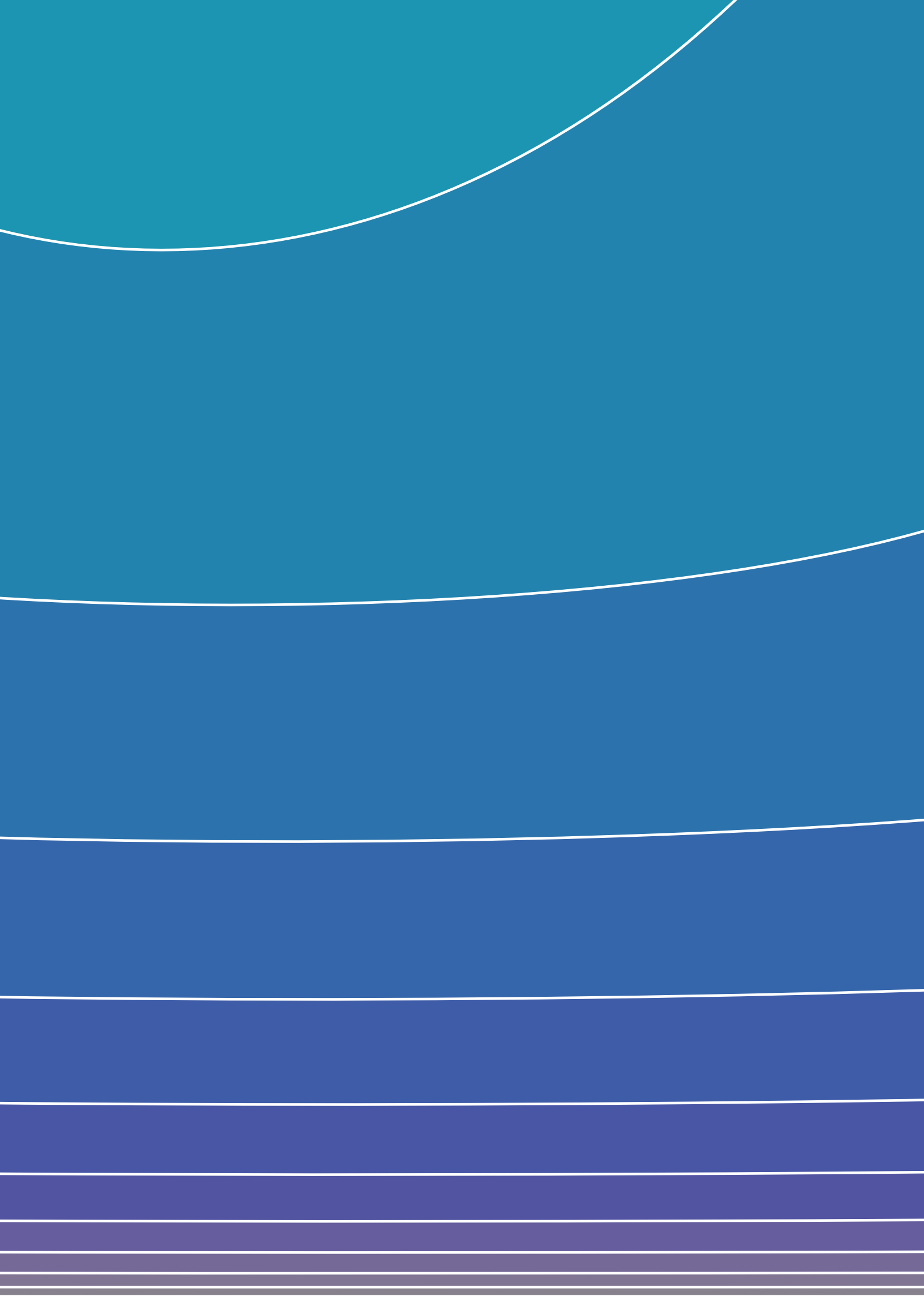


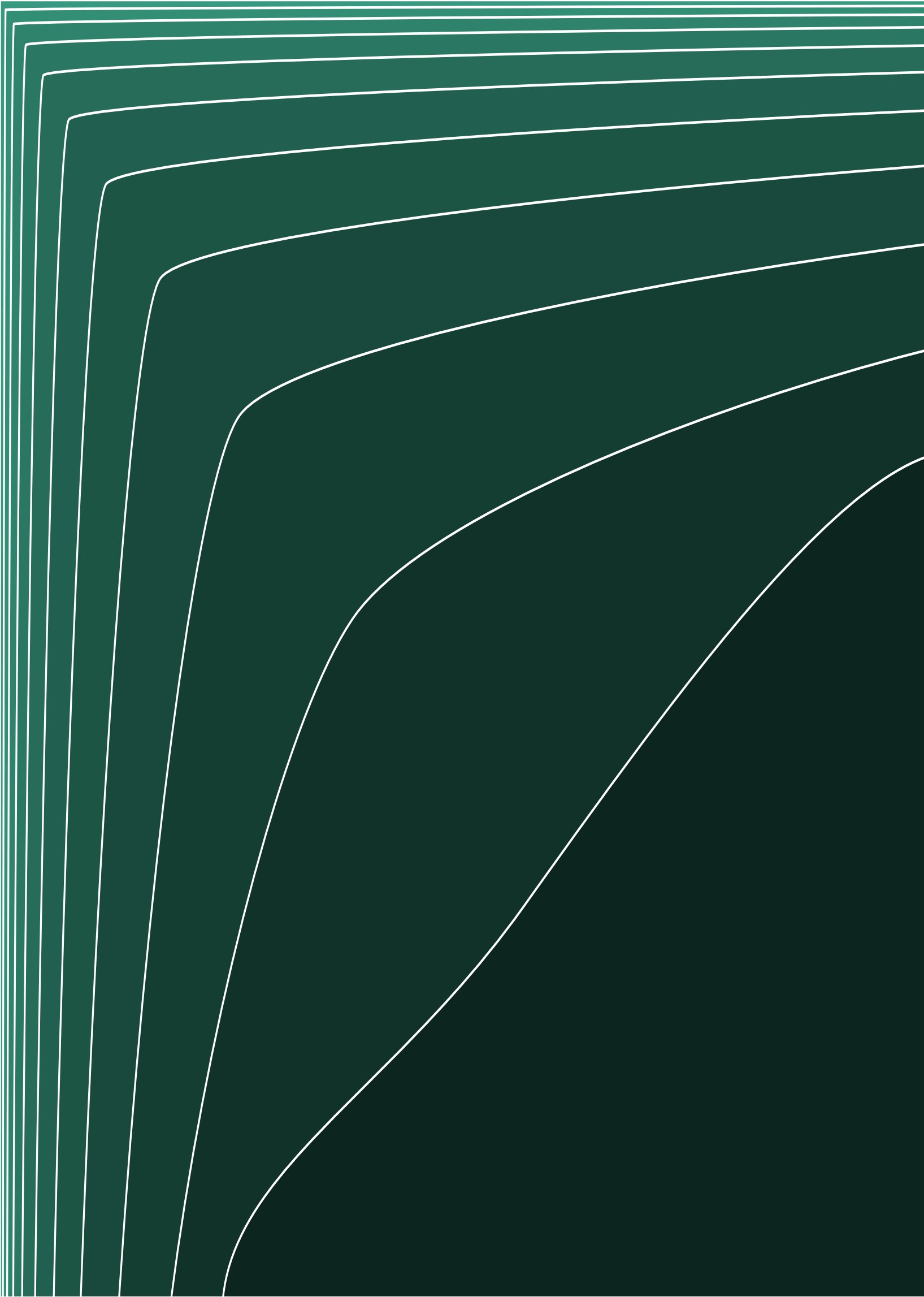


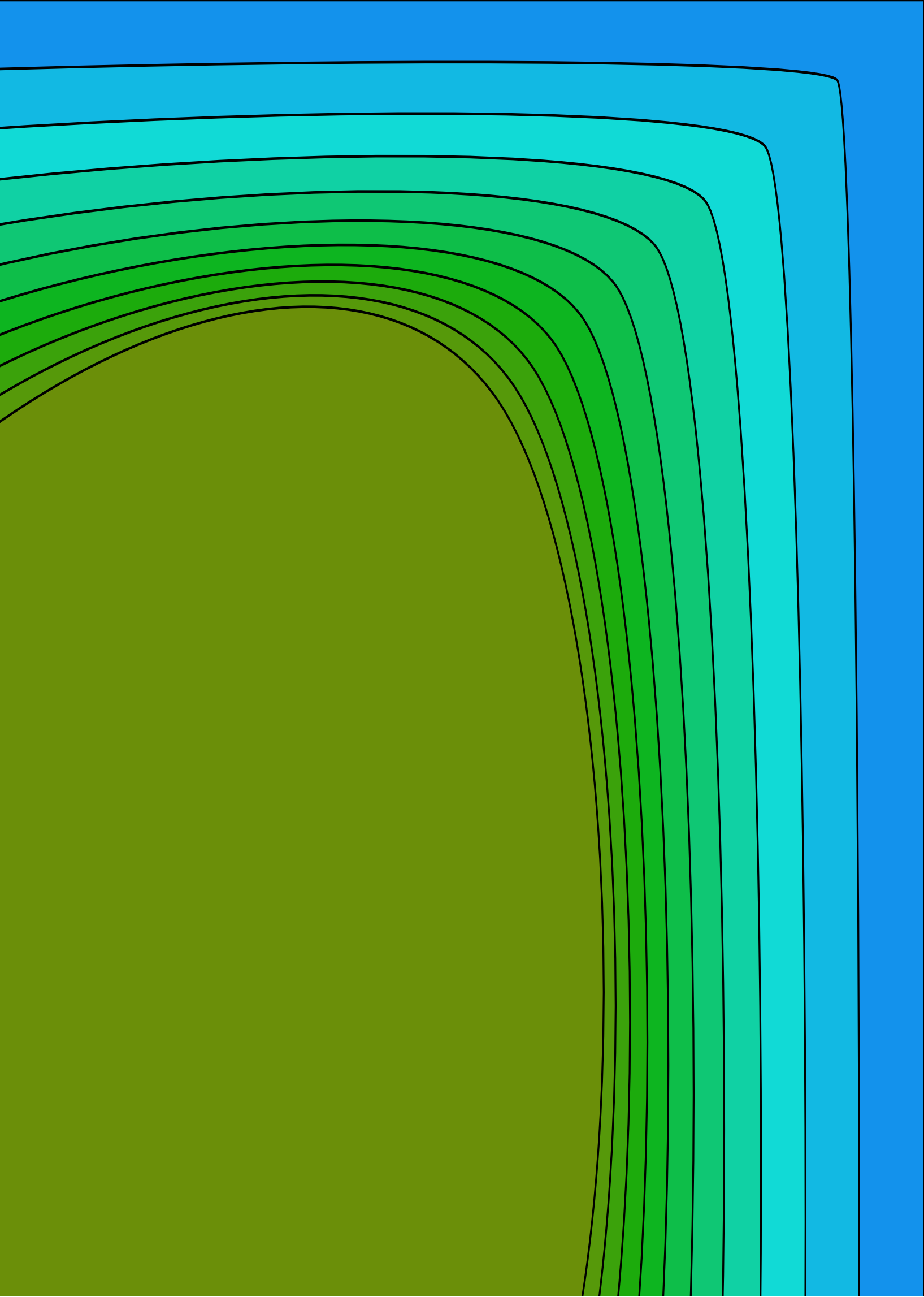


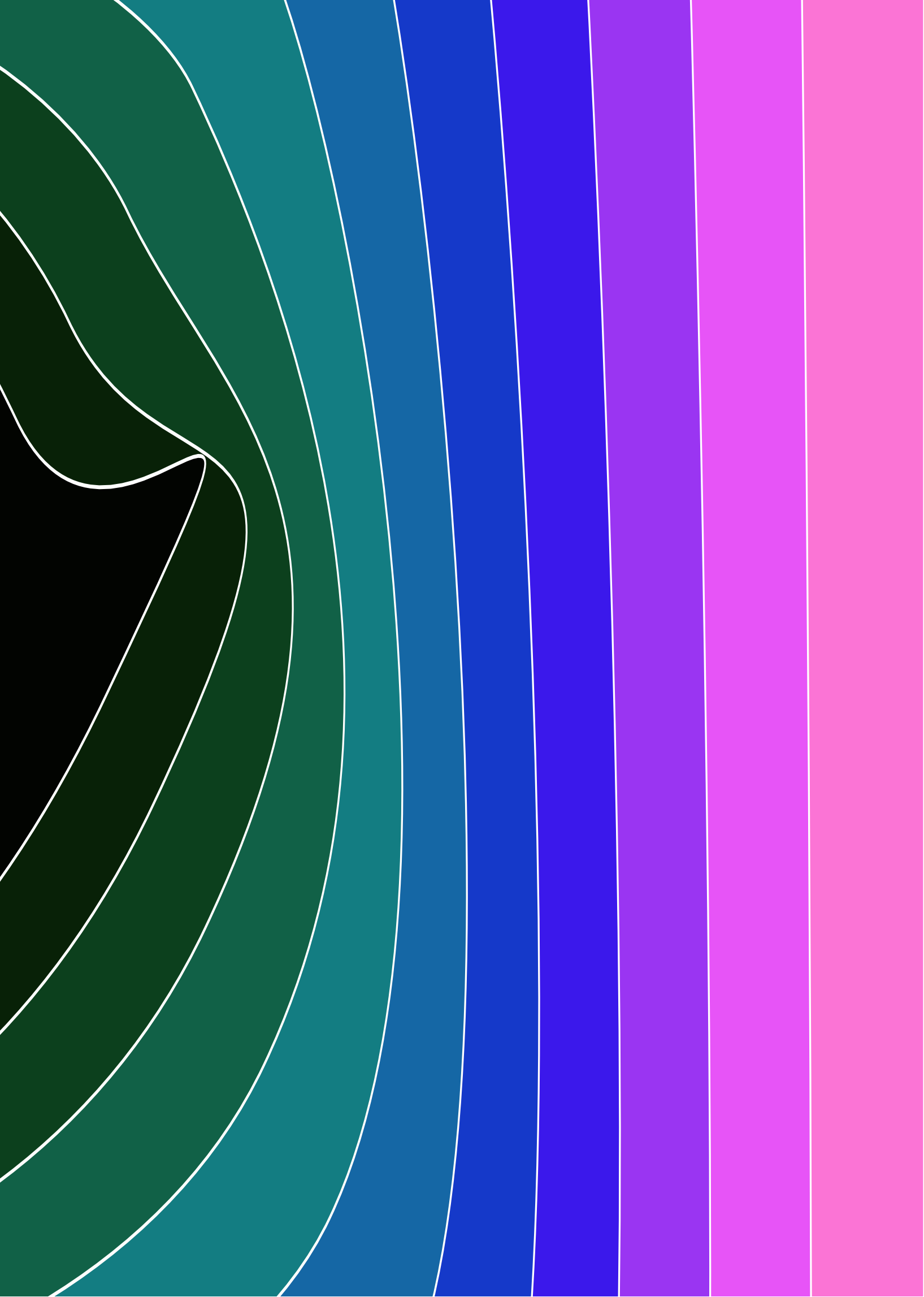












Every day my webserver generates a new book, filled with sliced blobs of a random colour that turn into rectangles in ten steps. The blobs might have a border, and this border, if it exists, is either black or white. The ten steps follow a certain ratio. This ratio is one of the twelve so called excellent orthogons: The Quadrat, the Hemidiagon, the Trion, the Quadriagon, the Biauron, the Penton, the Diagon, the Bipenton, the Hemiolion, the Auron, the Hecton, and the Doppelquadrat.

Created for Vasilis van Gemert — and you — by his webserver.

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