

« A wind chime program »

Project 2 proposal

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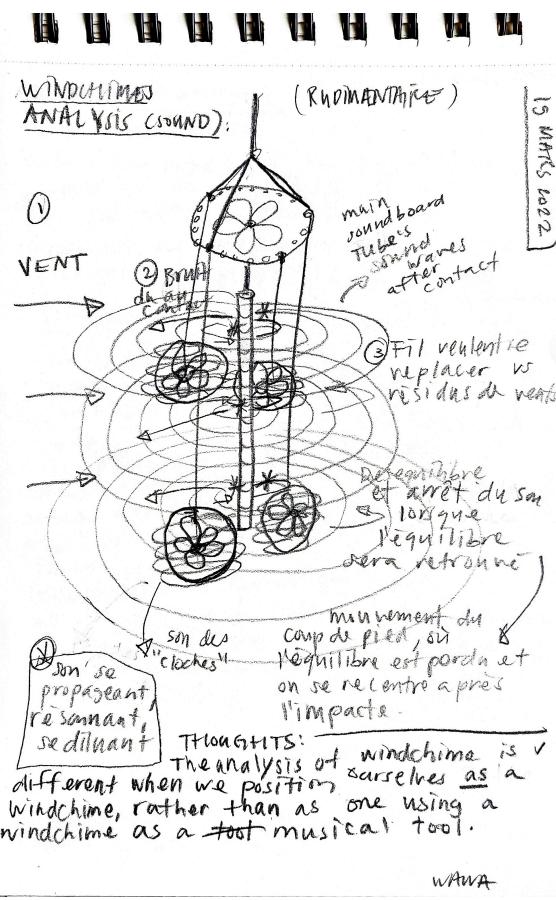
As a conclusion project of a first year programmer, I want to merge my artistic vision with the medium of coding a webpage. Before this project, I wanted to focus more on the technical side of things so I wasn't allow too conceptual project since I know how I can't set boundaries in research. As an artist, not a designer, I am interested in language and translation because as a kid, I was the family's translator. In this project, I am interested more specifically in the language of the intangibles, like music for example. The fantasy that everyone and things gets to be heard from their authentic standpoint.

From a retrospective of my previous programming projects, I know I want a program that loops more obviously (i.e: not a theremin) and I want to explore Java Script and HTML DOM elements. This was the most intuitive and enjoyable part for me.

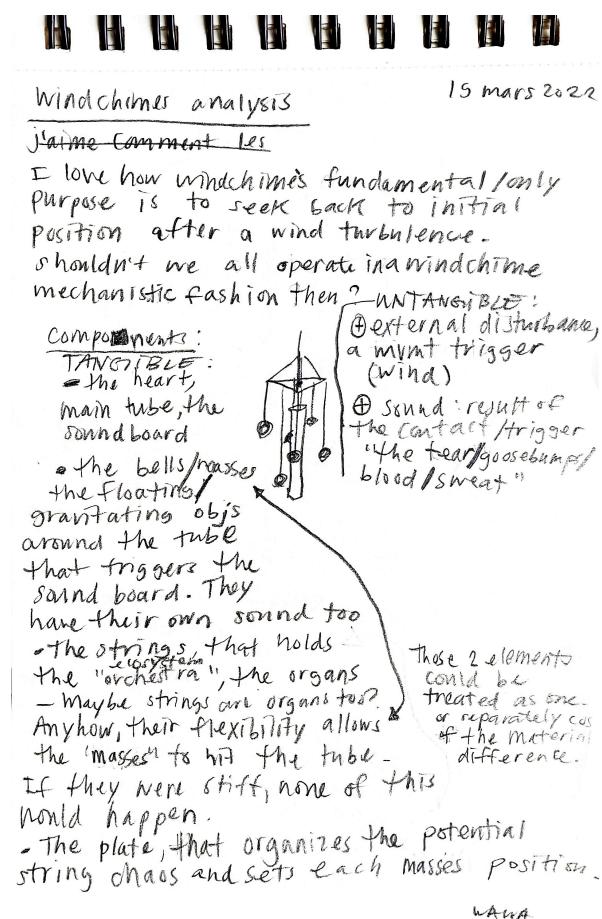
Finally, I can be me!!!!!!!!!!!!!!

This project is seen a study of the transcription of a wind chime system in an HTML environment, or a program that acts like a wind chime. It can also be understood as a transcription of nature elements in digital environments, perhaps through animation of elements using algorithms as I will be tapping into physics concepts. Creating a wind chime-like program means that this will be ready-to-use eventually by simply applying a concept on the elements in the program.

In order to accomplish this project, I need a fundamental understanding of 2 things : HTML and wind chimes. The idea is pretty rudimental as it aims to have a *skeleton* understanding of their physicality. One thing

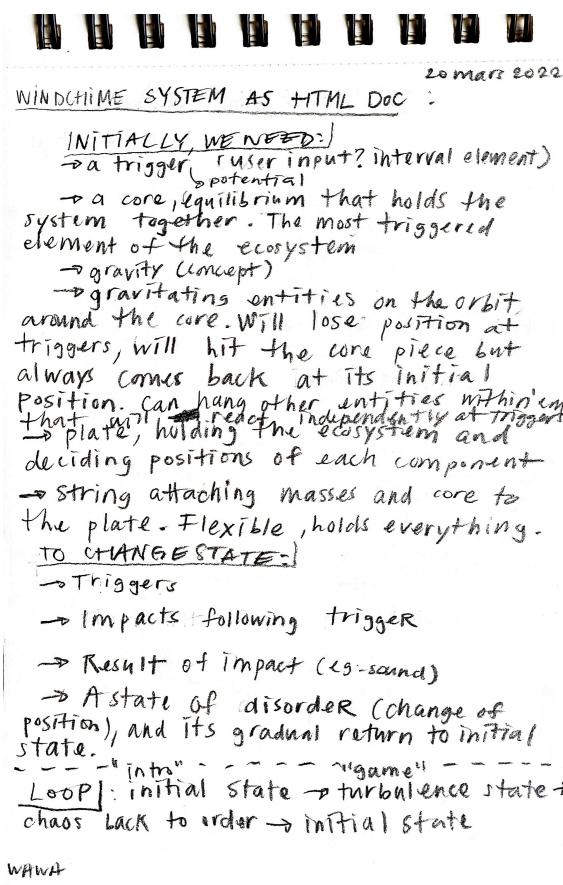


that I have taken for granted is how the production of an HTML file is a simple document. HTML is directly inspired by a physical page, and many files creates a folder, etc. From the 90's linear text files until today's dynamic ones with 3D rendered objects and video backgrounds and widgets, we are talking about a document.



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Wind chimes. I have always been fascinated by wind chimes because their only purpose is to seek back to initial position after nature disturbance. While they can be therapeutic objects for us, they are resilient objects for themselves. Their beauty, sounds and movement in a physical context, emerges from the chaos of external disturbance. On an other hand, as a language-oriented and Chinese artist, my relationship with



ancestors is important. I have always been fascinated by our traditions of burning incense, turning solid into gas forms to them. I guess wind chime can be backwardly interpreted, from them to us through wind.

A Wind chime program is a system of resilience : a program that surrenders to external disturbance and that aims to find back initial state after turbulence.

2 states :

- An initial state (intro and end), the unbothered instrument with only gravity applied on.
- A state of turbulence and its transition from chaos to order (game state). When it reached back initial state, we have a full loop.

Components

Tangible :

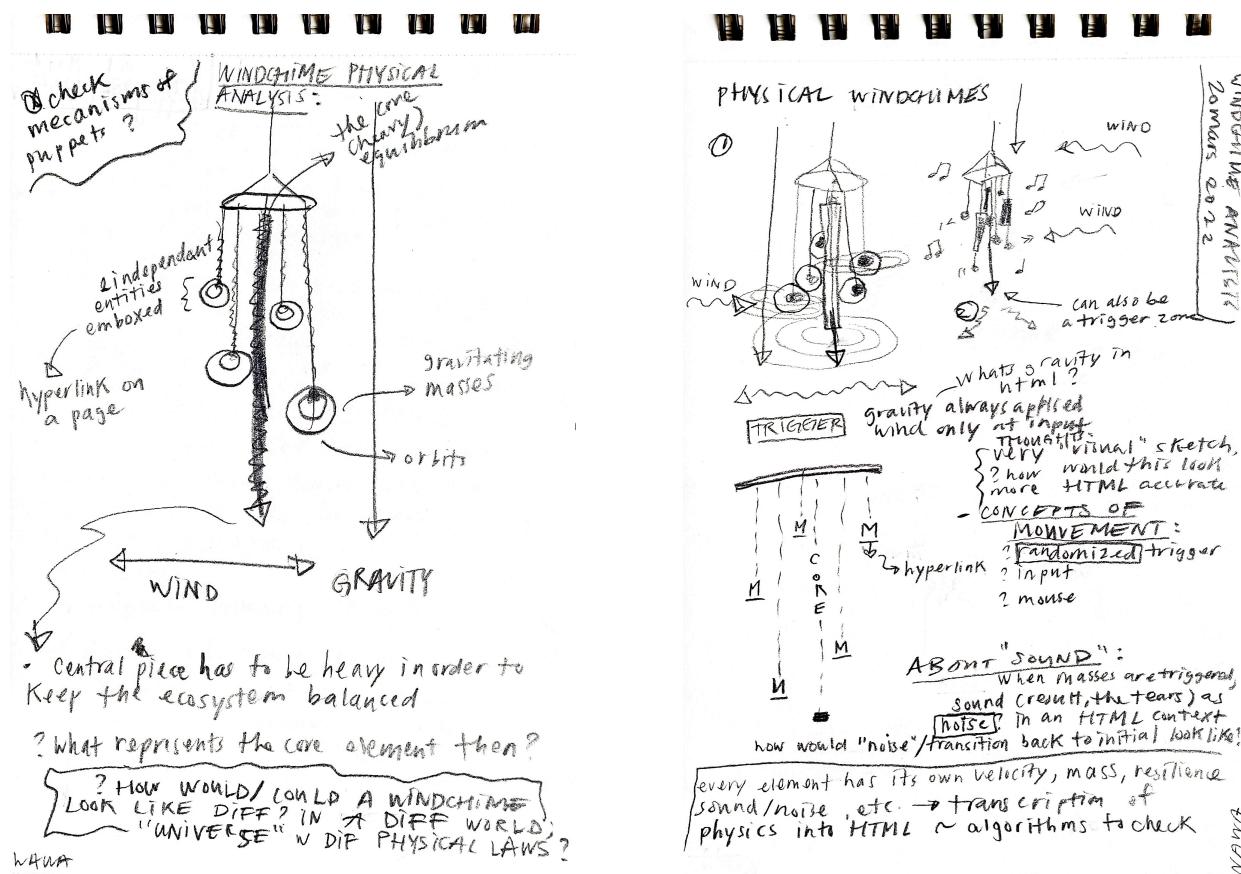
- A core. On a physical wind chime, it is the central heavier part that provides equilibrium to the whole instrument.
- Chimes, or masses gravitating around the core. They are meant to loose initial position to create collisions with one another. Their sacred calling is to find back initial position. There can be chimes ramifications from a chime. They become independent entities with their own impacts when a turbulence occurs.
- Strings, attaching the masses and the core to the plate. They are flexible, which allows the masses to hit with one another. If they were stiff, none of this would happen.
- A plate that organizes the whole system and potential strong chaos, without which the instrument would be tangled strings and masses.

Intangible :

- A trigger : a user input? An interval element? Any impact that will disturb the initial state. Replaces the wind or the human movement.

- The impact : the result of the disturbance. It can be compared to the « tears » to an event; on a physical wind chime, it is sound. As there are many independent elements on a wind chime, I will need decorticate well their own independence and causality. This could be one of those « simple but horribly complex » ideas I often have.
- An environment under which the (not really)wind chime surrenders to.
- An ecosystem in which every component functions.

Since this is a conceptual project, I don't have a clear idea of the final form. I also don't master super well physics theory since I almost failed this class in high school. Lots of



maths. I think this program is an other one of those programs that seems super simple in concept but that will be complex in execution. There will also be a lot of « action reaction » in elements, so I will need to have any clear understanding of the linearity of the elements.