

## Progress Document

Upon hearing the brief of the project, my mind was instantly drawn to the satisfying gifs of food being manipulated (cut, diced, etc). This would lead me into researching various ways to express this. Considering the 1 second limitation of the gif, I knew that altering the same object or material multiple times would be difficult without the correct perspective. Following further research into looping gifs, a top down view of sushi making was decided. This would mitigate the problems of timing and appropriate change.

As I explored this idea, I found that having the eventual construction of the food was more satisfying to work with than the multitude of elements. Concluding that the best course of action was to rethink my approach, I did away with the food aspect of the design and started on the approach as seen now.

The conveyor and construction idea generated by the initial concept became integral. However I was not sure how to occupy the remaining screen, thus presenting its first challenge. Later, this would generate the layers of background conveyors. Had I considered my options more and had a bit more practice with arrays and noise, I may have had the conveyors less linear and made use of the noise function to randomly generate angles and locations of the conveyors to fill the background less coherently, creating a greater visual. That said, sticking with the less confusing movement appeals to the brief more as it is less invasive on the eyes.

Developing the fundamental movement was the core of this brief, using arrays and for loops were within my reach but certainly something I hadn't practised. As a result, I was quite proud of how this turned out. For as messy and dissected the for loops are to create the visuals they work beyond what I had expected and allowed me to focus more on the detailing of the rest.

Using conveyors and this 'factory floor'-esque aesthetic had led me to base the remaining design on consumerism and machine precision. With this I chose to exhibit a postal system as its nature is heavily intertwined with the aforementioned aspects.

Process aside, the project overall went well. I was able to practise and use parts of code that I was unfamiliar with, as well as create something that was inline with the brief. If I had done this project again, I would like to have experimented with easing more to make my gif even better refined and potentially change the theme to something a bit more engaging. I found it a challenge deciding a theme and will take into account further research and search for more inspiration before committing to a topic in future.