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Computational Arts

Final Project

To begin, the sketch the setup function has the size of the canvas to the required size of 1280, 720. I introduced an image, I created in photoshop (I added a screenshot for it.) To make the butterfly move, I used the old Disney animation style of one image after another. For this project I used 68 shots (also added a screenshot of the file with all the screenshots).

The last image contains the 'press enter' to let users know what to do next to continue. In the following phase I created 3 shields of spheres that rotate. I played with this for a long time, varying the sizes, the speed, the direction, etc. At the end I chose a slow tempo and them rotating in the same direction because it was the most pleasant and it didn't make me dizzy like other options.

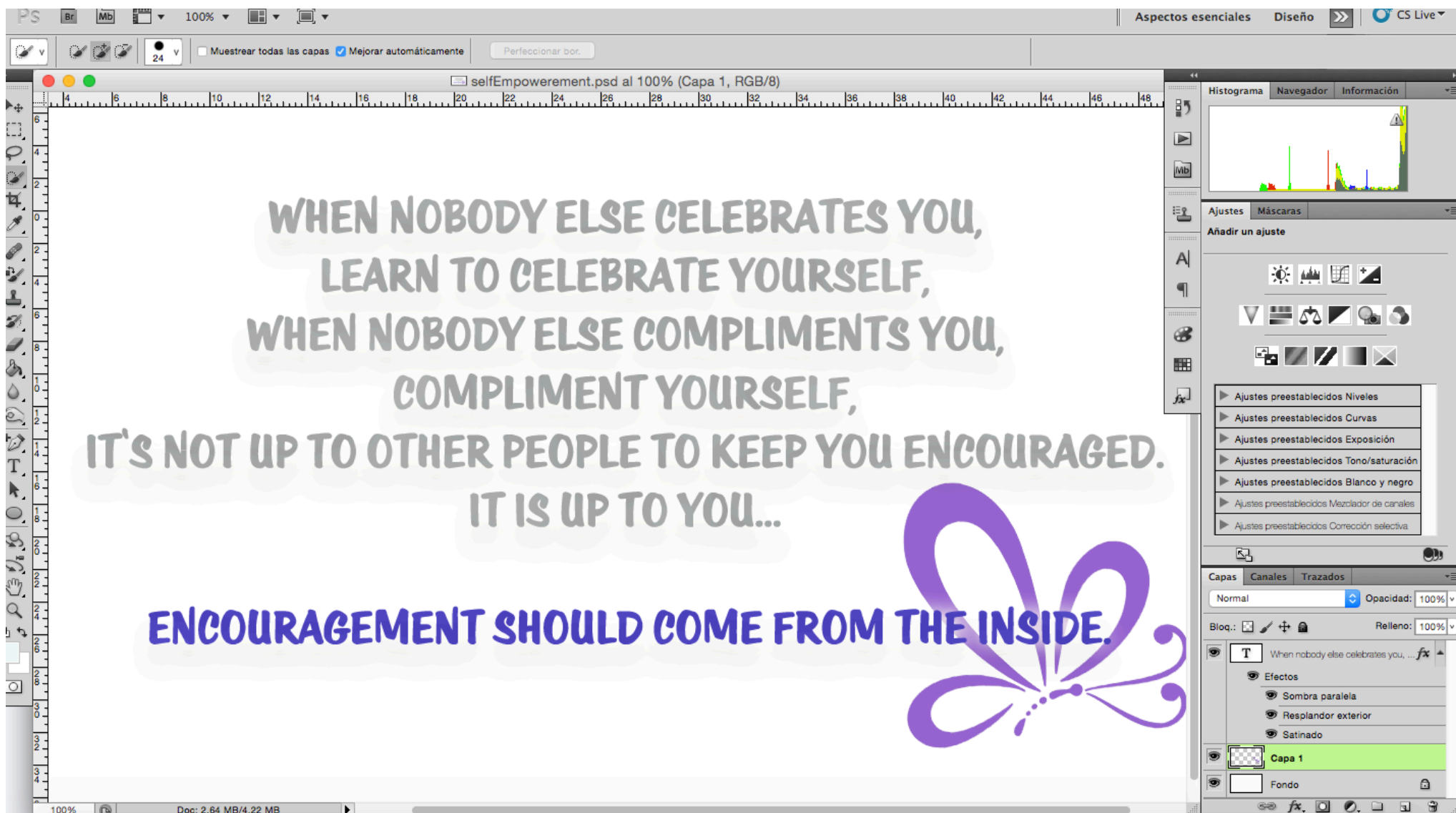
For key input, I am using 'm' for activating music. The music piece is a variation of one of the assignments I created in Logic. 'q' for quieting the sound. Also, 'enter' or 'return' depending on your system to go back and forth from image to rotating spheres. Also by pressing the 'back' key it will set the sphere back to their original white color. I also added 'p' save image so I could take some screenshot on the sketch running.

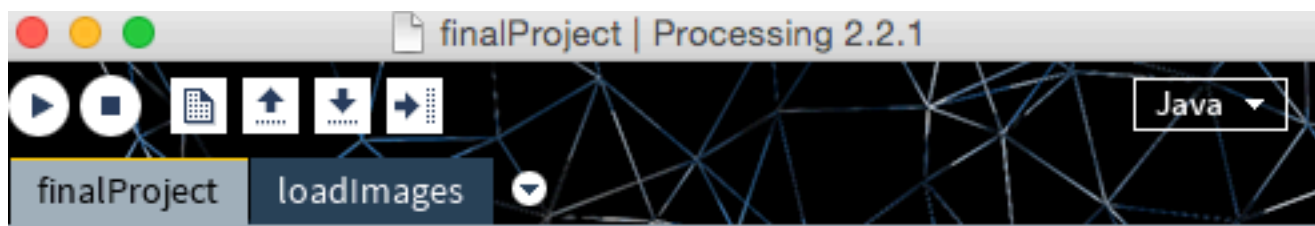
For mouse input in the sphere section, mouse pressed will change the color of the spheres and if you drag the mouse it will change the color of the background.

On relation to the sketch I iterated on the code a few times, I included an example in the last two screenshots. For the butterfly images I used an array of images and loaded them using a for loop.

I imported minim for the sound. I had to teak with .setGain because the sound was coming very loud. Regardless on the volume it was recorded at. The volume sounds at a good medium at least in my computer now. The entry sound however is only played at the begging of the sketch, so it will not replay if you visit the butterfly again.

In the draw function I have a conditional. Where it will show the butterfly image unless you press Enter. And while drawing the image it is iterating on the array of butterfly images, once it reaches the end of the array it just stays or to be more accurate keep looping on the last image. If you press Enter the it draw the spheres, and viceversa. For rotating the spheres I am using rotate() and pushing the matrix with a time frame to get the illusion that you see.





```
//Declare a PImage variable & keep track of current image of Array
PImage selfEmpowerment;
PImage[]animButterfly = new PImage[68];
int currentImage = 0;

void setup() {
  minim = new Minim(this);
  ariyahShift = minim.loadFile("ariyahShift.wav");
  ariyahShift.play();
  ariyahShift.setGain(-24);
  anandaSounds = minim.loadSample("anandaSounds.wav");

  size(1280, 720);
  rectMode(CENTER);
  colorMode(HSB, 360, 100, 100, 100);
  selfEmpowerment = loadImage("selfEmpowerment.png");

  for ( int i = 0; i< animButterfly.length; i++ ) {
    animButterfly[i] = loadImage("Butterfly_data/b"+ i + ".png" );
  }
  noFill();
```

```
sample triggered
sample triggered
```



