

Journal #2

Concept

The initial concept of this project was the traditional Mongolian water pattern, a rather simple design featuring three arcs of increasing radius stacked atop each other. These arcs are positioned to allow viewers to interact with their position and create their own versions of the pattern. My intention was to create the illusion of a fish tail emerging from the water. By moving the mouse up and down, it would appear as though the waters are moving and creating a wave-like effect.

Generative rules

The rules are as follows:

- The background is a bright pink color.
- The unit is 3 circles with an arc missing in the same direction
- The units are placed in a grid order on the canvas.
- The circles all have different complementing blue color
- As the mouse moves through the X direction the circles will get bigger in size reaching max size of 90
- As the mouse moves through the Y direction the circles will get farther from each other

Code

```
float radius;
```

```
void setup(){  
  size(900, 900);
```

```
  fill(0);  
  stroke(255);  
}
```

```
void draw(){  
  background(255, 102, 179);  
  radius = (mouseX * 90 / 900) * 2;  
  for (int x = width; x >= 0; x-=90){  
    for (int y = height; y >= 0; y-=90){  
      fill(187, 230, 228);  
      arc(x, y-mouseY*10/900, radius, radius, HALF_PI + PI, 3*PI);  
      fill(66, 191, 221);  
      arc(x - 15, y-mouseY*50/900, radius, radius, HALF_PI + PI, 3*PI);  
      fill(8, 75, 131);
```

```
    arc(x-30, y-mouseY*100/900, radius, radius, HALF_PI + PI, 3*PI);  
  }  
}  
}
```

Final Product

