

Exercise 7 - Project 3 Prototype 1

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This project will be a software that creates generative and interactive art. Indeed, depending on mouseX and mouseY and if some keys are pressed, the visual and audio effects will change.

These effects will be made by changing different variables that define visual aspects of a basic shape.

These variables can be: stroke color, fill color, size, shape (square, star, circle...), image, speed to which it is displayed, etc.

The basic shape will then be displayed in a spiral, leaving trace of its older forms behind it. See below for basic example:



The spiral will start in the middle of the canvas and it will get bigger and bigger as it is formed with the shapes. Once it is big enough, the shape position will begin to get closer and closer to the middle of the canvas and so on until the user decides to stop it.

To stop the spiral from being formed, the user have to click. She/he will be invited to do so when she/he likes the design. This will be an opportunity for the user to take a screenshot of her/his creation. When the mouse is pressed another time, a new spiral will be created.

I plan to use one SpiralMovement class to place the shapes in spiral, and a Shape class to display the shapes. This Shape class will have child classes for each shapes I want to integrate (ex: circle, square, star...).

I am not sure yet how I will use arrays. I need to explore ways to add multiple shapes that keeps the creation aesthetically interesting.

Here are some inspiration pictures:

