

Art 101 Lab 1: Getting Started

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Joey's Introduction

 **Joey Longo** Yesterday at 3:04 PM

Hi I'm Joey. I'm a 3rd year AGPM major. I play a variety of games but right now I'm playing through Pokemon X because I hadn't played it since it came out. I took CSE 20 and 30 in my first year and I feel like I remember enough about them for the knowledge to transfer over. I'd still consider myself a beginner programmer though because I did not understand some of the stuff in CSE 30 for the life of me



Chase's Introduction

 **C. Croy-Perrett** Today at 4:37 PM

Hello! I am happy to meet everyone! For now I am Chase Croy-Perrett, a third year computer science major! Although I have done a number of programming projects in the past, I think this class will be a great opportunity to brush up on my digital art skills and use to learn JavaScript! I like coding games & drawing comics, and I'm looking forewords to what's to come!

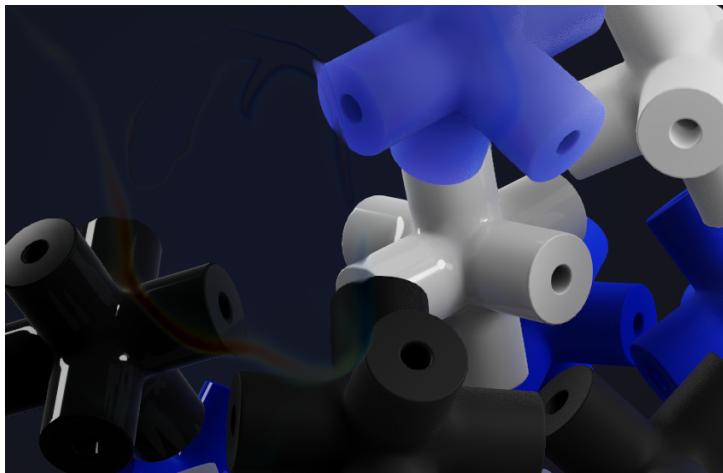


Our Efforts

The list of examples on this lab's assignment page was an excellent place to start, and we were immediately enthralled with what some of them had to offer. There were stunning visuals and interactive elements in all the examples given. Although these sites were an excellent example of what could be achieved with a web page, we felt that simply choosing an arrangement of these would be just picking the "low hanging fruit", so to speak. Thus, we chose to include a website that entertained and enthralled us both from past personal experiences, which we explore in detail at the end of this document. For our research, we went through these websites, some of their experiences several times over to see all they had to offer, and how they reacted to different patterns of interaction. Although we did not have the time to explore every facet of some of these websites, we have still managed to draw a comprehensive picture of them and their abilities, with theorizations on how they managed to achieve such.

1: Lusion - Lusion - Realize Your Creative Ideas

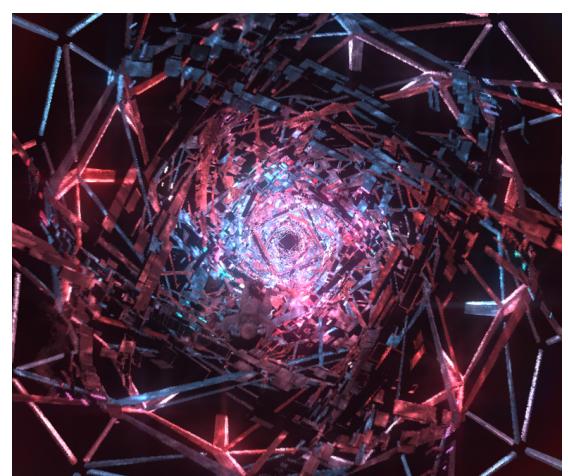
Lusion is a creative production studio that specializes in 3D animation. This website specializes in advanced animation, ones which we would like to learn to replicate. The website begins with a simulation of 3D Jacks that are able to react and collide with each other and the user's mouse. As



The interactive jack animation. The shading gives an impression of a 3D space.

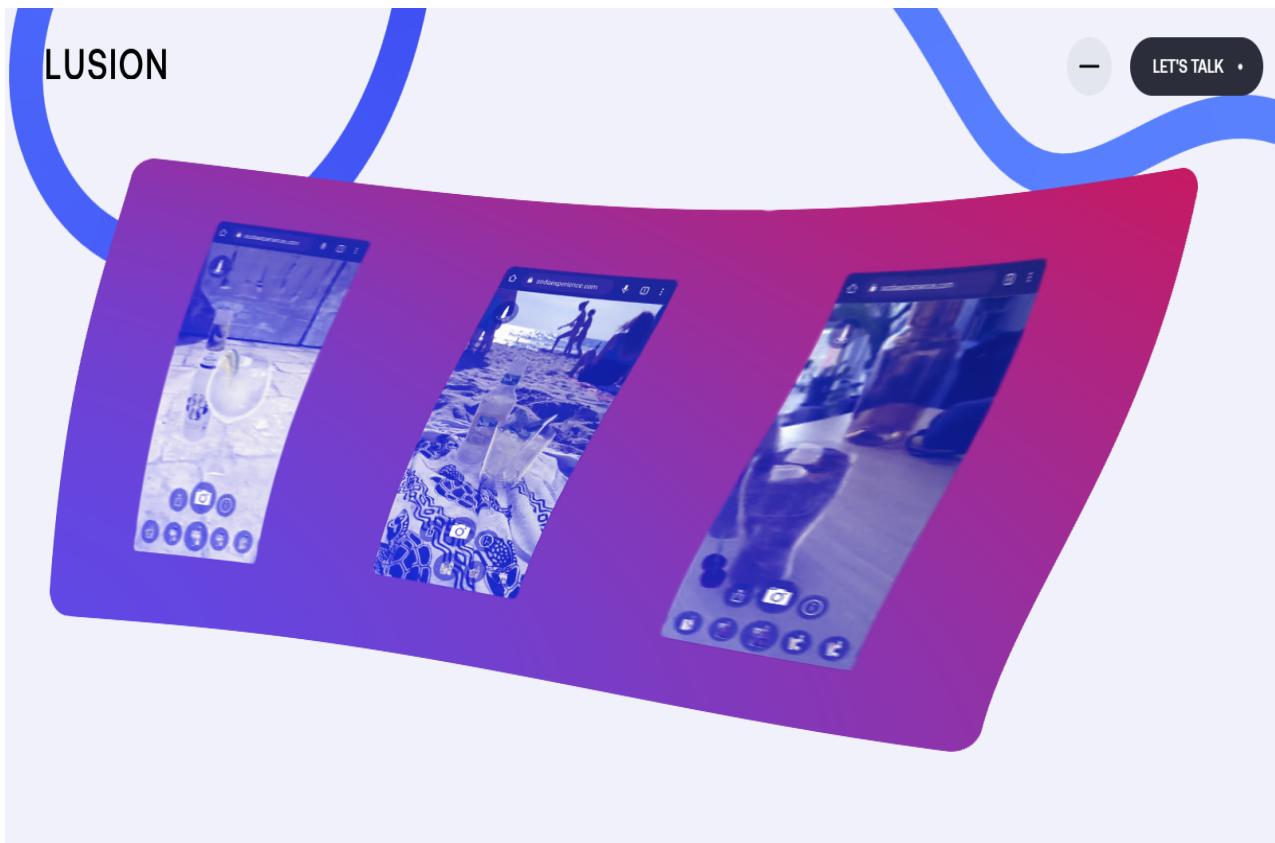
the user continues to scroll, videos and articles warp into a variety of angles and shapes, before presenting themselves in a stable format. The most impressive animation piece is saved for the end, as the screen zooms in on the image of a falling astronaut, the user is taken through a world of mesmerizing shaped and colors (which can be slowed and viewed at different angles at the user's input), before settling on a simple newsletter advertisement. Assaulting the user with an alluring and disorienting barrage of sounds and colors, these animations are presumably very effective in getting the user to subscribe, perhaps wishing for more complex creations. As up and coming website designers, it would do us well to investigate how this may have been created. The first animation is likely a

the user continues to scroll, videos and articles warp into a variety of angles and shapes, before presenting themselves in a stable format. The most impressive animation piece is saved for the end, as the screen zooms in on the image of a falling astronaut,



The aforementioned astronaut animation. Note the psychedelic arrangement of colors and shapes.

3D simulation that is designed to be dynamically affected by the cursor, keeping track of the mouse's position relative to the jacks, combined with a constant script informing each jack to push themselves downwards, away from each other and away from the mouse all at once. In comparison, while the jacks movement is calculated in real time, we hypothesize that the astronaut animation is pre rendered. Although the user can speed up or slow down the animation, and even view the scene from slightly different angles, they are not able to truly interact with or affect the scene (other than through a distortion effect, which can be masked over the animation). This leads us to believe that there is a function tied to the mouse wheel that will affect the speed and direction the video plays.



Typically, content on other sites are presented as links, or static rectangular images at most. Here however, the shapes twist and morph before becoming gateways to content elsewhere on the website.

2: The Sea We Breathe - [Home - The Sea We Breathe](#)



The gateway allowing the user to choose from the website's different adventures.



Beginning an adventure, the user is taken into a populated underwater forest.

The Sea We Breathe is an interactive educational experience created by the Blue Marine foundation, a conservation organization, for the purpose of immersing the visitor into the now endangered ocean. In this adventure, a calming narrator guides the user through an ocean as they are informed on the life of the ocean, and what threatens it. This site hosts three separate adventures, each with their own three dimensional space that the player is guided through. These displays are not static, not only do they come with built in animations (crashing waves, swimming fish), but they are reactive to the user's actions as well! (Such as the fish that shy away from the player's mouse). That, combined with the appearance of two-dimensional text and audio narration to engage the user into their lessons, creating a fully realized immersive experience all within the bounds of a single website. At the end of the adventure, being engrossed by the site's visuals and calming atmosphere, the user has become invested in the preservation in the world's oceans, no preaching to the user required. Among this site's features, We are most interested in learning not only how three dimensional spaces are displayed, but how these disparate assets may be combined to create such an experience. Perhaps the three

dimensional space isn't being generated in the user's computer at all, but the server?

Communicating a three dimensional model, especially one with dynamic animations, would take a great deal of data to send from point A to B, and far more processing power than a computer would normally have to spend on a single website. But if the server is the one rendering the three-dimensional space, and only the view from a two-dimensional viewport is being communicated, it would significantly decrease the need for the user's power and internet speed to keep the website coherent. Thus, instead of a great burst of communication to render the website (as most single pages require), this interface would require a constant connection, with the mouse's position and the animation's reactions always being communicated between the two. This would put a firm limit on the number of visitors the website would receive however, with the server needing to generate a separate three dimensional instance of the space with every user. For the interactivity, this can be achieved by a simple function keeping track of how far the player has scrolled, with different animations and audio prompts set to trigger at different points.



The opening scene of *The Sea We Breathe*. Calming narration and the crashing of waves slowly immerse the user into the serenity and innate beauty of the sea, before submerging to talk of what endangers it.

3: Human or Not - <https://www.humanornot.ai/>

The website *Human or Not* was the grounds for a social experiment, one which achieved a modern rendition of the Turing test on a world-wide scale. On start up, the user will be connected



Artwork commemorating the site.

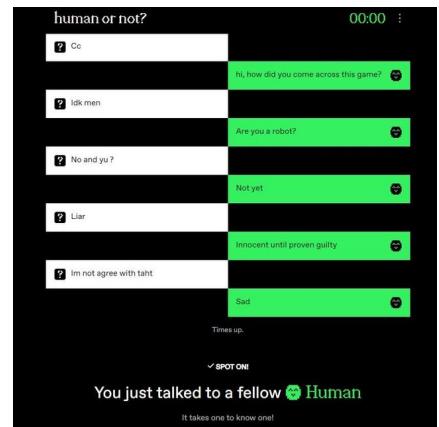
with a random other individual, in which they will have exactly one minute to converse, on any topic they so wish.

After that period of time ends, the user will be inquired; whether they think the one they just talked to was another

human being, or an AI Chatbot. By allowing the user to speak both to a response AI and real people, the creators of this website made an activity that users could repeat time and time again.

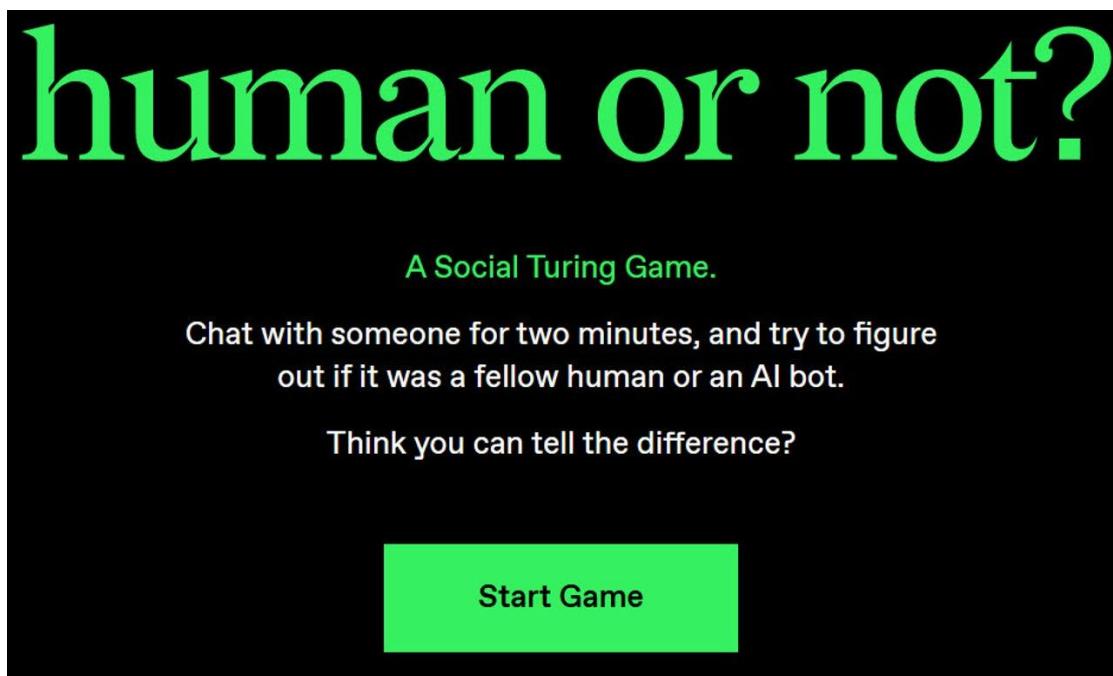
Even if the players eventually caught on to some tells on how to differentiate the two, (such as the AI's avoidance to get into non-safe-for-work topics), the worldwide experience of trying to prove another's humanity, and trying to justify one's own, is a feat that could only be achieved in this day and age. Human or

Not was both an intriguing study into humanity's ability to differentiate man from machine, and educational tool to teach the masses how close (and how far) AI is from mimicking the variability of a person, and an enjoyable afternoon activity all in one. We are drawn to learning how to replicate this communication feature, allowing one user to interact with another from across the world in real time. Although sadly the experiment is now over, in its heyday it still received tens of thousands



An example of a conversation that one may partake in, to determine if one is human.

of visitors daily worldwide, all collaborating for the same study. This website stands as a powerful example of how just how websites can be a substantial tool for research and development. Today, on the site's home page, one can find the collection of research this experiment facilitated, the "art" being the collections of interactions this site facilitated. As for how this feature is created, perhaps the site first used a randomization feature to determine if the user would be talking with a real person, or an AI. In the latter case, the messages are sent wirelessly to the server, where it remains. A response is then generated by in-house algorithms and sent back after a short waiting period (to simulate the typing time of a person). In the former case however, the message does not just remain in the site's servers, but is instead relayed to the chosen partner's device. Although it still takes some real-time for the message to go from point A to B, modern wireless technology has reduced that to a matter of seconds, getting close to simulating real-time communication.



The front page of the site, egging the user on to begin the challenge.

Self Evaluation Rubric

Self Evaluation Rubric						
Did you complete the assignment and did you complete it on time?	Submitted on time	Up to 1 day late	Up to 2 days late	Up to 3 days late	Up to 4 days late	Do you need to clarify?
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	No. This assignment was completed before the mandatory due date.
Did you collaborate with a partner?	Worked with partner		Worked alone		Do you need to clarify?	
	<input checked="" type="checkbox"/>		<input type="checkbox"/>		No. During the classes section, we were able to form a group and effectively communicate to complete our goals.	
Did you put in earnest effort and provide an articulate summary of your experience?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this?
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Our in depth analysis and theorization on the inner workings of these sites , which is reflected by the content and thought contained within the above paragraphs.
Was the assignment complete, with minimal errors, correct output, and good style?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this?
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The professional manner in which the grammar, tone and layout of this document is constructed.
How much EXTRA effort did you put into the assignment?	A lot of extra effort		Some extra effort		Not this time	What supports this?
	<input type="checkbox"/>		<input checked="" type="checkbox"/>		<input type="checkbox"/>	While we did spend more time than necessary engaging with these sites (out of genuine interest), we did not have the time to interact with every possible facet of these sites' intractability.

While the majority of websites may just be a simple collection of images, text and links, this assignment has opened our eyes into the true possibilities of what can be created within a single website page. Our passion for learning the construction of digital creations has been renewed, for which to contain our creative endeavors.