Assignment 2 Conceptualization and Process

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Conceptualization

Our focus when coming up with an idea for the project was utilizing typography in some fashion. We drifted from ideas between word games, to letter manipulation, to eventually word generation. We had different visions, but we compromised to create a "poetry generator", where the user would input a string of any kind, and it would be pasted onto the canvas and float around, no longer within the user's control. The more words the user added, the faster the words flew around the canvas, eventually becoming a big jumbled mess, no longer interpretable.

Process

Lucas was responsible for designing the webpage in a way that portrayed this idea of human and machine co-existence. He placed the input box and navigation bar at the bottom part of the page, giving room to the canvas.

Yasmine was responsible for programming the key features of the site, such as the string being moved from the input box to the canvas. She also animated the words and made sure they stayed relatively within the limits of the canvas.

We wanted to explore different ways of presenting and interacting with the words. For example, allowing the user to click and drag the words to move them in a specific order, hence emphasizing the notion of "poetry". However, we drifted away from this original concept, instead focusing on the user interacting with the program. We also thought of somehow "glitching" the words, where random letters in the word were replaced with foreign characters, perhaps disconcerting the user. This would remind them that the words were no longer within their control. We leaned more in the "glitch" direction, using a Terminal green style to make the page look like the window of a terminal. This emulates the user's direct communication with the computer, creating a space with both the human and the machine.

With more time, we would be able to properly explore all these possible routes. In the end, we have a good, versatile foundation to start with, which would allow us to go in any direction feature-wise.

Visual Storyboard and Original Brainstorms

ASSIGNMENT 2 BRAINSTORM

POSSIBLE PREMISE: user asks random question (existential or otherwise) and receives answers based on keywords in sentence
-> focus on aesthetic
-> kinda like an advice giver

Would use JSON object searching, where a specific sentence is associated with a combination of keywords

SIMPLE DESIGN:

aesthetic elements in bg

Ask a question...
Tell me

# of interaction elements

-> Camera interaction
 -> js plugin
-> interaction w/ canvas objects
-> balls of light / gas

Love
help
Candid   Element
         destroy
Worth
WORDS!

-> exclude nav bar?

1.
2
3.
4
5.

-> Poetry generator

WOW

1. -> string -> canvas object
2. -> floating canvas object
3. -> drag objects anywhere
      (add Event Listener -> drag influences
4. -> trajectory)
      (screenshot option)
5. -> (font option)

Elements:
- 1 page   -> set dimensions -> responsive
- 1 text box to type in -> no scrolling
- limitation on spaces -> can only write 1 word at a time -> nav bar footer
- control over font and size(?)

var text = input.

Turning <string> into ctx.fillText (<string>, 10, 50)

let inputWord = document.input