

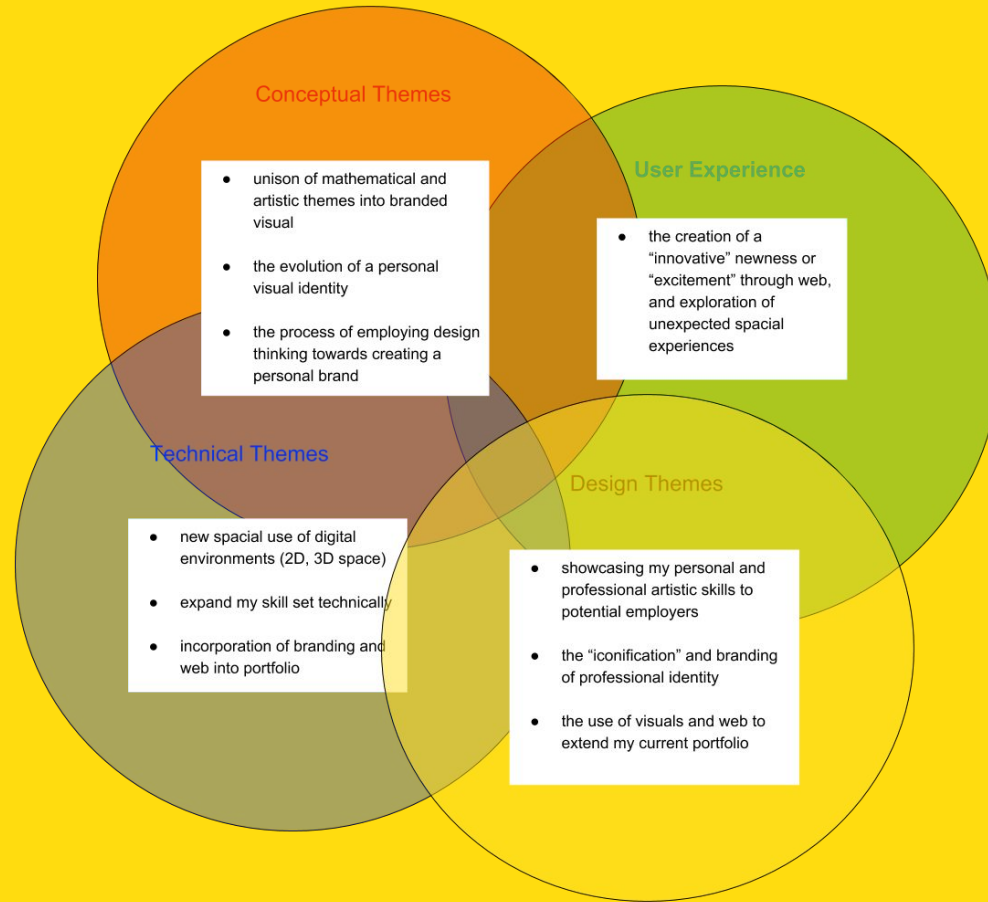
# Prototype Cart 353

Celeste Pimm

# Research Question

“How do I use 3-dimensional digital environments and interactive 2 and 3-dimensional forms in web to iconify my personal and professional brand, which centralizes the intersection of contemporary art and scientific tools and methods. How can I create a branded interactive web experience that is exemplary of my existing artistic professional identity and continues within the current narrative of technology and artistic themes as tools for new conceptual possibilities.”

# Research Question Visualization



# Emerging Questions

“How can I expand my technical and conceptual skills to include ideas condensed in visual form (a departure from my current, concept and audio based portfolio)”

“How do i expand my employable technical skills to include web in a way that builds on my current brand of audio-motivated concept based work”

“What does the iconification of my complex personal identity look like”

“How has my aesthetic vision for this project changed through the course of this project as I gain more insight into the technical methods that I will use/ how do they answer my design question”

# Evolution of Aesthetic Inspiration

## Visuals From Past Project and Initial Moodboard

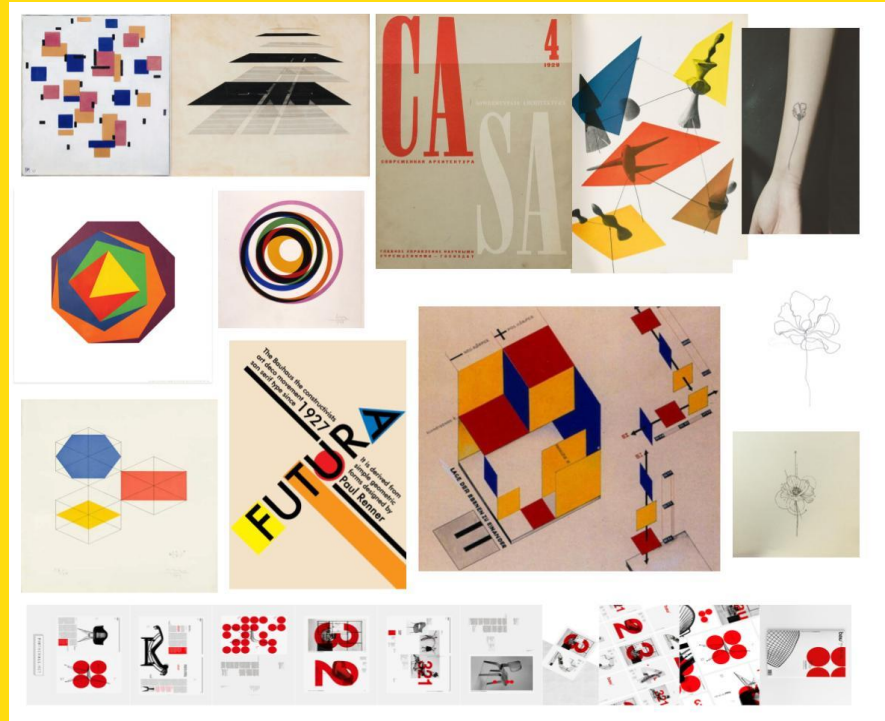
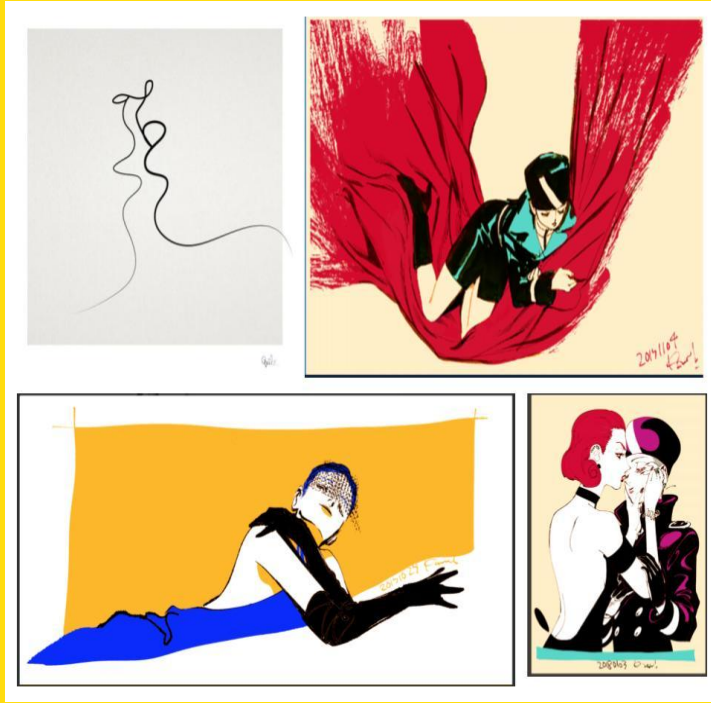


Celeste Crest from previous  
visuals (2017)



Initial Prototype Colour & Design  
MoodBoard

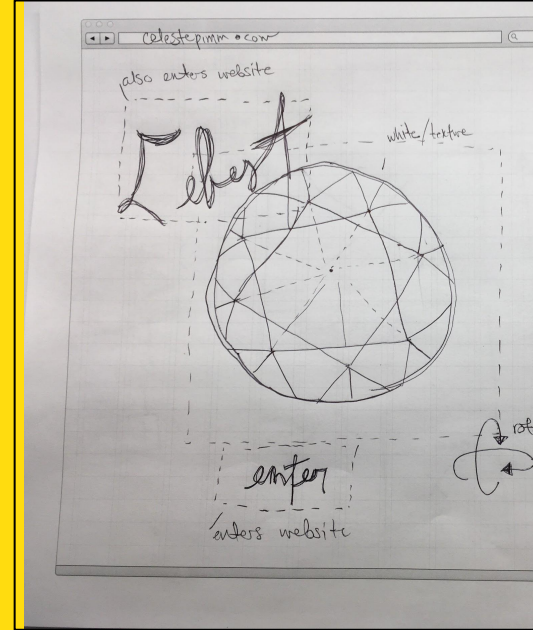
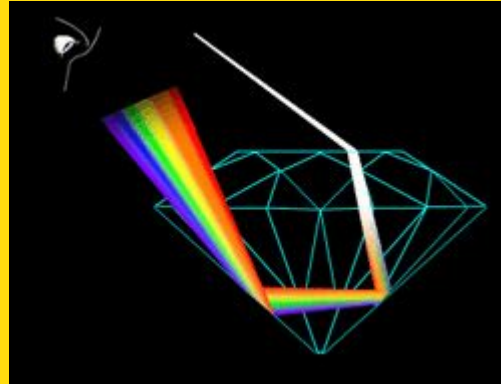
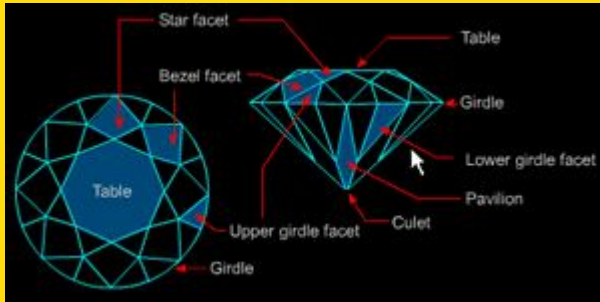
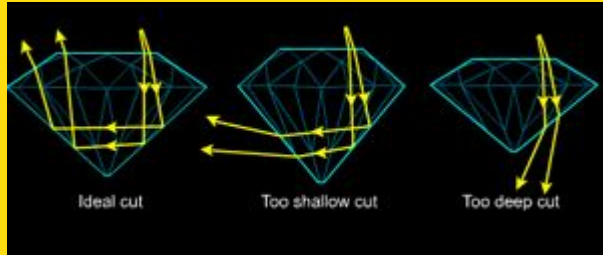
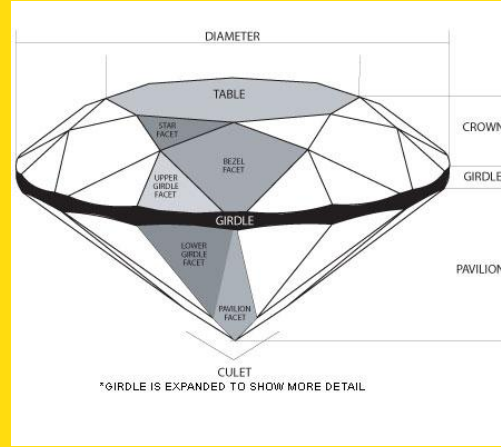
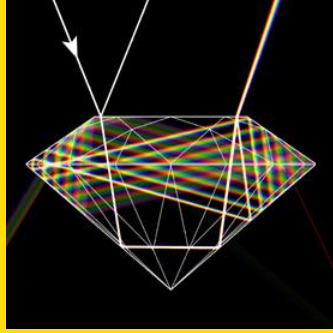
# Second Iteration Aesthetic Inspiration



*Max Bill, Mondrian, Bauhaus Aesthetics, Kandinsky*

**Additional Visual Influences**

# Animation / Physics



Wireframe

# Typography Javascript Libraries

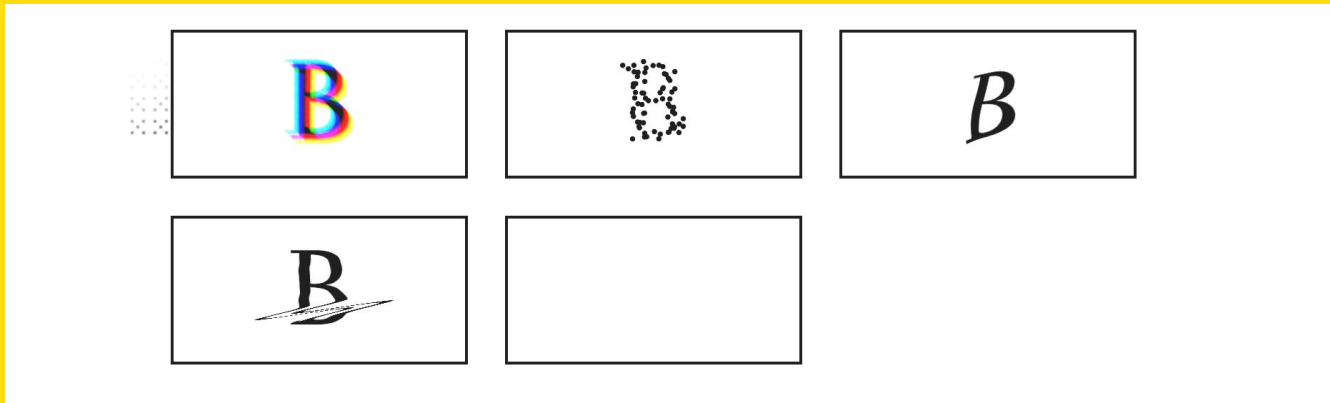
I am interested in using Blotter.js for text on the website.

<https://blotter.js.org/>

A JavaScript API for drawing unconventional text effects on the web

<https://github.com/bradley/Blotter#making-changes-custom-builds>

M





# Technical Strategy and Research Creation

## Stage One

- Initially attempted to use P5.js
- many frustrating issues with working with .obj files
- considered possibility of it being remote server issue, created local server with Node.js
- continuous “404” errors when retrieving .obj files and very little relevant online support, Server/file issues

## Stage Two: Migration to Three.js

- very diverse set of 3D examples and robust 3D capacity
- much more complex

## Incorporation of Javascript Libraries for Text of Website

- Blotter.js incorporation
- Discovered Incompatibility issues with Three.js if script declarations are placed out of order

## Local Server Vs File Server

- continual “404” errors and loading issues with asset files
- discovery of Atom-live-server