

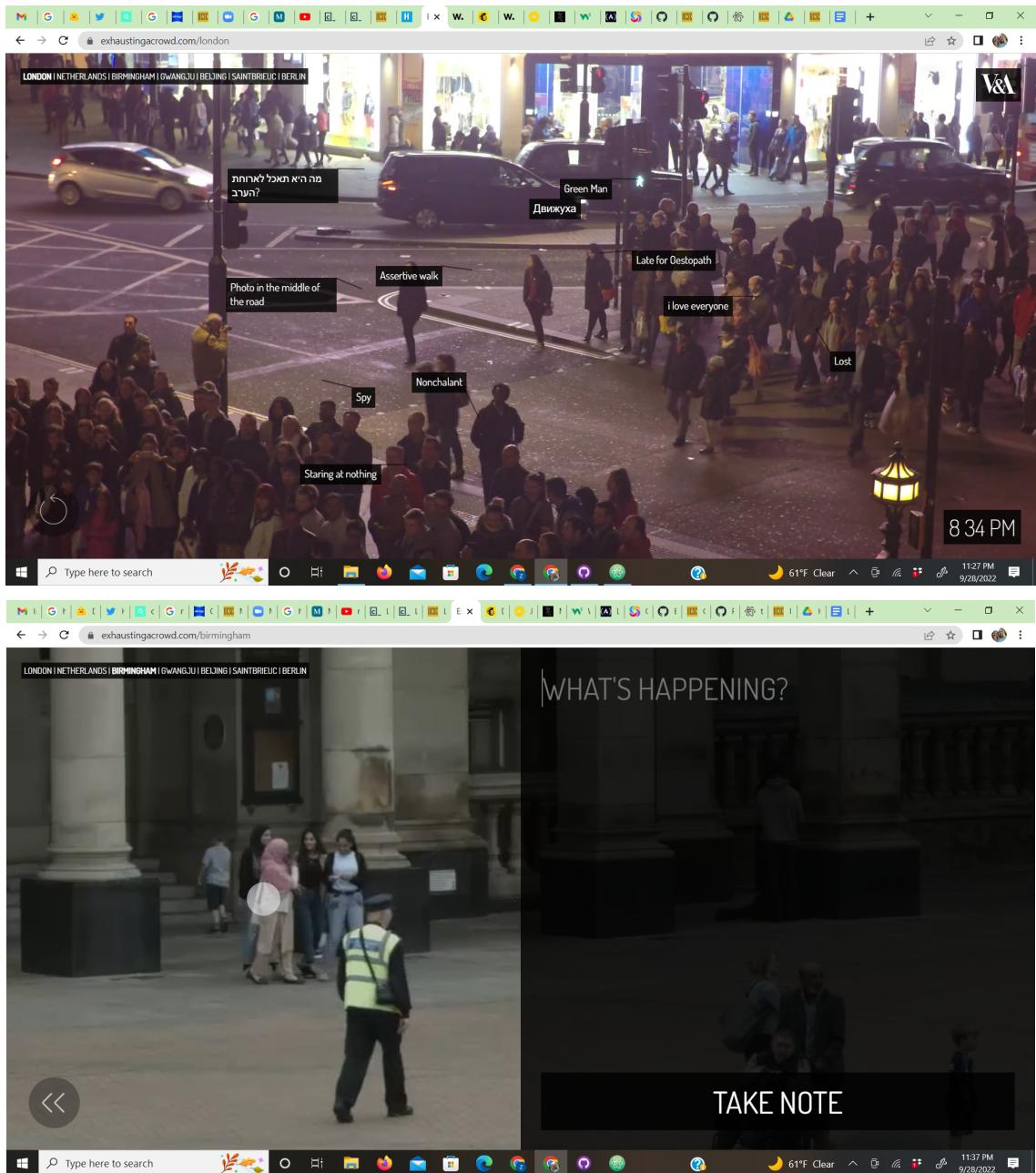
Lab 1

Arantza Vilchis-Zarate, Travis Carlen, Patty Pieper

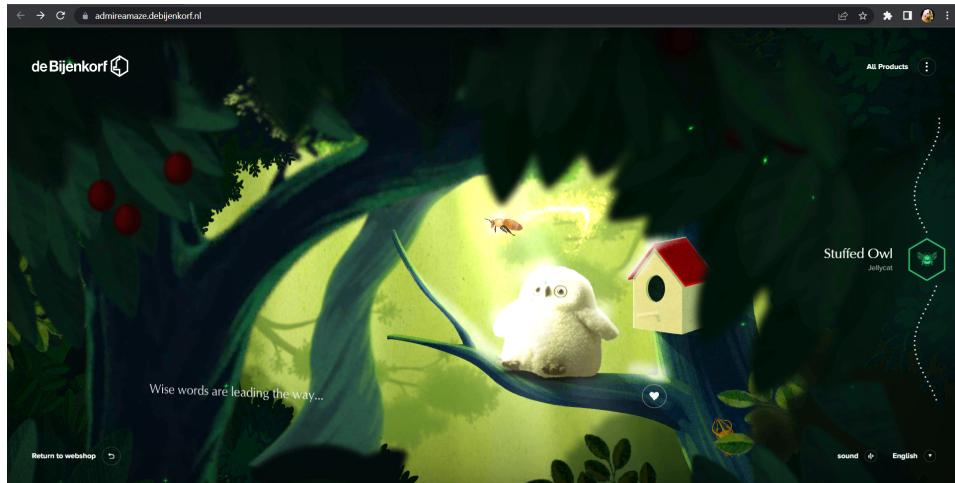
Wes Modes | Art 101

September 29, 2022

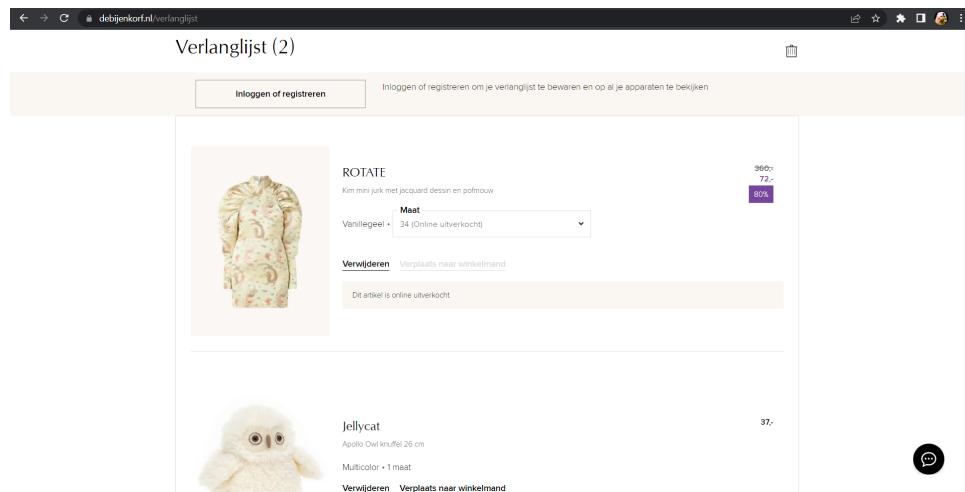
Exhausting a Crowd, by Kyle McDonald



This site seems fairly simple; almost like inserting a textbox in google slides, but over a live stream, among users all over the world. The concept of worldwide commentary on such mundane scenes acts as a way of bringing communities together without the need for tragedy or holiday, just simply for the fun of it. With that being said, this piece is more conceptually complex than configuratively, but I would like to know how to layer these simple features, as I have no idea how to do them individually. I also am curious how McDonald programmed the commentary to track along with the subject (like pinning an emoji on a video instagram story).



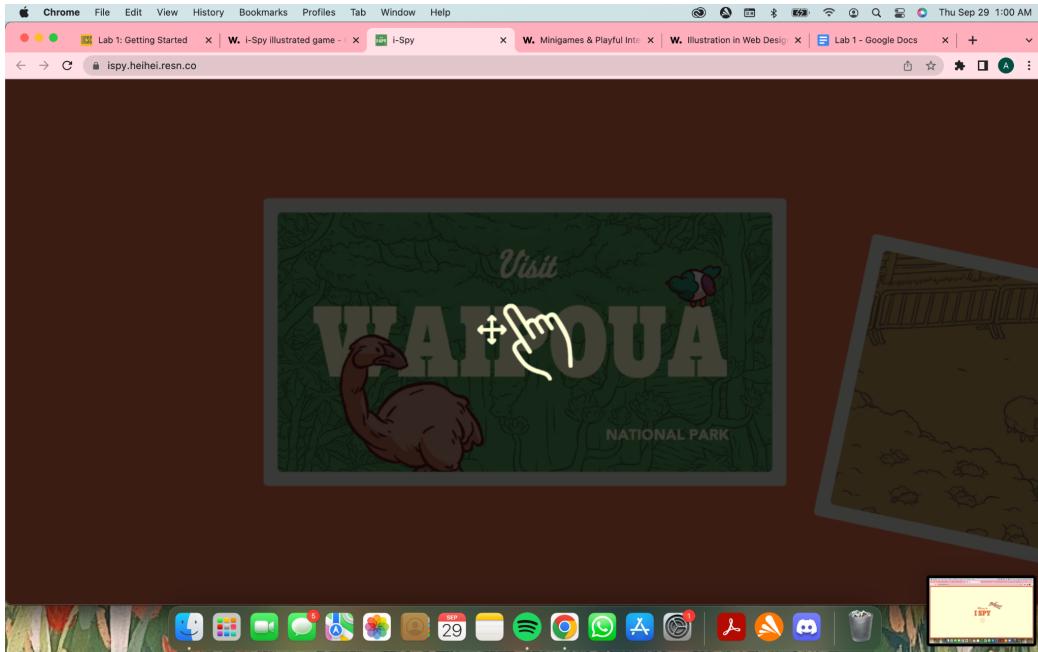
<https://admireamaze.debijenkorf.nl/> - Admire Amaze, item wishlisted via canvas



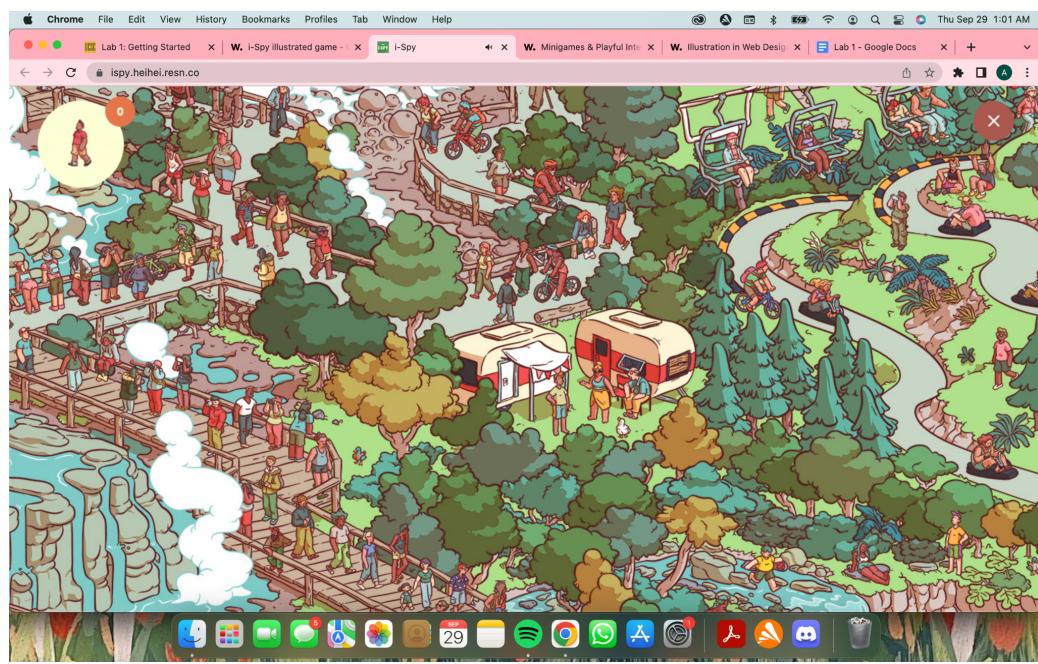
deBijenkorf - Wishlist, data transferred from Admire Amaze

The canvas (and the javascript operating it) element presumably does most of the heavy lifting for this site. It maintains a very strong aesthetic appearance, incorporating a 3d model bee that floats about and reacts to user interaction. Processing is open source and one of the more likely ways this was implemented. The data transfer between Admire Amaze and the wishlist page is most likely done through cookies, though the interfacing between it and the canvas is more unclear.

i-Spy



<https://ispylearn.com> -opening page



-Last map in the game

This site has a pretty straightforward idea where the objective is to simply find the thing that is pictured on the top right corner of the page, this mini-game is very reminiscent of your classic I-spy game or *Where's Waldo* book but with extra timed challenges. Along with the

simplicity of how to play the game, the website itself was also simple and easy to work around without many instructions on what to do and where to click. A feature of the game that I found interesting is being able to move the map around with your mouse in order to spot the object. I am interested in knowing how this feature was done and if I were to guess how it was done I would assume the creator makes the large picture first and then from there programs the mouse to be able to move around the map.

ART101 Lab Rubric (v2.0)						
Completion	4 pts Submitted on time	3 pts Up to 1 day late	2 pts Up to 2 days late	1 pts Up to 3 days late	0 pts 4 or more days late	4/4
Collaboration	1 pts Worked with partner (or has exception)			0 pts No evidence		1/1
Effort	2 pts Excellent	1.5 pts Good	1 pts Satisfactory	0.5 pts Needs improvement	0 pts No Evidence	1.5/2
Results	2 pts Excellent	1.5 pts Good	1 pts Satisfactory	0.5 pts Needs improvement	0 pts No Evidence	1.5/2
Excellence	1 pts Excellent		.5 pts Good	0 pts Average		.5/1