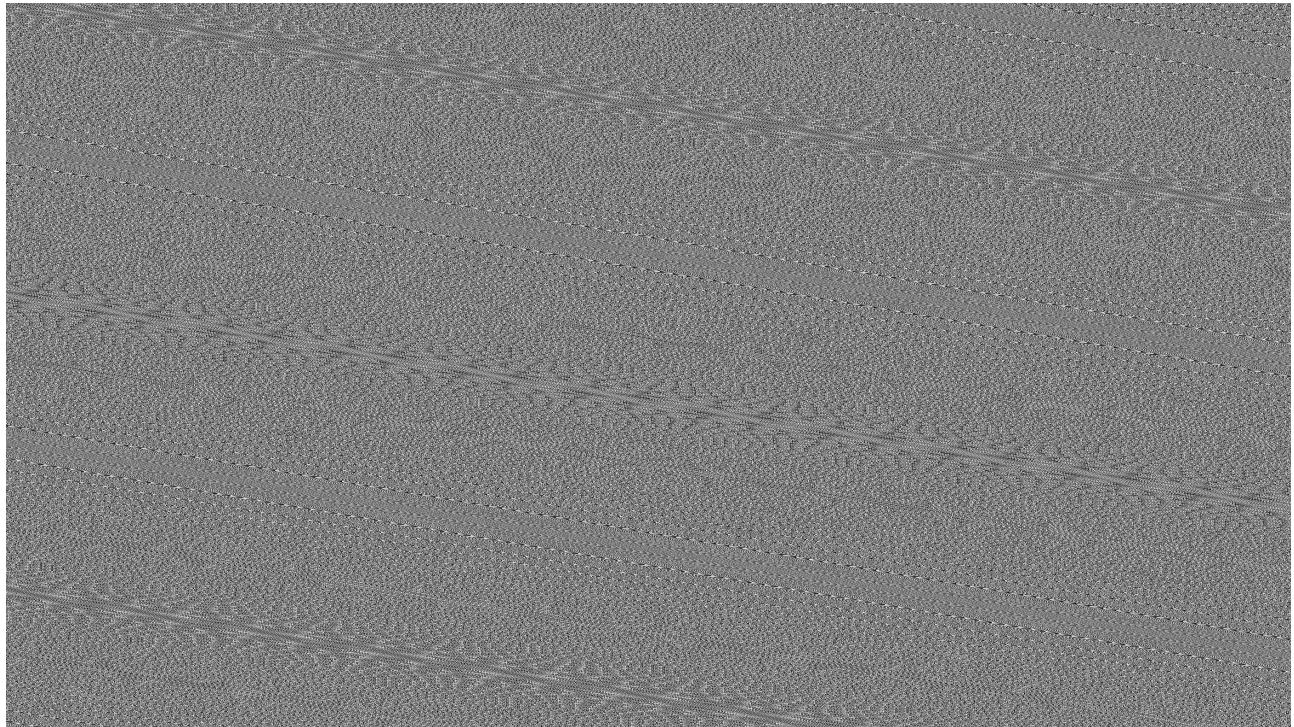
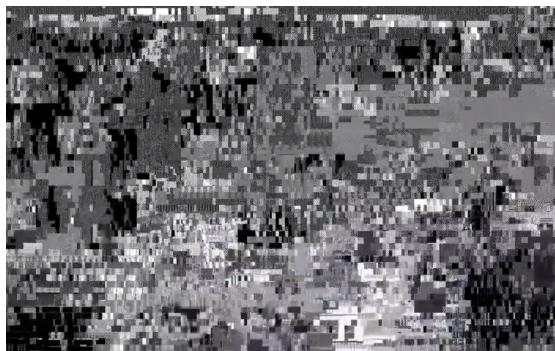
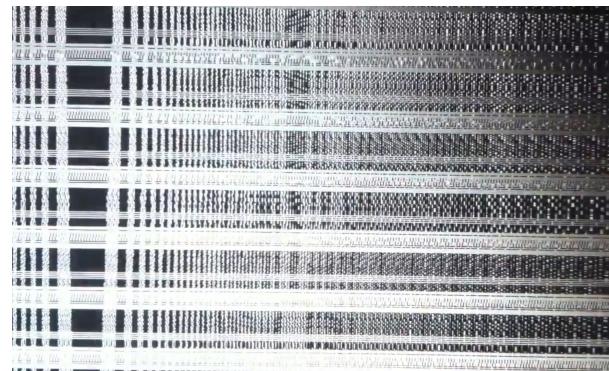


Danli Hu
Openframeworks Midterm Concept



I want to make a glitch project with openframeworks. Inspired by Bryan Ma (whoisbma.github.io/rnd10). I imagine my project should be an ongoing generative pattern, demonstrating the concept of chaos, randomness and time. Since I am studying the same topic for my thesis, so I think it would be a super helpful experiment. I am not sure how can I implement the concept with openframeworks. I guess it should relate to data and pixels manipulation. I will do more research about it.

My precedents and references are:



Rio Ikeda <http://observer.com/2011/05/infinite-quest-ryoji-ikeda-wants-to-disappear/>

It's doing it www.creativeapplications.net/processing/its-doing-it-online-exhibition-of-computer-generated-images-that-autonomously-update/

<https://vimeo.com/19451207>
<https://vimeo.com/46587908>
<https://vimeo.com/46587908>