GOLAN PROJ: BOOK

CA

IDEAS:

- text convo per day, 365 days?
- birds (generative, from silhouettes)
- texts per day, re-envisioned with cityscapes?
  - ↳ get # of texts in a day (two vars, N, H)
  - ↳ get mood of texts? other analysis?
  - ↳ generate a cityscape, based on time throughout the day
  - ↳ tone / lighting / mood based on analysis
  - ↳ decide on design choices
    - → size of buildings?
    - → frequency = too high? (imagine, 30tpm)
    - → shape choices?
      - ↖ based on length of text?

~~building size: length of text (w/ min)~~

CA

JSON DATA

metadata:

- interval (1 = hour)
- total texts for H
- total texts for N
- total messages/attachments H
- " " " N

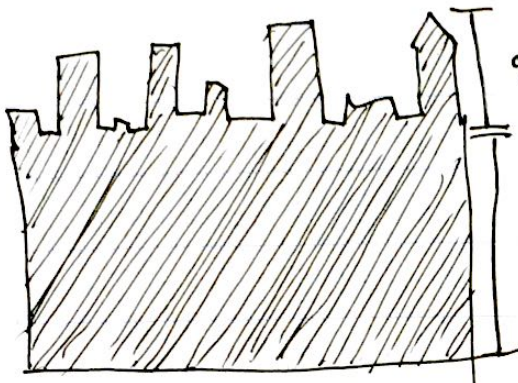
Per interval

- # texts
- total text len
- # attachments

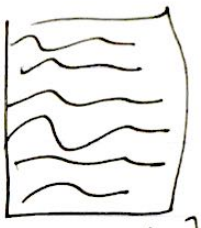
TOP

BOTTOM

merge / combine

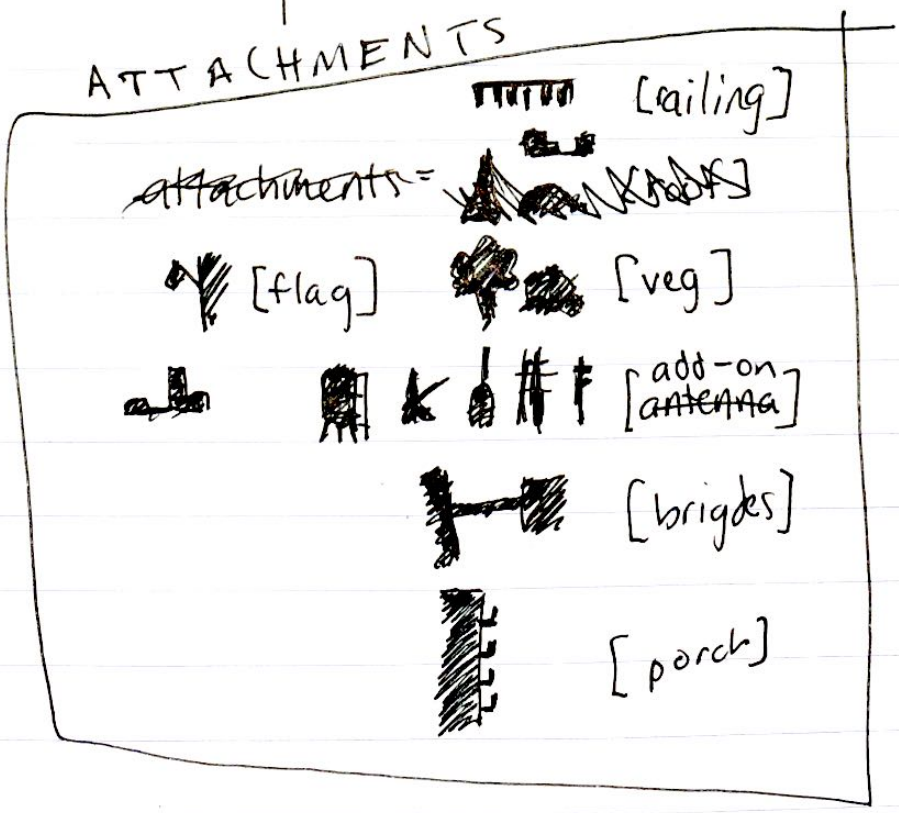


→ mask →



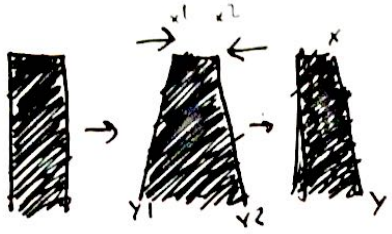
generated "paint"

ATTACHMENTS



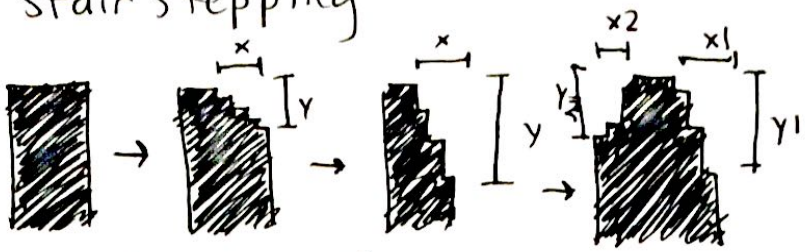
BUILDING VARIANCES

Full slant



(tall only)

✓ Stair stepping

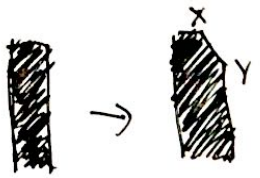


(tall, med)

n = # steps

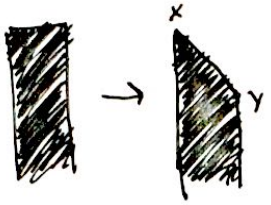
(are steps same or random?)

✓ Bevel



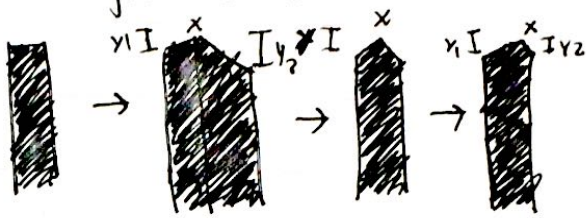
(tall, med)

✓ Slice



(tall only)

✓ Angled (3D)

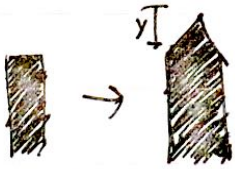


~~(any)~~ tall/med

✓ Block Roof

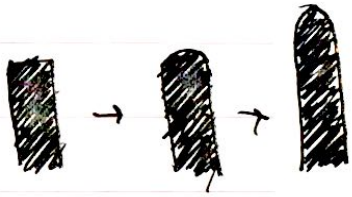
(tall, med)

✓ Triangle Roof



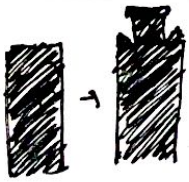
(tall only)

✓ Round Roof



(any)

OLD Roof

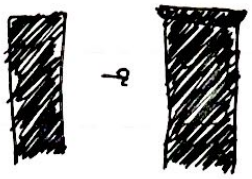


~~med, tall~~

~~(any)~~

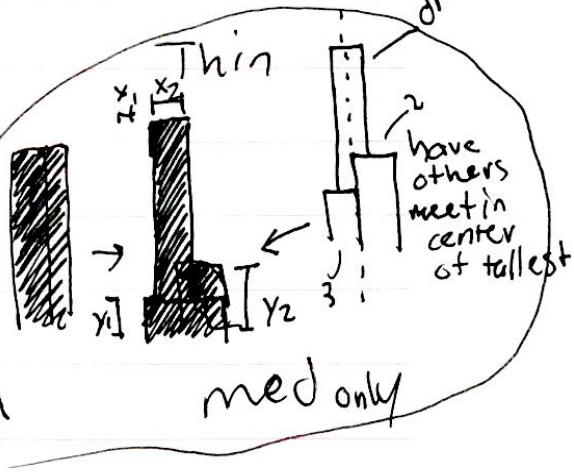
small, med

Slant Roof



(small, med)

Thin



med only

FULL BUILDINGS

variation 1 (~~tall~~ tall)

var 2 (tall)

var 3 (tall)

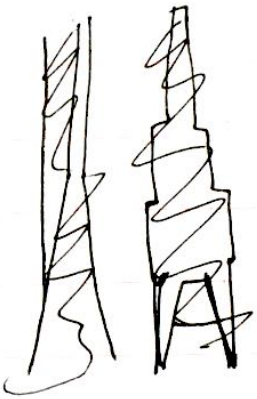
var 4 (tall)

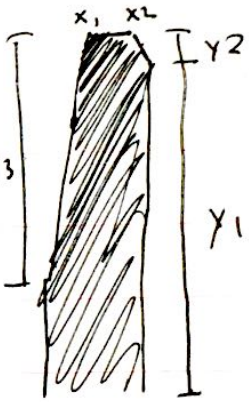
var 5 (super tall)

var 6 (super tall)

(too thin)

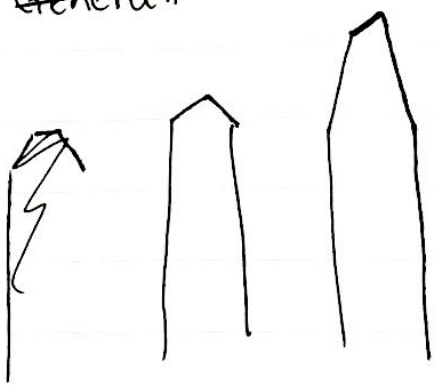
(same as thin)

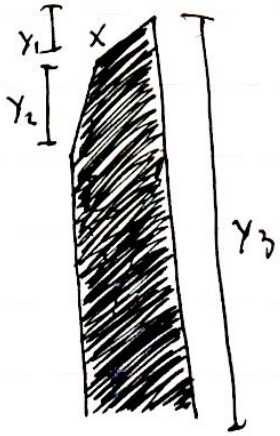




var 7 (super tall)

~~create~~

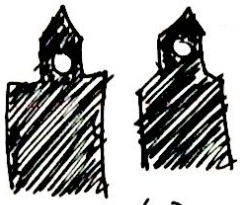




var 8 (super tall)

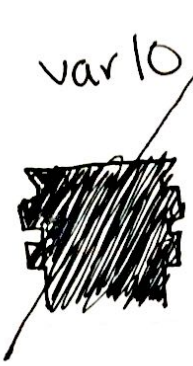
~~SMALL~~ FULL BUILDINGS (cont)

var 9 (small)

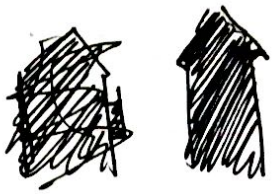


(a) (b)

var 10 (small)



var 11 (small)



var 12 (small)

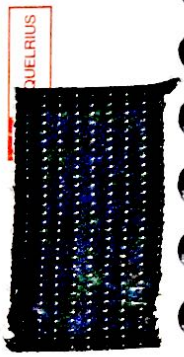
var 13 (small)

var 14 (small)

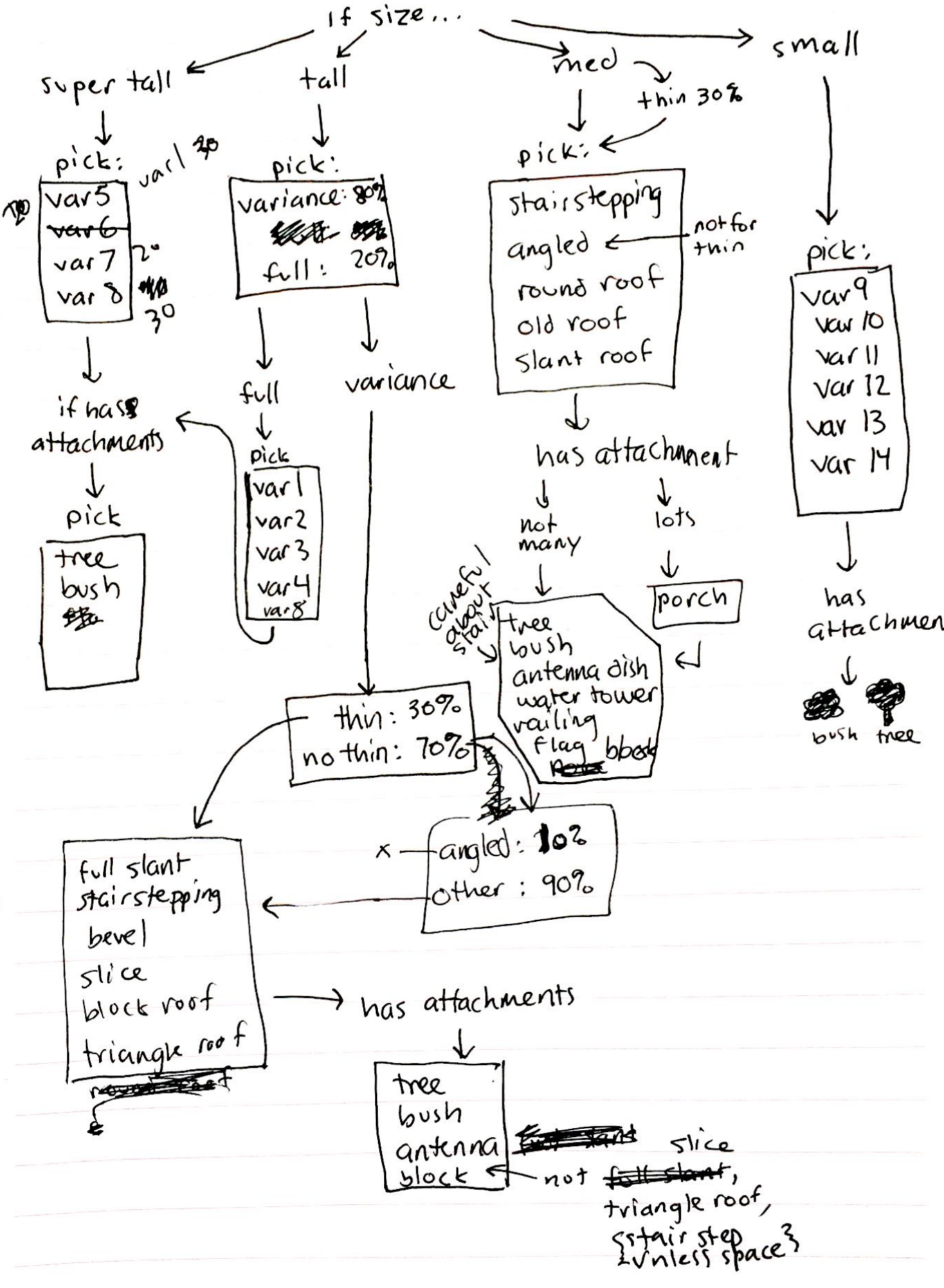
(basic w/ alt)

var 13:

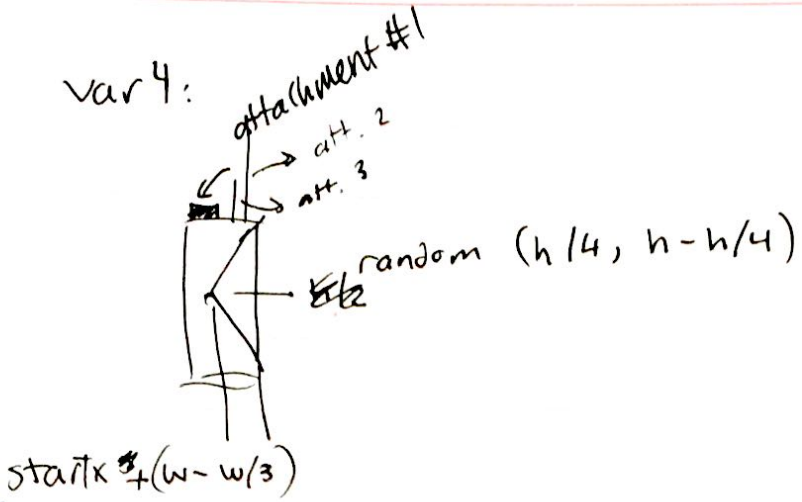
var 11



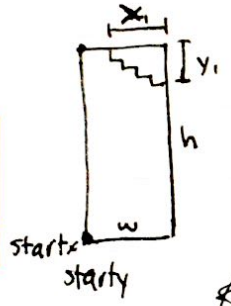
GENERATING


if size...
super tall
tall
med
small
thin 30%
pick:
var5
var6
var7
var8
pick:
variance: 80%
full: 20%
pick:
stairstepping
angled
round roof
old roof
slant roof
not for thin
pick:
var9
var 10
var 11
var 12
var 13
var 14
if has attachments
pick
tree
bush
full
variance
pick
var1
var2
var3
var4
var8
has attachment
not many
lots
careful about stairs
tree
bush
antenna dish
water tower
railing
flag
porch
has attachmen
bush
tree
thin: 30%
no thin: 70%
x
angled: 10%
other: 90%
full slant
stairstepping
bevel
slice
block roof
triangle roof
has attachments
tree
bush
antenna
block
slice
not triangle roof,
stair step
unless space

var 4:



staircase stepping




```
fl x1 = random(w/6, w/2)
fl y1 = random(h/6, h/3)
int steps = (int)(random(4,6))

if(right){
...
v(startx, starty - h);
for(int i=0; i<steps; i++){
    fl x = startx + (w - x1) + ((x1/steps)*i);
    fl y = (starty - h) + ((y1/steps)*i);
    v(x,y);
}}
v(startx + w, starty)
```

```
if(left){
v(startx, starty - h + y1)
for(...){
    fl x = startx + ((x1/steps)*i)
    fl y = (starty - h + y1) - ((y1/steps)*i)
    v(x,y)
}}
v(startx + w, starty - h)
```

if two sided, no attachments

else, attachment on flat side

30% chance

50/50 for side