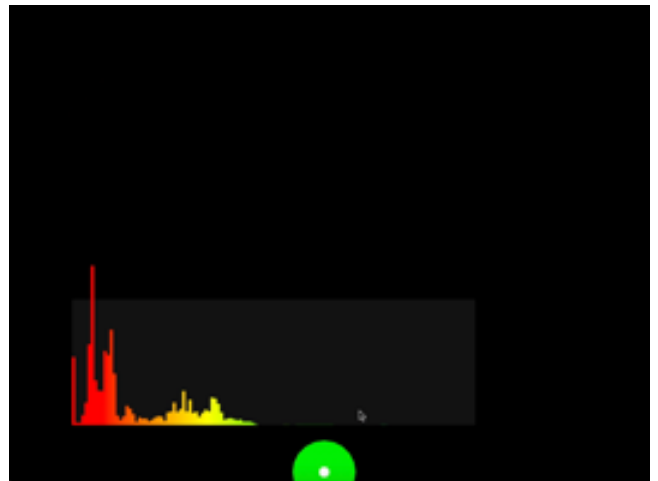
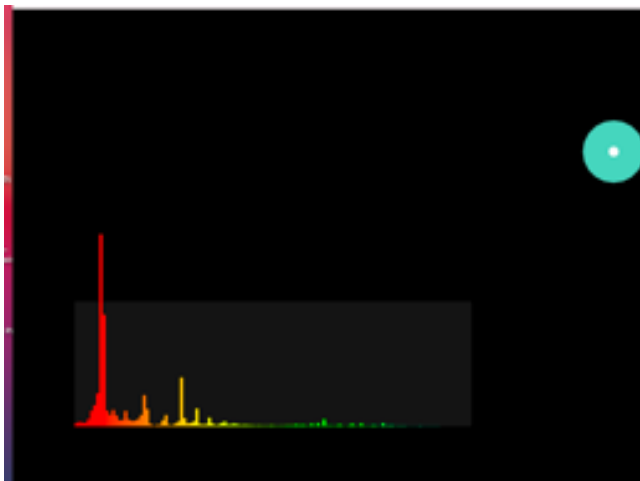
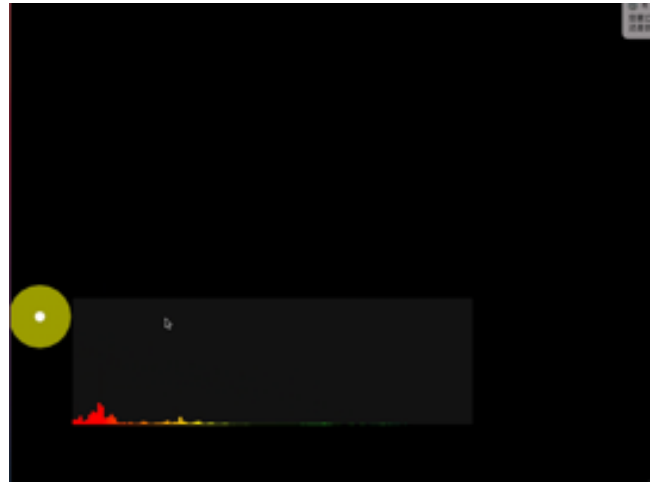
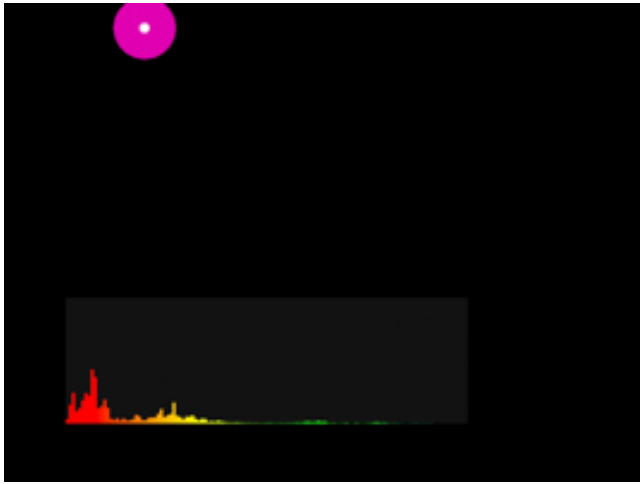


SIDE

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Coding Two



Show results

PROJECT INTRODUCTION

This project is a project that combines sound and vision with mouse interaction using openframeworks. I used four small audios, representing four faces, and dragged by the mouse, the small balls began to collide with inertia. When it collides with the edge, the four sides will make different sounds, and the color of the ball will also change. Variety. The project

also comes with an audio visual, which is colorful and changes with the frequency of the music as the project makes sounds through interaction.

CODE INTRODUCTION



I didn't use any plugins for this project. First, four short audio clips were selected and placed in the bin folder in preparation for calling them in the project. The size of the window is defined in the main file, and the program starts to run. The hpp file defines some variables that need to be used in the program and some functions that come with openframeworks, including some mouse interaction effects, and then defines four sounds in it. The loaded audio file is defined in the cpp file, the audio file is loaded from the computer into the program, and then the background color is set. Then set the position of the ball and the speed of the mouse interaction. I also added a piece of bounce code in it to make the ball move with the mouse and have inertia, and also define the random color change when the ball touches the edge, and then define that it emits different colors when it touches different surfaces. For the sound, the sound that was called before is used. The ball has two circles, which need to be defined in size and color.

SOURCE OF INSPIRATION

The inspiration for this project came from my thinking about seeing the different states of people. I think people have many sides, and they will switch to different sides when facing different people. In life, people will meet several important characters, parents, lovers, friends, children. There will be different faces in the face of different characters. On the other hand, people's own emotions can also be roughly divided into four aspects, happiness, sadness, anger and fear. People also have different faces in different emotional states. My project is a 2D visual image that shows four faces, representing different life roles or emotions. When the mouse drags the ball to touch the edge, different sounds will be made. Different faces make up a complete person, and each facet is indispensable. But art originates from life and is higher than life. What this project expresses is not only these, people can interpret it according to their own understanding. I once read a famous saying, "Every side has a different scenery", and each interpretation is also a different scenery.