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Final Paper

The beginning of this project started originally with the sketch.js file to hold the new objects that were made as well as the background. The other file originally contained both classes for the two characters; however, both demanded so much space and information that they needed to be separated into separate files, "PersonOne.js" and "PersonTwo.js". After the two were manipulated through nested arrays and nested "if" statements, then the second part of this assignment, which is the storyline to provide the purpose of the sketch was finally included as a separate file, "flowers.js". This last sketch file holds all of information for the flower that is pictured.

The problems that I was having with my code were primarily involved in typos, and the other possible problem would be keeping track of so much code to look over and proof-read. After establishing a depth of understanding of the tools that I was working with, the repetitive process became easier throughout the last half of this assignment.

The examples of similar work were Nicolas Menard who uses short clips of code to establish a shallow narrative that is between multiple figures. Also, a big inspiration was Lucas Zannotto, who uses simple shapes to construct animations with an elementary style. Zannotto programmed a children's app that allows children to interact with visual code and expose them to the interaction they can have even at a young age.

There were some discoveries I had during this process, which is nested arrays. I have seen nested "if" statements and "for" loops, but never nested arrays. This change allowed the sequences that were executed in the code to give this unique animated look to it.

Here is an example of the nested arrays:

```
"this.facialSeq = [  
    [[0, 0.5], [1,0.5], [0, 1], [3, 1]],  
    [[3, 0.5], [0,0.5], [3, 1]],  
    [[1, 1], [2, 1], [1, 1]],  
    [[0, 4]]    ],"
```

The future direction that I picture using this style of animation could be more short narratives such as these to develop practice with p5 animation. Also, this is a beginning for my desire to branch out and start using I3 processing. The design aspect gave me a lot of practice during this p5 assignment; however, my future projects would probably be better handled through processing.