Final Project

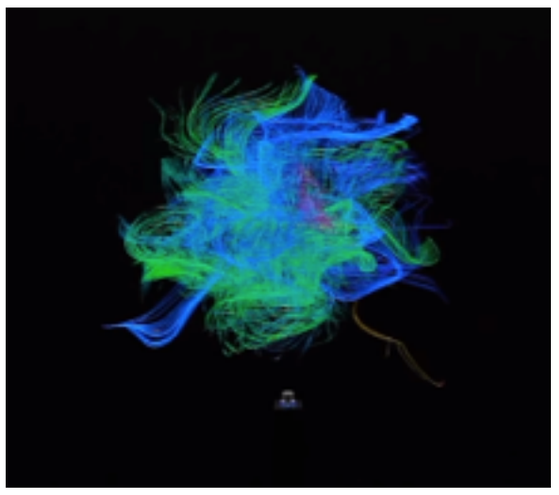
a presentation of ideas and concepts

1. Music Visualizer

in Processing with Minim library

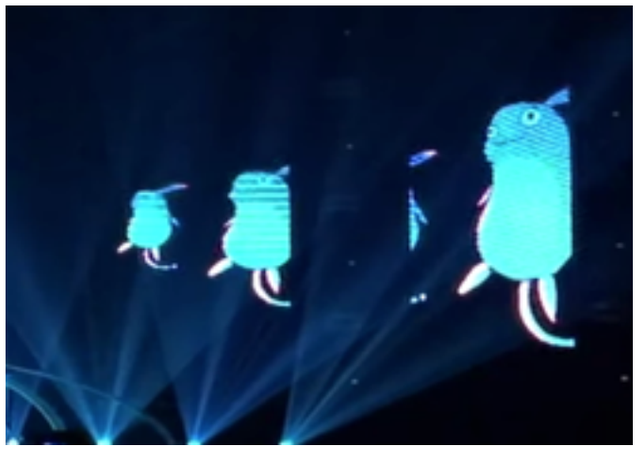
Lines in 3D (pic: **Ten Walls** live)

Unique Object (pics: **Porter Robinson** 'Worlds' tour, **Daito Manabe** 'Sensing Streams')



and ideas from *Generative Design* page 227 & 331

Image Collage (pics: **Porter Robinson** 'Worlds' tour)



and ideas from *Generative Design* page 229

Attributes

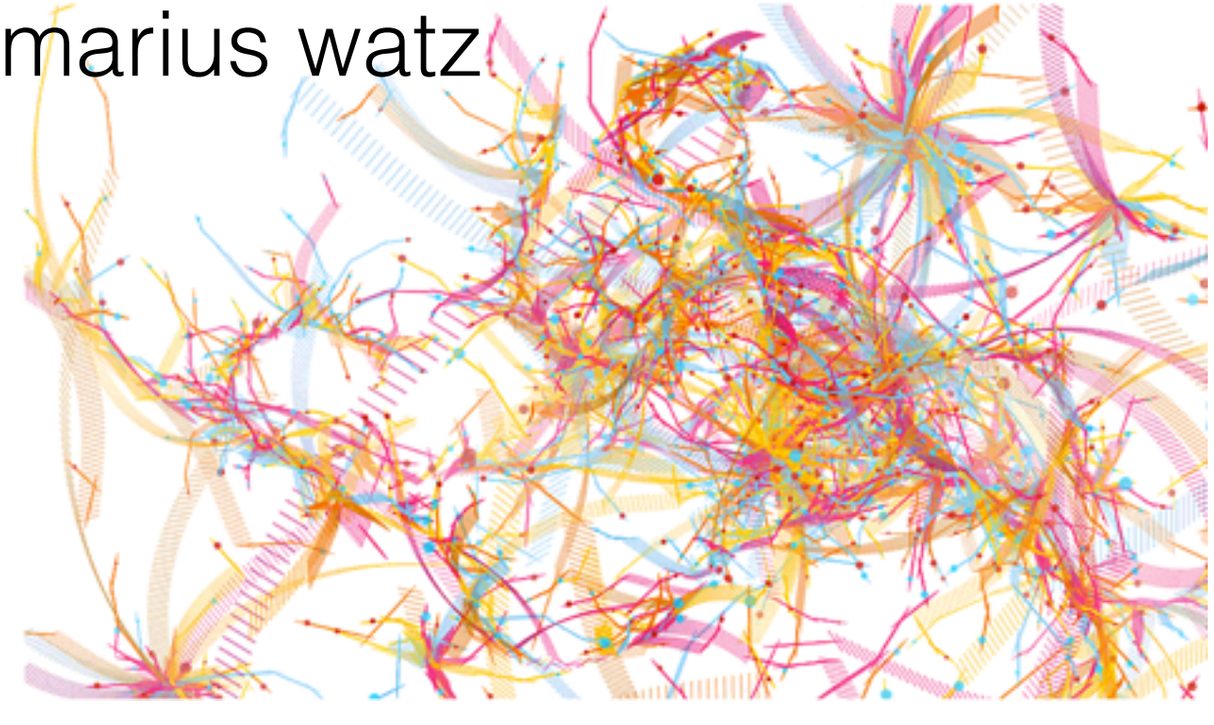
-beat sync mode ON or OFF: fluidity for both modes
-looping stages with randomness each time
-parameter control (possibly with GUI)
-a lot of mesh distortion & image manipulation

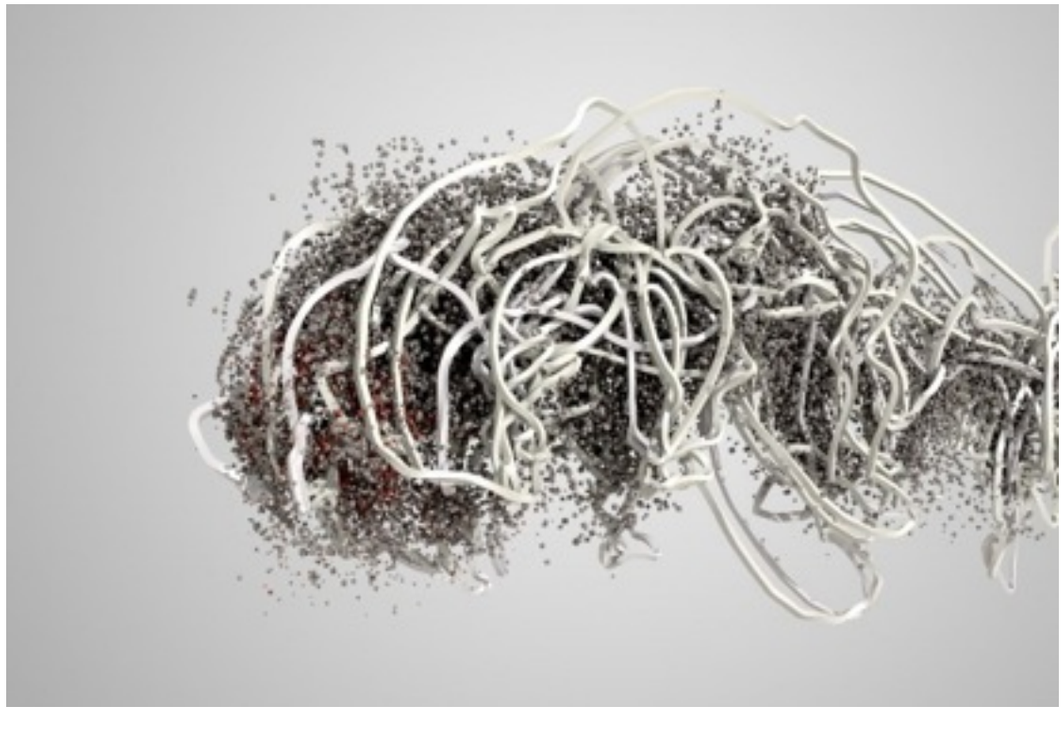
-runs in Java (Processing with Minim library)

2. Generative agents in a 3D grid system in Processing or p5.js

memo akten

marius watz





Attributes

-infinitely continuous

-grid space fixed but adjustable

-parameter control (possibly with GUI):
    -speed
    -colors
    -randomness vs noise
    -camera control

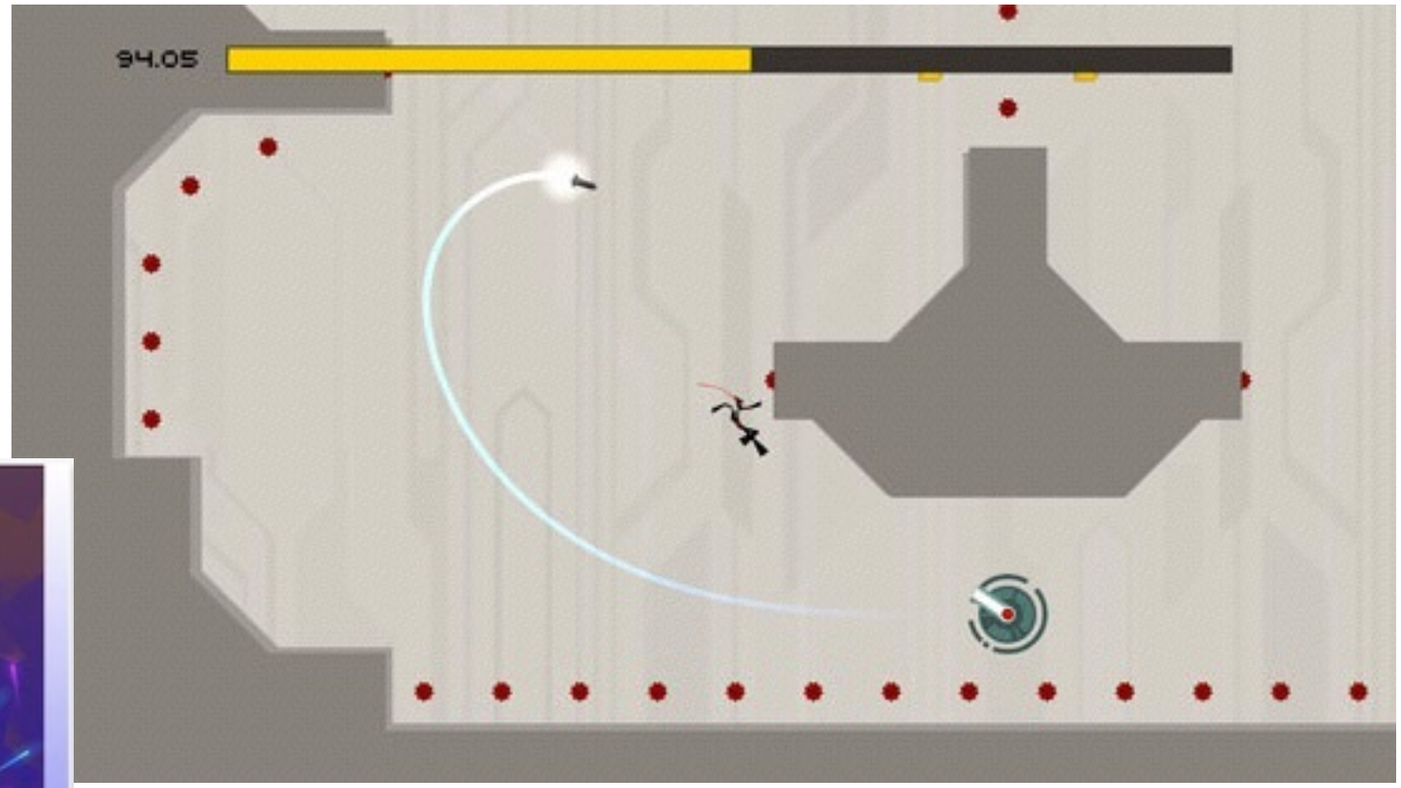
-ability to ‘print’

3. Challenging Game

in Processing or p5.js

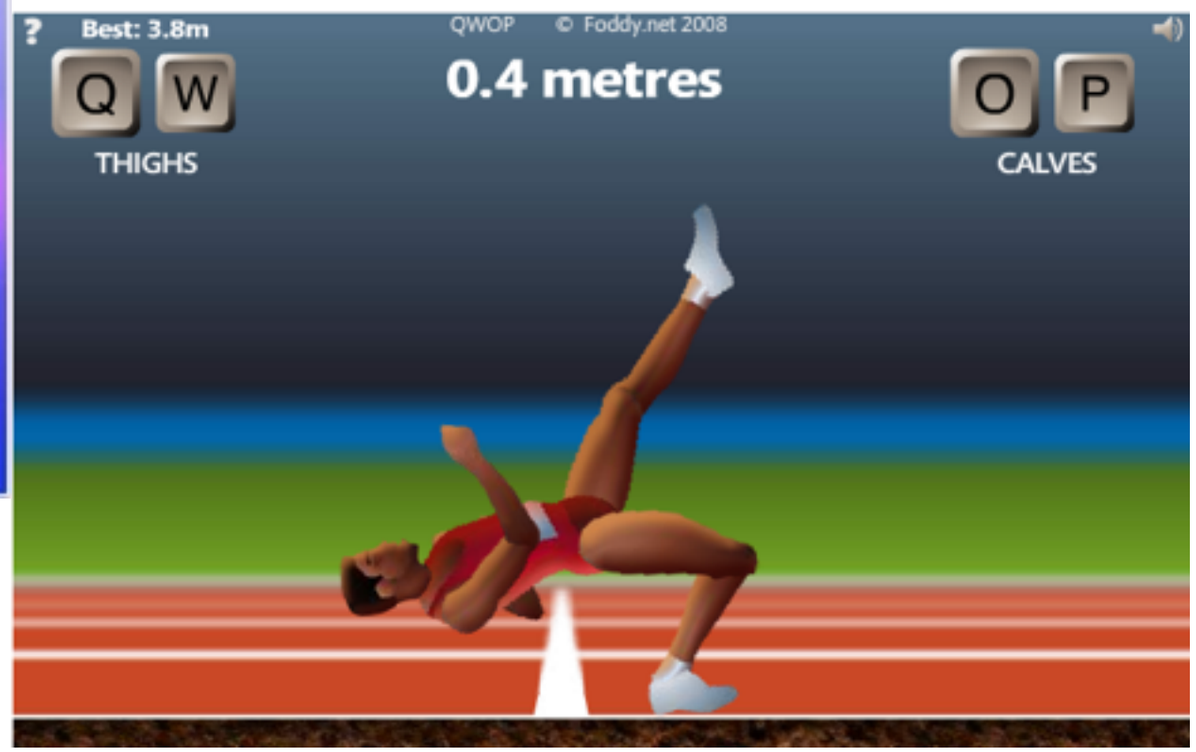
Difficulty - Inspirations

N+

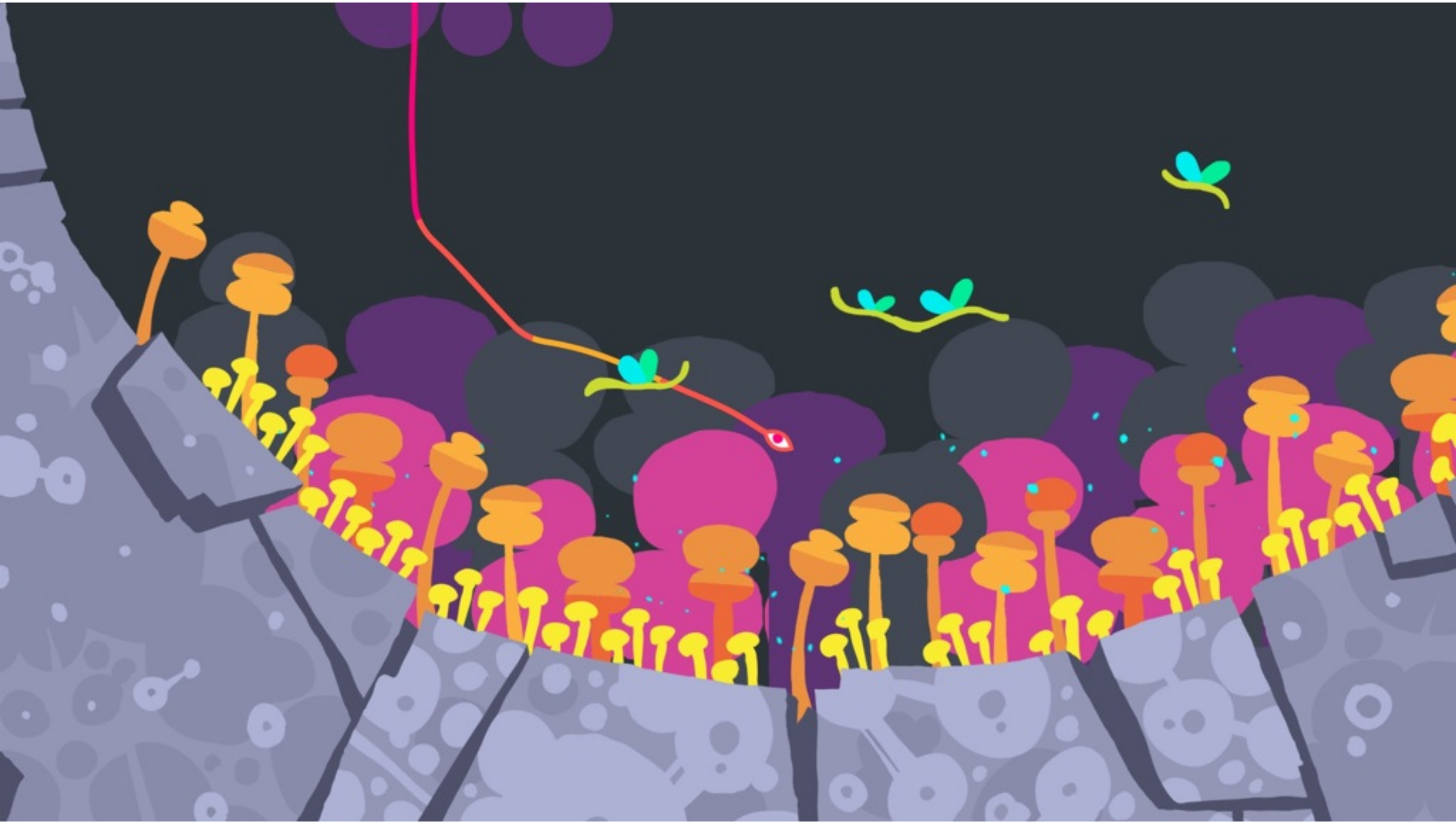


Dextris

QWOP



Hohokum - aesthetic



Attributes

-intuitive learning

-tougher over time (not with artificial difficulty; same levels)

-diverse color palette

-addictive