#ref #incomplete

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1 | **Curl Noise Flow**

lets get it.

1.1 | **how does curl noise work?**

perlin noise, but instead of grayscale values it produces vectors! then, we put particles into the vector field and track their movement.

1.2 | **the experiment idea**

3d space, animated curl noise (so really 4d noise)

use afterimage processing from threejs to maintain trails – but this wont work with rotation! sooo…

static camera, moving points in three space?

- 3d cross section of 4 dimensional flow field

- threejs particles

could make it be like a clock, where there are specially places cells at the places in the digits

hmm…. maybe do this 2d.

could also set up with different noise functions

1.3 | **resources**

- `https://www.youtube.com/watch?v=BjoM9oKOAKY&ab_channel=TheCodingTrain`

- `https://stackoverflow.com/questions/46084830/in-three-js-is-there-a-way-to-produce-a-trail-that-s`

  - `https://discourse.threejs.org/t/afterimage-pixellation/4884/7`

- `https://www.npmjs.com/package/vector-field`

- `https://tympanus.net/codrops/2019/01/17/interactive-particles-with-three-js/`

- `https://www.reddit.com/r/processing/comments/4tknqs/audioreactive_flowfieldparticlesvoronoi_rendered/`