

Project Statement:

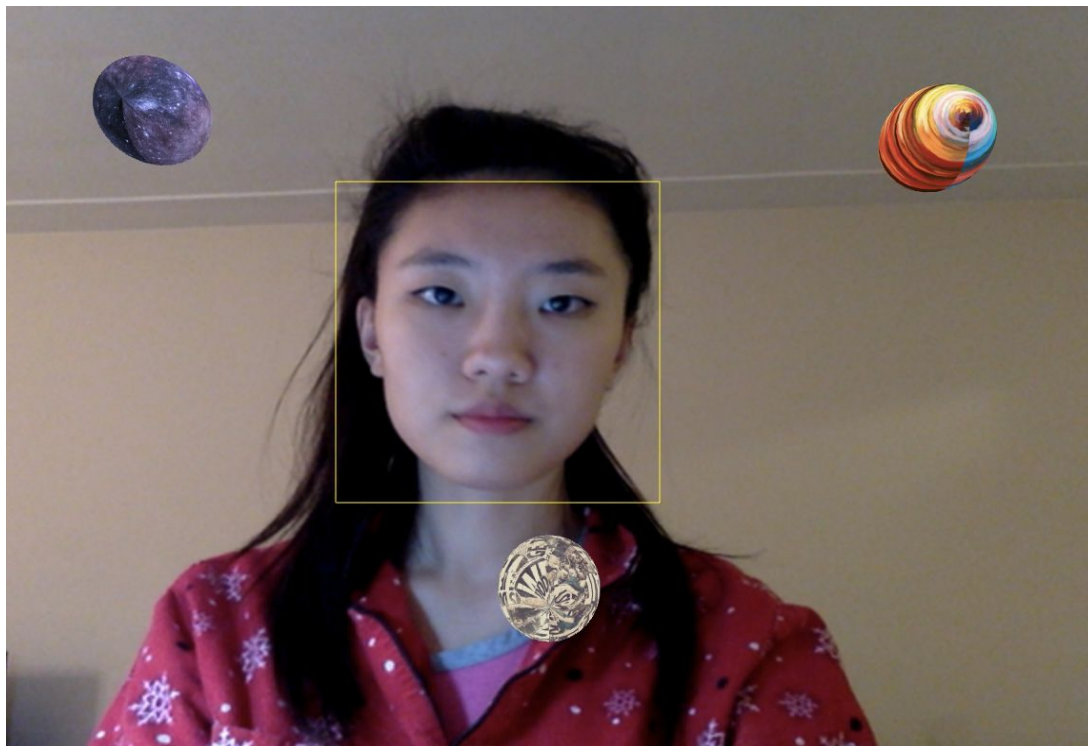
For this project, I want to use motion input to control digital graphics output in a creative and artistic way. In addition, I want to use my personal interests as the main theme for this project. The three interests I picked were astronomy, news/history, and drawing. For each of the interest, I want to explore a different type of techniques, such as 3D object modeling, API data calls with text string formation and pixel painting.

I used three spheres that are placed at a different location to represent the three interests I picked. By moving my face, I can select the simulation to play. The first one is about astronomy, there's are the solar system planets orbiting around your face, with a shooting star background. The second one is about history and news. For this one, I called an API to grab the top ten news from CNN and made them orbiting around my face. The last one is a simulation of brush painting. The "paintbrush" follows the position of your face, if I hit a space bar, I can translate this image from 2D to 3D.

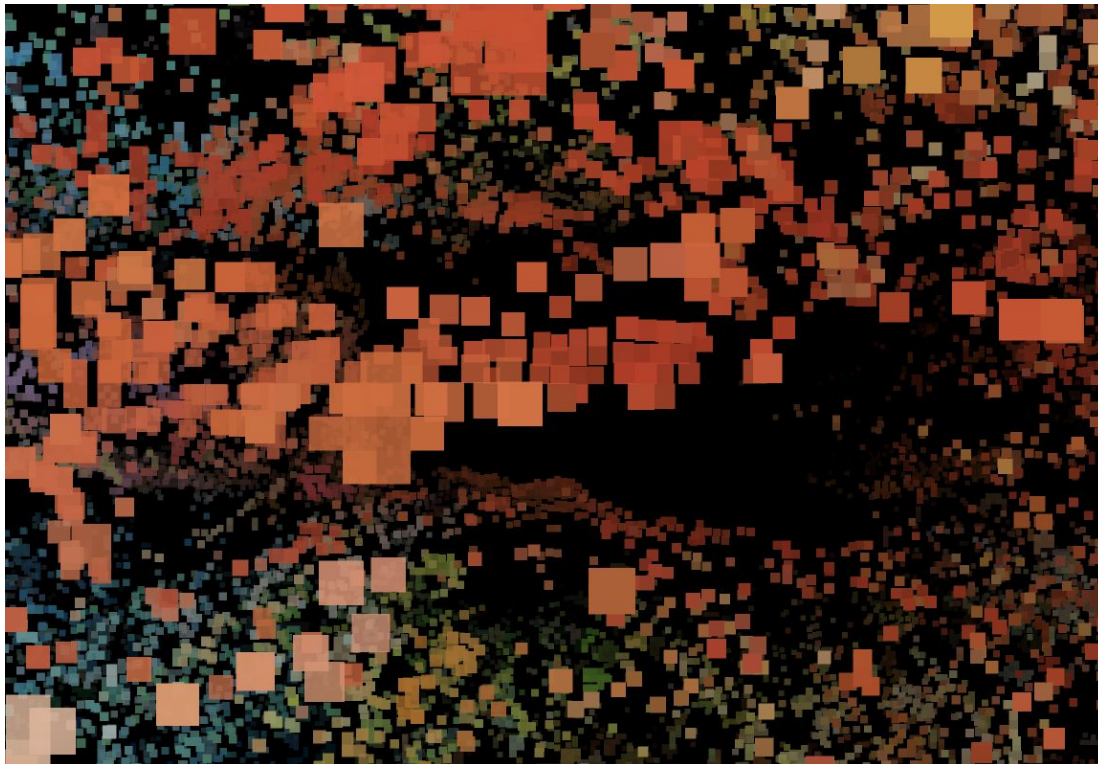
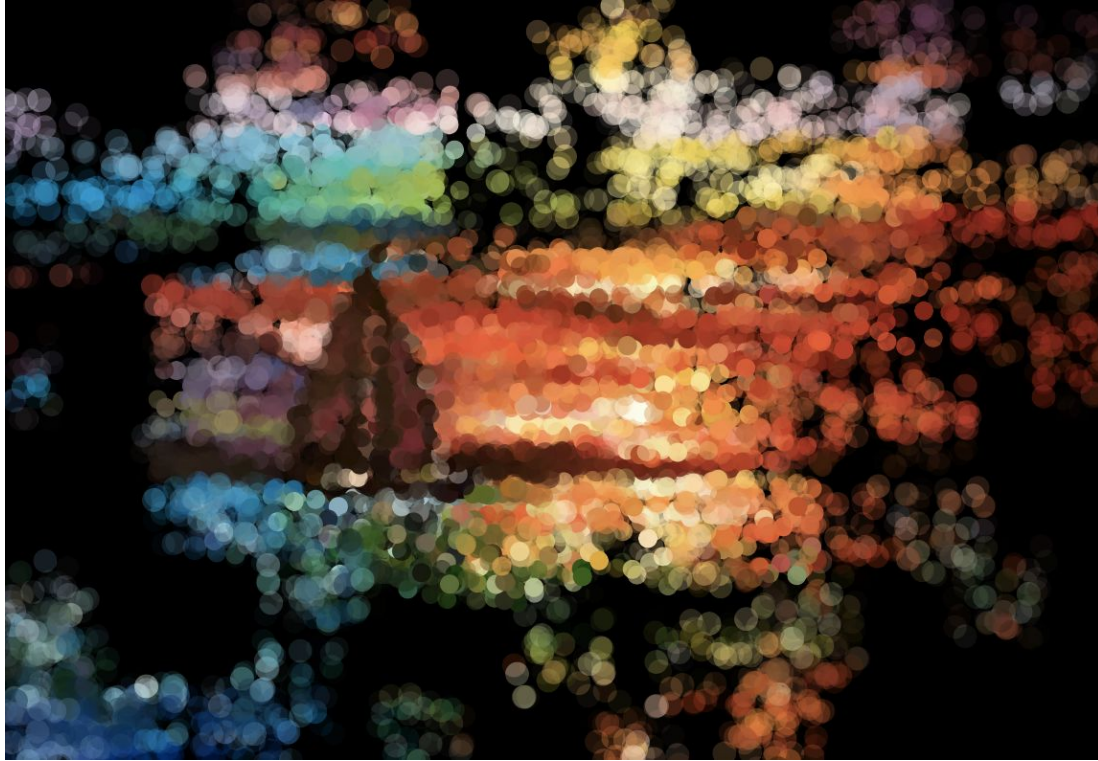
Overall, I think I learned a lot from this project. Next time, I will try to make my topic more specific on one thing, and try to make my program more efficient and clean.

Lastly, big thanks to Jessica, Dan and Jeremy for your helps and suggestions, and the Coding Train for their amazing processing tutorial.

Image







Link to Project Video: <https://youtu.be/5vkwXv7LpFI>

Link to Code: <https://git.uwaterloo.ca/k43wu/cs383/tree/master/workshop/A1/A1>