405 Project

My development process started with going through a lot of the exercises in class, one by one. This gave me lots of ideas and examples. I wouldn’t just read through them I would copy them into a new file, change them to how I might do it or change the colours/shapes that are used. Then I would try and recreate the exercise from memory. This would give me a good understanding of how they work.

The next thing I tried to do was go through some of the examples on the P5 website. There are plenty to work through so that took a lot of my time, but also gave me great inside on how P5 works and how you can use shapes, objects and arrays t odo many different things.

After that I wanted to get started on the actual project, so firstly I chose my favourite example and expanded on it. Making the shapes different and making it do different things. I also incorporated many of the exercises that we did into one so that they weren’t completely encompassing the canvas in loads of different examples. Instead I tried to incorporate them into one shape.

Next, I wanted to use loops to create something other than the randomized circle. So I tried to create shapes that would be created starting at one point on the canvas and then stretch out to another part. This is the rectangles in the top left, it creates a random number of them and then draws that in a line. Taking a Y and X variable between two random points.

The last thing I added was the squares that appear randomly in the background. They always have a different position and will always be a different colour.

For the squares I tried to have it so they went in a gradient, at first I had this working but it didn’t change their colour on reset and they also wouldn’t move. So I settled for having them all one colour but reset to a different colour and position when you clicked the button.

Secondly, I would like to have made the squares in the top left corner move to different starting positions every time the button is clicked. I could do that by having the button click change the starting position to between random numbers.

Some artists and projects that inspired me were as follows.

At first, I saw Wassily Kandinskys’ abstract circles and I wanted to create something that would create abstract circles in some way.

After that I was looking out of my window and saw the stars and that made me want to add something to the work that looked like stars, hence the small rectangles. So I researched into some video games that used pixel stars in the background and wanted to use the same technique.

Another piece I saw was Frank Stella’s Hyena Stomp, it had many different colours in a square pattern moving around each other. That gave me the idea to make the squares in the top left.

<https://github.com/Jakxzor/DAT405-Assignment-01.git>