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Project 2 proposal

This time, I want my project to be an interactive web-based experience that will be more or less artistically expressive. The provided prototype is a quick exploration of my vague vision. The idea is that the user should be able to interact with visual elements that will be linked to specific sounds and collect them (drag/drop) into the selected area (mixer). This mixer will play the collected sounds and every time the user drops the sound objects/pieces, they will start to see new visuals appearing on the screen (with opacity effect). Simply put, the more sounds they collect, the more they see. When they fetch all the sound bites they will see the whole picture.

I will select and design (if necessary) images and sounds to match them with my overall interactivity goal and the spirit (which is to be yet discovered) of the project. I deliberately chose to work with HTML, CSS, jQuery (UI) just to get a better understanding of how they work and also to improve my weaker technical skills for the future. I am also interested in making the web page an attractive exploratory space for artists and users.