Friday, September 23, 2022

FA/DATT2040 A - Math, Art, Code - Week 2

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GitHub link: https://github.com/KingFaiz77 / KingFaiz77

Resources / Links / Inspiration

- Youtube videos:

▶ Making Generative Art | Intro to Processing : https://youtu.be/wghDDYnIFM0

▶ 4.3: Using random() - Processing Tutorial : https://youtu.be/50Rzvxvi8D0

▶ 3.2: Built-in Variables (mouseX, mouseY) - Processing Tutorial :
https://youtu.be/ibW4oA7-n8I

- Websites

https://processing.org/examples/mousefunctions.html

https://processing.org/tutorials/interactivity
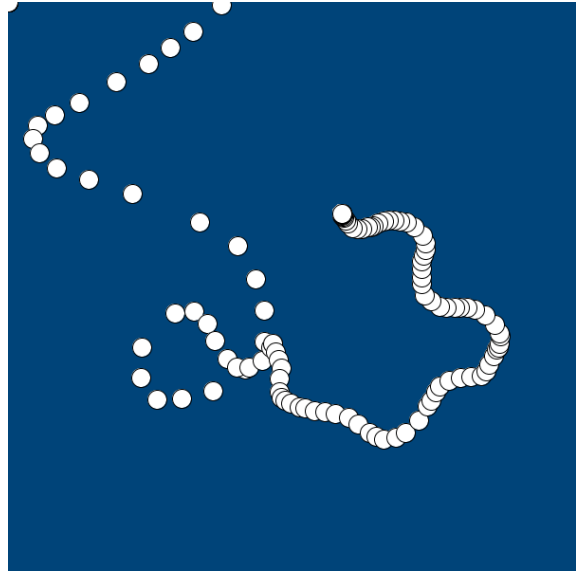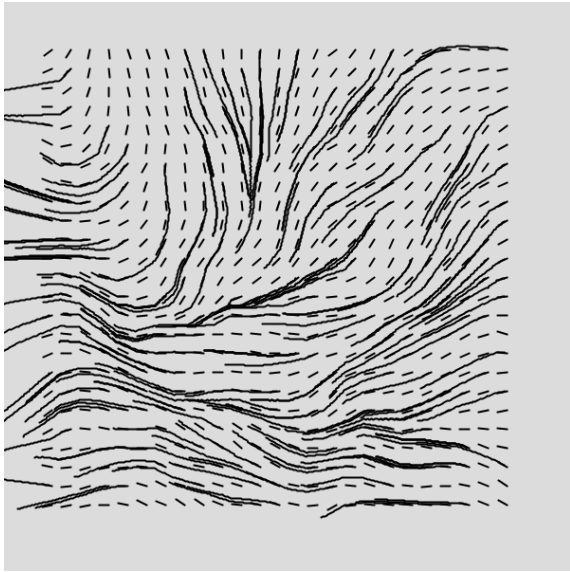
https://tabreturn.github.io/code/processing/python/2019/03/16/processing.py_in_ten_lessons-7.2-_mouse_interaction.html

- Images

Explanation of my sketch

1. Create a rectangle that is *900x900 (size)*
2. *Set a green-ish color like*
3. *Create 200 circles across the plane with a darker color like grey*
4. *The circle will have an interaction with the user's mouse*
5. *When the mouse is in the plane the circle will move away, like a two magnets that push each other away*
6. *While moving away they will create more circle (like a trail behind them)*
7. *Those circles will act like flies when you try to catch them :)*