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Brief description of piece

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Interactive design, using a theme of 'heads' watching you with dynamic 'eyes'.

Adobe Color Palette Used:

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<https://shared-assets.adobe.com/link/2a972847-2a21-4f2c-65f8-9300a5af24d1>

- color 1: 0

- color 2: #014040

- color 3: #03A678

- color 4: #F27405

- color 5: #731702

- color WHITE: 255

Instructions:

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1. Dragging the mouse displays the instructions on screen temporarily.
2. A left mouse press prompts the drawing of eyes within the heads and increases the opacity of the heads to darken them.
3. Successive left mouse presses increase the size of the eyes and further darkens the screen, increasing head opacity but not affecting the eyes or name / ID / instruction text.
4. After four left mouse presses, it loops back to the beginning automatically.
5. The grid can be toggled on or off at any point by pressing the spacebar key, to illustrate how the shapes fall within individual cells.
6. The r or R keys toggle off the drawing of eyes all over the display. Instead, a single pair of eyes will be drawn in a random head, as if one at a time were waking up. Consecutive r presses will transfer the eyes to another random head.
7. The backspace key will re-create eyes in all heads, as per the default.
8. Right mouse click will save the current image as a PNG file.

Known bugs/problems:

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The on-screen instructions generated when the mouse is dragged are a bit patchy, and can pop in and out of view. Processing’s mouseDragged() doesn’t seem to perfectly gauge consistent dragging movements. There’s not much I can do about this as it seems like a limitation of the software, but I’m flagging this as an FYI.

Setting the **cell** variable to height/9 or width/16 produced cell dimensions other than 80 pixels. For consistency, I hard coded it as 80 pixels. If the display size were to be altered, this hard coded value would also need to be modified to preserve the design. Again, this is more of an FYI than a bug, as this produces zero issues while the size is 1280 x 720 pixels.

# References

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