Space Exploration

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Project Brief

This assignment is about creating an experimental code-based artwork through an abstract javascript. I decide to design a website which is relative with the universe, planets and spaceships.

This project was created by visual studio code. Javascript is the main languages which I used in the project. Beside, I combine some elements such as interactivity, animation in order to make the website more interested and diverse.

Concept statement

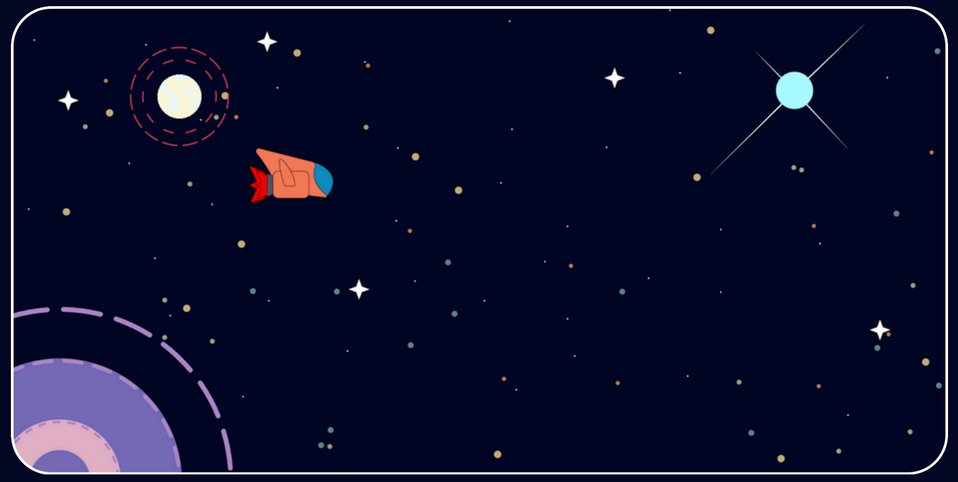


Fig 1

I designed this website by taking inspiration from the Universe. In this style, the colors of the website mainly are dark but I add some brighter color in my art in order to make it more colorful.

Related Work

Fig 2: Griflan (2024), Dogelon Mars, https://dogelonmars.com/

This is a website which following the story of Dogelon Mars as he explores the greatest mysteries of the universe and seeks to return to the planet he once called home.

Moodboard

Fig 3: 熊熊 师兄 (2020), ANIMAL MECHA.

Color pallet

#FE9762

#534184

#040723

#786CB6

#878B93

#FFFFFF

Font

Protest Guerrilla

Whereas disregard and contempt for human rights have resulted

Ideation & Sketches

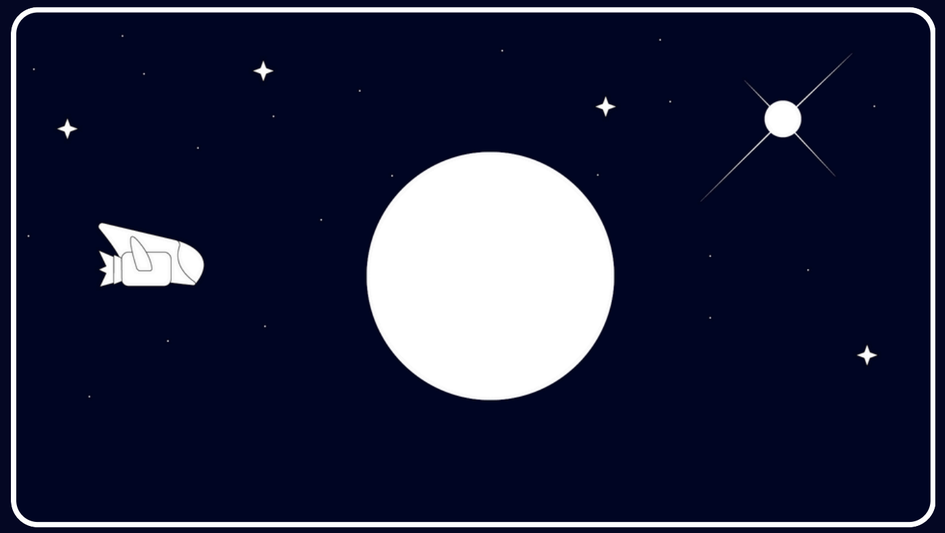


Fig 4

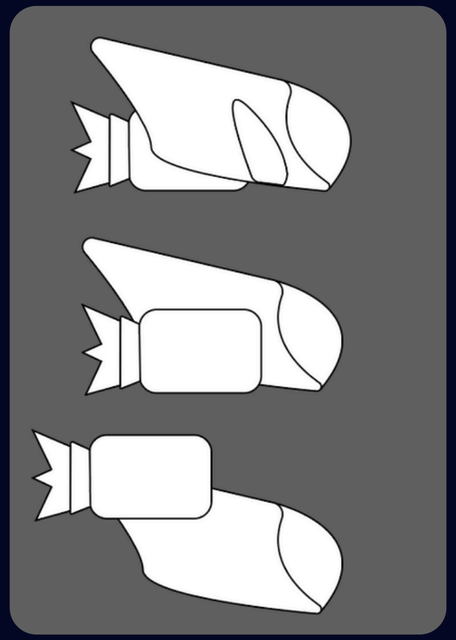


Fig 5

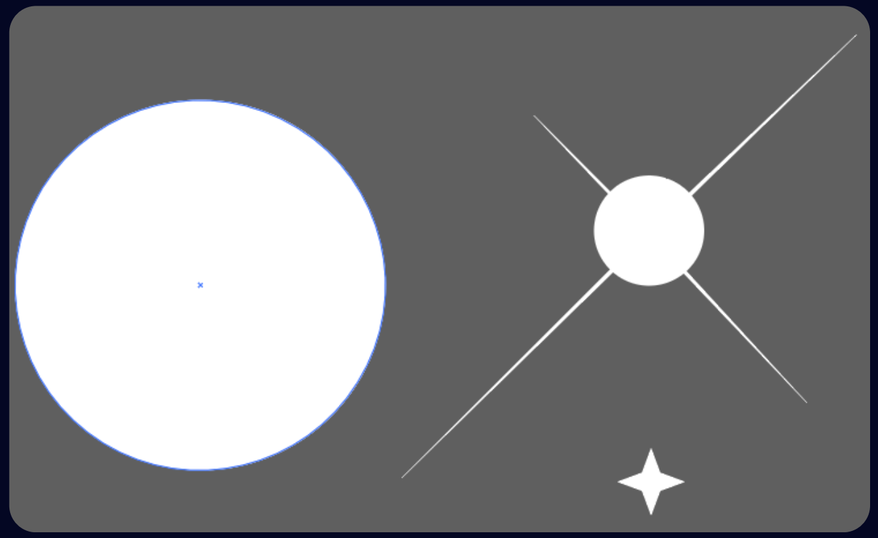


Fig 6

Prototype

Fig 7

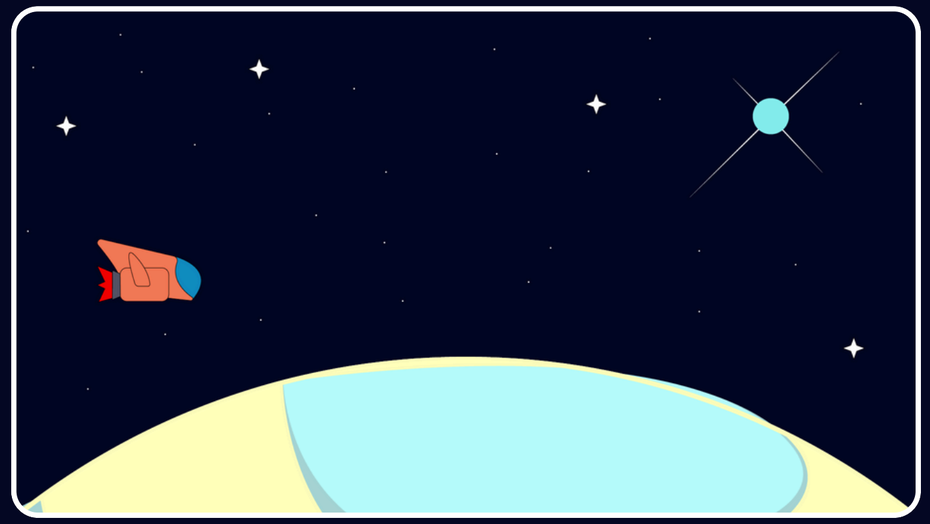


Fig 8

The final design

Fig 9

Fig 10

Iteration

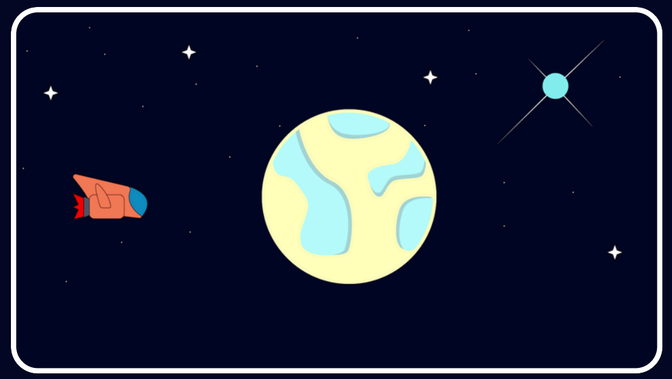


Fig 11

Fig 12

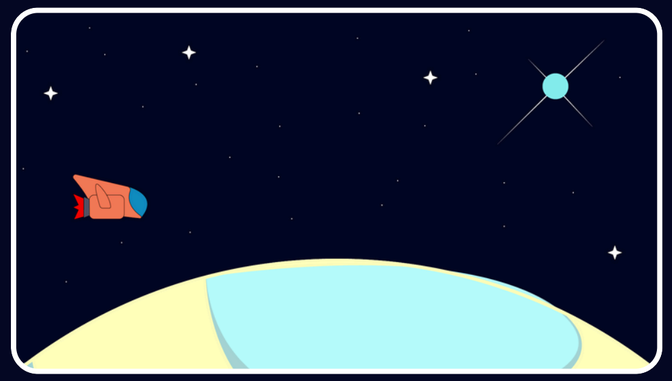


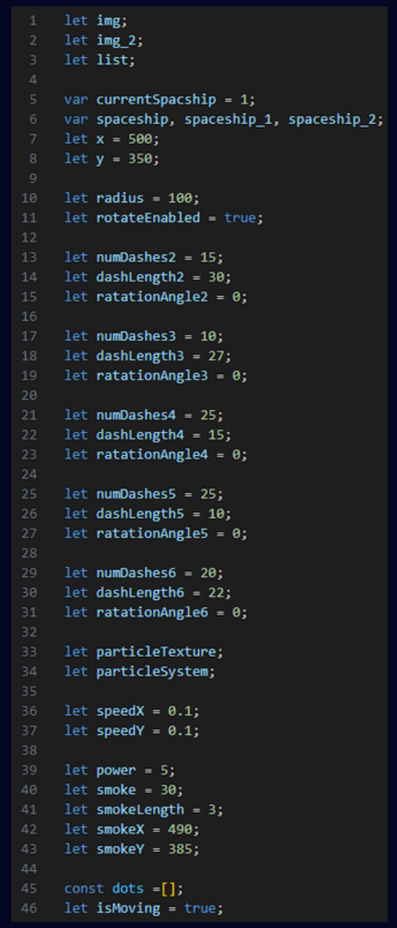
Fig 13

Fig 14

I tried many options of the design, animations and interactivities in order to get the most suitable design.

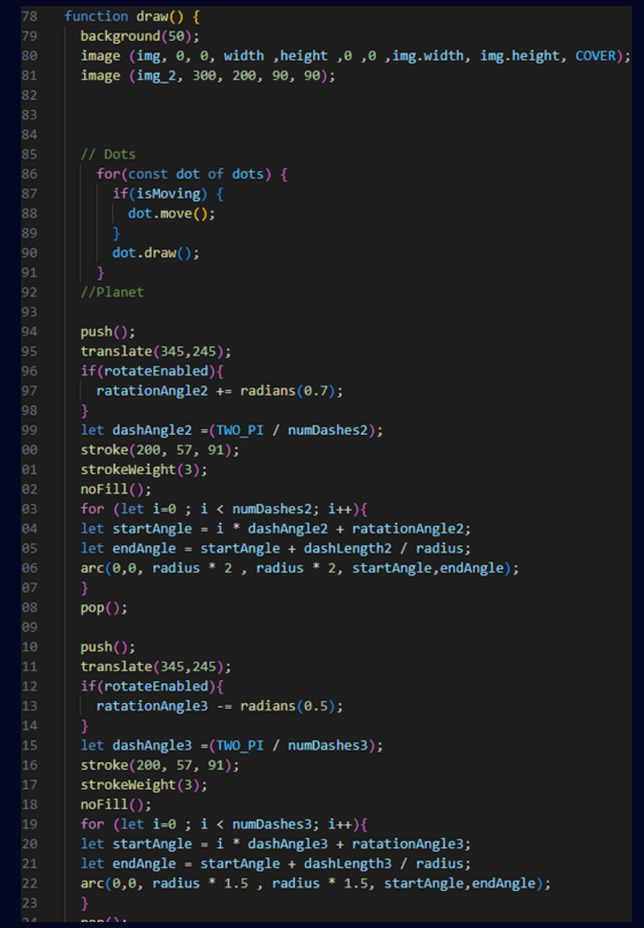
Iteration

I also tested the code many time in different devices to find the bugs or the errors.



```
let img;
let img_2;
let list;

var currentSpacship = 1;
var spaceship, spaceship_1, spaceship_2;
let x = 500;
let y = 350;

let radius = 100;
let rotateEnabled = true;

let numDashes2 = 15;
let dashLength2 = 30;
let ratationAngle2 = 0;

let numDashes3 = 10;
let dashLength3 = 27;
let ratationAngle3 = 0;

let numDashes4 = 25;
let dashLength4 = 15;
let ratationAngle4 = 0;

let numDashes5 = 25;
let dashLength5 = 10;
let ratationAngle5 = 0;

let numDashes6 = 20;
let dashLength6 = 22;
let ratationAngle6 = 0;

let particleTexture;
let particleSystem;

let speedX = 0.1;
let speedY = 0.1;

let power = 5;
let smoke = 30;
let smokeLength = 3;
let smokeX = 490;
let smokeY = 385;

const dots =[];
let isMoving = true;
```

Fig 15



```
function draw() {
  background(50);
  image (img, 0, 0, width ,height ,0 ,0 ,img.width, img.height, COVER);
  image (img_2, 300, 200, 90, 90);



  // Dots
    for(const dot of dots) {
      if(isMoving) {
        dot.move();
      }
      dot.draw();
    }
  //Planet

  push();
  translate(345,245);
  if(rotateEnabled){
    ratationAngle2 += radians(0.7);
  }
  let dashAngle2 =(TWO_PI / numDashes2);
  stroke(200, 57, 91);
  strokeWeight(3);
  noFill();
  for (let i=0 ; i < numDashes2; i++){
  let startAngle = i * dashAngle2 + ratationAngle2;
  let endAngle = startAngle + dashLength2 / radius;
  arc(0,0, radius * 2 , radius * 2, startAngle,endAngle);
  }
  pop();

  push();
  translate(345,245);
  if(rotateEnabled){
    ratationAngle3 -= radians(0.5);
  }
  let dashAngle3 =(TWO_PI / numDashes3);
  stroke(200, 57, 91);
  strokeWeight(3);
  noFill();
  for (let i=0 ; i < numDashes3; i++){
  let startAngle = i * dashAngle3 + ratationAngle3;
  let endAngle = startAngle + dashLength3 / radius;
  arc(0,0, radius * 1.5 , radius * 1.5, startAngle,endAngle);
  }
```

Fig 16

Thanks for reading

References

Fig 2: Griflan (2024), Dogelon Mars, https://dogelonmars.com.

Fig 3: 熊熊 师兄 (2020), ANIMAL MECHA, https://www.behance.net/gallery/109562487/ANIMAL-MECHA.