

Reflection

Debugging & Refinement Reflection

While working on this project, mainly the generative artwork, I faced several challenges during the development process. One of the first issues was that the flowers were overlapping when they were generated. I solved this by creating a distance checking function and reduced the number of the flowers that made sure the flowers were spaced out properly. Another problem I had was getting the flowers to move naturally with the wind. At first, they stayed still even though I tried applying sinusoidal motion. After experimenting with different values and offsets, I had managed to make them sway slowly, which added a nice dynamic feel to the scene as it was night.

After the interactive banner was done, I have faced a bigger challenge. I wanted to display the artwork in an artistic and clean layout on the website, but I had difficulty integrating it properly. The banner didn't fit into the layout the way I imagined. After trying a lot of different layouts and facing some compatibility issues, I decided to leave the banner as a half-screen canvas. Even though it didn't turn out exactly as planned, I still think the result is visually appealing and captures the feeling I wanted to create.

Critical Reflection on Contemporary Media Influence

This project relates to modern media trends, where interactive and generative art are used in things like digital design, websites, and exhibitions. Nowadays, generative art is ideal since it produces original and ever evolving results. Through their interactions, consumers are also able to sense a stronger connection to the art. My effort adds to this expanding field by showing how code can be used in a creative way to show moods and nature.

I think this kind of digital art can be used in modern designs, apps, or displays that want to feel more alive and personal. This project helped me see how much I enjoy making interactive digital content, especially for web design. It made me want to keep learning and getting better at it. This subject taught me a lot, and I want to keep improving my work by trying things like adding sound, using real time changes, or letting users create their own scenes. From this experience, I learned that digital creativity can go beyond still designs and become something more engaging.