

# Interaktion Design

Micael Angelo Sabadin Presotto

SoSe 2025

MatrikelNr -> 194166-01

# Submissions



Wolkenscript



Parallaxe



Symmetrie



Gesichtsübung



Slitscan



Bouncing



Sound



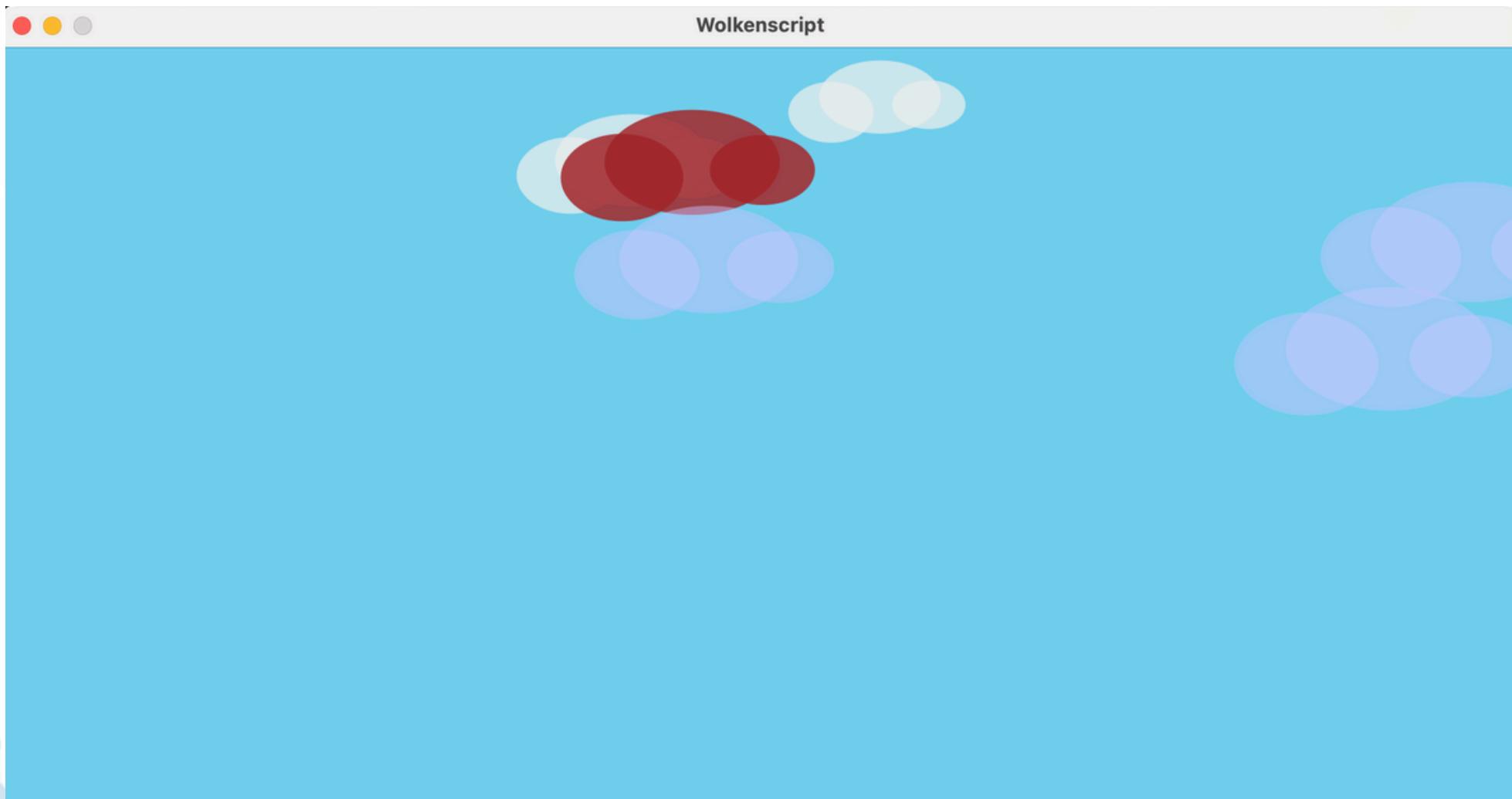
Vektoren



Freistil

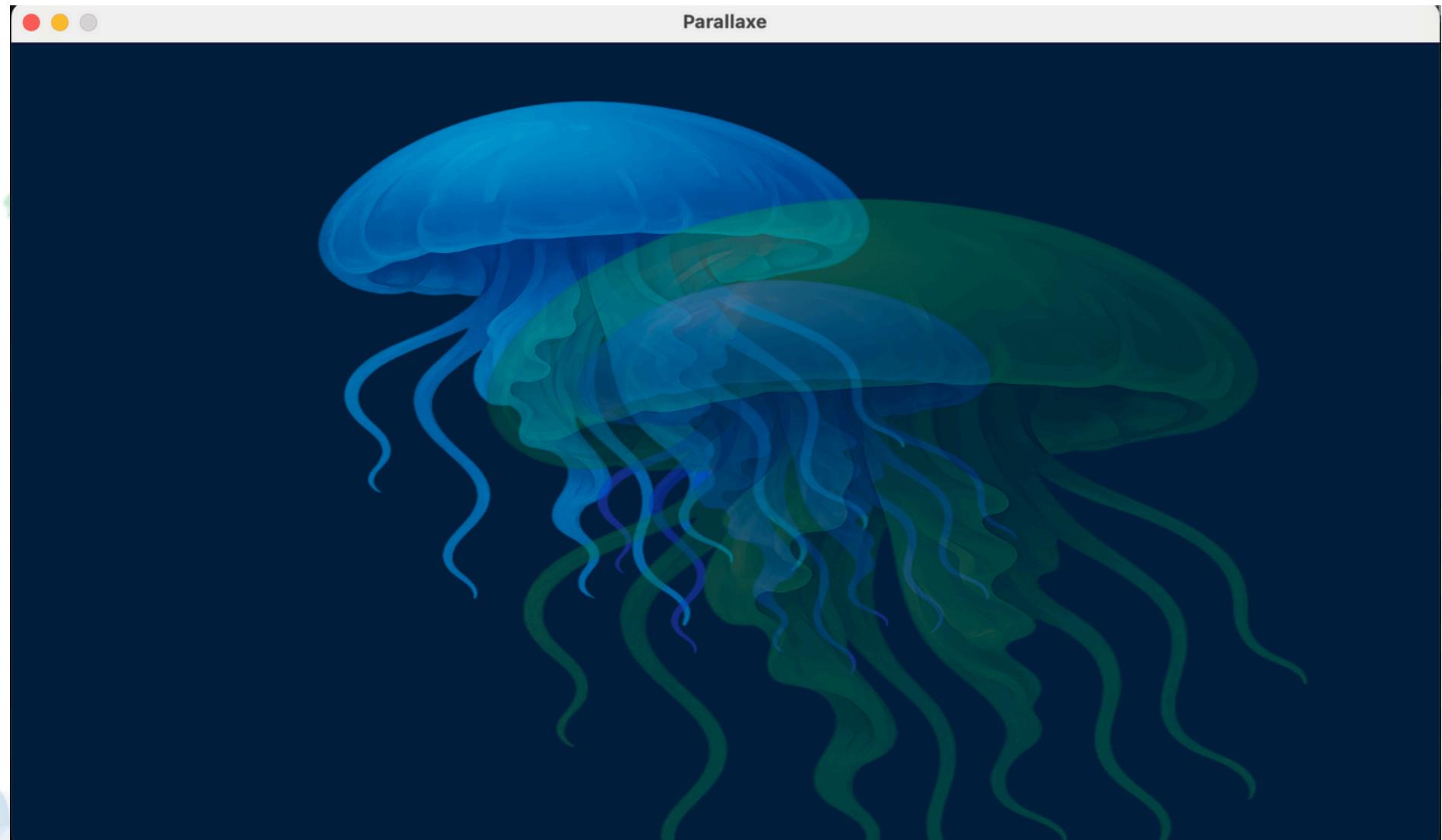


# 1 - Wolkenscript



In this project, I created interactive clouds that reflect different emotions such as happy, angry, sleepy, and calm. Each emotion is represented through the cloud's color, transparency, and speed. For example, angry clouds are dark red and move fast, while sleepy ones are soft and slow. Clicking on a cloud randomly changes its emotion, and pressing certain keys (h, a, s, c) can also control the emotional state of all clouds at once. This allows the viewer to explore how moods can shift visually in a playful and dynamic sky.

## 2 - Parallaxe

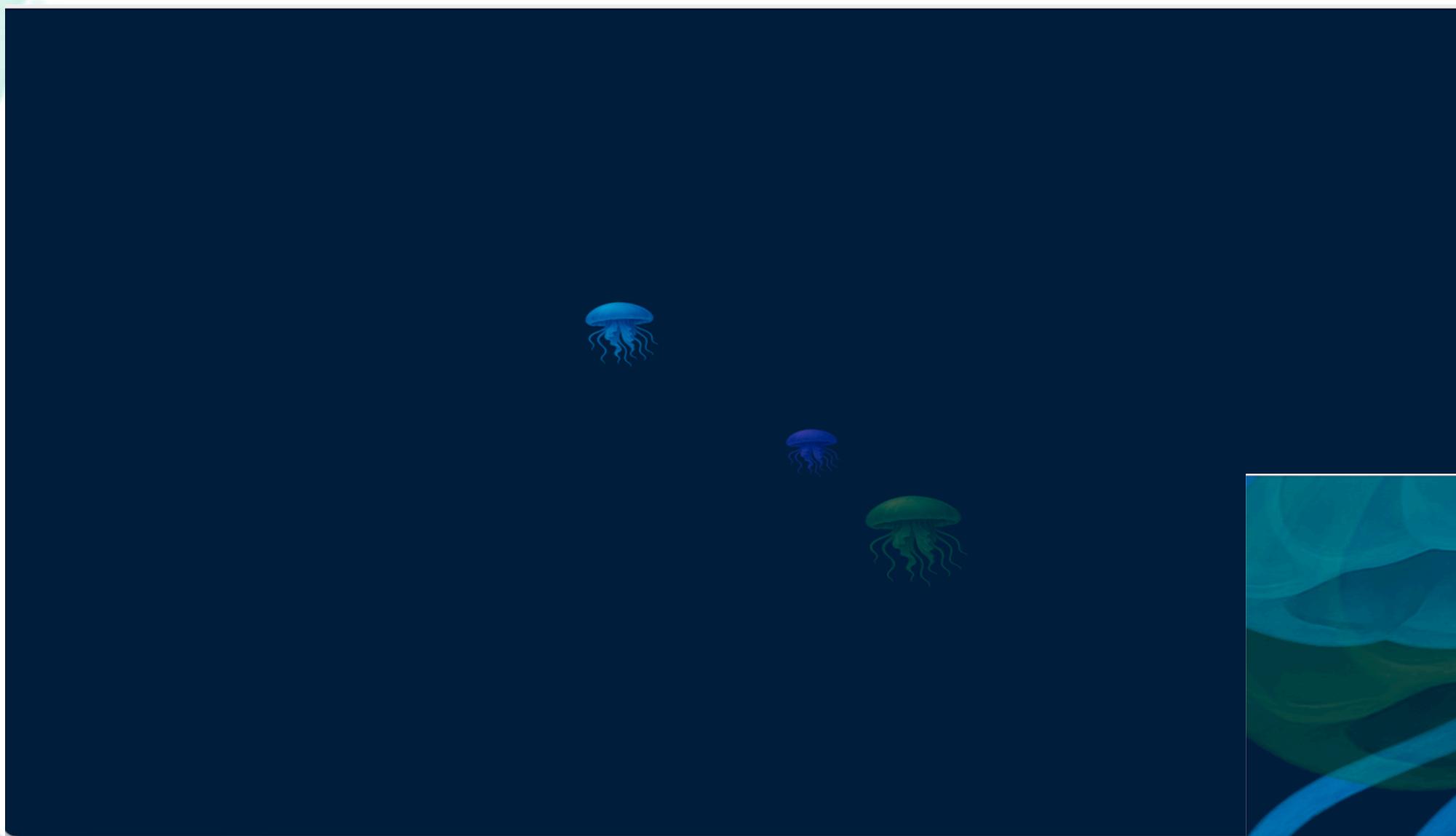


In this project, I created a parallax animation using layers of the same jellyfish image, each tinted with different colors and slightly offset in position and size. As the mouse moves vertically across the screen, the layers scale independently, creating a floating and dreamy underwater effect.

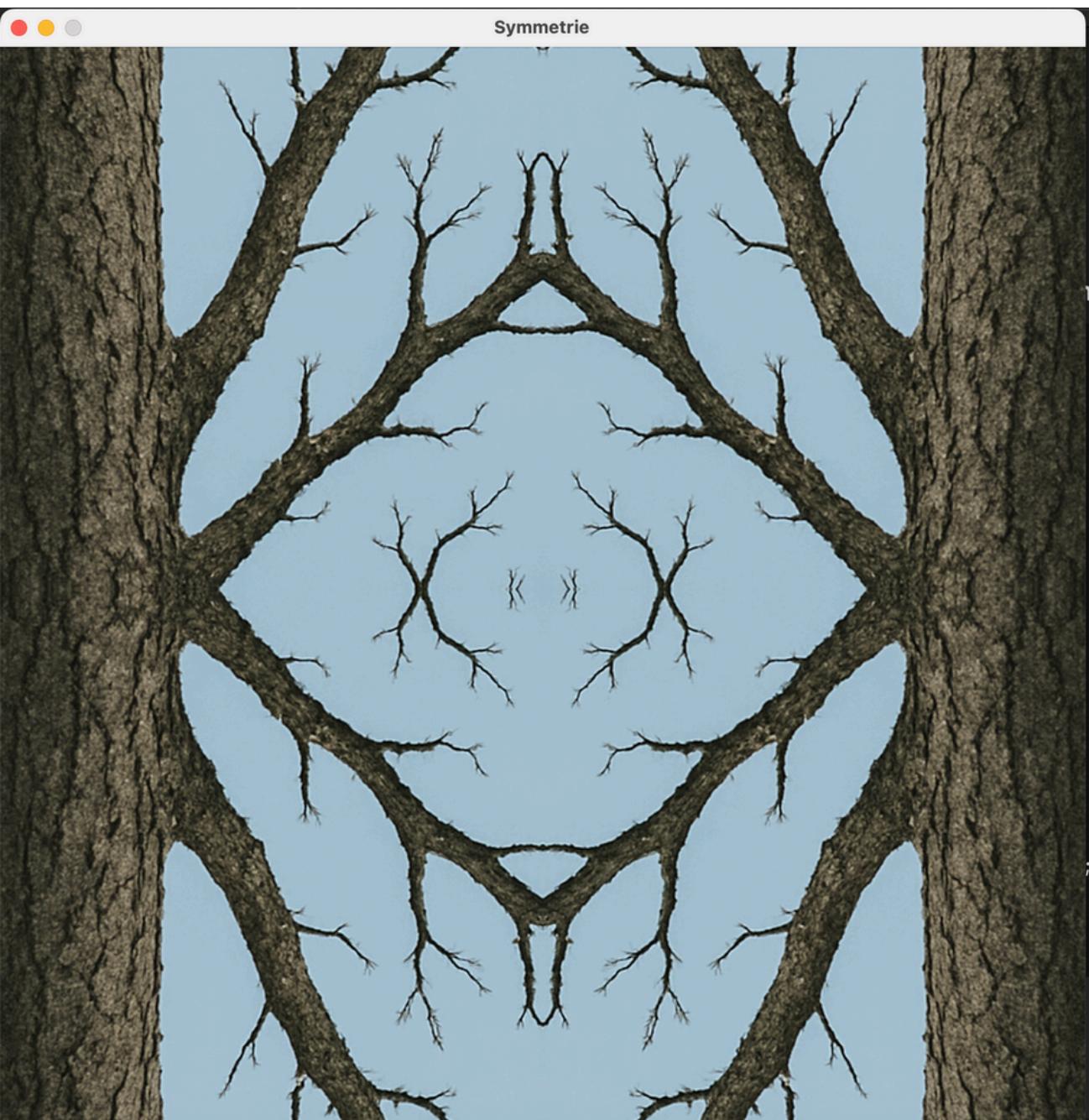
The background is a deep ocean blue, and the transparent images of jellyfish drift slowly in and out of scale, giving the impression of soft movement and depth, almost like looking through layers of water. I chose jellyfish because of their natural, elegant motion and how they match the hypnotic feel I wanted to achieve with the parallax technique.

This piece invites the viewer to immerse themselves in a quiet, meditative space beneath the sea, where motion and color blend together gently.

## 2 - Parallaxe



## 3 - Symmetrie

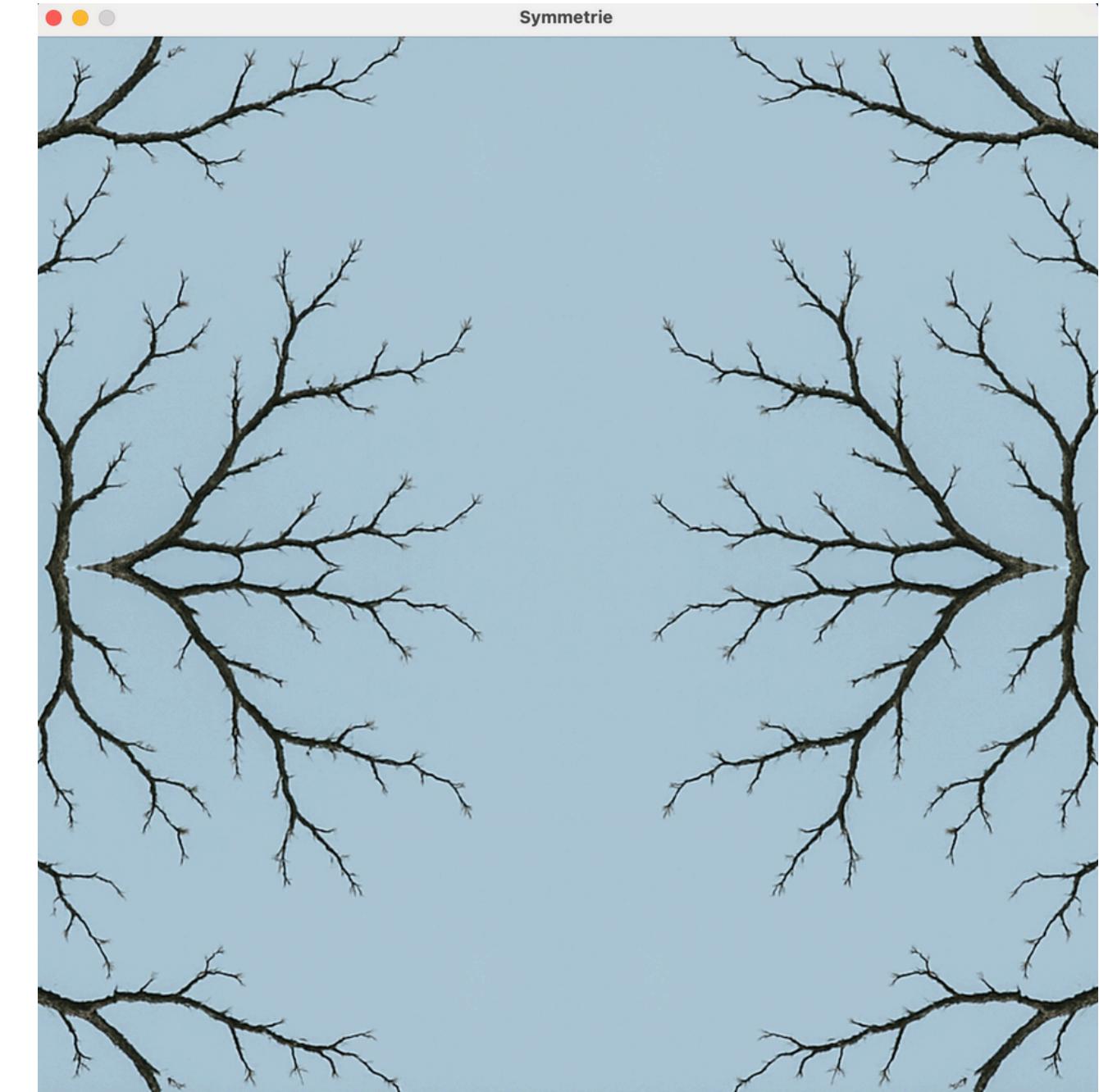


In this code, I worked with a symmetrical pattern created from a photograph. The original image only shows one side of a tree with its branches. By mirroring a selected portion of the image in different directions, a kaleidoscope-like effect is generated.

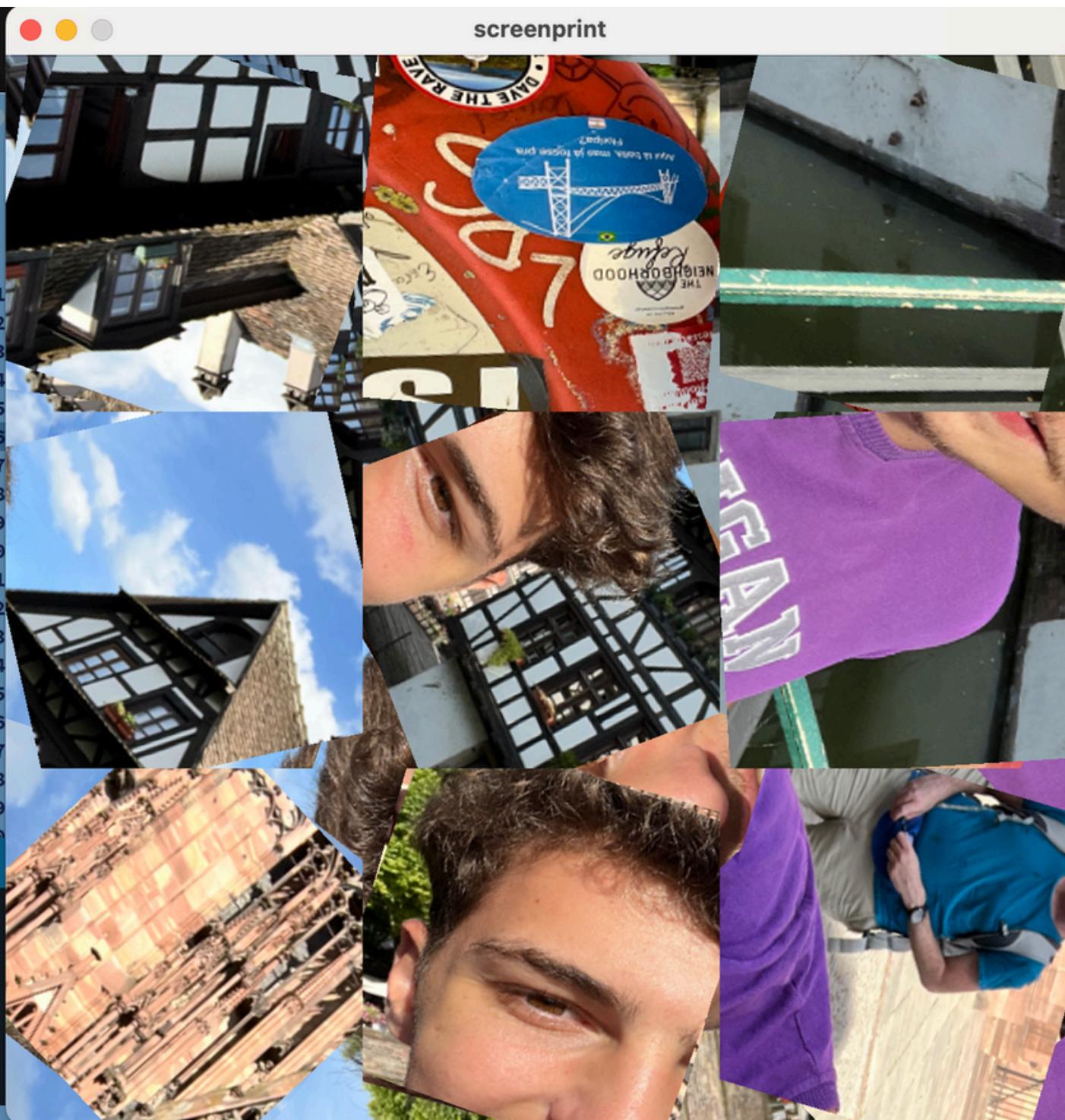
The canvas is divided into four parts: the top-left shows the original slice, the top-right is mirrored horizontally, the bottom-left is mirrored vertically, and the bottom-right is mirrored in both directions. The area of the image that gets mirrored is dynamically controlled by the mouse position, so the resulting pattern changes interactively as you move the mouse.

This creates a visually engaging and interactive mirrored composition based on natural forms, almost like a digital crystal forest.

# 3 - Symmetrie



## 4 - Gesichtsübung

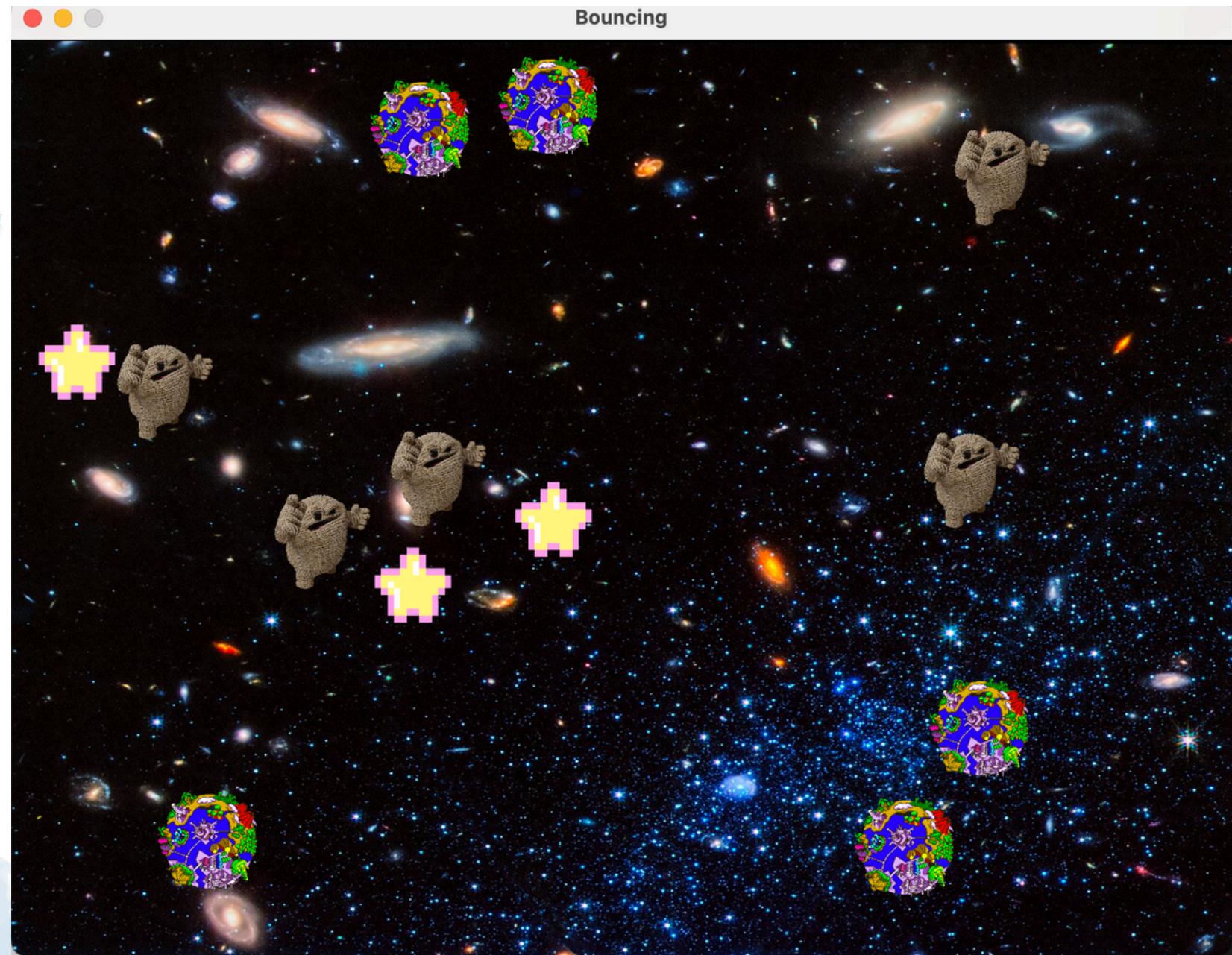


In this project, I used several self-portraits and modified the code to randomly rearrange and rotate small sections of the images. Each tile becomes part of a visual remix, sometimes recognizable, sometimes abstract. I chose a 3×3 grid because it allows important facial features like eyes, mouth, and forehead to appear in surprising new configurations.

The interaction is simple: by dragging the mouse across the canvas, new tiles are placed and rotated randomly, creating a playful yet fragmented version of my own face. With each gesture, the portrait shifts, sometimes I appear clearly, other times I disappear into chaos.

This piece reflects the idea of identity in motion: unstable, layered, sometimes hidden. It's me, but not always fully visible. Like memory, the image is constantly overwritten. It's a portrait in process.

## 5 - Bouncing



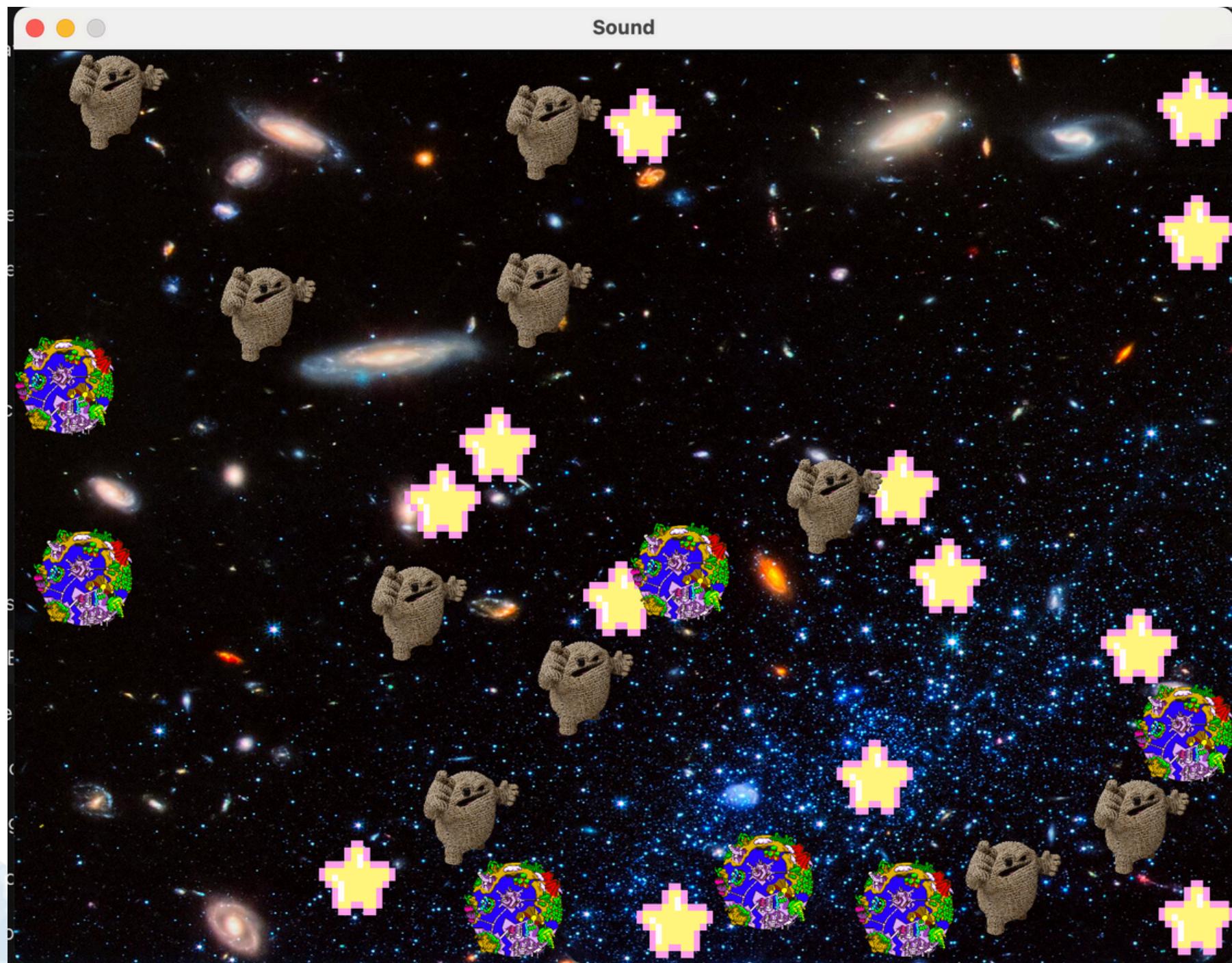
In this sketch, I created a small generative universe of stars that move, collide, and evolve over time. The background is a galaxy, and the scene begins with several stars floating freely. One of them is controlled by the mouse, it represents the “player” star.

When stars collide, a planet is born at the midpoint of the collision. These new planets are static and slightly larger, symbolizing a kind of stability or transformation that emerges from interaction. Over time, this leads to a visual accumulation, a map of past collisions and evolution.

I was inspired by the idea of growth through contact: movement leads to encounters, and encounters lead to something new. The visual system reflects randomness, gravity, and play. By pressing space, the scene can be reset, giving the user the power to recreate their universe again and again.

In this cosmic system, I’m not the center, but I am one of many, shaping, bumping, creating. I move through the galaxy and leave something behind.

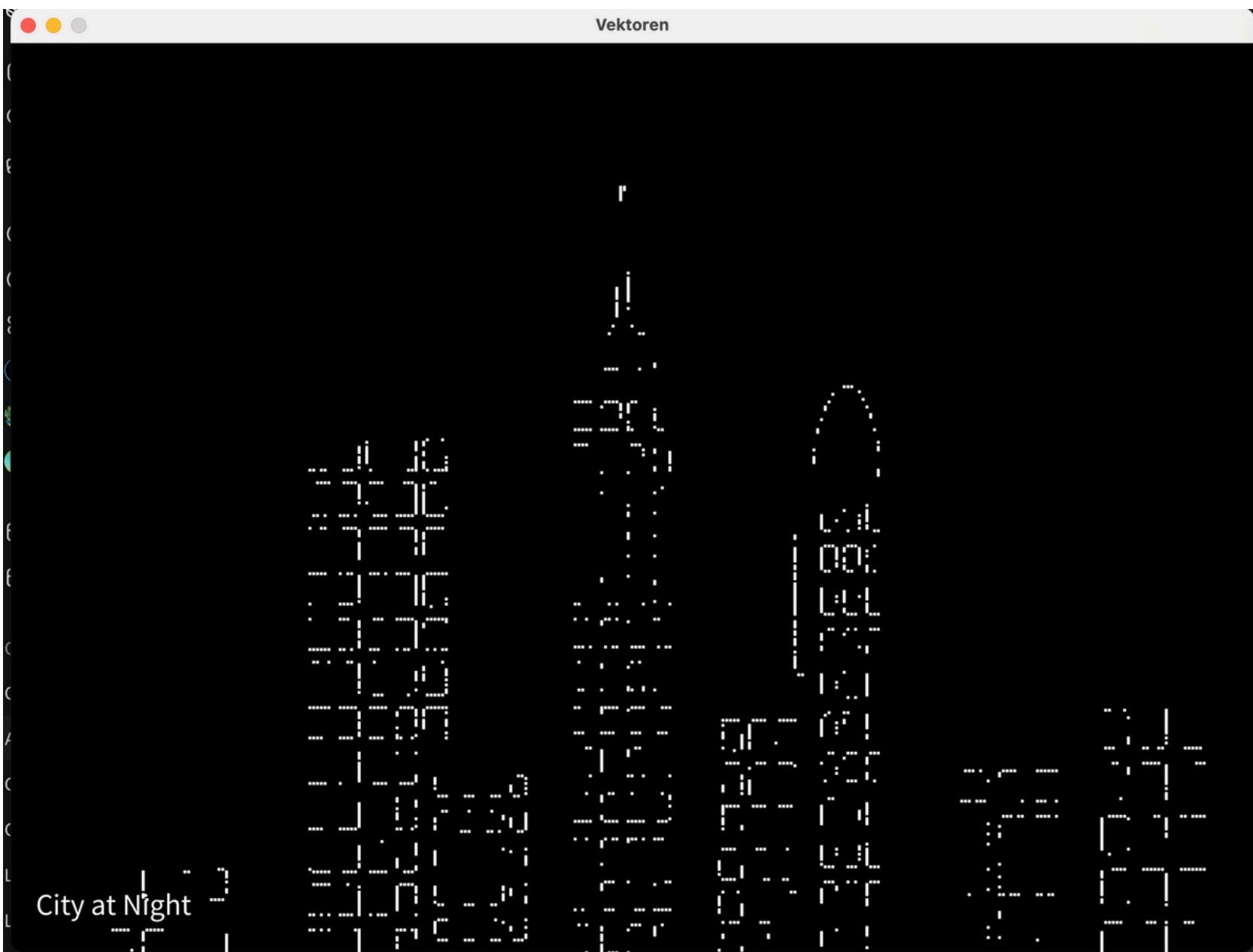
## 6 - Sound



In this version of my generative galaxy, I introduced sound to enhance the immersive quality of the experience. As stars collide and transform into planets, a soft sound is triggered, giving each moment of contact a physical, almost tactile presence. Background music loops quietly, creating a sense of cosmic stillness as the stars drift. The sound wasn't added just to decorate, but to deepen the sense of interaction. Suddenly, each collision isn't just visual, it's audible. The universe feels more alive, more reactive. The code now responds not only to movement, but to meaning: a moment of creation, punctuated by a sound.

I wanted this project to explore the intersection of visual and auditory generativity. It's still playful and interactive, but now it has atmosphere. It's not just about creating planets, it's about hearing the moment they come into being.

## 7 - Vektoren

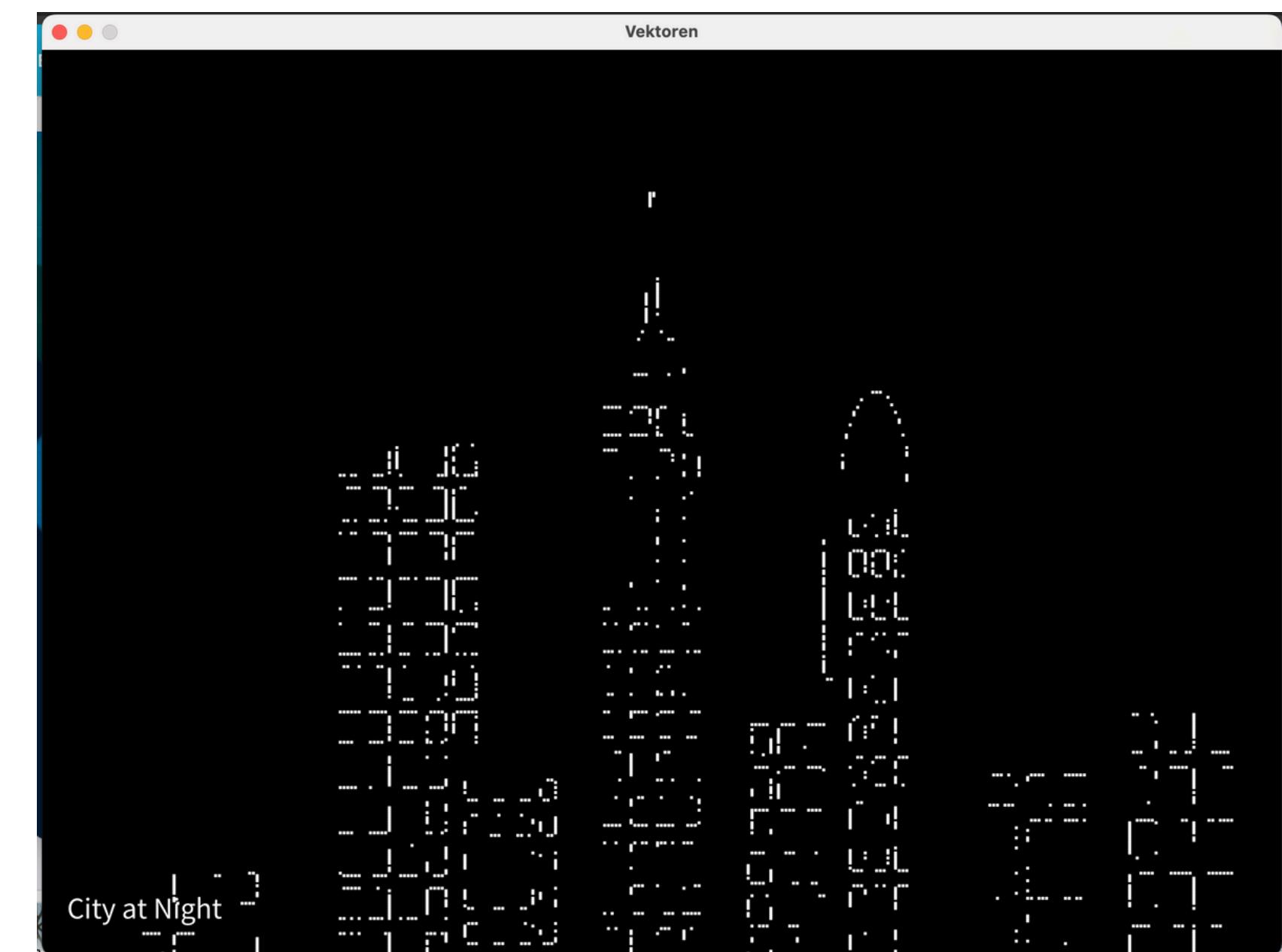


This work is a reinterpretation of a nighttime cityscape through generative vector repetition. Using a photograph of a city at night as a base, I replaced its brightness values with custom vector shapes, in this case, small graphic elements that light up the canvas like digital windows or stars.

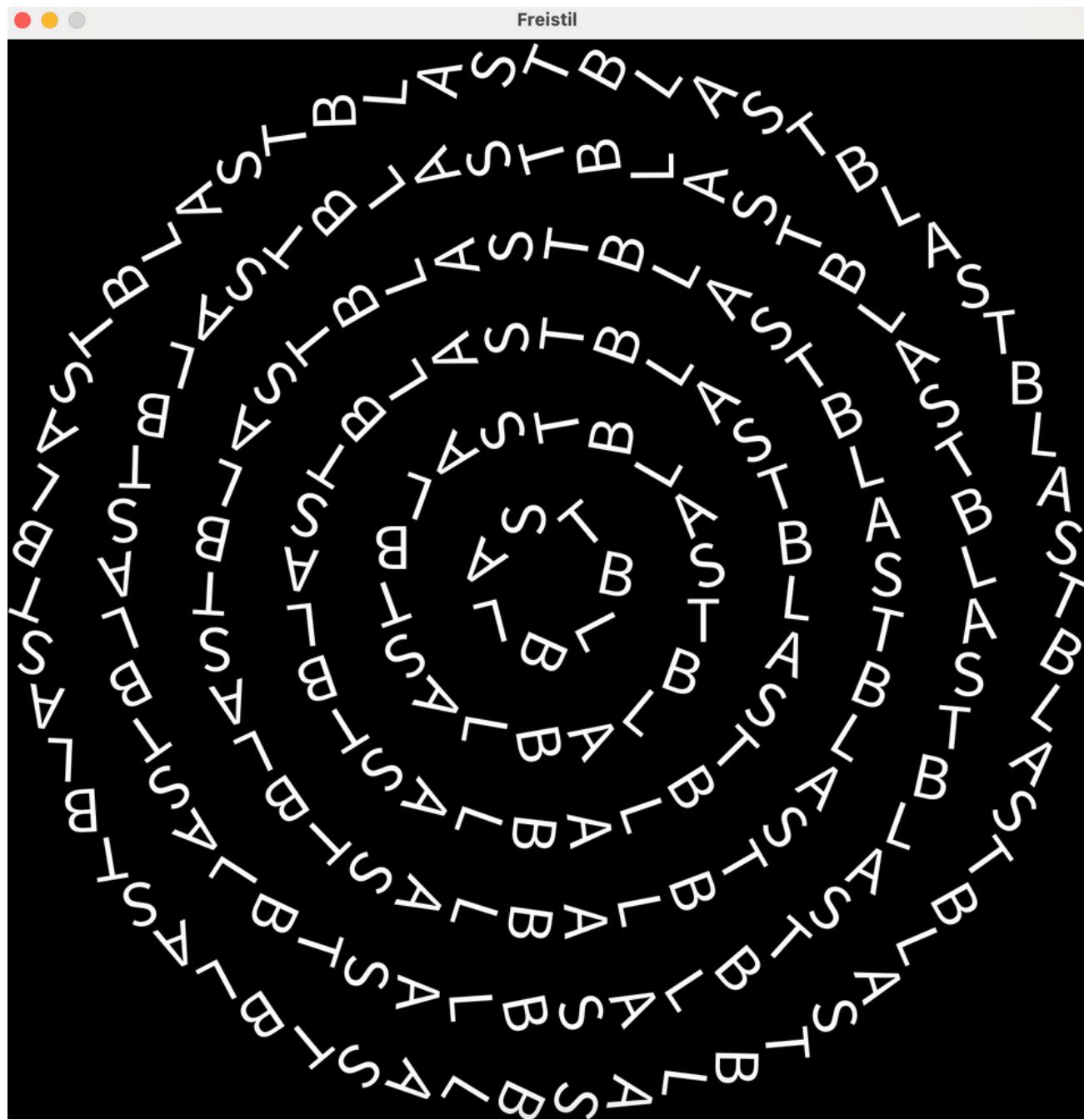
The mouse controls the scale of the elements, allowing the viewer to explore different densities and resolutions of the same urban image. What begins as a static image becomes dynamic and alive constantly shifting in how it is perceived, depending on interaction.

I was inspired by the glow of cities from a distance: how individual windows, signs, or lamps become fragments of a bigger visual rhythm. This project transforms that rhythm into a generative system, one where light becomes shape, and interactivity becomes composition.

# 7 - Vektoren



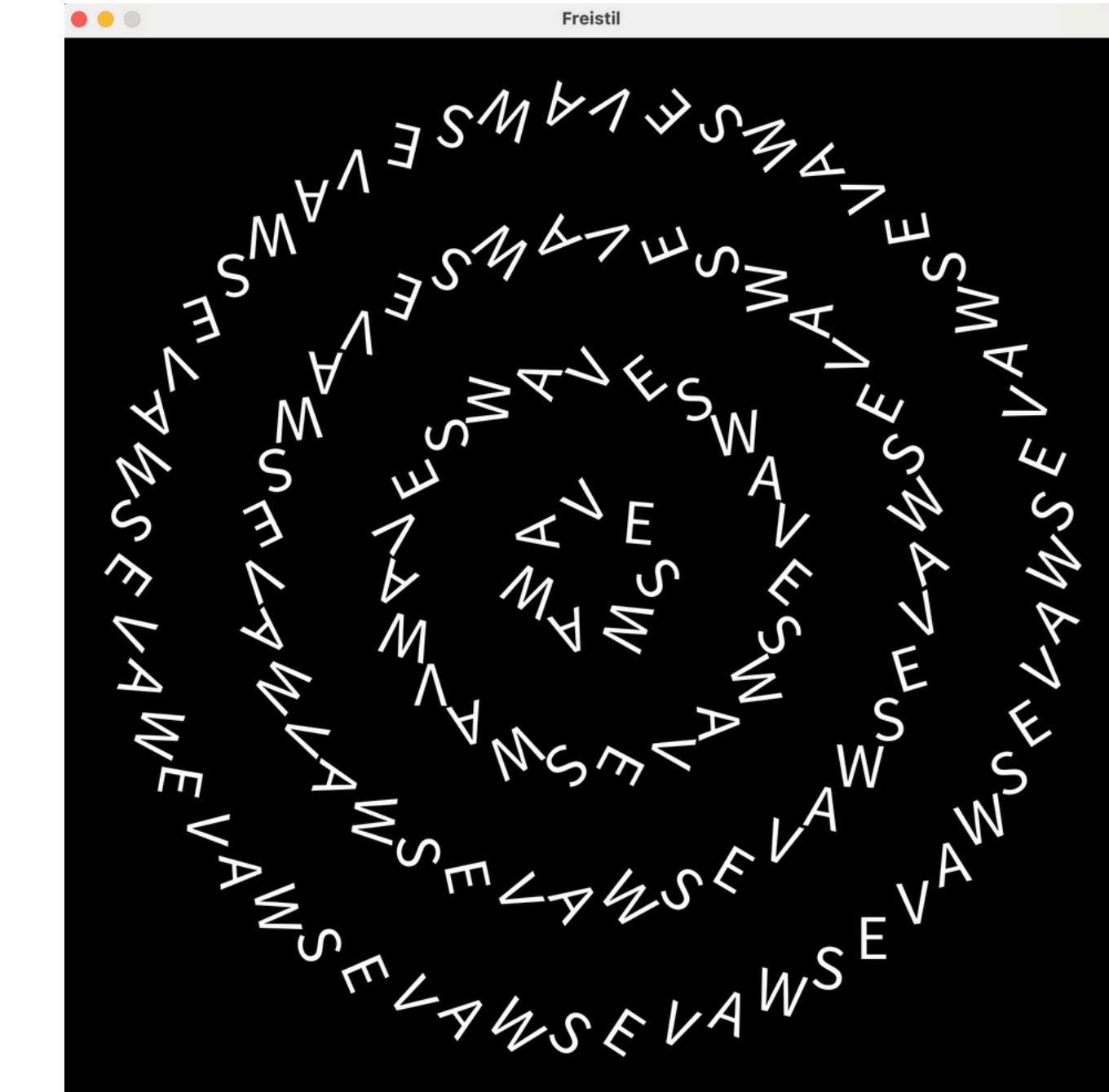
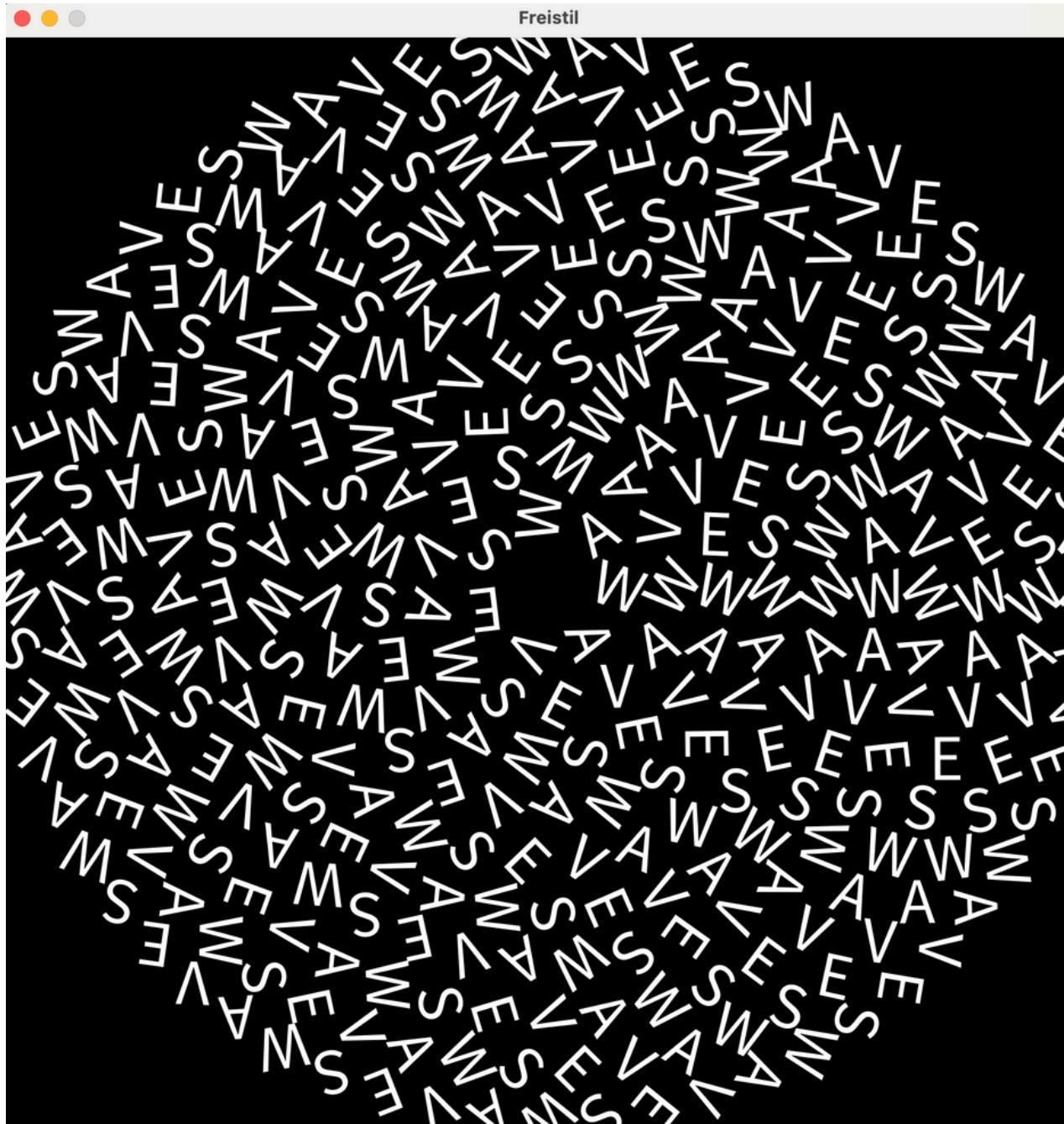
## 8 - Freistil



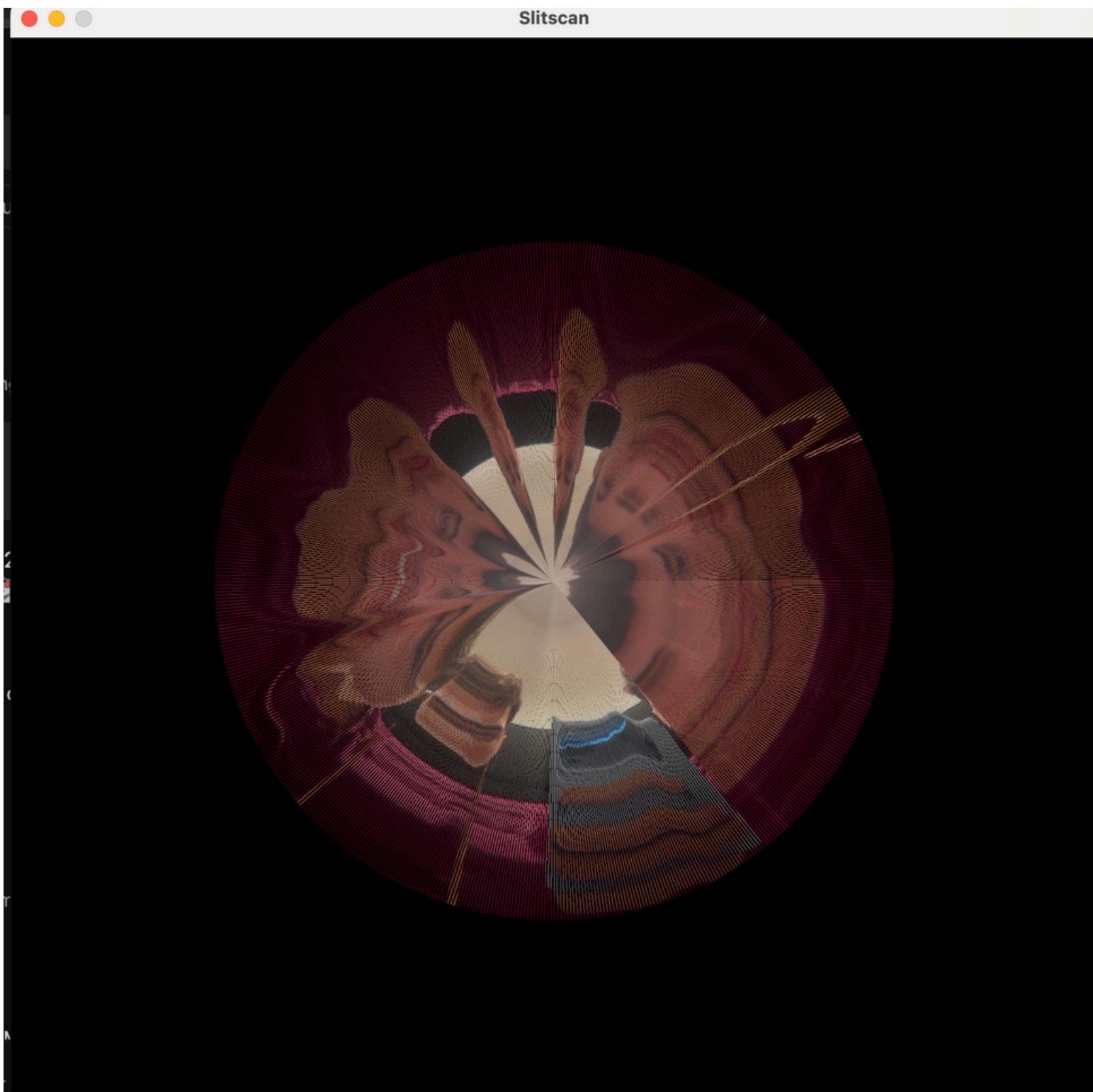
This piece explores rhythm and repetition through typography. I used a word and built a generative system that rotates and distributes its letters in circular patterns around a central point, the word can simply be changing by clicking “space”. The result is a kind of visual sound: language transformed into vibration.

The mouse controls the system’s behavior. Horizontal movement rotates the entire structure, while vertical movement adjusts the spacing between the rings. Pressing the space bar changes the word, altering the visual tone and rhythm instantly. With each word, a new echo is formed. This project is about the relationship between language and structure, about how something as rigid as a word can become fluid, dynamic, and visual. The result feels like a typographic poster in motion, one that can be captured at any point as a still image or saved as a PDF. It's generative design as typography, not to be read, but to be seen and felt.

## 8 - Freistil



## 9 - Slitscan



In this experiment, I worked with a circular slit-scan concept using a live webcam feed. Instead of drawing linearly, I extracted a single vertical line from the center of the camera image and mapped it radially into a circle. Each pixel row from the video is translated into a ring of colored points, placed according to their vertical position and drawn at a fixed radius from the center. As the angle increases, the circle is progressively filled with new visual data from the live feed, resulting in a dynamic, time-based composition. Each completed loop visually overlays previous ones, capturing the passage of time in a subtle but mesmerizing way. Pressing "R" resets the composition to allow a fresh start. I chose this form because I wanted to explore how movement and time can be encoded into a circular visual language, something meditative and ambient, where the image slowly reveals itself through repetition and rotation.

**CHECK THE  
SUBMISSIONS  
WORKING AT:**

[Youtube link](#)

or



**CHECK THE CODE OF  
THE SUBMISSIONS  
AT:**

[GitHub Link](#)

or



# THANK YOU!

Micael Angelo Sabadin Presotto