

Reflection – Generative Art Banner

Debugging and Refinement

Initially, I wanted the project to respond to sound using the microphone, and after some trial and error, I successfully achieved this. I followed tutorials, searched on Google, added the sound library, and enabled mic access. At first, the mic level was stuck at 0.0000, so I tested different browsers, checked system settings, and eventually figured out how to make it respond appropriately. It was a bit frustrating at first, but solving it felt incredibly rewarding.

Once the sound input worked, I combined it with randomness in size and colour, and layered in Perlin noise to make the shapes move more organically. I used the HSB colour mode to create visually appealing rainbow-like effects that respond to volume. The result feels alive, as if the visuals are dancing to whatever sound is in the room.

Contemporary Media Influence

Even though the piece is simple, it aligns with the kind of generative visuals seen in music videos, live performances, and interactive websites. It demonstrates how code can be utilised as a tool for creativity, allowing the environment or user to shape the experience. In this case, the artwork responds to real-world sound, making every interaction unique.

The future of art lies in interactivity and system-based design. Projects like this — where visuals aren't static, but responsive and ever-changing — are small but meaningful steps toward that future.