

## Reflection – Generative Art Banner

### Debugging and Refinement

Initially, I wanted the project to react to sound using the microphone. I followed tutorials, added the sound library, and allowed mic access, but it kept showing mic level as 0.0000. I tried different browsers, tested on other sites, and checked system settings — nothing worked. It was frustrating, but I realised it was not worth wasting more time on something that was not working.

So I switched to using mouse interaction instead, and honestly, it ended up looking even cooler. I used randomness for size and colour, and added Perlin noise to make the movement more organic. I also used the HSB colour mode to achieve those nice, rainbow-like visuals. It feels alive and fun to play with, even without sound input.

### Contemporary Media Influence

Although it's a simple piece, I believe it complements modern digital art well. It is interactive, colourful, and random — just like the art you see in music visuals, live shows, or websites with animated backgrounds. Generative art like this shows how code can be creative and how users can be part of the artwork just by moving their mouse.

The future of art will involve a lot more interactivity and systems like this. Even though mine is small, it's still a step toward that kind of creative coding where visuals are not static but reactive and ever-changing.