Development Log

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Ill be explaining how every point was created, what took me to create them and what challenges I faced.

Density

Density was the first one I tried to replicate as it seemed the easier for me.

What I realized was that there was a line that specified that density was added in a square, I must be honest I never understood why each iteration a hundred of density was added to that space, I started playing with it and basically if I made it bigger it looked “denser” but no changes in reaction was found , I found changes when there were density objects with different objects. The “heat map” looked different. But for this one didn’t gave me trouble I just created a new line in a for with the readable object and extracted the values for coordinates and size of the density object.

Velocity

For velocity I started playing around with it too and saw that to create extra velocities I needed to add a step for each velocity which helped me create a new one so I just followed the same idea as in density and created more of them.

Animation

For the animation I created two possibilities , moving up and down and moving to the sides, for this I created a function that each iteration moved it a bit, and saved the current value in the text input and so it makes it look like its moving.

Object

This one took me more time to identify what to do, after moving stuff around I realize that the thing that cold work was indicating that in that spot no velocity would happen, and it would be static that in the end created the effect I wanted.

At first I created an inverted vector of the velocity in that position but then I realized just putting a 0 did the same thing and it looked cleaner.