**Part 1**

The purpose of my website is to display generative art in a virtual gallery. My website also allows users to interact with the art by editing certain values that change the appearance of the art live. I hope to spark interest in generative art and educate about this relatively new format through this display.

I convey information about the field of generative art through my website. People who once didn’t know generative art or wanted to learn more by interacting with it can now understand a little more about what’s behind certain pieces by toying with the variables themselves. People can also visit the code and understand different aspects of these pieces through my website.

My website is interesting and engaging due to the aforementioned interaction. As one sees the art perform whatever motion it does on screen, they can edit variables and see changes happen before their eyes. In a way the piece of art is independent, but also in a way it is collaborative due to this feature.

My target audience is anyone that is interested in art or generative art in specific. I made the interface simple and straightforward so that it is accessible to users from all ages and backgrounds. I want everyone to be able to use the website, but if I were to guess my primary demographic it would probably be younger, more tech-focused people.

**Part 2**

* Visit the multicolored lines gallery, click on the enter gallery link on the first page then click on the second circle from the left.
* Adjust the “Step” variable in the multicolored lines gallery, click on the text box under “Step”, adjust the number, then click on update.
* Adjust the “Randomness” variable in the multicolored lines gallery, click on the text box under “Randomness”, adjust the number, then click on update.
* Adjust the “Color Space” variable in the multicolored lines gallery, click on the text box under “Color Space”, adjust the number, then click on update.
* Visit the Smoke V5 gallery, click on the enter gallery link on the first page then click on the third circle from the left
* Adjust the “Smoke Circle Size” variable in the smoke v5 gallery, click on the text box next to “Smoke Circle Size”, adjust the number, then click on update
* Adjust the “Time Offset” variable in the smoke v5 gallery, click on the text box next to “Time Offset”, adjust the number, then click on update
* Visit the art from rectangleworld gallery, click on the enter gallery link on the first page then click on the first circle from the right.
* Adjust the “Number of Circles” variable in the rectangleworld gallery, click on the text box under “Number of Circles”, adjust the number, then click on update
* Adjust the “Radius of Circles” variable in the rectangleworld gallery, click on the text box under “Radius of Circles”, adjust the number, then click on update
* Adjust the “Speed” variable in the rectangleworld gallery, click on the text box under “Speed”, adjust the number, then click on update
* Visit the 3D Sphere of Points gallery, click on the enter gallery link on the first page then click on the first circle from the left.
* Adjust the “Box Size” variable in the 3D Sphere of Points gallery, click on the text box next to “Box Size”, adjust the number, then click on update
* Adjust the “Sphere Radius” variable in the 3D Sphere of Points gallery, click on the text box next to “Sphere Radius”, adjust the number, then click on update
* Read about the art exhibits, hover over any of the ellipses under the exhibit titles to read about the exhibit and see a picture of it before “entering”
* Save a png of the rectangleworld piece you generate, click on the export button in the sidebar on the rectangleworld page to get a downloadable image
* Read information about the adjustable variables on each exhibit page, hover over the text entry box for the variable to read a description of what it does

**Part 3**

* **P5**, I used P5 as it was included in the art pieces I chose to showcase. P5 was used for several of the generative art pieces on the website.
* **Modernizr**, I used modernizr because the art piece that I integrated was already using it. Modernizr was used with the rectangleworld piece to detect if users’ browsers supported HTML5 canvas
* **Anime JS,** I chose to use anime js because it was referenced in class and because it seemed like the easiest way to implement transitions from my research. I used anime js to implement an initial loadup transition of the welcome page and a loadup transition of the gallery page. Anime JS allows me to have smooth and aesthetically pleasing transitions for my welcome and gallery pages. I chose not to use it to load up the art exhibits themselves as the load that some of those exhibits placed on my computer was already high, so I did not want to push that limit with transitions.

**Part 4**

Instead of the original website designed in the homework 7 mockups, I changed my plan from building a database of generative art as a gallery to just showcasing several pieces and not giving users the ability to upload pieces. As a result, I removed the final page listed in the mockup. I kept the design of the exhibit pages essentially the same, however I also changed the navigation to each individual piece by making each piece accessible to users from one page. I also included information in dropdown boxes about the galleries and the adjustable variables which I had not listed in the mockup.

**Part 5**

I had to decide to integrate code from existing art so that the art could be interactive for users who decided to browse my website as opposed to allowing users to upload their own pieces. I also had to resize every piece so that it could fit in the window I had established on each art page. I had trouble using anime js initially too as I tried to figure out other people’s code to teach myself how to use it, but eventually I learned as I sorted through more and more examples. Finally, deciphering code from other people’s art so that I could successfully integrate it into my website took a significant amount of time as well and was unsuccessful with many pieces that I wanted to include.