

Autumn Washington English

7/8/1018

CMPM 147 Generative Design

## Jump Splat

Originally the the idea for my project was to make moving paint trajectories on bezier curves and check if they are close to each other and randomly choose a winner by making a large splat of color near the losing color. It was to analyze what if in splatoon when you jump it is not a consistent path since right now when you Jump it automatically determines a splat if people camp.

My full intention was a more of a series of simulation clicks or even allowing the the user to paint paths and a CPU user would do a random path eventually meeting the player and determining a winner. However right now it is currently playing with random anchor points and the control points are determined by mouse movement. I was focusing on trying to figure out how to do a brush like this [example](#) where there are paint splatter based on brush velocity and paint dripping depending on “pen pressure”. I really wanted this analyze of splatoon jumps to create interesting almost Jackson Pollock like images from users interacting with the simulation. The input is click and drag to create different curves of paint where a CPU uses a series of bezier curves to “check” your drawing path and determine a winner. It would be a continuous game that creates a final art piece when you’re not clicking. This would have been a relatively simple

interaction piece that would not need much instruction other than how to use an intended dat.gui so you can choose the color you want, how hard of a splatter or drip.

Thus with what I have to present is nothing of the above. I had excellent resources for reference that had all these points of what I wanted to implement and tweak to what I had intended to do.. All I was able to make was a modified tutorial piece that we did a couple thursdays ago except make a continuous line on a black canvas. Trying to implement a GUI to this interface was also troubling in which others can choose whatever color they wanted use for this brush effect. I was really disappointed but my intentions was definitely a two person project and I am looking to pair up with someone in the future.