

INCAPACITÉ

A SURREALIST VOYAGE

General description

The program I want to create will be a mixed media adventure inspired by surrealism and net art, meaning there will be a few layers on the screen relating to each other. It will also be interactive, but in an unexpected way.

Mixed media

I started thinking about this project with a few things in mind. To start, I was super invested in my other classes, precisely cart212, where I was able to mix different media to construct visual projects in a way that perfectly fitted the aesthetic I crave when creating art, and in a way that called for previously developed skills that I absolutely enjoy using. I had a lot of trouble finding a way to have this mixed media approach with programming, but this is exactly where my thoughts about this final project started. I want to find a way to mix my favorite medium, which is 3d creation, with p5.js.

Unexpected Interaction

Another thing I wanted to address is the idea of interaction being a constant for the programs we create in this class. I think interaction is great, but there are also huge limitations associated with it. One of these restrictions can be noticed when trying to program different paths and possibilities. I can only program a few options, but what if the user thought of something else? This question is interesting to me because some games do not give many options as to what can be achieved, and some do. It does not mean either options are good or bad, but it got me thinking about this concept of making something interactive in an unexpected way. I am thinking here of a few things. Mainly, I want the user to be able to input data, and while they expect a general reaction from the program through hints and particular phrasing, the effects will be completely unrelated to that last input.

Unexpected interaction example

jQuery selectmenu

3 choices of 'Background Shapes' -> changing to one type or another changes the speed of the 3d animation.

jQuery dialog

'What do you think about travelling closer to them?' -> YES or NO -> changes the overlay layer blend mode at random.

Surrealism

Surrealism just has that weird and unusual mood I enjoy so much. I think this is a great way to visually represent the unexpectedness of the input and effect relationship.

Net art

Net art is one of the artistic movements that really dove into layering and mixing digital media. It is a great inspiration for me in general but the unusual and funny mood will be a great addition to this project.

Multilpe layer plan

1st Layer - Textured colored background

I often generate some textures to use as overlays or background using Substance Designer for visual projects. I think there is a great opportunity in finding a way to modify it through code.

2nd Layer - Surreal animated 3d models

This is just what I crave, I so fond of modelling, sculpting, and animating weird objects, organic or not. I think my visual identity as a 3d artist blends well with neo-surrealism elements.

3rd Layer - ASCII overlay

I found this community-based library called p5.asciiart that converts images into ascii art. I think the visual appeal of that library is great for what I have in mind, and I hope to find a way to make the user interact with it. Moreover, it's a very easy to overlay this kind of visuals.

4th Layer - HTML and CSS

Using the document format, I want to experiment with styling and using the whole webpage as part of the project.

5th Layer – Floating items or frame

I also want to add floating items in the form of gifs or of an image frame to relate back with the net art identity.

6th Layer – Filter/Color/Effect overlay

A filter, color-corrective and effect-additive layer is the secret to every mixed media project I have ever done. It is the ultimate layer that makes everything melt together.

7th Layer - jQuery forms, dialogs, and buttons

jQuery is great for adding so interactive elements in a simple way, meaning I will be able to program a bigger number of dialogs and form inputs. I want to experiment with this format and styling, so it mixes with the other items on the page. This layer needs to be the last one so the user can access it.

DRAFT

