CART 263

PROPOSAL

Mixed media

I started thinking about this project with a few things in mind. During the semester, I have been struggling with finding motivation to really push my programming projects for a few reasons.

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 I created in the past. I think interaction is great, but at the level I am at and with the tools I have, there are huge limitations in terms of the finished product being the interactive program I want. One of these restrictions can be noticed when trying to program for the user the path they would want. 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 you 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, but mainly, I want the user to be able to input data, and I want them to expect a general reaction from the program through hints. Here is is a very simple example of a button (I am still in the thinking stage as to what the actual prompts and effects will be).

The basic prompt: ‘push this button to change the color’.   
The effect: moves the 3d model 1000px to the right.

Surrealism

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

Net art

Net art for me is one of the few 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.

General description

The program I want to create will be a mixed media adventure, meaning there will be a few layers on the screen relating to each other.

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.