Floating in Space

Tadeo Menichelli and Sean Koh

Requirements

- 3 Sliders: The choice of what we wanted to do with the sliders is something we iterated on and changed while we went through the project. Initially, we had a slider to change the circle radius for the pupil and another to change the control point on eyebrows that we decided did not look or fit with the project. The sliders we settled on were a control for the opacity of the bars, the volume, and of course the number of eyes wanted. This third slider was an easy implementation because we had helper functions to draw the eyes and it was only a matter of sending in different x and y positions at each increment or decrement.
- The 3 checkboxes are delay, invert, and noise. The noise checkbox adds a distorted effect to the eyes, which fit well with our theme, the delay effect also worked well with our songs and music with
- Radio buttons were implemented with thought
    - Change between wavelength and reference
    - Change color to be gradient or solid color
- We added a drop down menu to change the color of the eyes
- We used every single type of canvas drawing, including Circle, square, quadratic, and lines
- The CSS framework we decided to work with was Materialize due to familiarity and the website is as responsive as it can be with our theme. The initialization process for many of the components took some time, but thankfully aside from Materialize's documentation, there were other forums with answers.
- We encapsulated our scripts in IFFY and not modular due to simplicity

Above and Beyond

- We added more that one set of radio, as well as using the drop down menus.
- We added many more songs that fit the theme and work well with our audio visualizer
- We included a pause button that is not like the basic one given

Resources

https://materializecss.com/

Contributions and Grade

Tadeo Menichelli (9.5/10)

Tadeo did all the visuals of the visualizer, as well as implementing different number of eyes. He also implemented the use of reference or wavelength and selected the proper colors for the solid and gradients. Made visualizer have max 9 eyes, but the visualizer says you can have max 10 eyes. VERY NAUGHTY (-0.5)

Sean Koh (9.7/10)

Sean implemented the use of Materialize and the rest of the buttons not mentioned above. He formatted and did the HTML and CSS for the project and worked with the pause button. He attempted to get a next/prev song buttons working, but this proved more challenging and was not able to complete it. Didn't tell me that my visuals looked amazing the first time he saw it (-0.3)