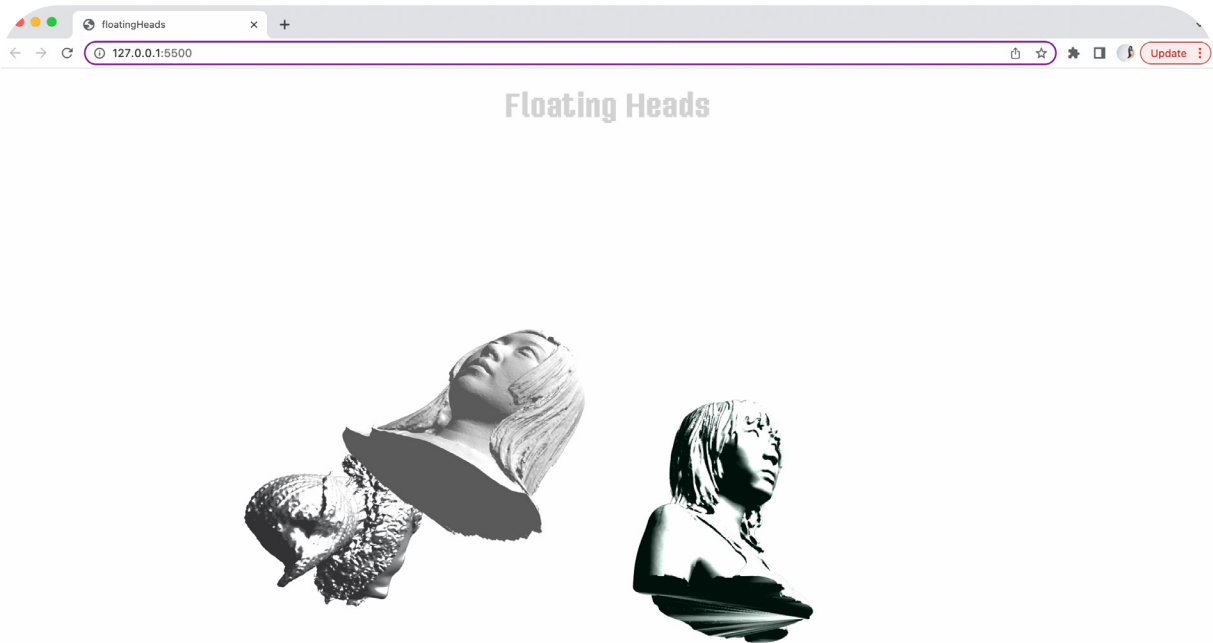(Tonnam) Athisaya Vasikanond

20020554

element 2: Practical Exam

partB

Floating Heads

Floating head is an introduction and experiment for a platform for creative students.

I wanted to create a speculative format for an introduction space that could be readjusted and adapted to fit a creative project concept. The page showed three 3d digital heads floating in a white space in random orbital directions. The mouse performs as a flashlight that shone onto the faces, showing more details.

Stalking the website hoverstat.es, I was inspired by the different possibilities in the coding field and the simple elements I could mimic. I settled on exploring the 3D elements, WEBGL, a p5.js project have to offer and the potentials it holds for interactive UX/UI. Being a Blender user myself, I wanted to examine the basic elements and compare the differences between generating something through Blender and code.

---

bam-works.com/goods

Of all the various 3D-incorporated website examples on hoverstat.es, I got inspired by the technicalities of this website which includes random 3D forms spinning while you can select an object to redirect you to their other pages. I tried inspecting their code later on but it was pretty complicated for me, However, I understood the mechanics of their 3D shapes, pdfs linked to make the texture on each shapes, they work almost in the same way as Blender but I end up didn't try this out for my code.

1Granary

The collective represents students in the creative industries, showcasing their works as well as pointing out the issues, through rhetorical questions or quotes from emails received by their followers. They also sometimes provide a response and useful insights for the pointed-out issues. I want to incorporate this idea of community building and interactions. I could develop the code further to make room for a chat box where creatives come on to discuss topics or ask questions and support each other. The floating heads could be of an expert in creative fields where when clicked on would redirect you to a space for asking questions to them or seeing their works.
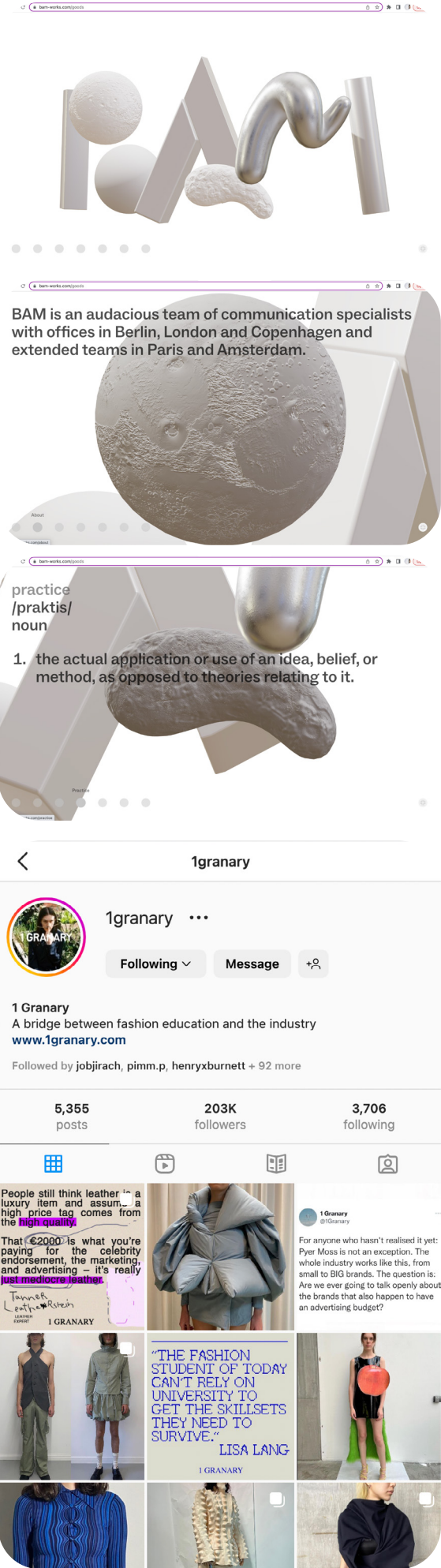
Processes

Originally I wanted to code the title 'Floating Heads' in the middle of the window on top of the objects. However, due to the WEBGL and the rotating effects I used for the heads, I've not figured out a way to combine 2D elements on it yet. I tried to create 2 canvases in the sketch.js files (one for WEBGL) which supposedly could be possible if set up properly but most of the time would create unpredictable results. I managed to get two canvases on with the random results of layering trails following behind the floating heads. I quite appreciate this effect even though it was not what I was aiming for and does not align with my intended concept. I tried to code texts onto the 2D canvas but it didn't show up, I might need to find a way to lock the two canvases down in their own space before continuing this. I also had coded overlapping layers between the index.html and the sketch.js before for the physical computing submission, however, when I tried to code the text in HTML for this project to be on the top layer, it did not work and had formed its own canvas. I ended up with the title on top of the page instead.

Reflections

Although it was not as interactive as I wanted it to be, I settled with an auto rotation function (rotateX(frameCount * 0.1)) instead of orbitControl(). This was because the rotation function looked more refine and smooth in comparison to the orbitControl(), for some reason the shape size glitches as the screen is moved around with the orbit. The light was also too dim, when tried adjusting the existing light elements it became too bright, I would love to experiment with more options for this. I also tried coding an eclipse that follows where the mouse is on the screen, however, I suspect, due to the set rotations, the eclipse showed up at a certain distance from the mouse and was orbiting along with the objects as well. Furthermore, I wants to explore the possibilities of texts and the different ways to incorporate them onto 3D elements. I want to develop each head into a button function that link the readers to a new section or adds texts and text boxes that would pop up.
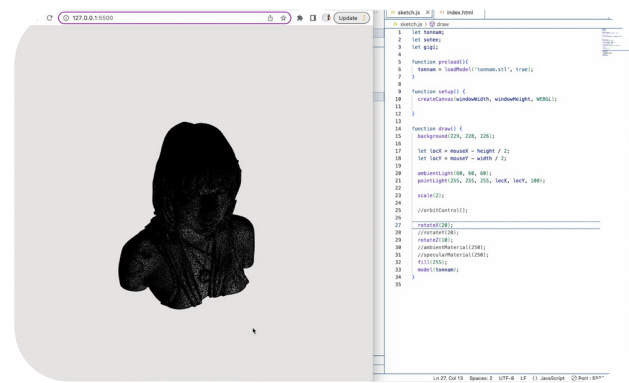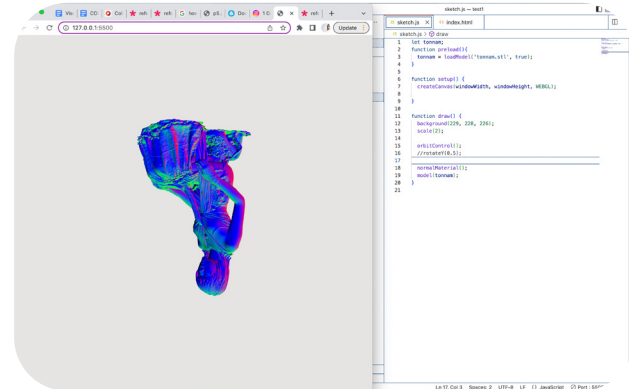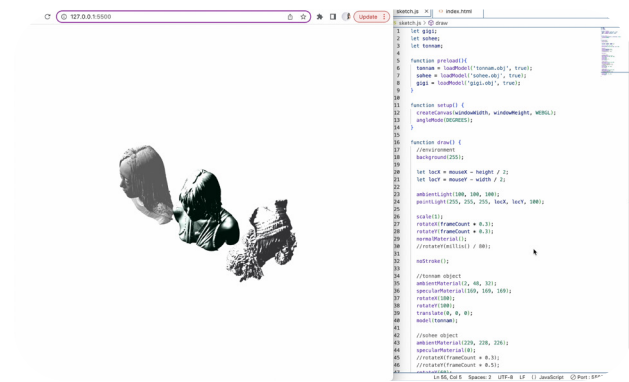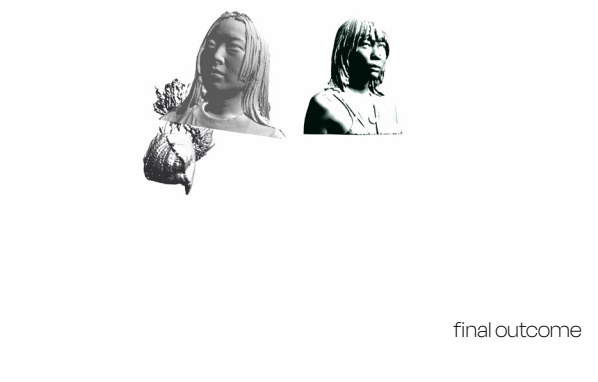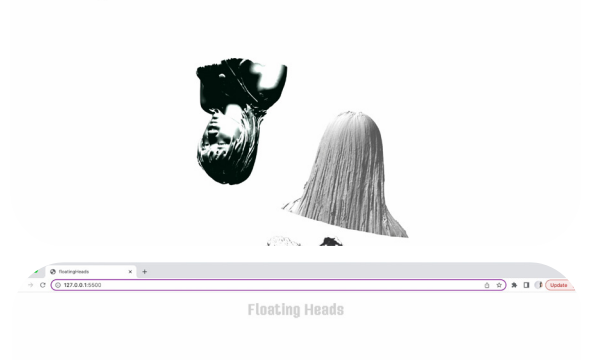

inputting of an obj element
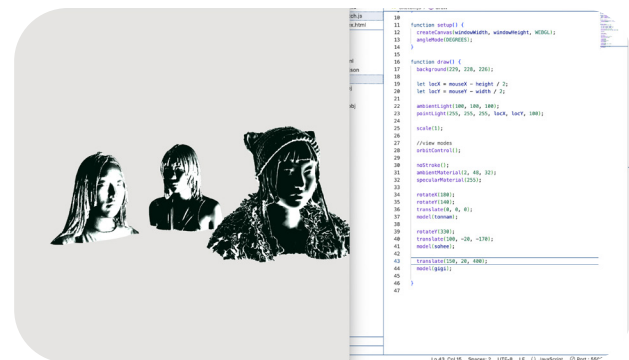
positioning the objs

spinning the objs

2 canvases and layered trails coincidence

sphere mouse trial

final outcome

03

04