Project 1 – Lorenz Sandbox – Documentation

Tucker Burke

Intro

This project got interesting right off the bat. I honestly got really lucky with a happy accident that laid the ground work for the visual of this JavaScript application.

Creative Process

I began by doing what I had done with most of the “point based” systems thus far in the course. Instead of drawing circles or shapes at given points in the system, I connected the dots using the lineTo function of the canvas API. I then used the hue and saturation color process from one of our exercises or demos and applied that to the z-axis. The system didn’t quite fit the canvas correctly and required some scaling. So, I figured why not create an input for the that data. Well, here’s where the happy accident occurred. I placed some of the scaling variables in the incorrect spot and the lineTo function connected the original attractor to the scaled attractor. These connective bridges looked very three dimensional and was a cool start.

From there, I properly drew the original and scaled versions of the system, thus fleshing out the entirety of the wire frame. Well, I still wanted to actually scale the system, but now I approached it a bit differently. I used scale to alter the width between the two systems, effectively creating a thickness parameter to the ribbon effect.

Reflections felt automatic due to the asymmetric nature of the Lorenz system. It just didn’t appeal to me and I though symmetry would be more aesthetically pleasing.

The final parameter which I plan (as is not yet implemented while writing this) is to turn this wireframe into a solid 3D object. Closing the shape and filling it should hopefully create this effect and will be a radio button selection between solid and wire frame.

Retrospective

I think everything went smoothly with this project. Not anything I would have done differently. However, with more time I would better flesh out the page surrounding the canvas. I’d make it a more functional, responsive, mobile friendly site. I’ll likely do this over the summer while curating my portfolio. That way I can make it all match.

External

I used fonts from Adobe TypeKit, now rebranded as Adobe Fonts.

Justifications

I think the overall theme and impact here for certainly effective. I’m happy with that. The UX is satisfactory and meets all rubric requirements. Media category appears good as well although I’m not sure about the *draw rectangles, arcs, and lines* bullet point. I’m essentially just drawing lines and filling shapes. Any alteration to try and hit this bullet would take away from the effectiveness of the design.