Final Project Proposal

Title: tbd

Artist: Mark Hirsch

Description of the work

This work will combine photography and code-generated graphics to create a set of images in which the code highlights, extends, mimics, or creates tension with certain aspects of the photograph. The images will be comprised of photographs taken during two photoshoots:

1.) a walk around More Mesa (in Santa Barbara) with a focus on the natural landscape

2.) an upcoming portrait photoshoot

The use of code will highlight the relative tension and/or harmony between the natural world and human presence by introducing synthetic visual elements (i.e. code-generated graphics). Because these generated graphics are super-imposed on the photographic images, the result will yield an additional layer of tension that acts as a bit of a metaphor for the tension between nature and human interference.

Code concepts to be utilized // Challenges you may encounter

The code will largely rely on particle systems to generate complex textures. These textures will be created through different types of motion effecting the particles: velocity/acceleration, random/noise, and sin()/cos().

First, an image will be drawn in the setup() function, and then (without a background...so that we see the motion path of the particles), the particle system will run its course. I will have a keyReleased() function that saves frames so that I can export images at different times during the sketch.

One challenge I might encounter is getting the boundaries of the generated texture to match particular areas of the photograph. I know how to set boundaries if they are a straight line but not if they are curved. I would appreciate Mark or Weid's help in understanding how best to do this.

Sketch or aesthetic description of the work:

branching texture that mimics the branches below

vertical elements that have variable blurring to mimic the depth of field from the photo

Ideas for digital exhibition:

I have three possible ideas for how I would like to exhibit my project:

1. A short video that shows the final images with transitions between images and a soundtrack
2. A short video in which the final images are interspersed with footage from the Processing sketch while its running, so that the audience can see how the images were created
3. A short video in which the original (photo-only) images fade into the version with the code-generated graphics.